	3	4	5	6	7	8	9	10
3	(0, 1, 2)	(0, 0, 1, 2)	(0, 0, 1, 1, 1)	(0, 0, 0, 1, 1, 1)	(0, 0, 0, 0, 1, 1, 1)	(0, 0, 0, 0, 0, 1, 1, 1)	(0, 0, 0, 0, 0, 0, 1, 1, 1)	(0, 0, 0, 0, 0, 0, 0, 1, 1, 1)
4	(0, 1, 3), (0, 2, 2)	(0, 1, 1, 2)	(0, 0, 1, 1, 2)	(0, 0, 1, 1, 1, 1)	(0, 0, 0, 1, 1, 1, 1), (0, 0, 1, 0, 1, 1, 1)	(0, 0, 0, 0, 1, 1, 1, 1), (0, 0, 0, 1, 0, 1, 1, 1)	(0, 0, 0, 0, 1, 0, 1, 1, 1)	(0, 0, 0, 0, 0, 1, 0, 1, 1, 1)
5	(0, 2, 3)	(0, 1, 1, 3)	(0, 0, 2, 1, 2)	(0, 0, 1, 1, 1, 2)	(0, 0, 1, 1, 1, 1, 1)	(0, 0, 1, 0, 1, 1, 1, 1)	(0, 0, 1, 0, 0, 1, 1, 1, 1)	(0, 0, 0, 1, 0, 0, 1, 1, 1, 1)
6	(0, 2, 4), (0, 3, 3)	(0, 1, 2, 3)	(0, 0, 2, 1, 3)	(0, 1, 1, 1, 1, 2)	(0, 0, 1, 1, 1, 1, 2)	(0, 0, 1, 1, 1, 1, 1, 1)	(0, 0, 1, 0, 1, 1, 1, 1, 1)	(0, 0, 1, 0, 0, 1, 1, 1, 1, 1)
7	(0, 3, 4)	(0, 1, 2, 4)	(0, 0, 3, 1, 3)	(0, 1, 1, 1, 2, 2)	(0, 1, 1, 1, 1, 1, 2)	(0, 0, 1, 1, 1, 1, 1, 2)	(0, 0, 1, 1, 1, 1, 1, 1, 1)	(0, 0, 1, 0, 1, 1, 1, 1, 1, 1)
8	(0, 3, 5), (0, 4, 4)	(0, 2, 2, 4)	(0, 0, 3, 1, 4)	(0, 1, 1, 2, 2, 2)	(0, 1, 1, 1, 1, 2, 2)	(0, 1, 1, 1, 1, 1, 1, 2)	(0, 0, 1, 1, 1, 1, 1, 1, 2)	(0, 0, 1, 1, 1, 1, 1, 1, 1, 1)
9	(0, 4, 5)	(0, 2, 2, 5)	(0, 0, 4, 1, 4)	(0, 1, 2, 1, 2, 3)	(0, 1, 2, 1, 1, 2, 2)	(0, 1, 1, 1, 1, 1, 2, 2)	(0, 1, 1, 1, 1, 1, 1, 1, 2)	(0, 1, 1, 1, 1, 1, 1, 1, 1, 1)
10	(0, 4, 6), (0, 5, 5)	(0, 2, 3, 5)	(0, 0, 4, 1, 5)	(0, 1, 2, 2, 2, 3)	(0, 1, 2, 1, 2, 2, 2)	(0, 1, 2, 1, 1, 1, 2, 2)	(0, 1, 1, 1, 1, 1, 1, 2, 2)	(0, 1, 1, 1, 1, 1, 1, 1, 1, 2)
11	(0, 5, 6)	(0, 2, 3, 6)	(0, 0, 5, 1, 5)	(0, 2, 2, 2, 2, 3)	(0, 1, 2, 1, 2, 2, 3)	(0, 1, 2, 2, 1, 1, 2, 2)	(0, 1, 2, 2, 1, 1, 1, 1, 2)	Not found

TABLE 1. The entries of this table contain all the optimal ways of allocating a number of soldiers, represented by the rows, amongst a number of castles, represented by the columns. Here, a tuple represents an entry that a player would submit.

