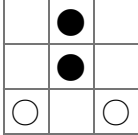
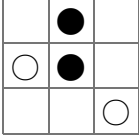
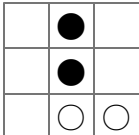
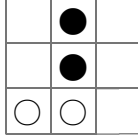
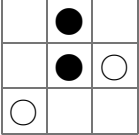
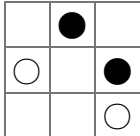
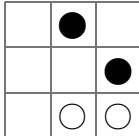
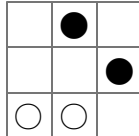


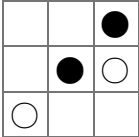
ドッジェムは、先手必勝である。

たとえば、先手がコマを動かした結果、 という状態になったとします。

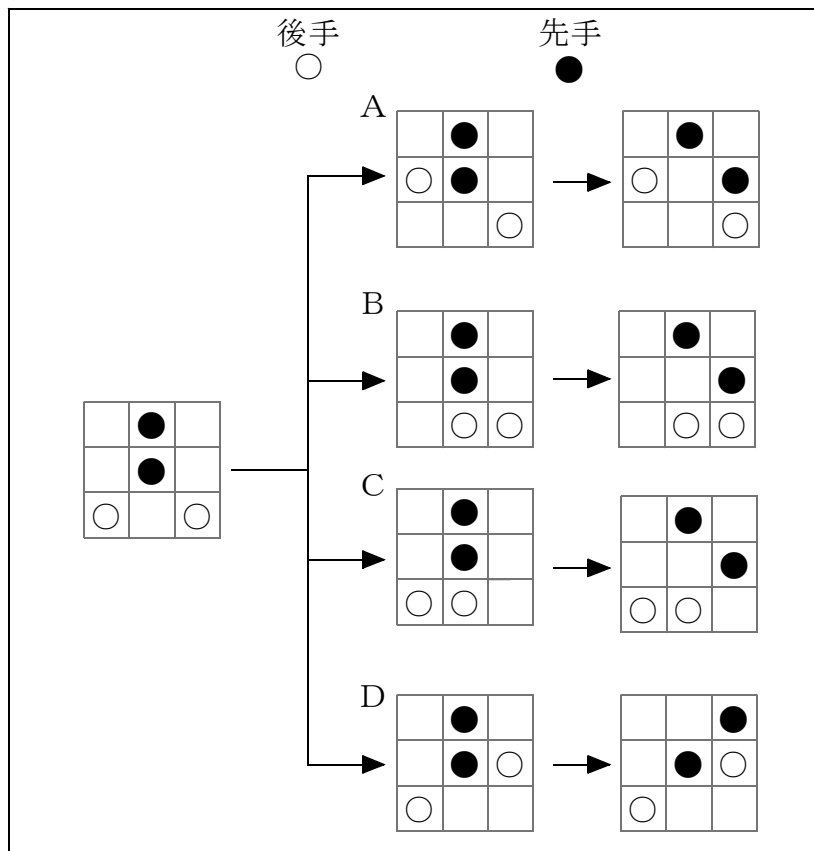
これに対して、後手は A  か B  か C  か D 

の、4通りのコマの動かし方があります。

この4通りに対して、先手は、Aなら  , Bなら  , Cなら  ,

Dなら  となるようにコマを動かしていけば、最終的には必ず先手が勝ちます。

このような、先手の対応のしかたは、次のような表にまとめてことができます。



このように、後手がどんなコマの動かし方をしても、それに対する最善手を示したのが、次ページからの文書です。

※ ドッジェムについては、 <http://www.suguru.jp/games/dodgem/dodgem.html> をご覧下さい。

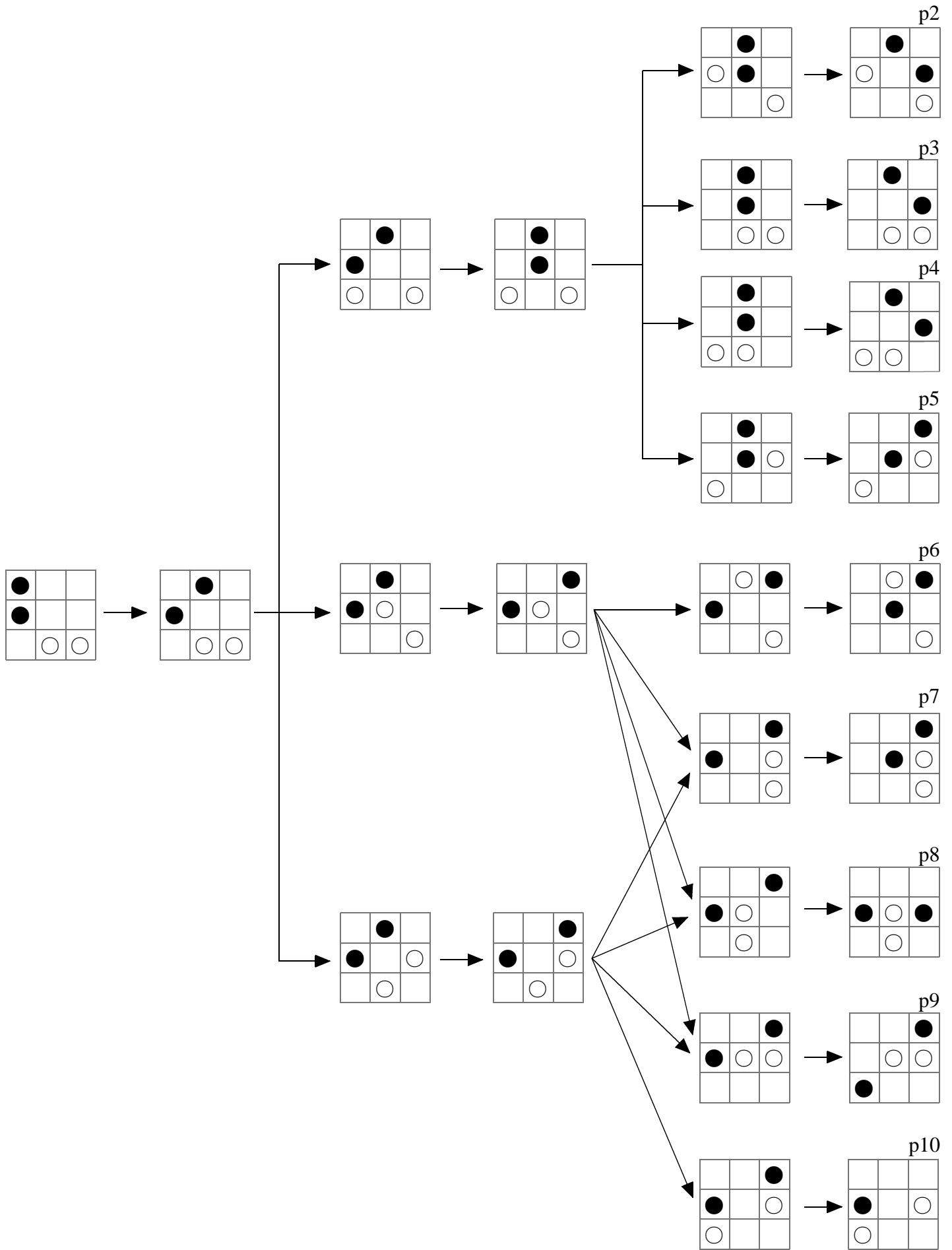
先手
●

後手
○

先手
●

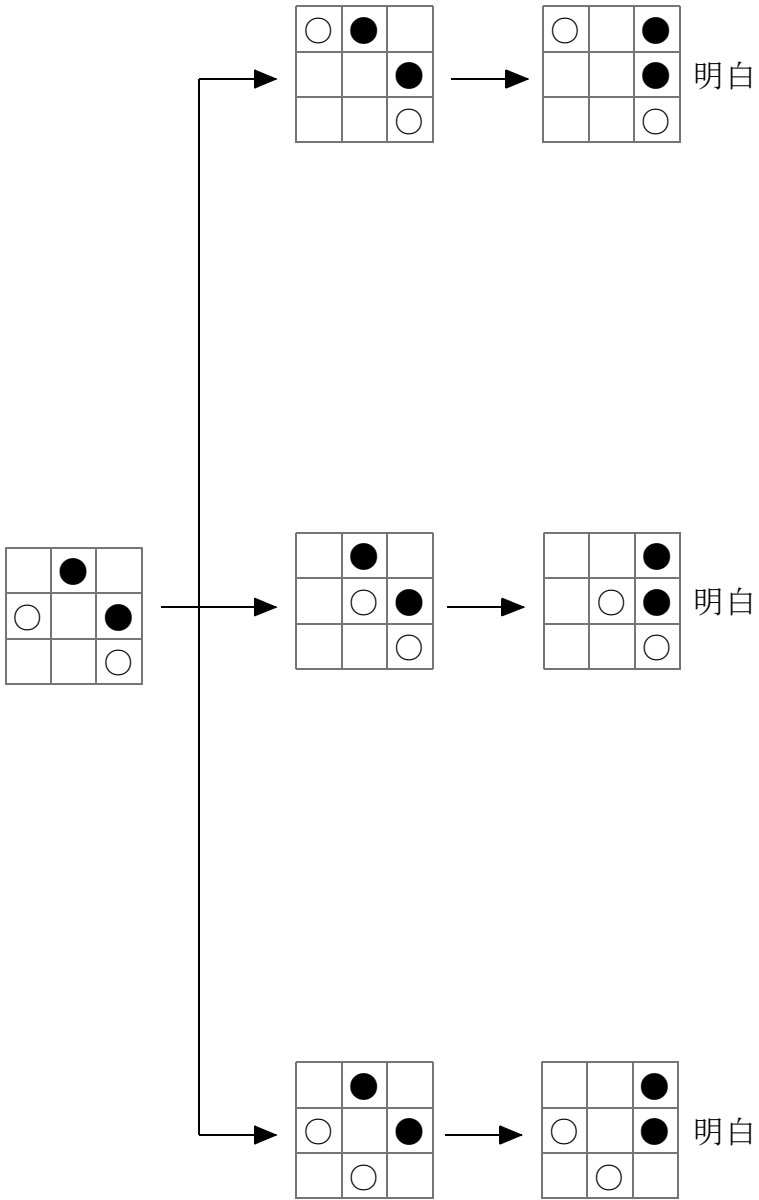
後手
○

先手
●



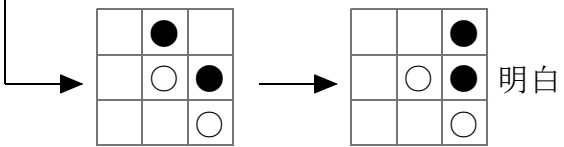
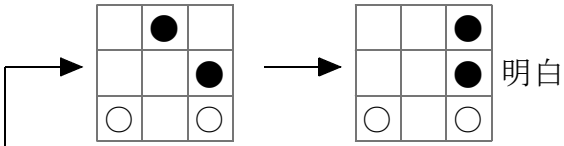
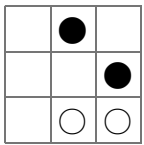
後手
○

