

# CS-49: Game Theory

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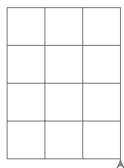
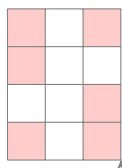
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## Problem 4.

Read **Chapter 0** of *Lessons in Play*, and do **Problem 1** at the end of the chapter.

Consider the position:

- (a) Draw the complete game trees for both CRAM and DOMINEERING. The leaves (bottoms) of the tree should all be positions in which neither player can move. If two left (or right) options are symmetrically identical, you may omit one.



- (b) Who wins at DOMINEERING if Vertical plays first? Who wins if Horizontal plays first? Who wins at CRAM?