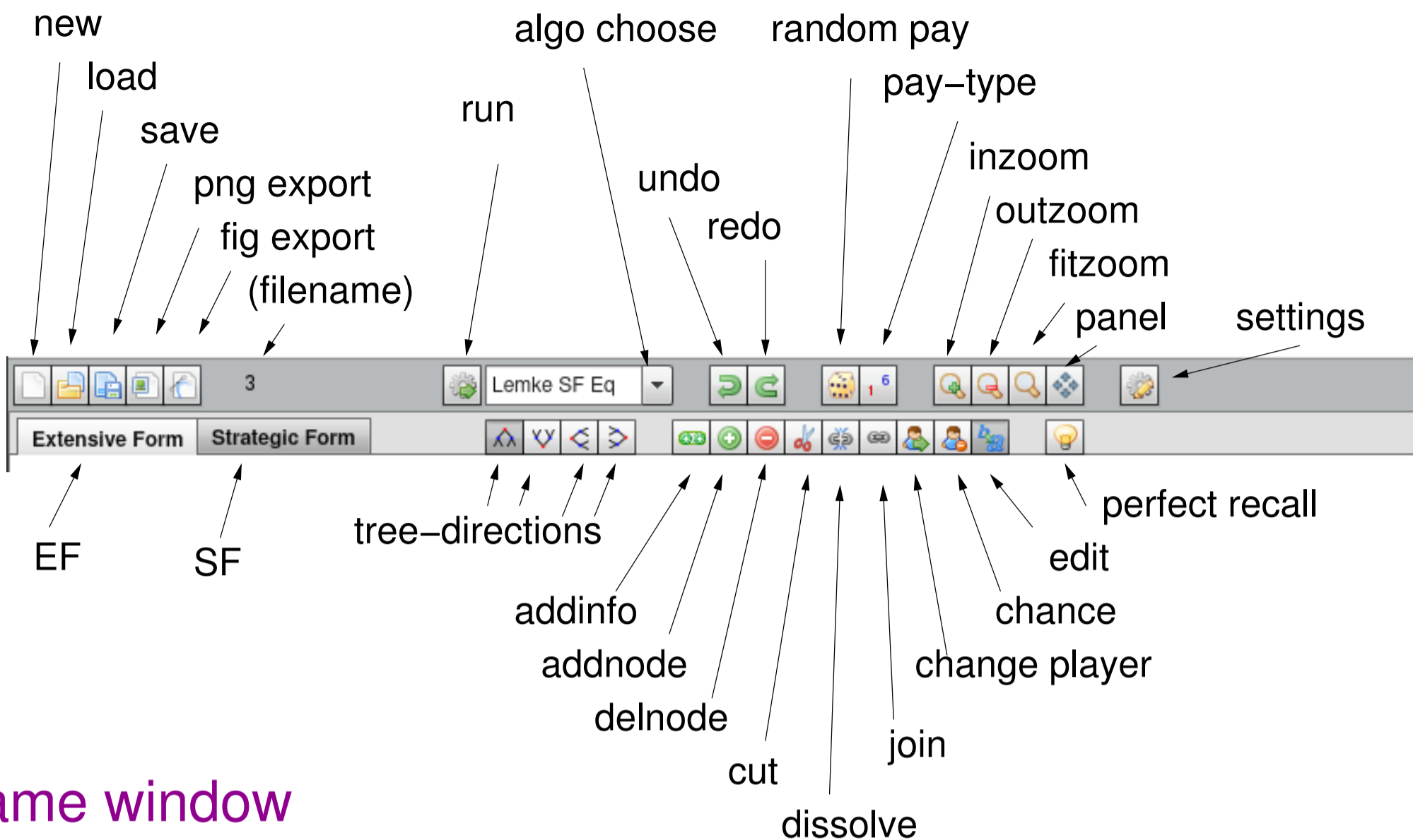


# Toolbar buttons



# Game window

Game Theory Explorer  $\beta$   
Build, explore and solve extensive form games.

835 x 505 (224%)

Sequence

Sequence	1	2
A c	10	23
A d	4	17
B c	12	7
B d	14	6

Last modified: 2012-07-10 04:51 GMT  
Developed by Mark Egesdal et al.  
Lemke algorithm and Sequence Form implementations adapted from the work of Bernhard von Stengel.  
Lrs algorithm implementation adapted from the work of David Avis. Lrs enumeration adapted from the work of Rahul Savani.  
Most icons courtesy of the Silk Icon Set created by Mark James.