先手
●



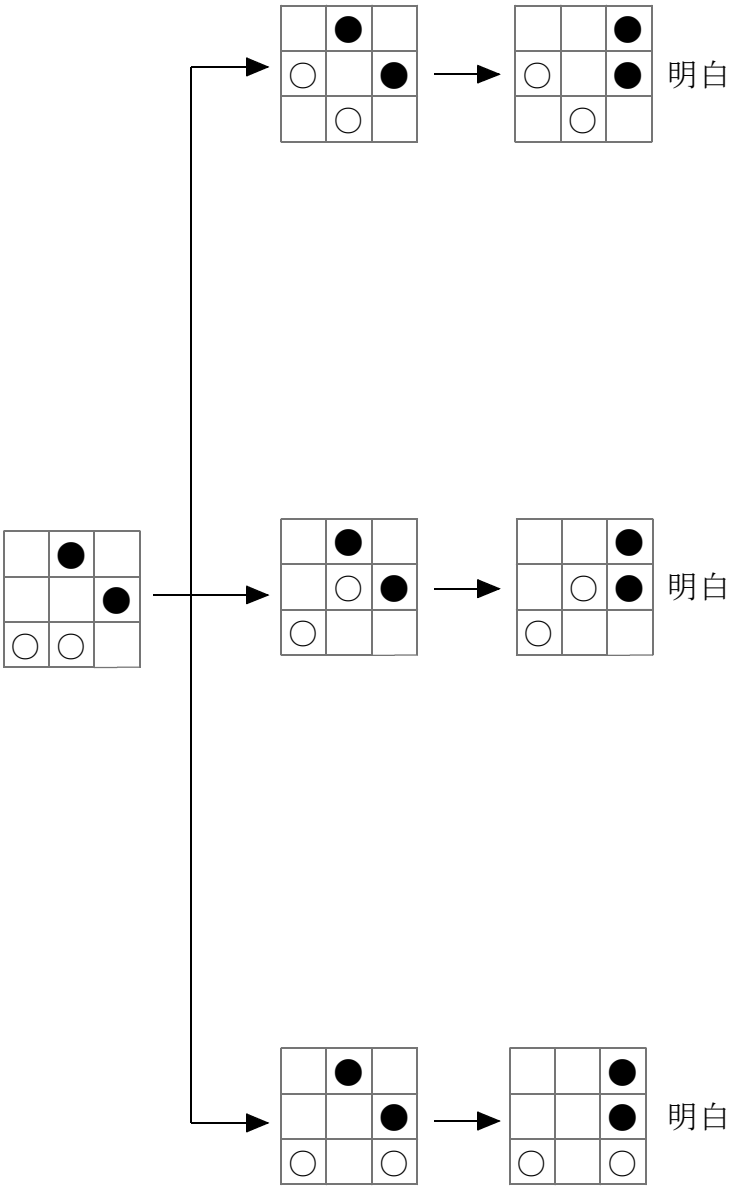
後手
○

先手
●



後手
○

先手
●

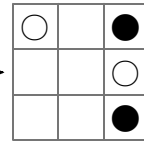
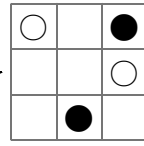
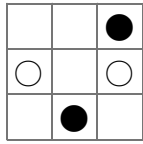
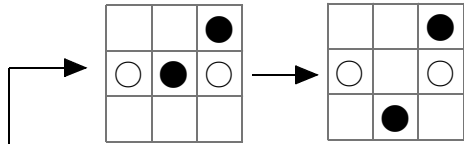
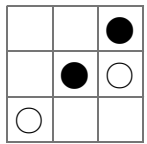


後手
○

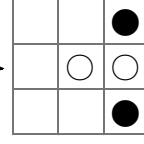
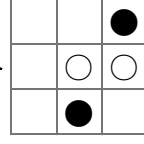
先手
●

後手
○

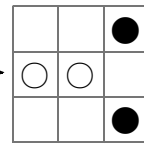
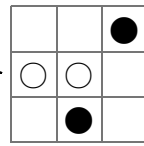
先手
●



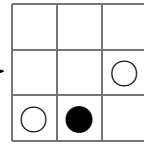
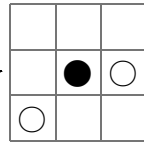
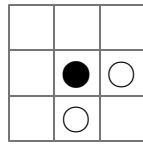
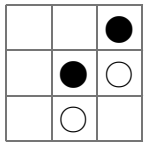
明白



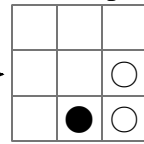
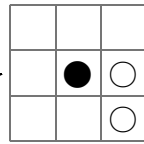
明白



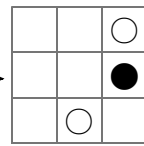
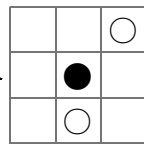
明白