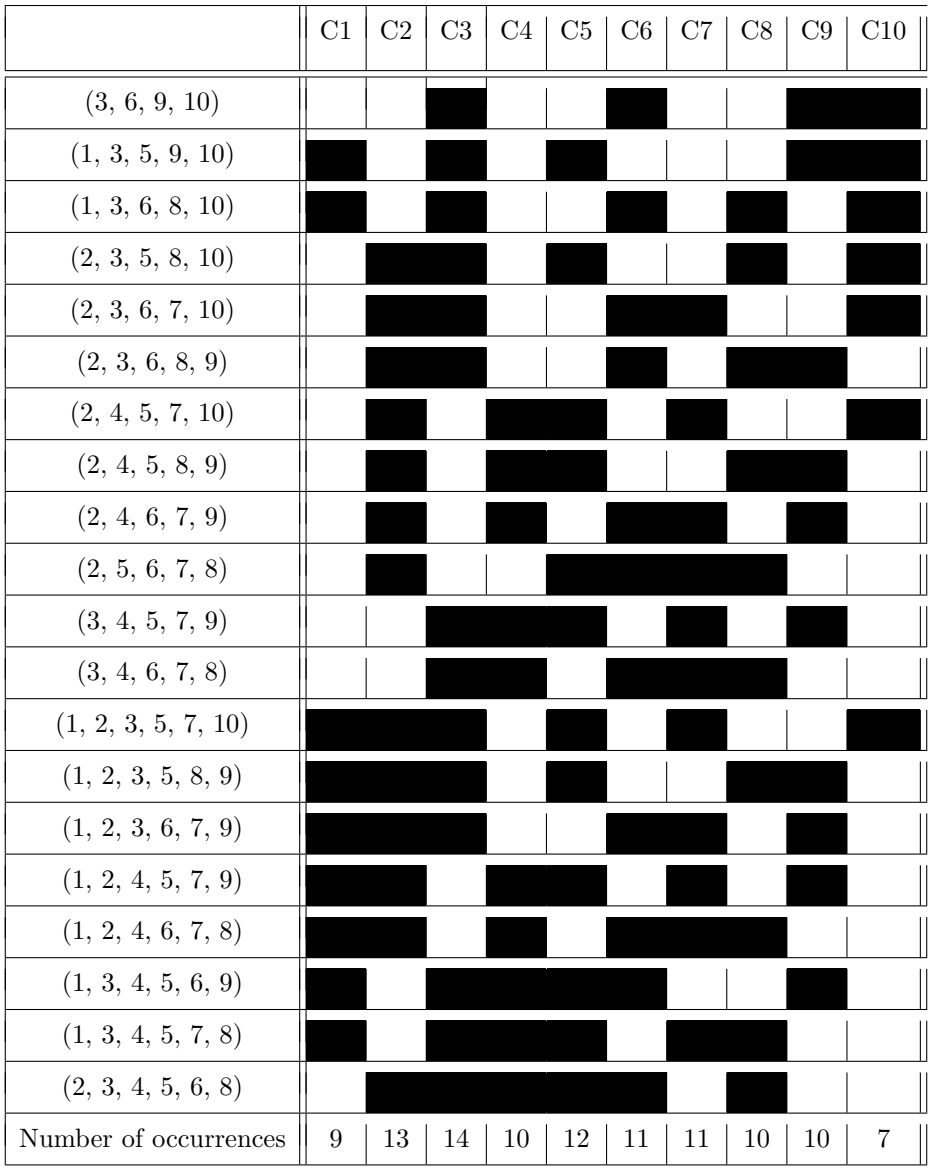

FIGURE 1. A visualization of the combinations of castles needed to win a game of Colonel Blotto that are of interest. Here, a tuple represents a combination of castles. Moreover, a black square represents an allocation of importance as determined by the combination of castles being considered. The number of times a castle occurs over those 28 combinations is also displayed. I would like to understand the behavior behind the combinations of castles needed to win a game.