

**James Pinkerton**

*Duplicator-Spoiler Games with an Ordinal Number of Turns*

In this paper, we investigate Duplicator-Spoiler Games, a method of comparing the properties of structures. These games are especially significant because they have deep connections to logical expressibility. Traditionally, Duplicator-Spoiler Games are played with a preset, finite number of turns. We expand this definition to include games of undetermined lengths, which we represent with ordinal notation. In our games, the game length is delayed to allow more freedom in distinguishing structures. We determine the number of turns required to win various ordinal Duplicator-Spoiler Games, including those based upon scattered orderings and operations.