Abstract: We consider random-turn Maker-Breaker games, firstly introduced by Peres, Schramm, Sheffield and Wilson in 2007. A $p$-random-turn Maker-Breaker game is the same as an ordinary Maker-Breaker game, except that instead of alternating turns, the players toss a coin before each turn to decide the identity of the next player to move (the probability of Maker to move is $p$). We analyze the random-turn version of several classical games such as the game Box (introduced by Chvátal and Erdős in 1987) and its balancing version, the Hamilton cycle game, the game of creating a copy of a fixed graph $H$ (both played on the edge set of $K_n$), etc. For each such game we establish the asymptotic order of the minimum value of $p$ for which Maker typically wins the game.

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