Use a `player_t**` to Find the Link to Change

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

Using a `player_t**` makes the code simpler.

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Initialize `find` to Point to the Pointer to the Head

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

Point `find` first to the pointer to the head of the list.

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Advance Until `find` Points to Pointer to Player to Delete

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

Once `p == *find`, we have found the link to change.

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Move `find` from `next` Field to `next` Field

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

Advance by pointing `find` to the `next` field of the structure to which the pointer `find` points to points.

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