明白



p11



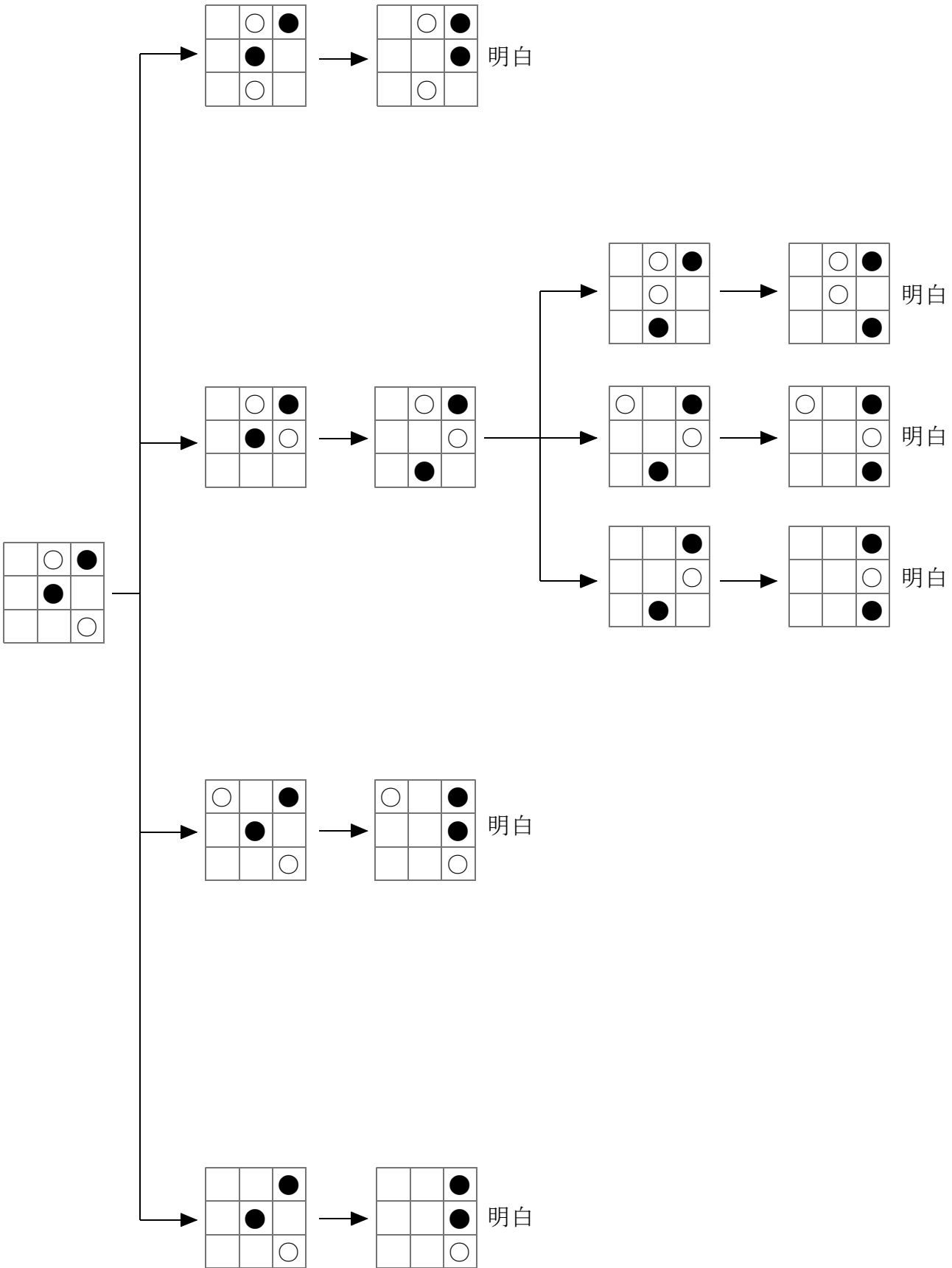
明白

後手
○

先手
●

後手
○

先手
●

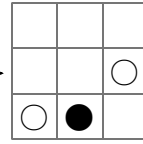
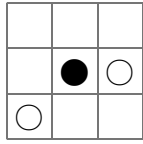
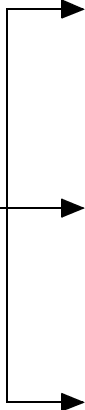
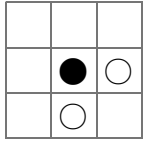
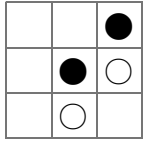
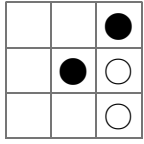


後手
○

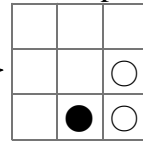
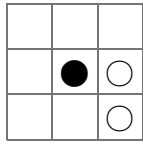
先手
●

後手
○

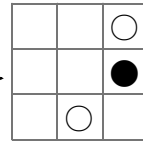
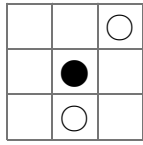
先手
●



