

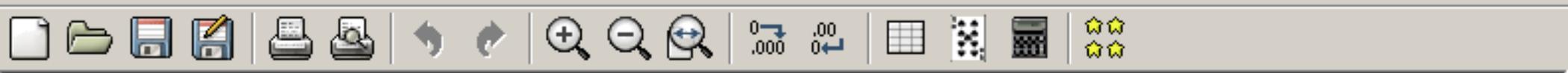
 **Chance**

 **Player 1**

 **Player 2**

● (w)

This tutorial illustrates how to use the graphical interface provided by Gambit to construct and analyze a simple one-card poker game. This game is similar to one that appears in many texts, for example, Game Theory: Analysis of Conflict by Roger Myerson.



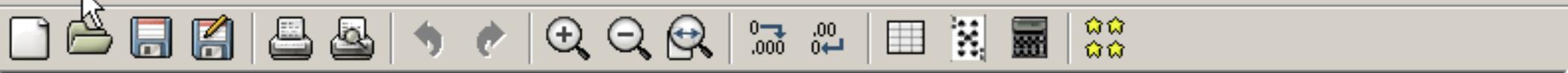
Chance

Player 1

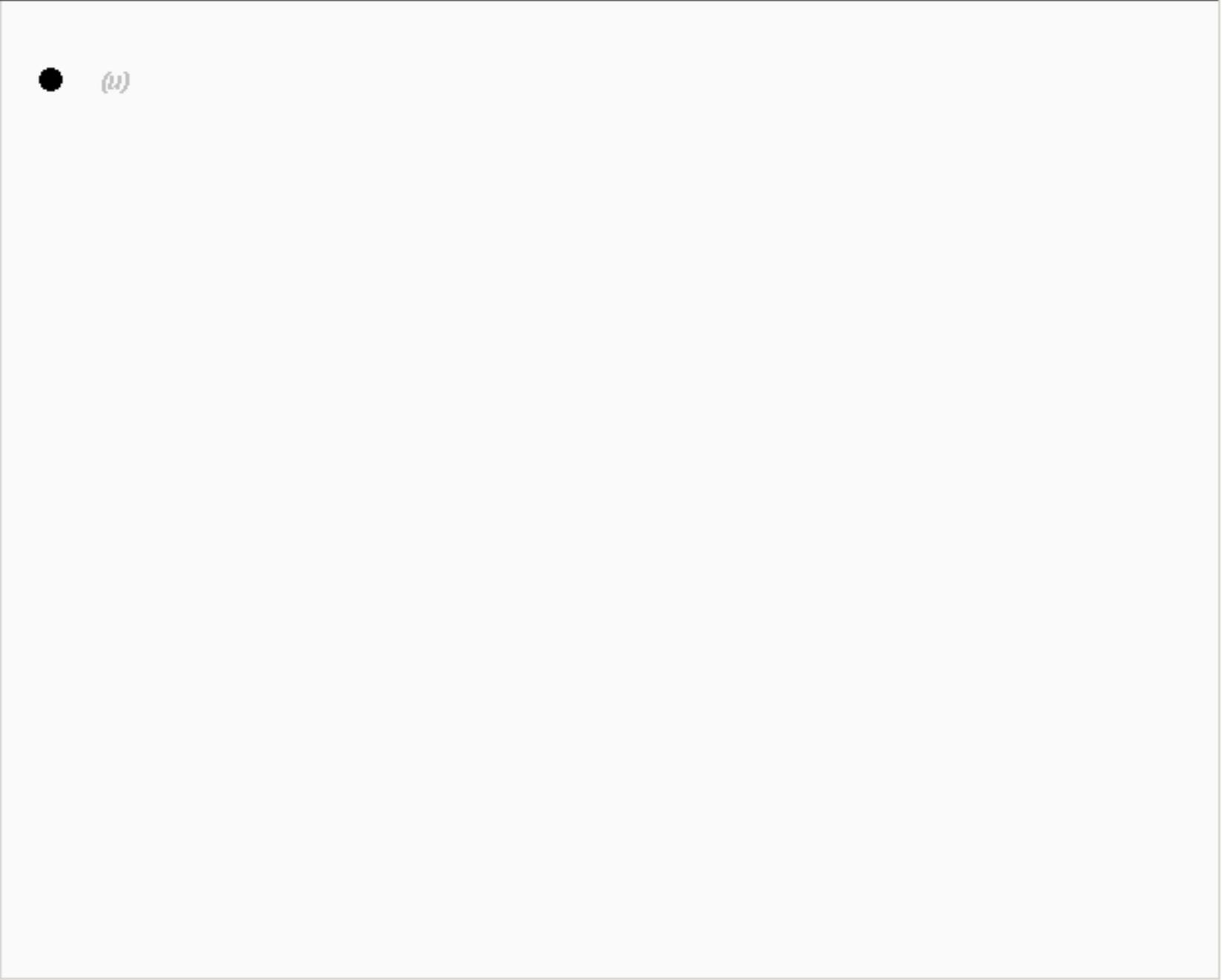
Player 2

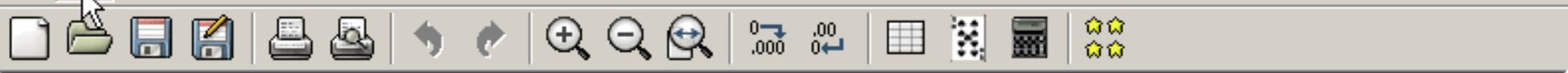
● (w)

We'll explain the rules of the game as we go along. This is perhaps the simplest game that could be called "poker." It will be played between two players, whom we will call Alice and Bob. Let's begin by giving our game a descriptive title, and naming our players.

