

Example One

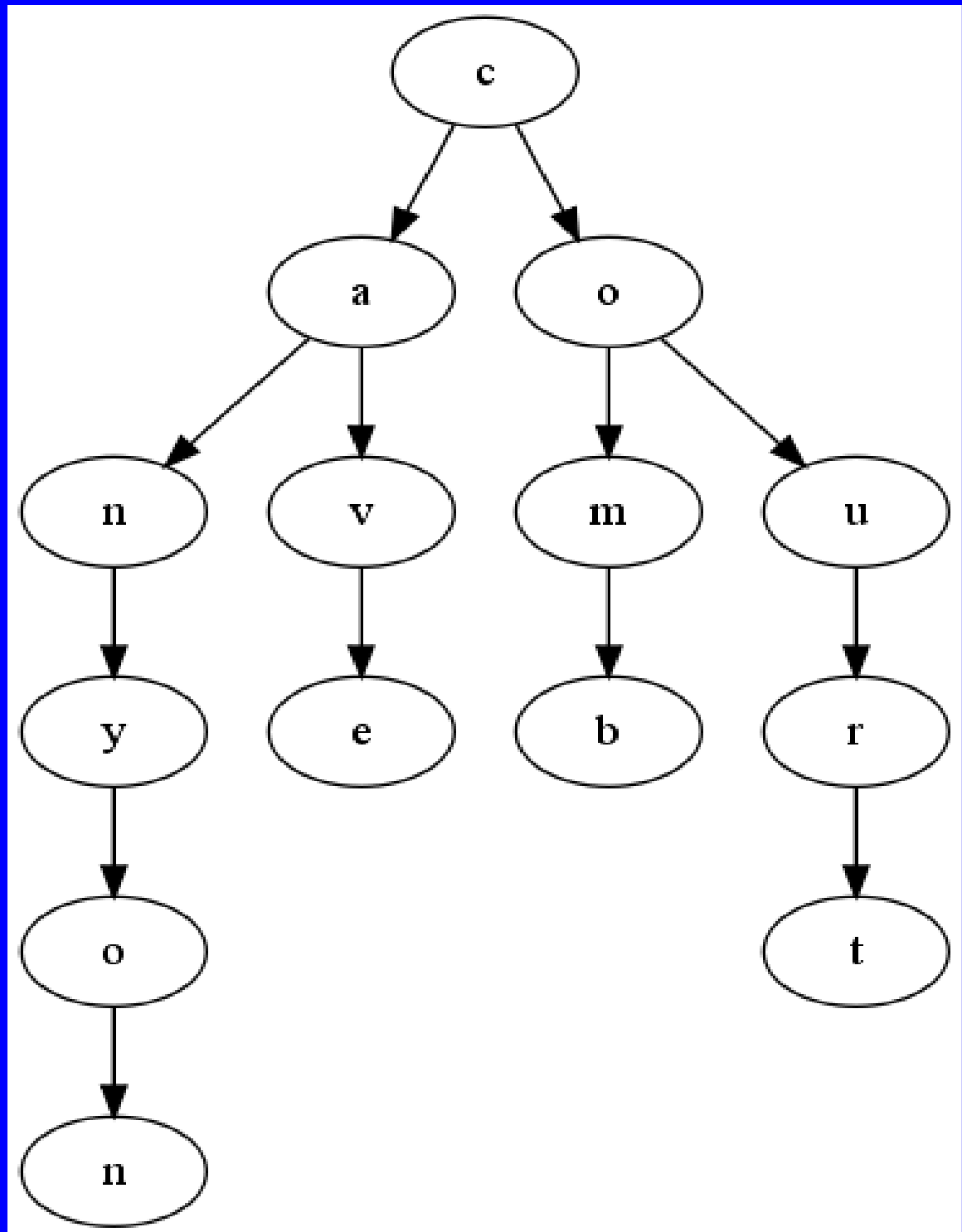
small.txt

canyon

