

Limited Information Strategies in Star Selection Games

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In this talk we will discuss connections between limited information strategies for the omega Rothberger and Menger games on space X and strategies of the same level for the star Rothberger and Menger Games on the Pixley-Roy Hyperspace of X . To establish these connections, we develop a framework that casts star selection principles as ordinary ones and allows us to deal with multiple types of strategy all at once. This is joint work with Chris Caruvana.

(joint work with Chris Caruvana.)