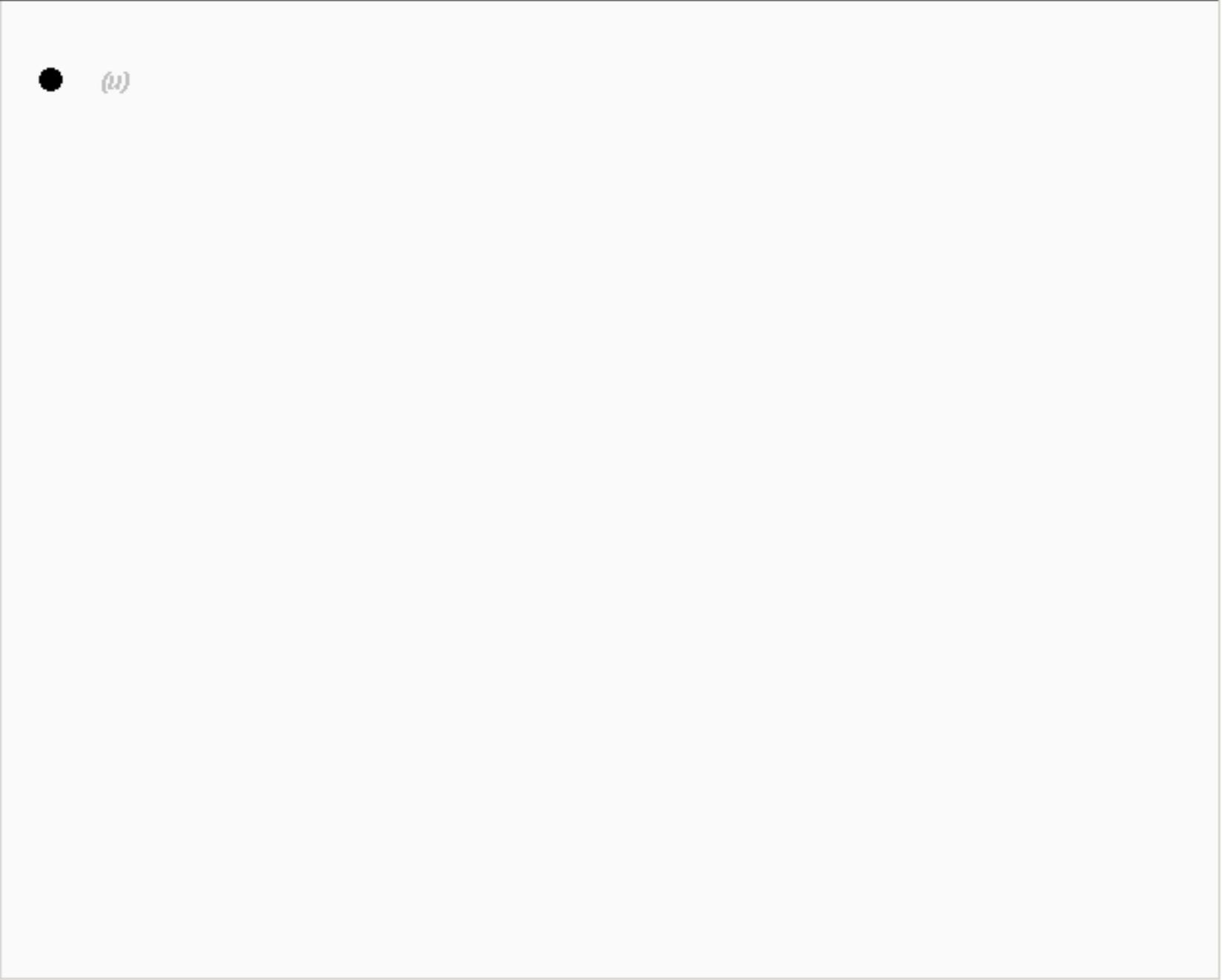


-  **Chance**
-  **Player 1**
-  **Player 2**





-  **Chance**
-  **Player 1**
-  **Player 2**



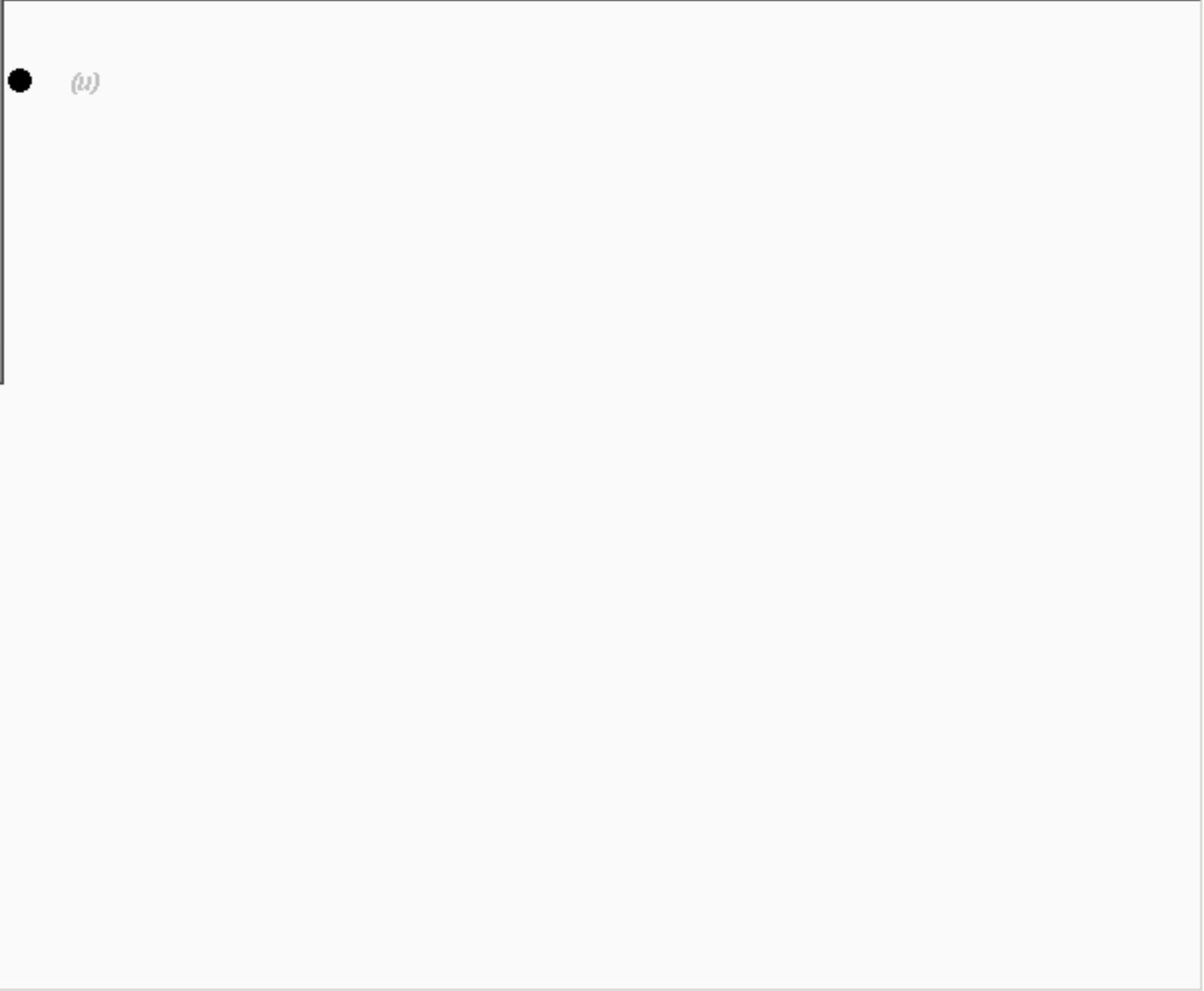
- Undo Ctrl-Z
- Redo Ctrl-Y
- Insert move
- Insert action
- Reveal
- Delete subtree Del
- Delete parent Back
- Remove outcome
- Node
- Move
- Game

