1. Games that are played by two players who move one at a time are called _______ ________ games.

2. A _______ is a single choice made by one of the players.

3. A _______ ________ is a diagram showing all possible sequences of moves for a game.

4. A _______ ________ ________ ________ is a diagram showing only some of the possible sequences of moves for a game.

5. A _______ is a player’s planned choices of moves throughout a game.

6. An _______ ________ produces the best possible result against the most skillful opponent.

7. Combining moves that are strategically the same due to the symmetry of the game creates a diagram called a _______ ________ ________ ________.

8. True or False: Games can never model real-life situations.

9. A state in which a player can force a win with good play is called a _______ ________ ________.

10. True or False: Many games have some randomness to them.