Use workflow indicator like when buying an airplane ticket:

Start:



later:



tree

players

infosets

moves

payoffs

equilibria

tree

players

infosets

moves

payoffs

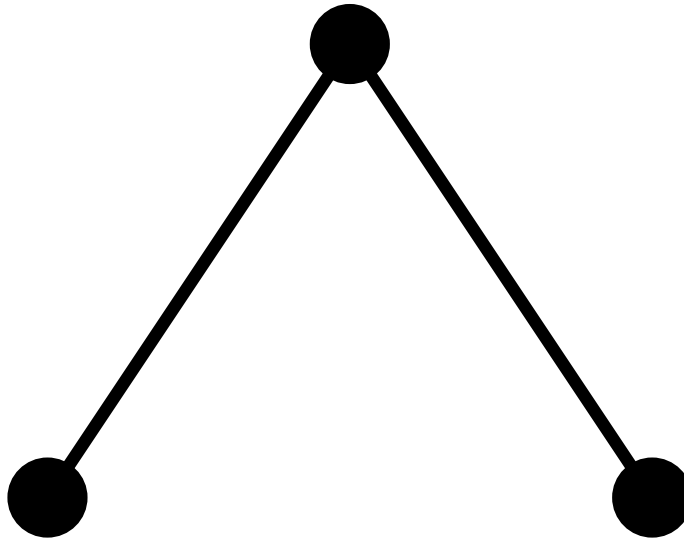
equilibria



add



delete



tree

players

infosets

moves

payoffs

