

**Title: Random-turn Maker-Breaker games**  
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**Abstract:** We consider random-turn Maker-Breaker games, firstly introduced by Peres, Schramm, Sheffield and Wilson in 2007. A *p-random-turn Maker-Breaker game* is the same as an ordinary Maker-Breaker game, except that instead of alternating turns, the players toss a coin before each turn to decide the identity of the next player to move (the probability of Maker to move is  $p$ ). We analyze the random-turn version of several classical games such as the game Box (introduced by Chvátal and Erdős in 1987) and its balancing version, the Hamilton cycle game, the game of creating a copy of a fixed graph  $H$  (both played on the edge set of  $K_n$ ), etc. For each such game we establish the asymptotic order of the minimum value of  $p$  for which Maker typically wins the game.

Joint work with: Asaf Ferber and Michael Krivelevich.