Maker-breaker graph colouring games are played by two players, Alice and Bob, who alternately colour vertices of a given graph. The colouring must be feasible in a certain sense. The game ends when no feasible move is possible any more. Alice wins if every vertex is coloured at the end, otherwise Bob wins.

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This list is certainly not complete and may contain errors. Any helpful remarks to improve this list are welcome.

(Last updated: April 11, 2019)

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