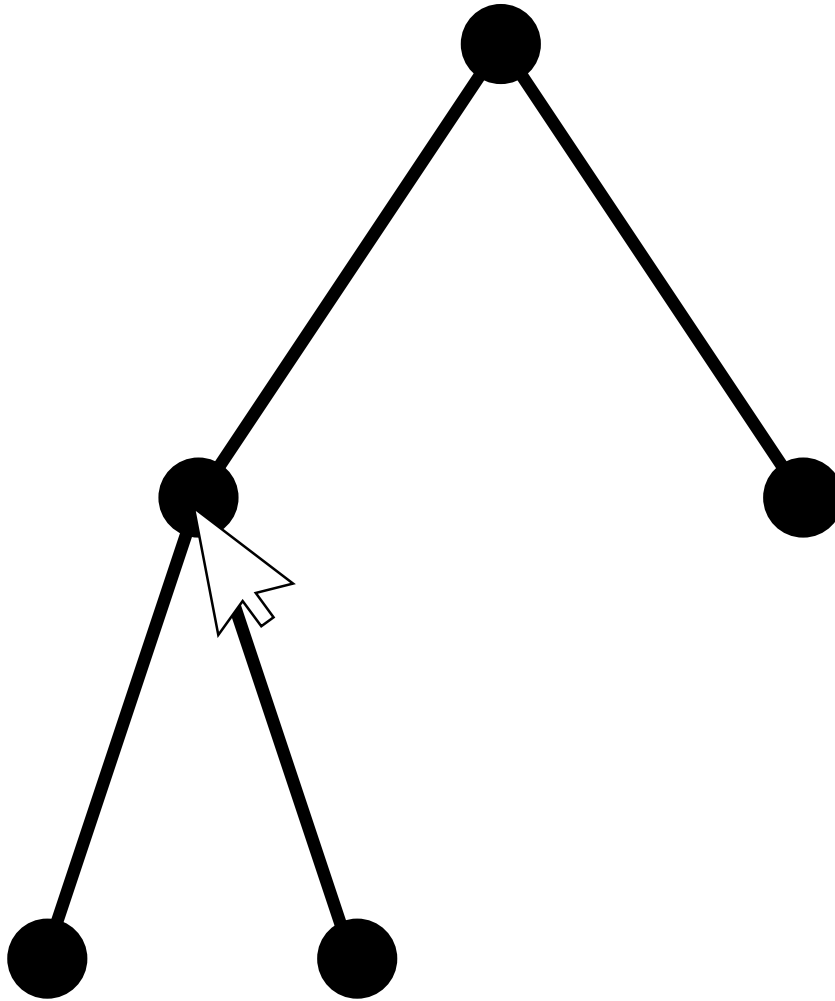
equilibria



add



delete



tree

players

infosets

moves

payoffs

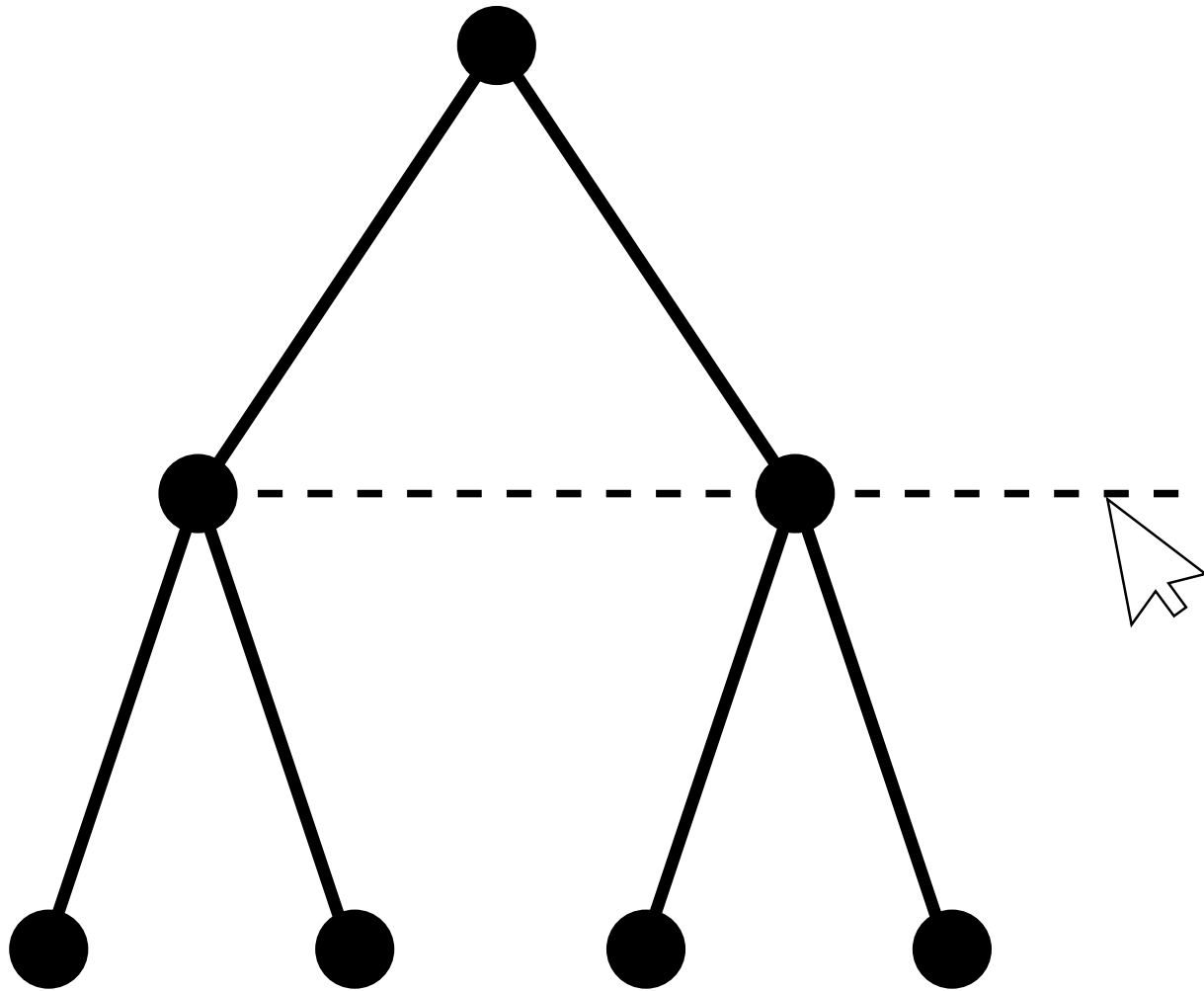
equilibria



add



delete



tree

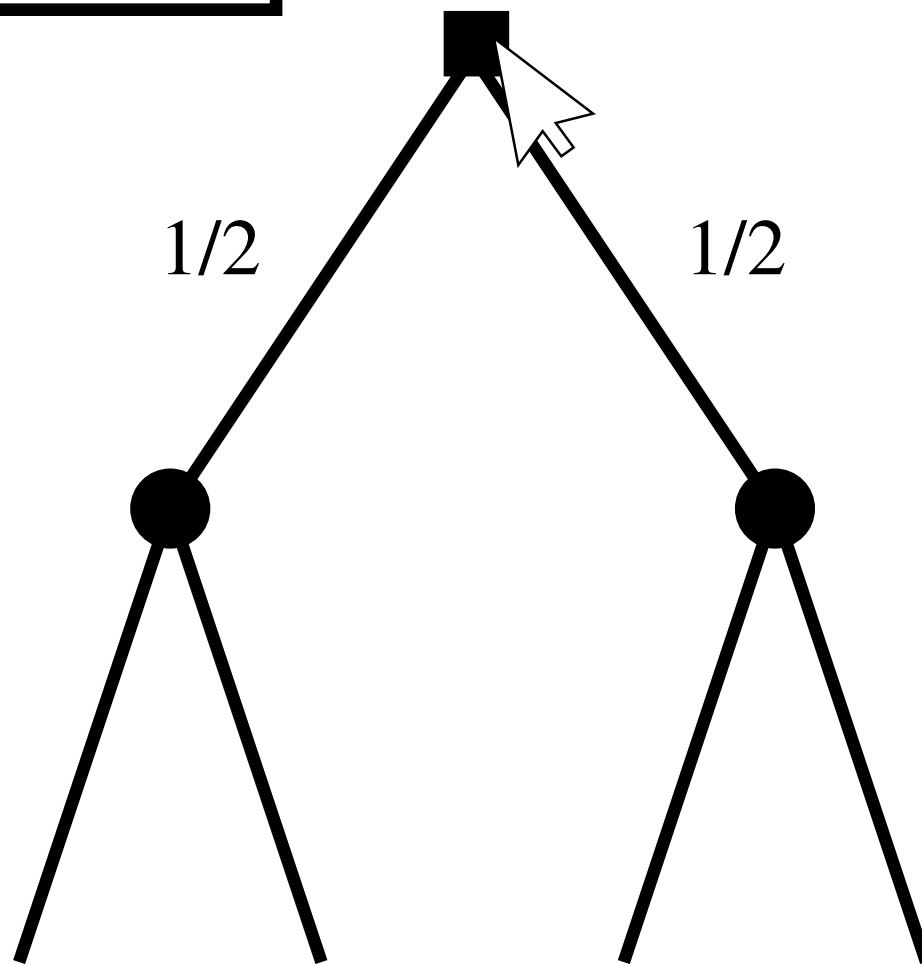
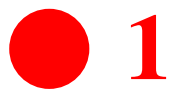
players

