

A NUMBER GAME (Estonia)

The program *Arvumang* (in the file NBGAME.PAS) traces all the possible sequences of moves in a straightforward way. Two symmetric procedures *MaksResult* and *MinResult* are used for finding the best/worst move.

The file NBGM_RZ.TXT contains the right answers, but the '*bad*' moves of *B* are not unique. The program NBGAME.PAS computes all bad moves for the given move of *A*.