明白



p11



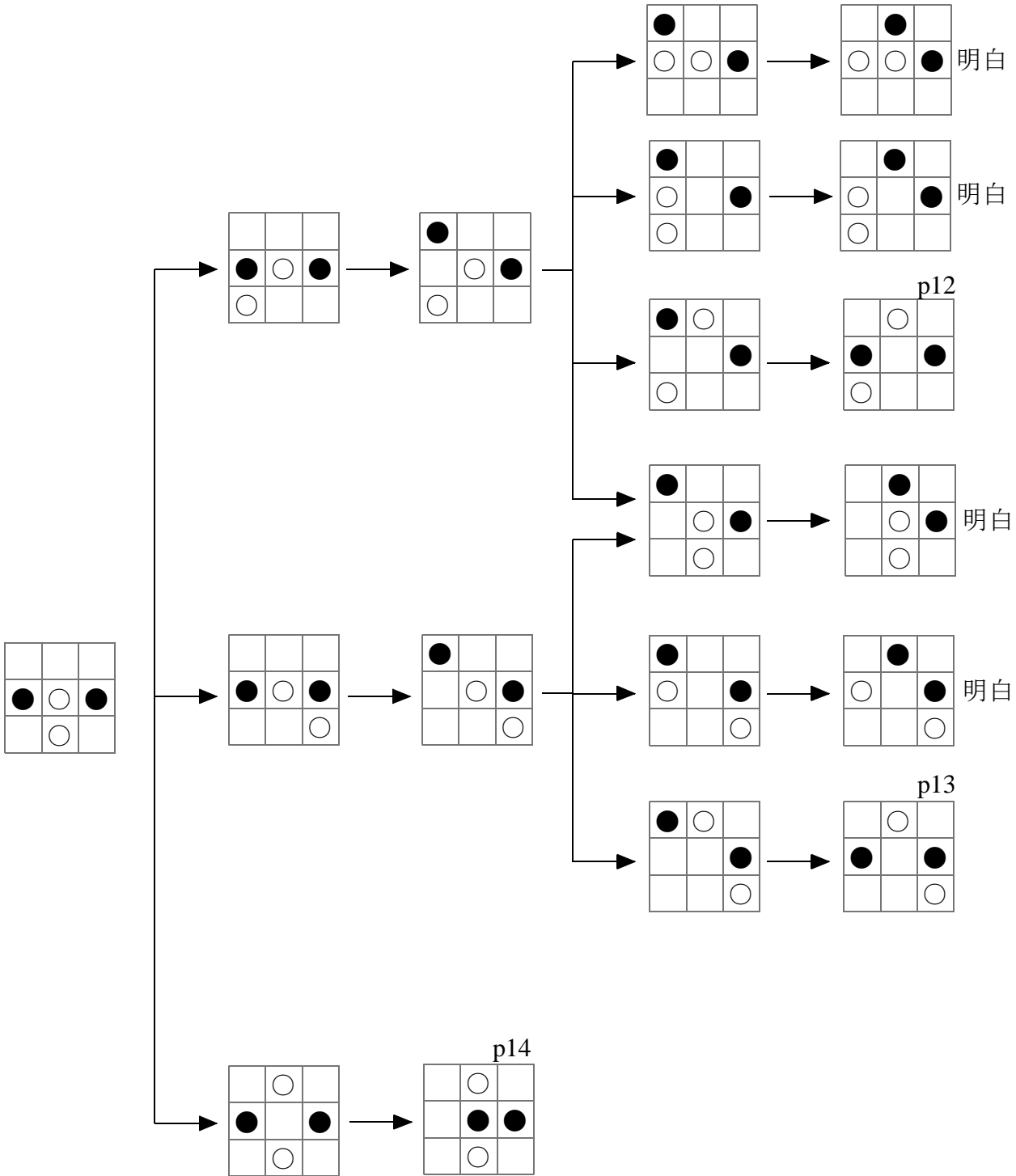
明白

後手
○

先手
●

後手
○

先手
●

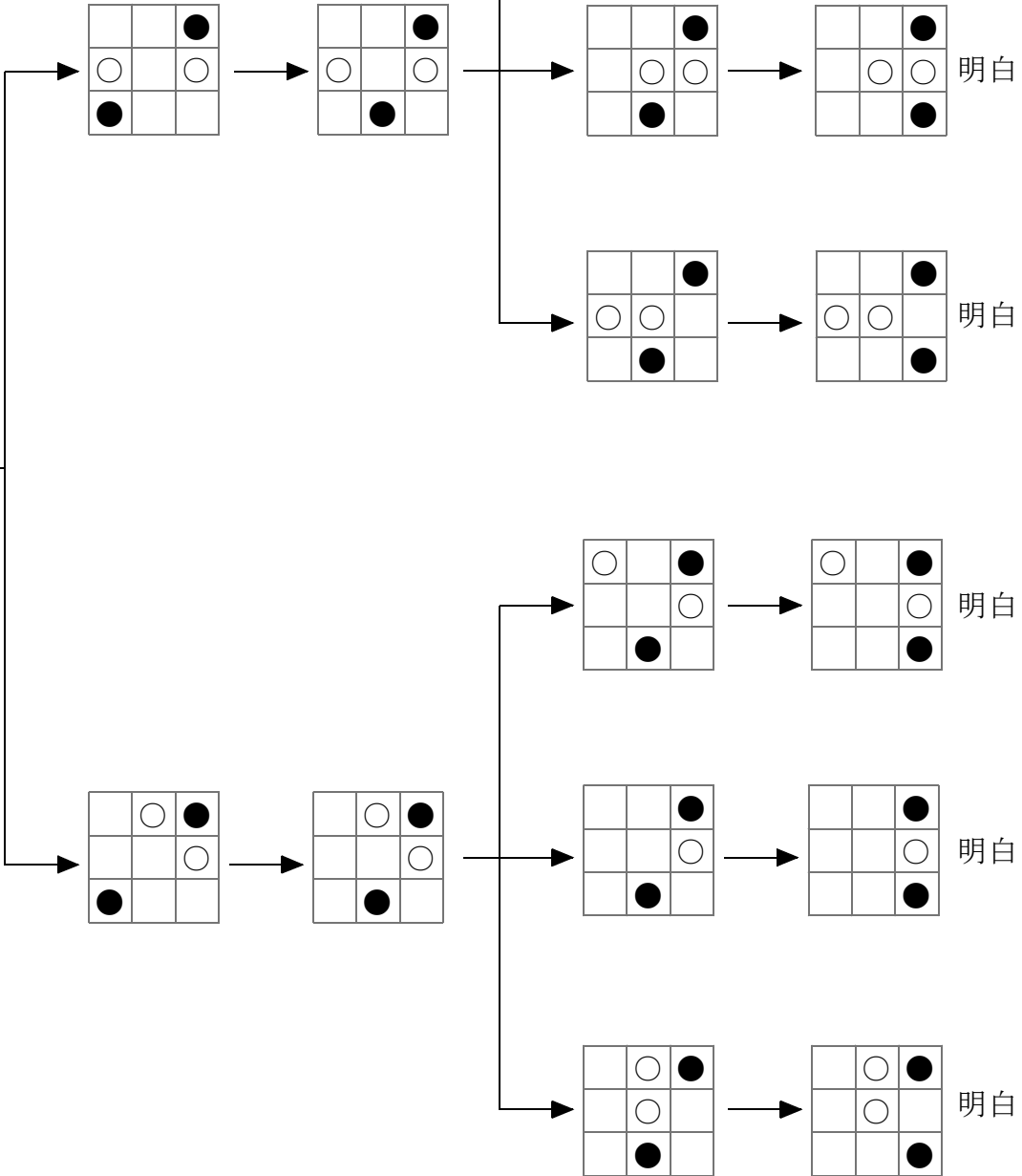
