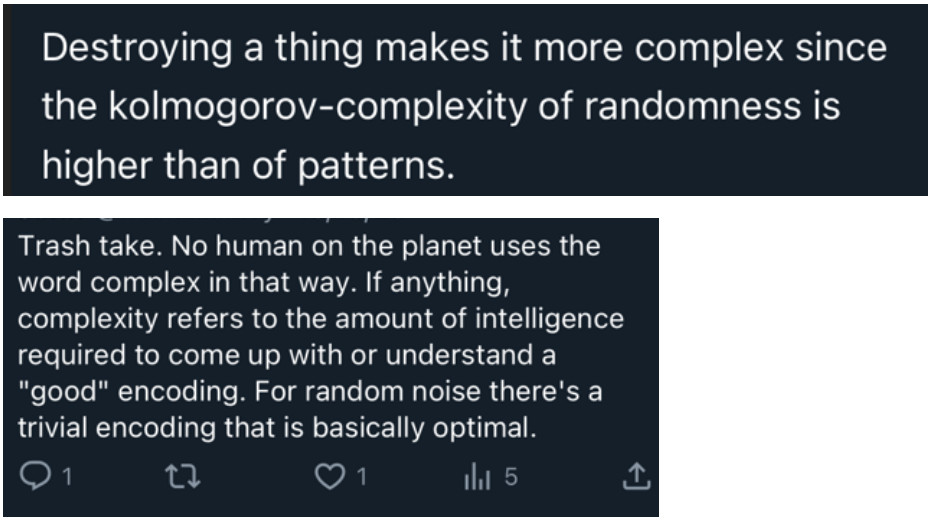
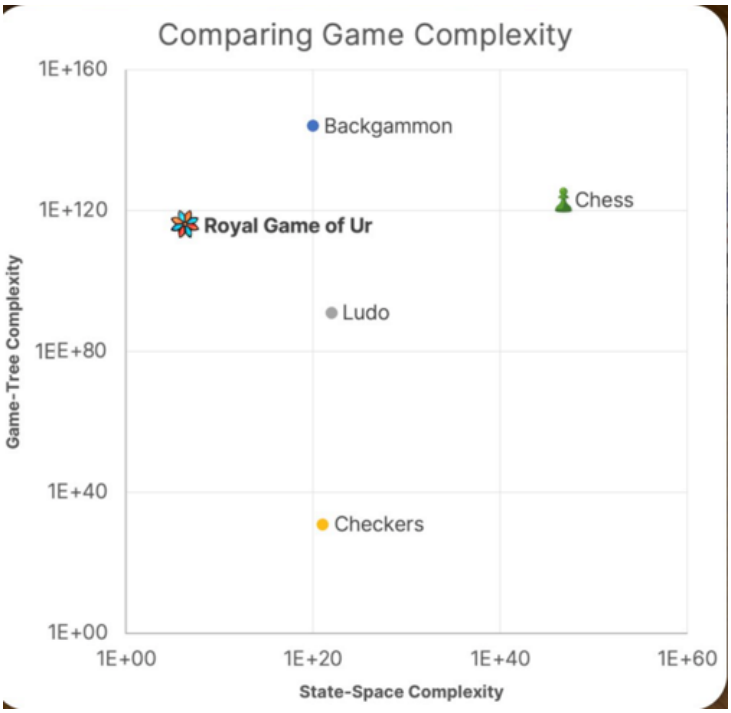
Complexity is goal oriented?

Kolmogorov Complexity is goal oriented.

For example, it is easy to write a short program (a.k.a destroy) to create a white noise pattern, it is nigh impossible (high entropy) to create an EXACT copy of a white noise pattern.



That is one possible distinction between entropy (ability to generate that specific pattern, so cannot be compressed that badly) versus Kolmogorov complexity (ability to generate that class of patterns, within the same partition inside the asymptotic partition)


Comparing Game Complexity
1E+160
1E+120
1EE+80
1E+40
1E+00
Game-Tree Complexity
Backgammon
Chess
Royal Game of Ur
Ludo
Checkers
1E+00
1E+20
1E+40
1E+60
State-Space Complexity