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Limited information Cops and Robbers games

In limited information variants of Cops and Robbers games, the robber is either invisible or partially visible during gameplay. Although they were studied for decades, there is now a renewed interest in limited information games among graph theorists and theoretical computer scientists. We present results on two recent variants, the localization game and Hyperopic Cops and Robbers. In the localization game, we settle a recent conjecture of Bosek et al. by providing an upper bound on the localization number as a function of the chromatic number.