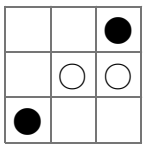


後手
○

先手
●

後手
○

先手
●

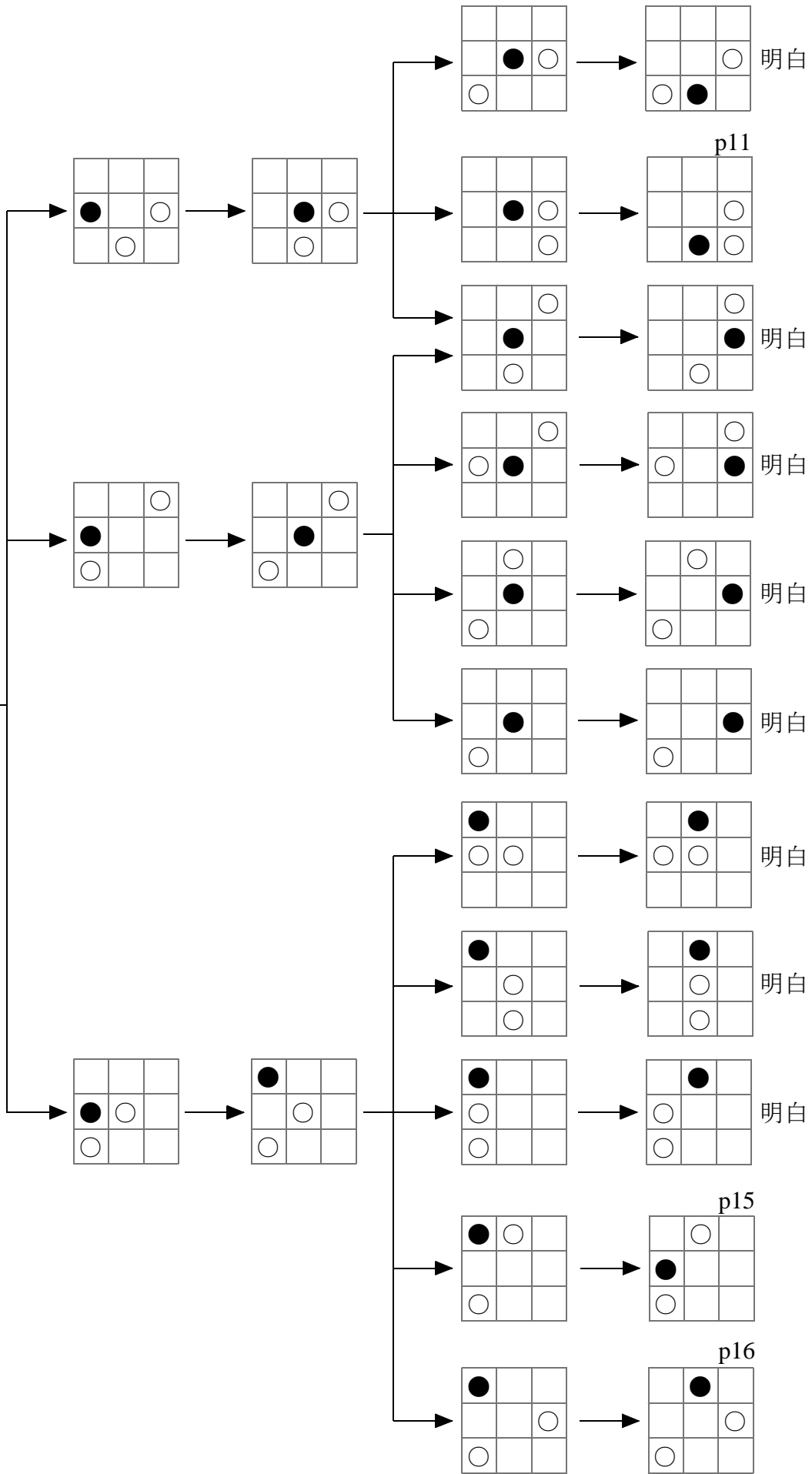
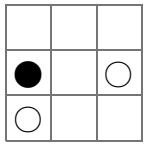