cave

comb

court



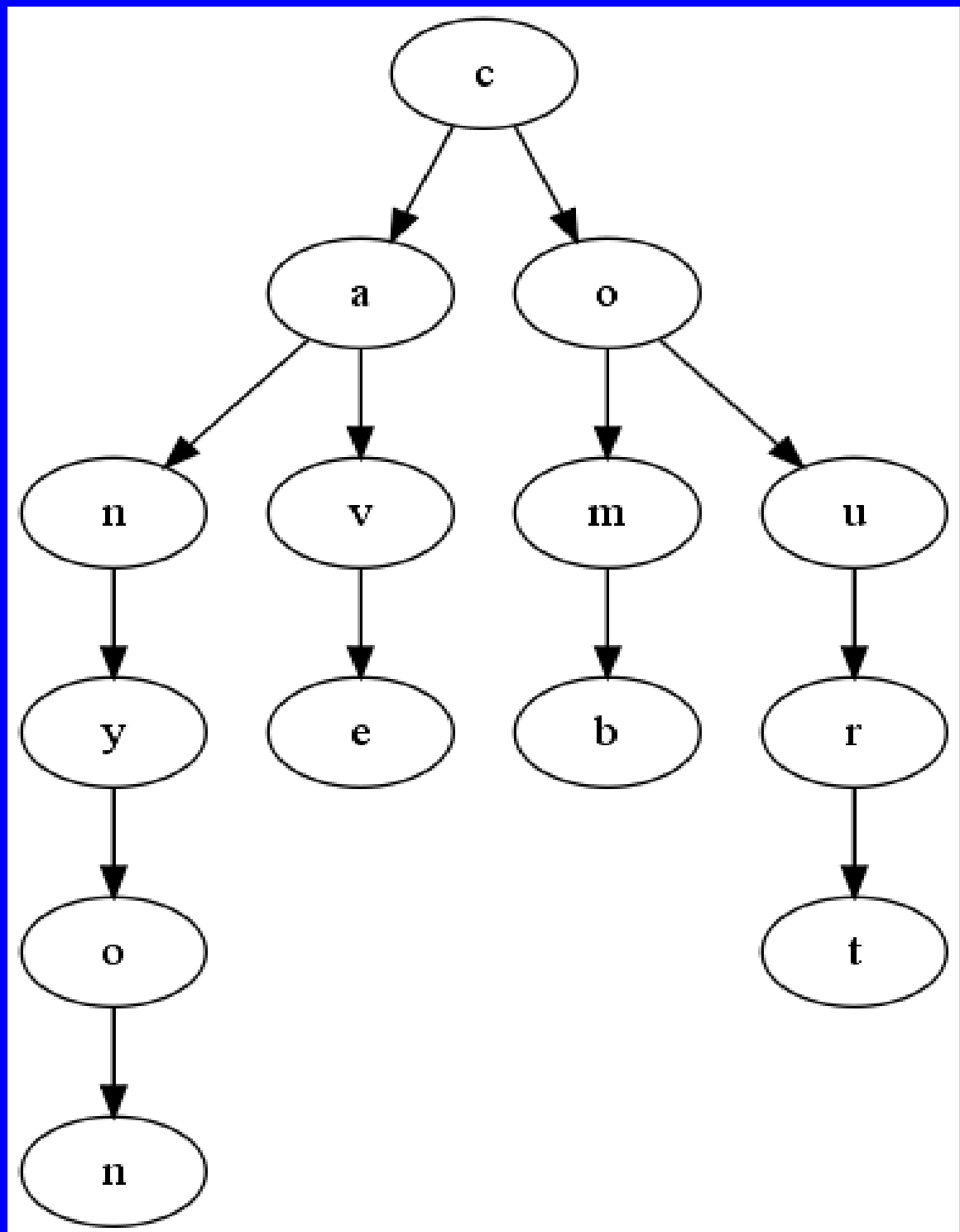
Player One: C

