

1 STUFF TO PUT IN PSPACE CHAPTER

2 Open Problems

1. Define and analyze generalizations of Nine-Men-Morris, Quoridor, and other games (check to see if they have already been analyzed). Then determine the complexity of these versions. You should also look at variants of these games.
2. (This is a research program.) Most of the results on the hardness of games do not use the game as it is actually played. (See Biderman [?] for a possible exception.) For example, Chess and Checkers are played on an 8×8 board, not an $n \times n$ board. Develop a framework for the complexity of games that can be used to show that a game, as it is actually played, is hard.