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The value of catching a falling robber

Cops-and-Robbers is a combinatorial but loopy game. Since 'time to capture' is not an issue for the game values these tend not to be of use. If the robbers and cops are going in opposite directions the loopiness is eliminated. I'll consider one such situation, 'Falling Robbers' introduced by Hill and followed up by Kinnersley, Pralat and West.