後手
○

先手
●

後手
○

先手
●

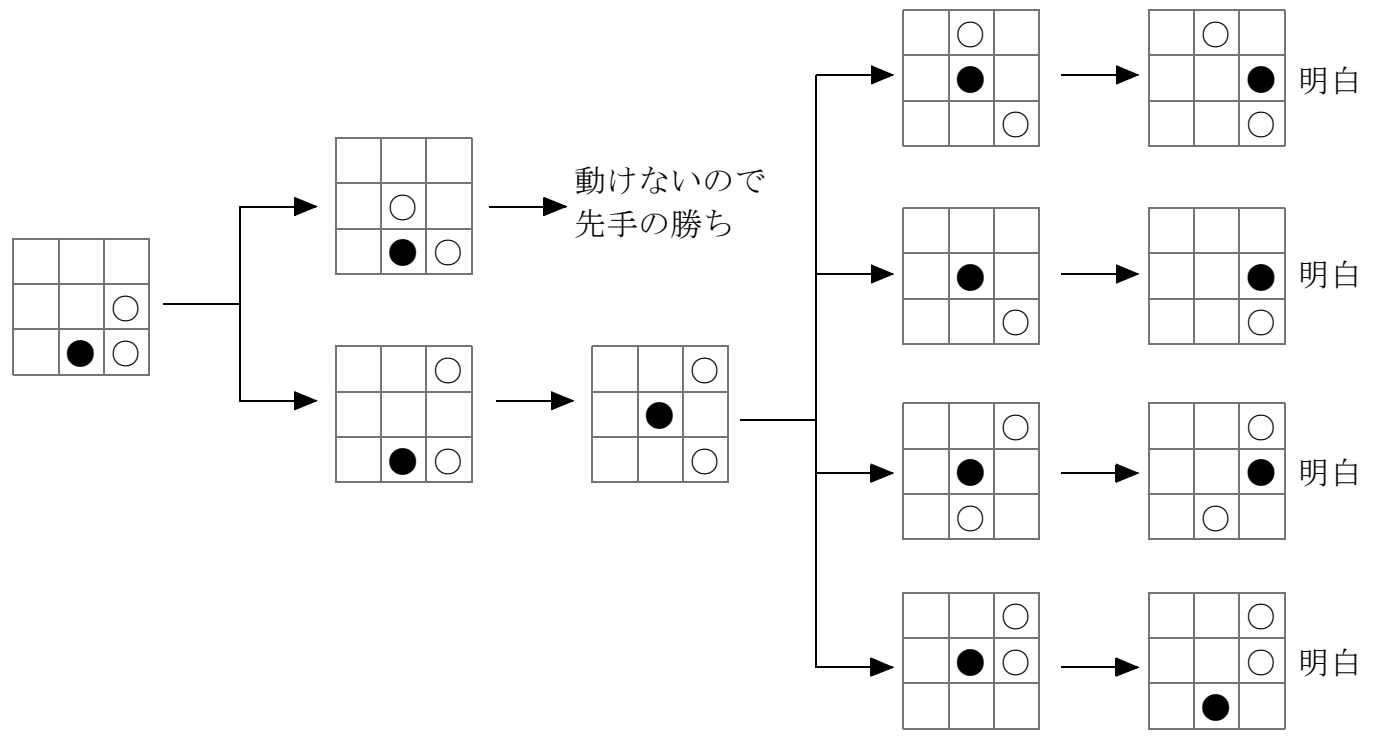


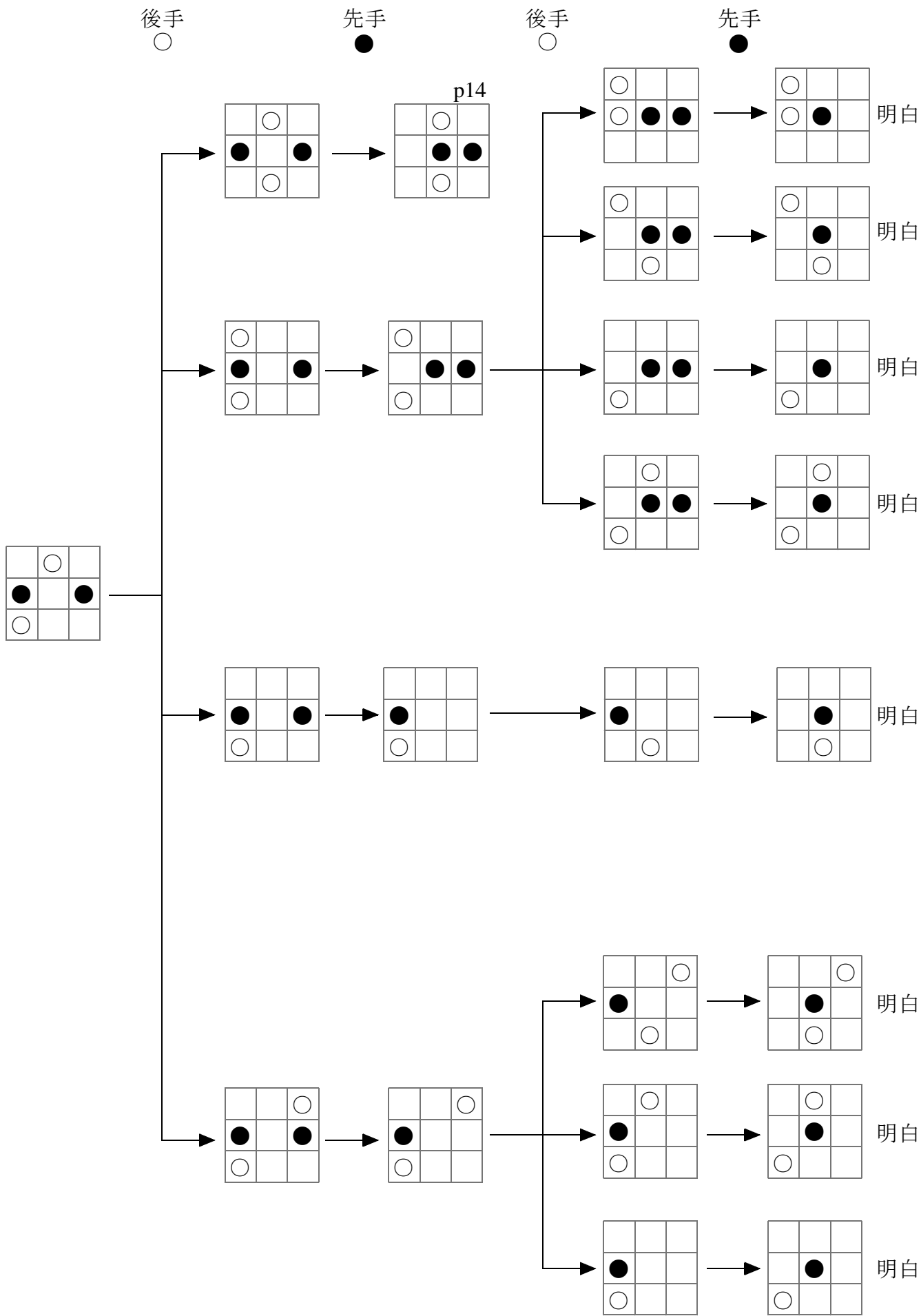
後手
○

