We all know that if I have A dollars and you have B dollars and we keep tossing a fair coin that will tell us whether I will give YOU one dollar or YOU will give ME 1 dollar and we keep doing it until one of us goes broke, then my probability of going broke is $\mathrm{A} /(\mathrm{A}+\mathrm{B})$. We also know that our game should expect to last AB coin-tosses.

But what if we have not a coin but a loaded die? And what about the variance and higher moments of the r.v. "duration of the game"? These questions are beyond the scope of mere humans, but, of course, a trivial piece of cake for machines.

This talk was inspired by, and is dedicated to, Gil and Michal Zeilberger. (Received August 28, 2006)