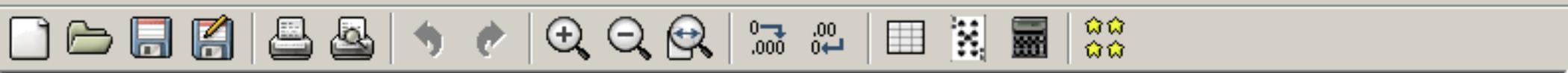
Navigation icons: Undo, Redo, Zoom In, Zoom Out, Zoom Reset, Currency conversion (0 to .000, .00 to 0), Grid, Board, Calculator, and Star ratings.

● (w)

- Undo Ctrl-Z
- Redo Ctrl-Y
- Insert move
- Insert action
- Reveal
- Delete subtree Del
- Delete parent Back
- Remove outcome
- Node
- Move
- Game**

Navigation icons: Undo, Redo, Zoom In, Zoom Out, Zoom Reset, Value 0, Value .000, Value .00, Value 0, Grid, Board, Calculator, Stars.





Chance

Player 1

Player 2

● (w)

Game properties [X]

General | **Players**

Title:

Comment:

Information about this game

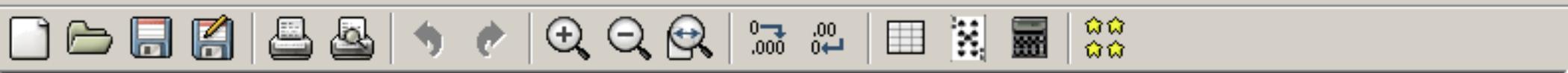
Filename:

Number of players: 2

This is a constant-sum game

This is a game of perfect recall

Cancel OK



Chance

Player 1

Player 2

● (u)

Game properties [X]

General | **Players**

Title:

Comment:

Information about this game

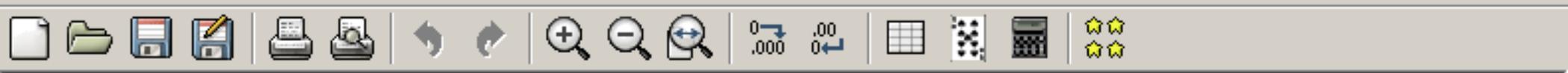
Filename:

Number of players: 2

This is a constant-sum game

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Cancel OK



Chance

Player 1

Player 2

● (u)

Game properties [X]

General | **Players**

Title:

Comment:

Information about this game

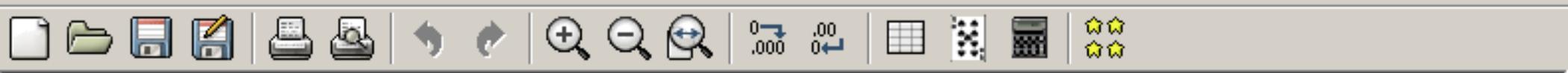
Filename:

Number of players: 2

This is a constant-sum game

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Cancel OK



Chance

Player 1

Player 2

● (w)

Game properties [X]

General | **Players**

Title [Untitled Extensive Form Game]

Comment []

Information about this game

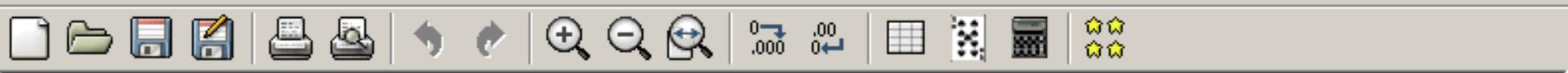
Filename:

Number of players: 2

This is a constant-sum game

This is a game of perfect recall

Cancel OK



Chance

Player 1

Player 2

● (w)

Game properties [X]

General | **Players**

Title:

Comment:

Information about this game

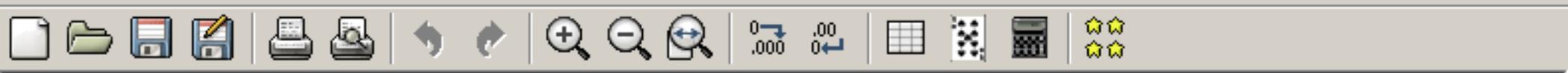
Filename:

Number of players: 2

This is a constant-sum game

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Cancel OK



Chance

Player 1

Player 2

● (w)

Game properties [X]