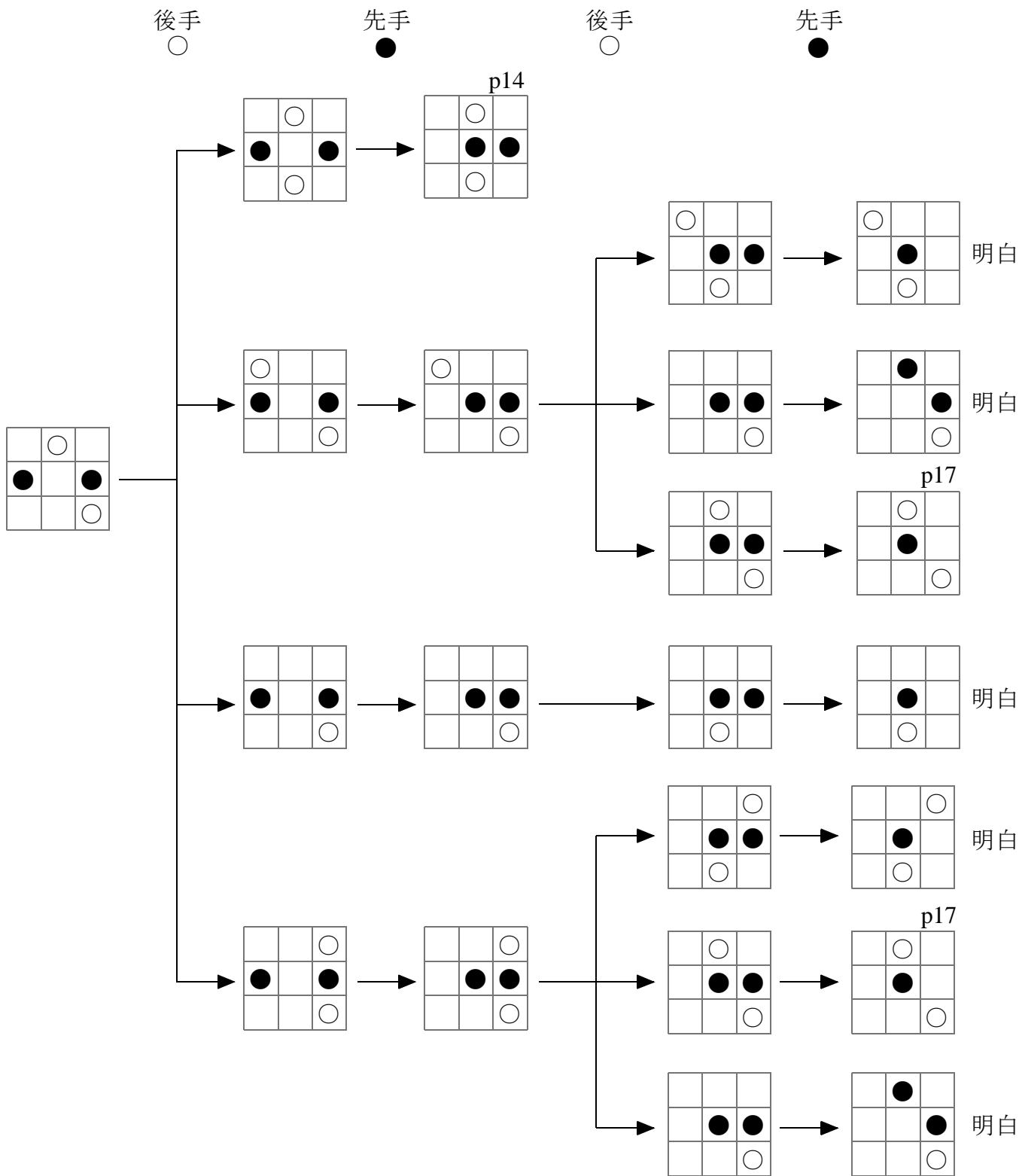
先手
●

後手
○

先手
●





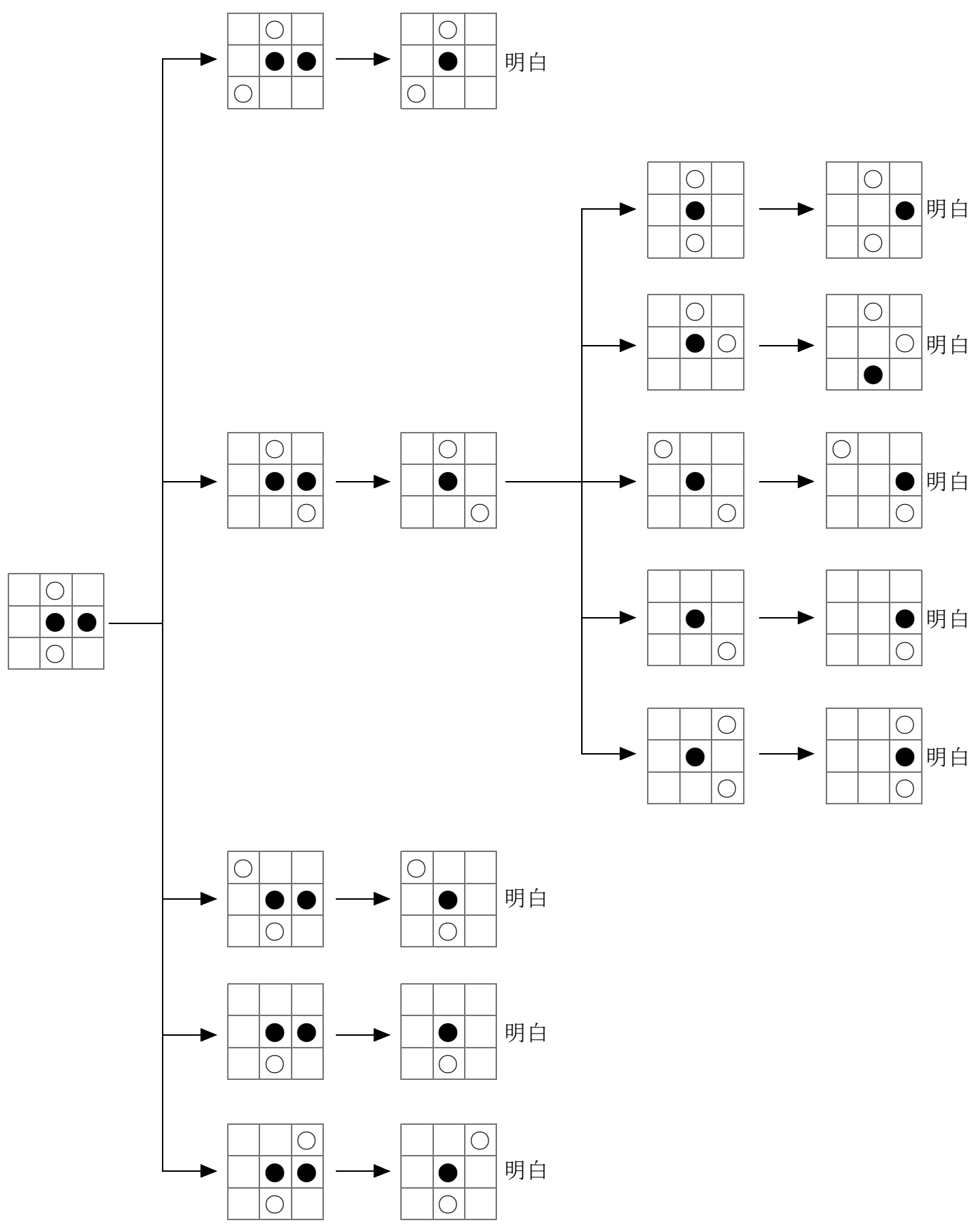


後手
○

先手
●

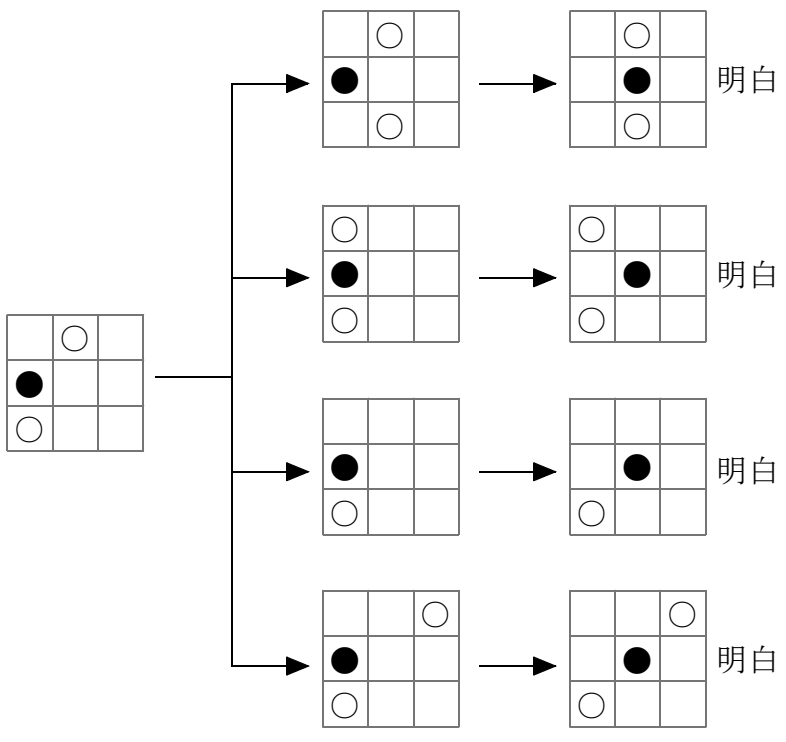
