

Title: Small games - gobblet - draw strategy

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Abstract: This diploma thesis focuses on finding a draw strategy in the game “Gobblet” and on finding the proof that the game can be a guaranteed draw. “Gobblet” is a non-cooperative board game for two players with perfect information and zero-sum. The thesis provides the description of algorithms used for finding the proof of the guaranteed draw. The proof was made on a simplified variety of the game (limited to two types of playing pieces only). For this variety of the game, a draw strategy was found; this strategy was confirmed by the means of the above mentioned algorithms. Then, a more complicated variety of the game was tested (limited to three types of playing pieces). For this variety, the proof of the guaranteed draw was not possible to find. The non-success was due to the number of positions the game provides. The proof would not have been possible to make in a reasonable time span. The comprehensive variety of the game (four playing pieces) was not tested for the proof. The thesis merely outlines the method which should be used for finding the draw strategy.

Keywords: gobblet, draw, strategy