Player Two: O

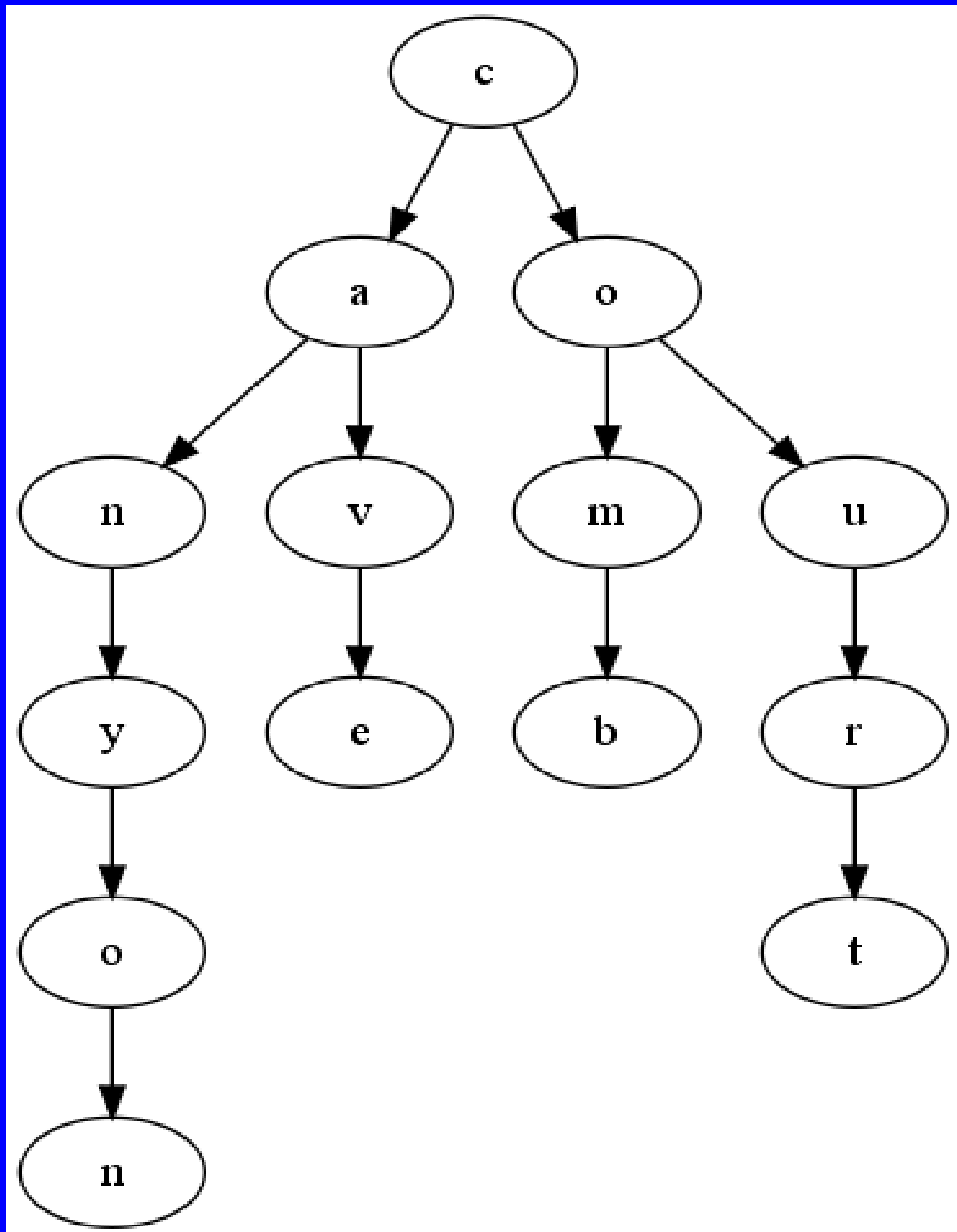
Player One: M

