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In this short note, I describe a roadmap in order to prove that a parity game can be solved in polynomial time along with an algorithm to do so.

Here is a simple procedure to find a low priority region: let p be the highest priority, i the player, let A be the set of states with priority p. Let B be the i-attractor of A. If B is the whole set of states, then we know that the game is won by i with priority p. Otherwise, consider the game $G \backslash B$ (we know that it is won with priority stricly smaller than p). We repeat the procedure until one finds a B that is the whole set of states: we thus have identified a set of states that are won with some priority p'.