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*Fast embedding of spanning trees in biased Maker-Breaker games*

We prove that there exist real numbers  $\alpha, \varepsilon > 0$  such that, for sufficiently large  $n$  and for every tree  $T$  on  $n$  vertices with maximum degree at most  $n^\varepsilon$ , when playing a  $(1 : q)$  game on  $E(K_n)$ , Maker has a strategy to build a copy of  $T$  for every  $q \leq n^\alpha$ . Moreover, we prove that Maker can do this within  $n + o(n)$  moves which is clearly asymptotically optimal.