infosets

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equilibria



tree

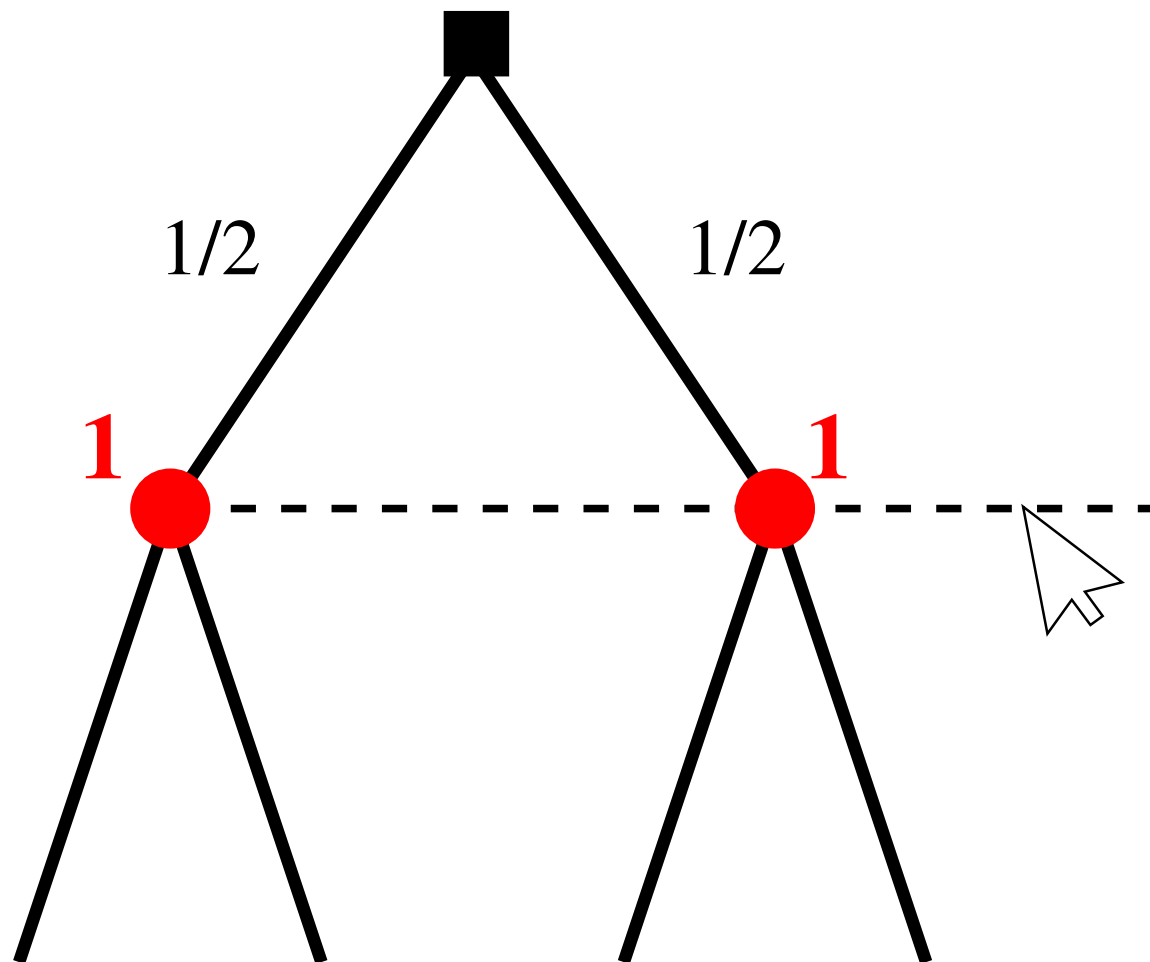
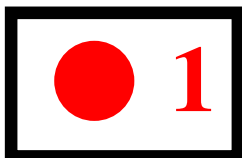
players

