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Maker Can Construct a Sparse Graph on a Small Board

Heidi Gebauer

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We study Maker/Breaker games on the edges of sparse graphs. Maker and Breaker take turns in claiming previously unclaimed edges of a given graph H. Maker aims to occupy a given target graph G and Breaker tries to prevent Maker from achieving his goal. We define a function f and show that for every d-regular graph G on n vertices there is a graph H with at most f(d)n edges such that Maker can occupy a copy of G in the game on H.

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