1. [biased Lehman does not work for MB, CW games] Prove that for every positive integer \( t \) there exists a \( t \)-edge connected graph \( G \) such that Breaker wins the (1 : 2) Maker-Breaker connectivity game on \( E(G) \), and Waiter wins the (1 : 1) Client-Waiter connectivity game on \( E(G) \).

   \textit{Hint.} Box Game...

2. Show that for every positive integer \( r \) there exist \( c > 0 \) and infinitely many \( n \) for which there is an \( r \)-uniform hypergraph \((X,F)\) on \( |X| = n \) vertices with \( f^+_F - f^-_F \geq cn \), where \( f^-_F, f^+_F \) are the lower and the upper threshold biases, respectively, for the Avoider-Enforcer game on \( F \) under strict rules.

3. Prove that there is an absolute constant \( c > 0 \) such that Avoider wins the (1 : \( q \)) Avoider-Enforcer triangle game on \( E(K_n) \) for \( q \geq cn^{3/2} \), under both strict and monotone rules.

4. Let \( k = k(n) \) be the maximal size of a clique that Waiter can force Client to construct in the (1 : 1) Waiter-Client game on \( E(K_n) \). Show that there exist constants \( c_1, c_2 > 0 \) such that for all large enough \( n \), \( c_1 \ln n \leq k(n) \leq c_2 \ln n \).

5. Let \( T \) be a tree on \( k \geq 2 \) vertices. Prove that if \( q \leq cn^{\frac{k}{k-1}} \) for some \( c = c(k) > 0 \) and \( n \) is large enough, then Waiter can force Client to construct a copy of \( T \) in the (1 : \( q \)) Waiter-Client game on \( E(K_n) \).

   \textit{Hint.} Prove by induction on \( k \), proving a stronger (counting) statement.