Review of: "A trial-dependent game with N-player"

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This paper presents some analytical and some numerical (simulation) results on an open problem of N-player gambler's ruin problem. This is a significant achievement.

My only comment relates to the issue of readability. I think this is not well-presented for wider readership (who are keen and interested to learn however not experts in this particular field). My suggestions therefore are as follows:

1. The Introduction should introduce the game as it current does however should not present the basic mathematical results which should be relegated to a new section as the basic problem (before the current Section 2). This new part should include the technical bits form the current introduction and should be more elaborative and explicit (with simple proof and numerical examples/illustrations).

2. Detailed proofs for both Propositions 1 and 2 should be provided.

3. Parametric examples should be provided first in Section 2.1 to illustrate the problem/model.

4. Tables 1 and 2 should be explained a bit more for understanding.