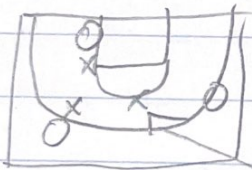


NBA 2k24 (3v3)

One team always on offense, one team always defending

- because the goal is to score baskets, and because once the offense scores, misses, or turns the ball over, the other team gets the ball, the space of possibility becomes more focused to moves that give the offense the best chance of scoring, while also giving the defense the best chance to get a stop



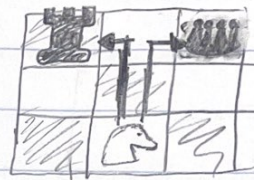
Because all players are "active", the defense can't just focus on one player, must defend every possible way/player of scoring

Chess

- Surprisingly similar to basketball in that the space of possibility shrinks due to the basic elements of rules and goals, and that each player is looking for the best position to reach their goal

Difference with being turn-based -

"fork" ✓



Both ^{black} pieces are under attack by the white knight, but because chess is turn-based, black will lose a piece no matter what because they can't move both, unlike a real-time game where both pieces/players may be able to avoid conflict simultaneously