infosets

moves

payoffs

equilibria



tree

players

infosets

moves

payoffs

equilibria



join

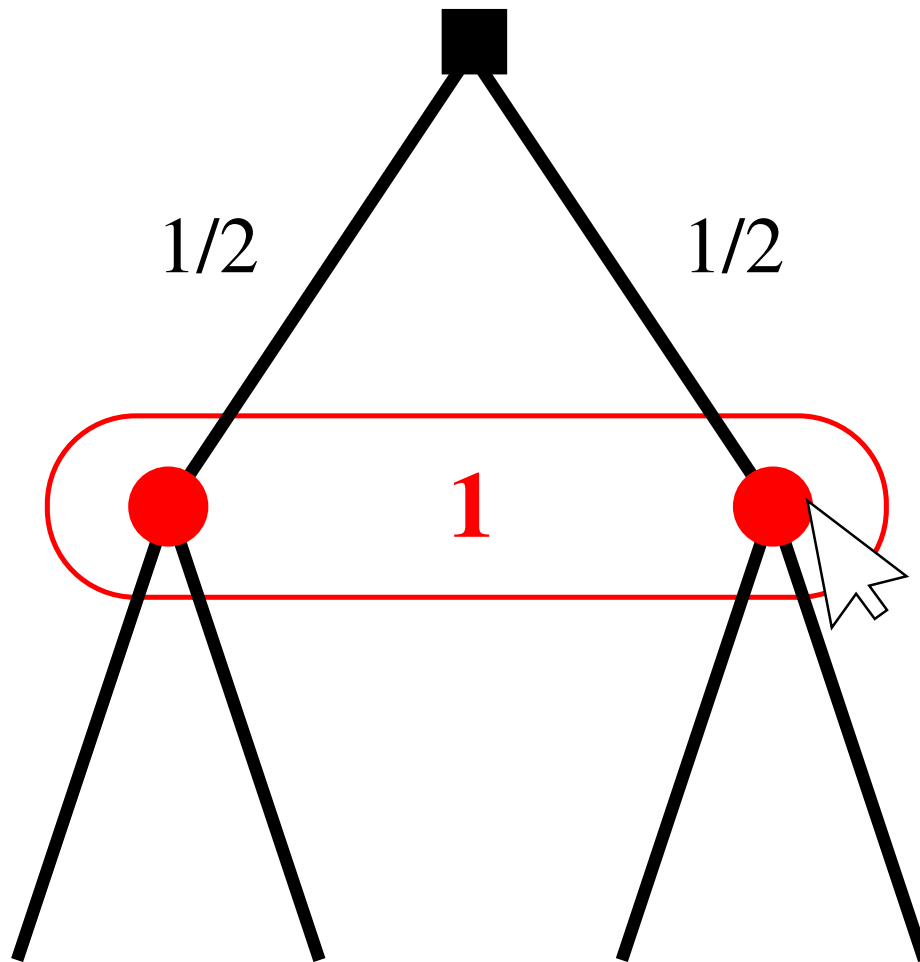


cut



dissolve

