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Let  $F$  be a graph with no isolated vertices. The 1 - 2  $F$ -achievement game on the complete graph  $K_n$  is described as follows. Player A first colors one edge of  $K_n$  green. Then player B colors two different edges of  $K_n$  red. They continue alternately coloring the edges with player A coloring one edge and player B coloring two edges. The graph  $F$  is achievable on  $K_n$  if player A can make a copy of  $F$  in his color. The minimum  $n$  such that  $F$  is achievable on  $K_n$  is the 1 - 2 achievement number of  $F$ ,  $a_{1-2}(F)$ . The 1-2 move number of  $F$  is the least number of edges needed by player A to make  $F$  on the complete graph with  $a_{1-2}(F)$  vertices. We determine the 1 - 2 achievement numbers and move numbers for graphs with less than or equal to four vertices, paths, and cycles. (Received September 25, 2012)