1133-05-196 **Gregory J. Puleo***, gjp0007@auburn.edu, and **Douglas B. West**. *The slow-coloring game and the interactive sum choice number of trees.*

The *slow-coloring game* on a graph G is played by two players, Lister and Painter, according to the following rules. All vertices are initially uncolored. Each turn, Lister marks a subset M of uncolored vertices, scores $|M|$ points, and presents the subset to Painter. Painter then gives a color to an independent subset of M. The game continues until all vertices are colored. Lister wishes to maximize his total score, while Painter wishes to minimize it. The *sum-color cost* of G, written $\mathring{s}(G)$, is the score achieved by Lister when both players play optimally.

We give an inductive formula for $\mathring{s}(G)$ when G is a tree, and we discuss the relationship between the sum-color cost of trees and the *interactive sum choice number* of trees, a parameter recently introduced by Bonamy and Meeks. (Received July 25, 2017)