perfect recall



tree

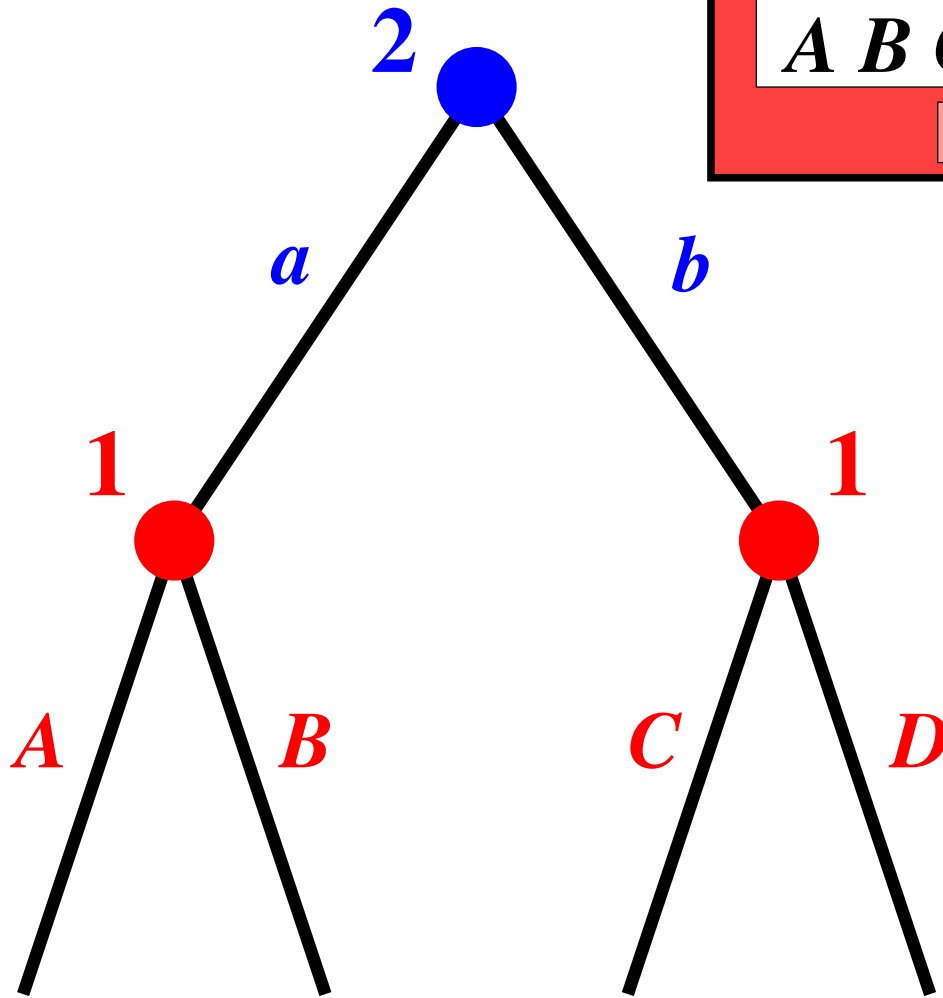
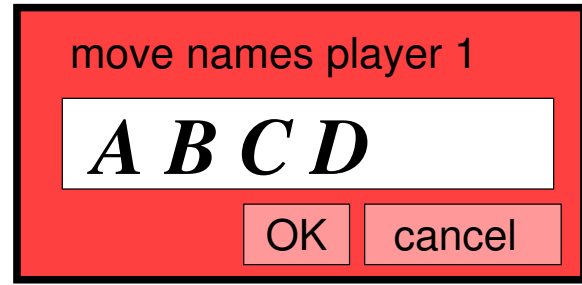
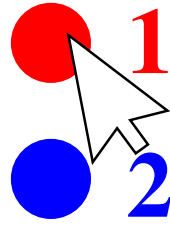
players

