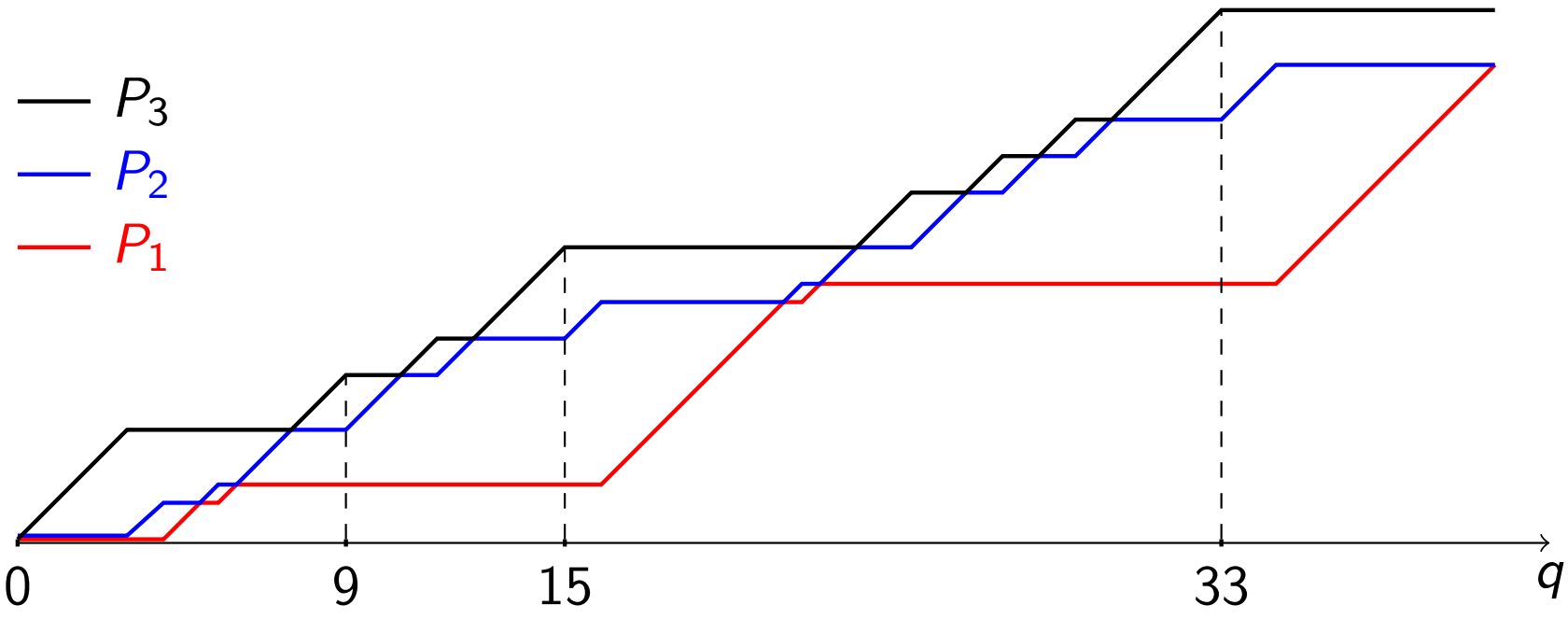
Interpretation of an n-system as a game (Luca Ghidelli)

We can view an n-system as giving the positions of n players $P_1, \ldots, P_n$ moving on a line, as a function of the time q, according to the following rules.

- At time $q = 0$, they all stand at position 0.
- They always remain in the same order (P_1 cannot overpass P_2, nor P_2 can overpass P_3, etc).
- At any time, only the player who has the ball can move and he moves at constant speed 1.
- The player who holds the ball can only pass it to a player that is behind him or next to him.

Example of combined graph of a 3-system



(Same as in the animation.)