For positive integers $\lambda$ and $v$, $\lambda K_v$ denotes the complete multigraph with $\lambda$ parallel edges between each pair of $v$ distinct vertices. For vertices $x$ and $y$ in a multigraph $F$, the multiplicity of the edge $xy$ is the number of edges that have $x$ and $y$ as their endpoints, denoted $\mu_F(xy)$. Let $F$ be a multigraph with $v(F)$ vertices and $e(F)$ edges such that $v(F) \leq v$ and $\mu_F(xy) \leq \lambda$ for each pair of vertices $x$ and $y$ in $F$. In the $F$-achievement game on $\lambda K_v$, two players alternately color different edges of $\lambda K_v$ so as to make a copy of $F$ in his color. The multigraph $F$ is achievable on $\lambda K_v$ if a player can make a copy of $F$ in his color. The least number of moves it takes for this player to win is the move number of $F$ on $\lambda K_v$. The multigraph $F$ is economical on $\lambda K_v$ if the move number of $F$ is equal to $e(F)$. The multigraph $F$ is ultimately economical if there exists a $t$ such that $F$ is economical on $\lambda K_t$. Some families of ultimately economical multigraphs are determined, and it is shown that there are no forbidden subgraphs for ultimately economical multigraphs.

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