infosets

**moves**

payoffs

equilibria



tree

players

infosets

moves

payoffs

equilibria



1



non-zero-sum



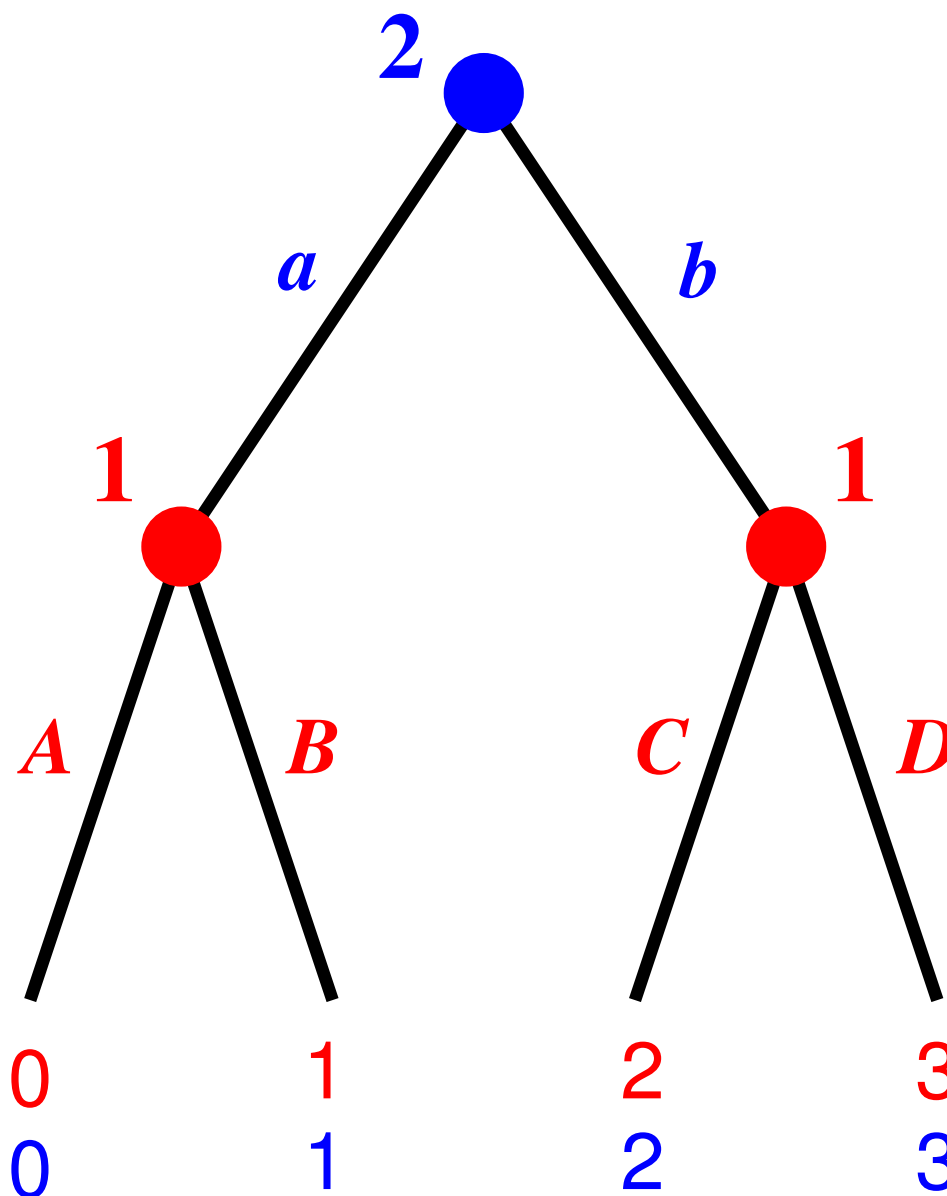
2



random



reset 0 1 2 3 ...



payoffs player 2

0 1 2 3

OK cancel

tree

players

infosets

moves

payoffs

equilibria

