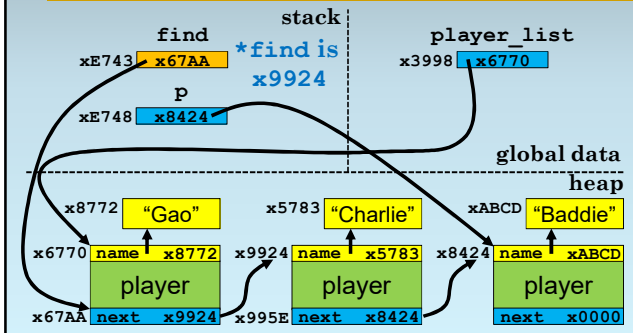
Where is `(*find)->next`?



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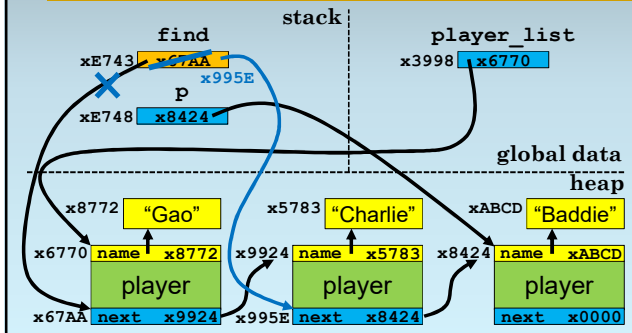
Set `find` to `&(*find)->next`



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Continue Executing the Loop

And then ...

```
for (find = &player_list;
     p != *find;
     find = &(*find)->next) {
    if (NULL == *find) {
        return 0;
    }
}
```

Back to the loop test.

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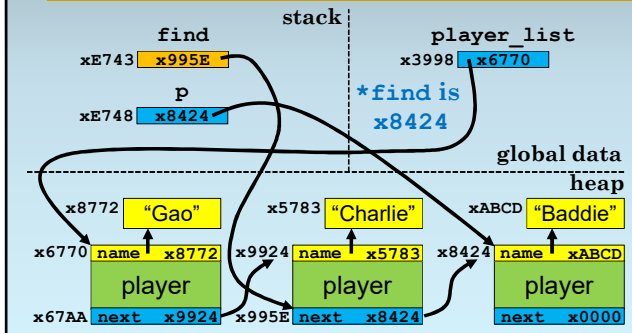
Is `*find` Equal to `p`? Yes! Loop Test Fails…



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