後手
○

先手
●



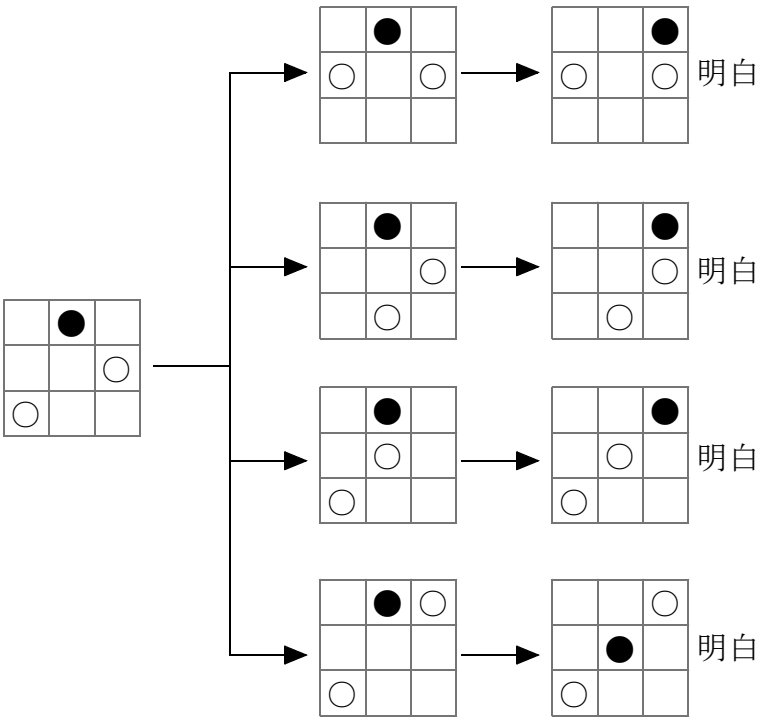
後手
○

先手
●



後手
○

先手
●



後手
○

先手
●

後手
○

先手
●

