



Figure 4. Complete Game Tree for the Problem Get-Away© with Numbers from Set = {1, 2, 3} and Threshold Number n equal to Zero when Player A plays first. A wins in {(A3, B0), (A3, B0), (A1, B0), (A1, B0)}. B wins in {(B1, A0), (B1, A0)} and the Game ends in a draw 6 times.