

tree

players

infosets

moves

payoffs

equilibria



1



non-zero-sum



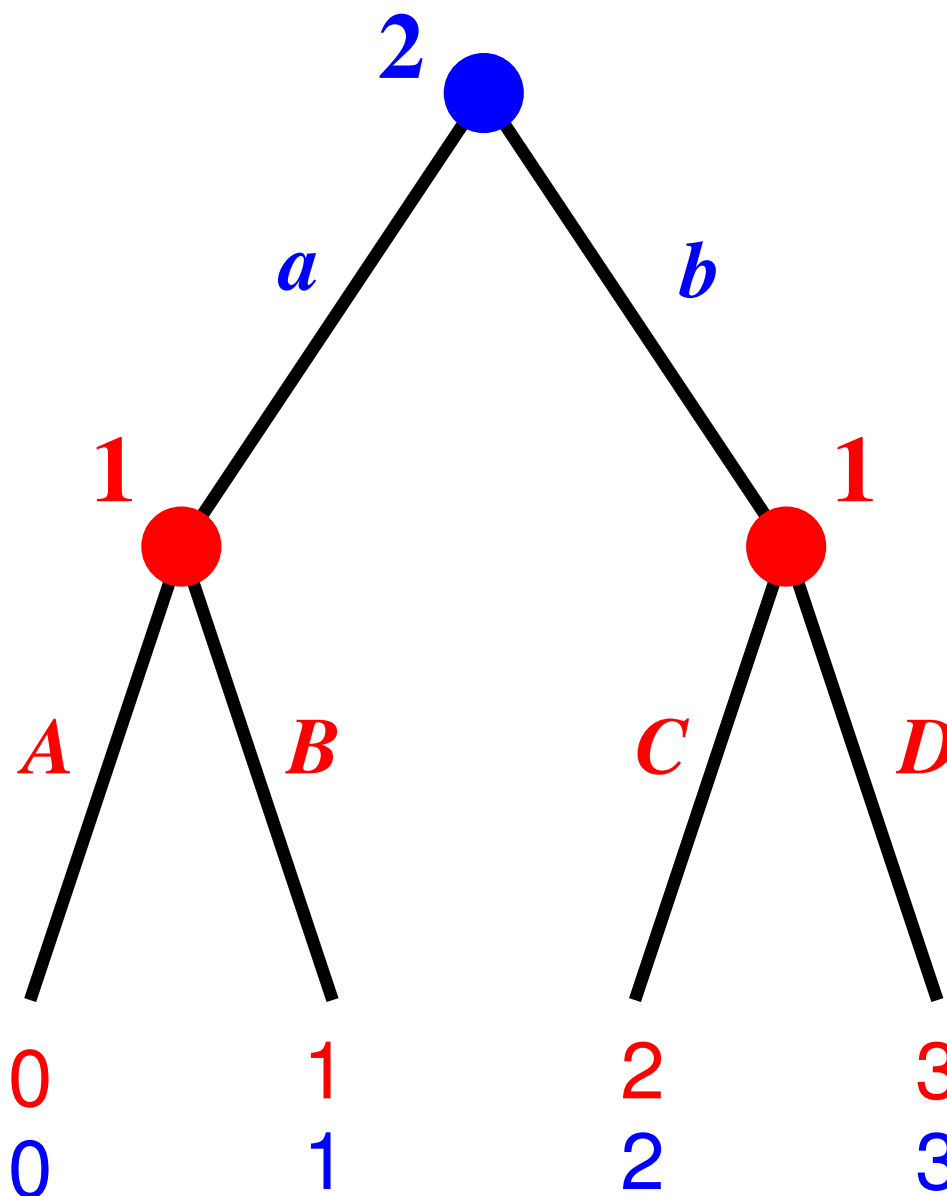
2



random



reset 0 1 2 3 ...



payoffs player 2

0 1 2 3

OK cancel