1102-05-74 **Andrew Beveridge*** (abeverid@macalester.edu), Macalester College, 1600 Grand Avenue, Saint Paul, MN 55105, and **Andrzej Dudek**, **Alan Frieze**, **Tobias Mueller** and **Miklos Stojakovic**. *Maker-Breaker Games on Random Geometric Graphs.*

In a Maker-Breaker game on a graph G, Breaker and Maker alternately claim edges of G. Maker wins if, after all edges have been claimed, the graph induced by his edges has some desired property. We consider three Maker-Breaker games played on the Random Geometric Graph. For each game, we show that if we add edges between n points chosen uniformly at random in the unit square by order of increasing edge-length then, with probability tending to one as $n \to \infty$, the graph becomes Maker's win at the very moment that it satisfies a simple necessary condition. In particular, with high probability, Maker wins the connectivity game as soon as the minimum degree of is at least 2; Maker wins the Hamilton cycle game as soon as the minimum degree is at least 4; and Maker wins the perfect matching game as soon as the minimum degree is at least 2 and every edge has at least 3 neighboring vertices. (Received July 16, 2014)