Player Two: B

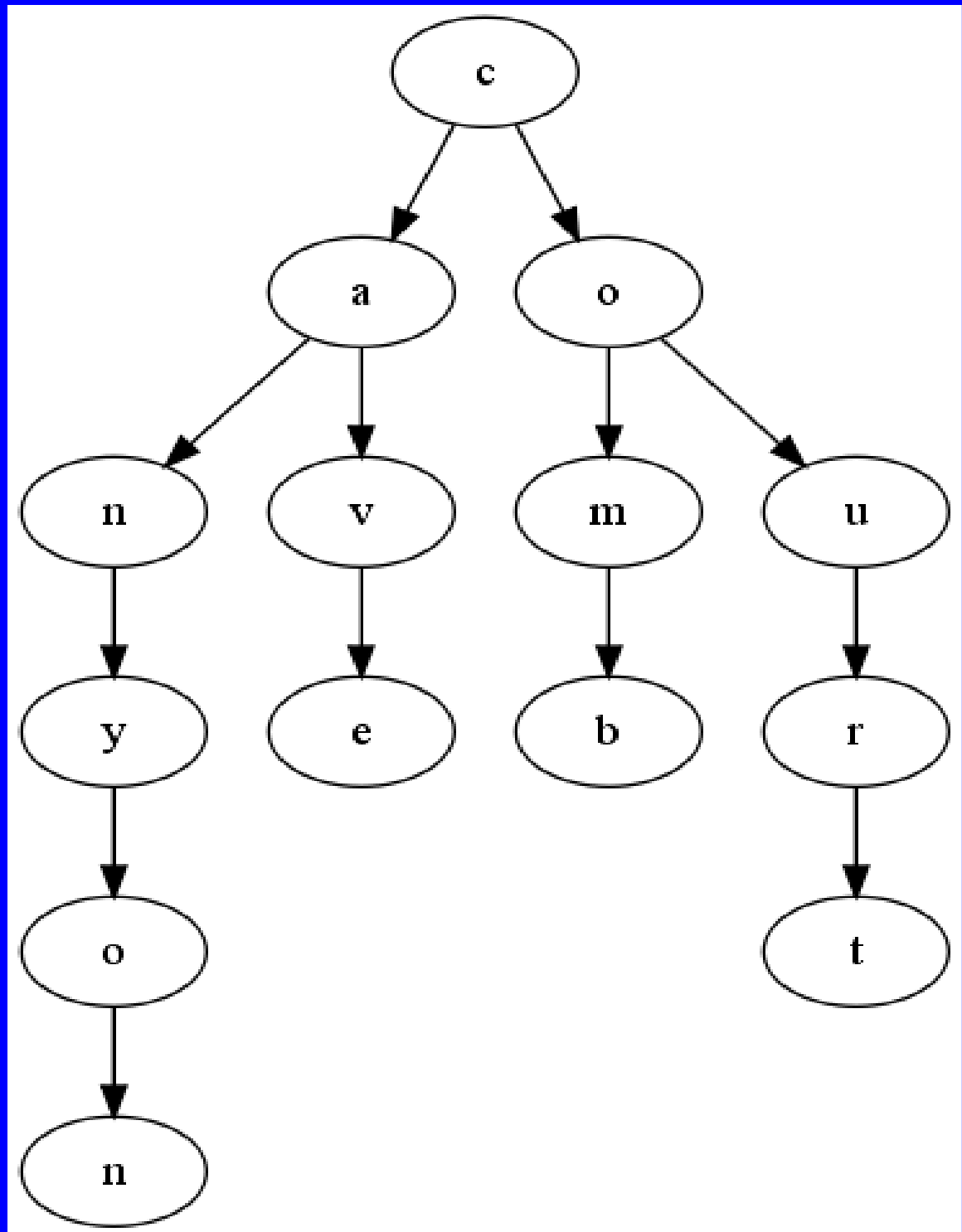
Player One wins.



