1040-05-153 **Tibor Szabo*** (szabo@inf.ethz.ch), Institute of Theoretical Computer Science, ETH Zurich, CAB G31.2, 8906 Zurich, Switzerland, **Dan Hefetz**, ETh Zurich, **Michael Krivelevich**, Tel Aviv University, and **Milos Stojakovic**, University of Novi Sad. *On the rules of avoiding.*

We consider two-player positional games played on the edges of the complete graph. Players Avoider and Enforcer take turns in occupying the edges of K_n. In each round Avoider occupies one free edge and Enforcer occupies b free edges. Avoider wins the game of connectivity if at the end of the game his edges do NOT occupy a spanning tree, otherwise Enforcer wins. Other widely studied games involve the graph theoretic properties of having minimum degree at least k, containing a perfect matching, or a Hamilton cycle. In general, we are searching for the largest integer b, such that Enforcer, playing with bias b, is able to win these games against a skillful Avoider. In the talk I will elaborate on a couple of surprising phenomena related to this problem. Joint work with D. Hefetz, M. Krivelevich, and M. Stojakovič. (Received January 30, 2008)