







Tssume, that Languege. We consider 2-stouctures M. game consisting n-move game 3 n moves move move for Dlayers Move phonens one Mand one (1 ≤ i < n) the players move picked elements a. EN. Now Picks one elemet from and then with Dicking responds Qn element from the other a.e.M.b. model:

moves: 90, ... anj=11, Kb,..., bnj=1V wins if f is an isomorphism loyer the induced substructures. Example When M=N, then II obviously Tost tale F:M=>N and pick according to it. xamp12 ins tonce: n=5 Arbitrary number greeter Proof excersice