**Player Two can't
force the game
towards COURT
because Player
One gets to take
its own turn.**



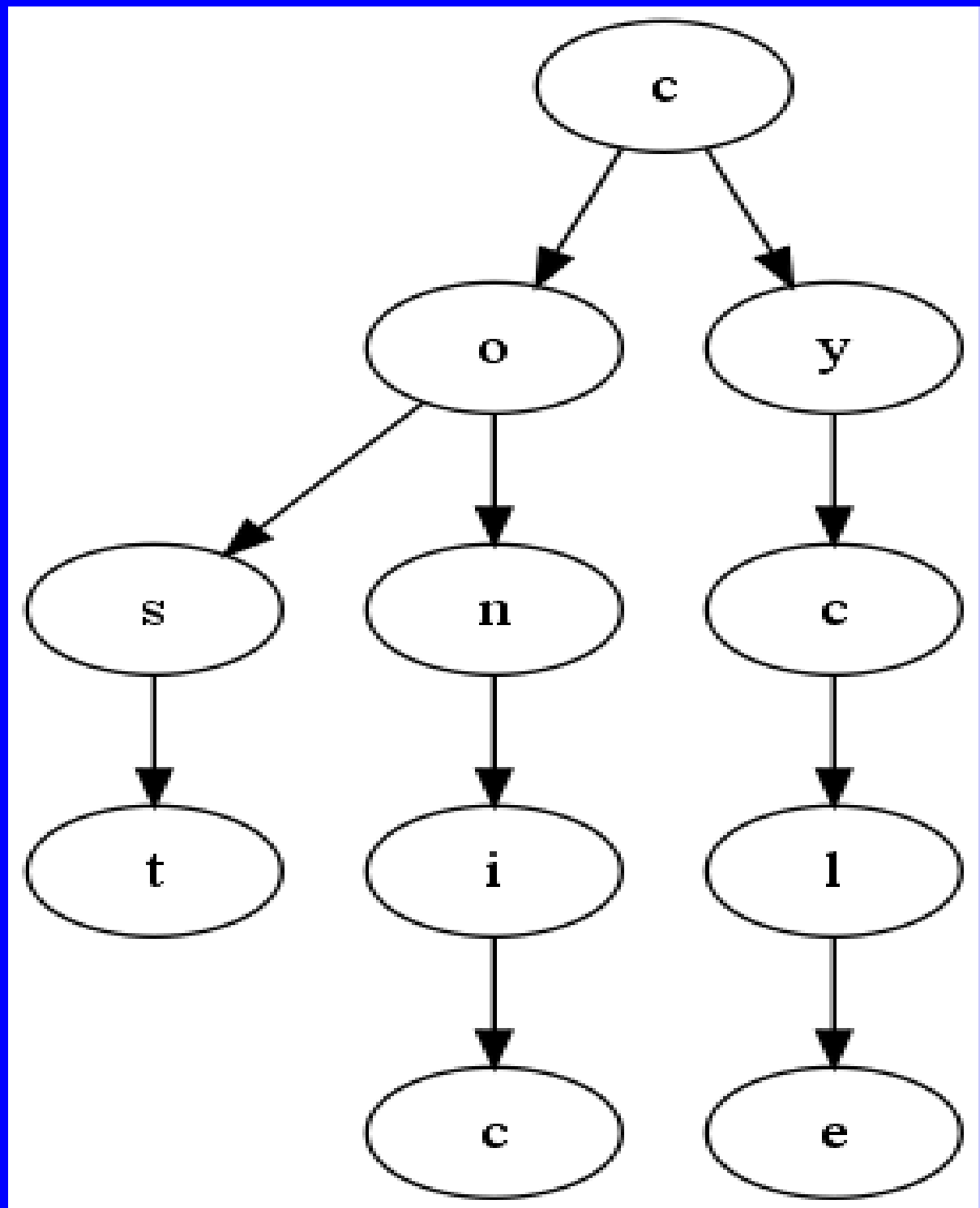
So, the presence
of a favorable
outcome down
a particular
branch is, *by
itself*, not good
enough to win.



Example Two

cost, conic, cycle

Player Two can win, but not by going towards any favorable path it likes.

