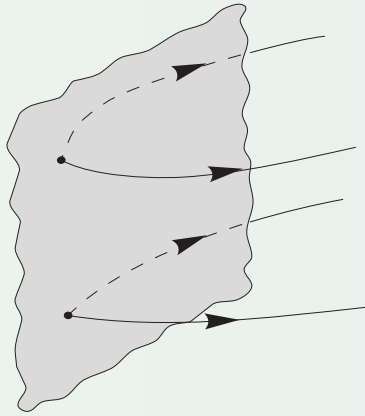
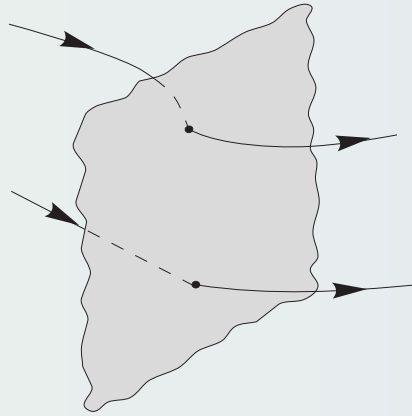


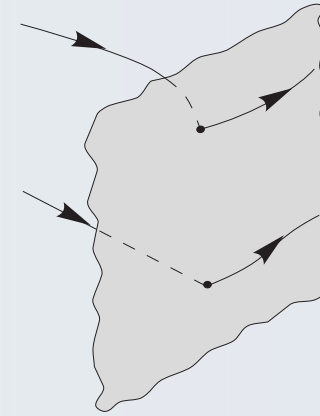
# Singular Surfaces



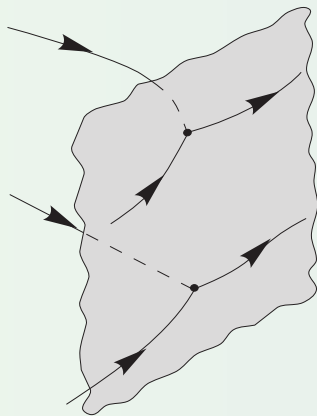
Dispersal surface



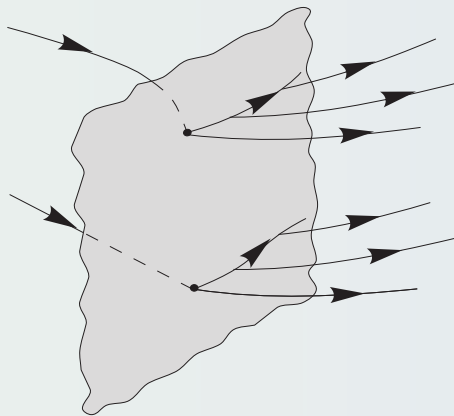
Switching surface with leaving



Switching surface without leaving



Universal (focal) surface



Equivocal surface

**R. Isaacs**

*Differential Games,*  
John Wiley & Sons,  
New York, 1965.