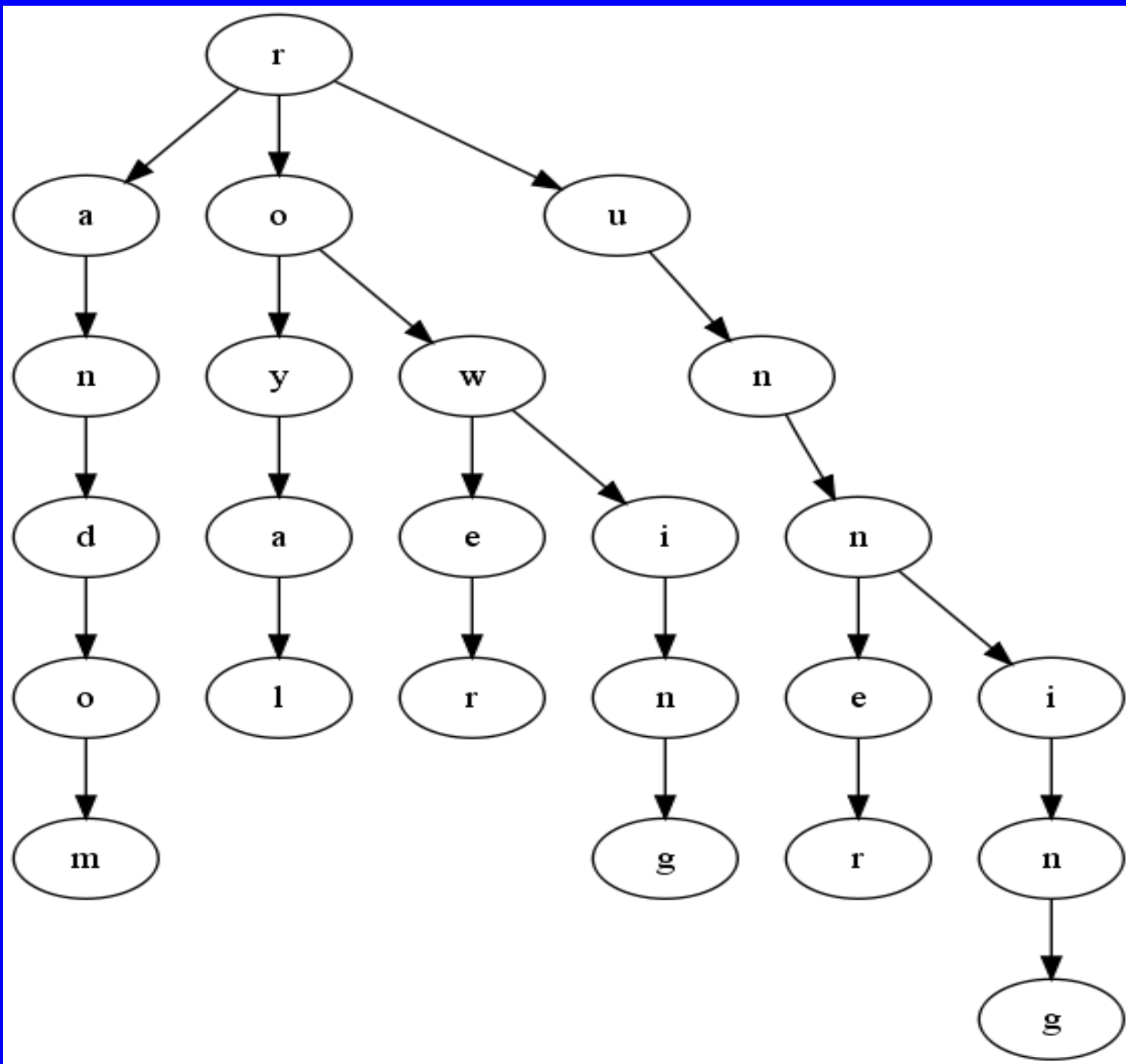


Keep in Mind

- All of this is more complicated with three or four or five or six players
- Each player gets to make its own move
- Assume each player chooses moves in their own favor (i.e., no one is trying to lose)
- But, could include random mistakes and/or teaming up against a really good player

Example Three

random
royal
rower
rowing
runner
running



running