General | **Players**

Title

Comment

Information about this game

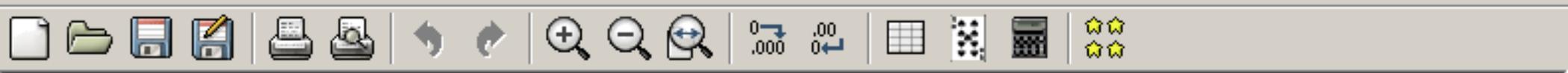
Filename:

Number of players: 2

This is a constant-sum game

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Cancel OK



Chance

Player 1

Player 2

● (w)

Game properties [X]

General | **Players**

Title:

Comment:

Information about this game

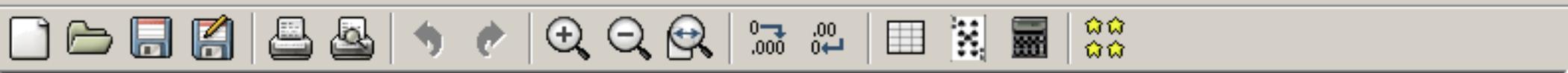
Filename:

Number of players: 2

This is a constant-sum game

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Cancel OK



Chance

Player 1

Player 2

● (w)

Game properties [X]

General | **Players**

Title:

Comment:

Information about this game

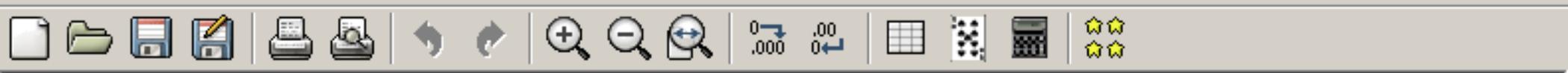
Filename:

Number of players: 2

This is a constant-sum game

This is a game of perfect recall

Cancel OK



Chance

Player 1

Player 2

● (u)

Game properties [X]

General | **Players**

Title: A si

Comment: [Text Area]

Information about this game

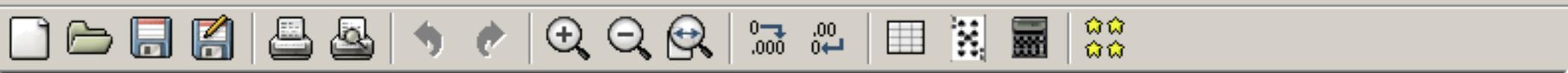
Filename:

Number of players: 2

This is a constant-sum game

This is a game of perfect recall

Cancel OK



Chance

Player 1

Player 2

● (u)

Game properties [X]

General | **Players**

Title:

Comment:

Information about this game

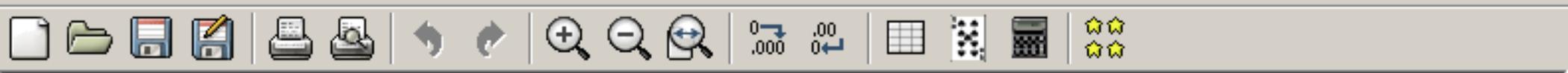
Filename:

Number of players: 2

This is a constant-sum game

This is a game of perfect recall

Cancel OK



Chance

Player 1

Player 2

● (w)

Game properties [X]

General | **Players**

Title:

Comment:

Information about this game

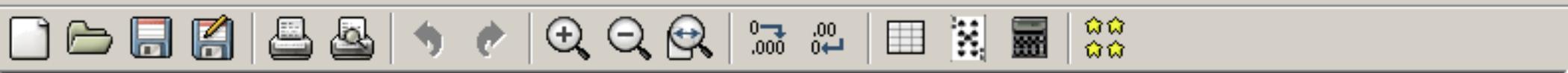
Filename:

Number of players: 2

This is a constant-sum game

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Cancel OK



Chance

Player 1

Player 2

● (w)

Game properties [X]

General | **Players**

Title: A simpl

Comment: [Text Area]

Information about this game

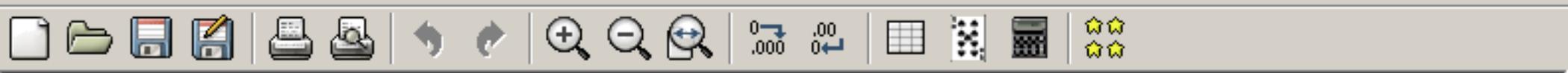
Filename:

Number of players: 2

This is a constant-sum game

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Cancel OK



Chance

Player 1

Player 2

● (u)

Game properties [X]

General | **Players**

Title:

Comment:

Information about this game

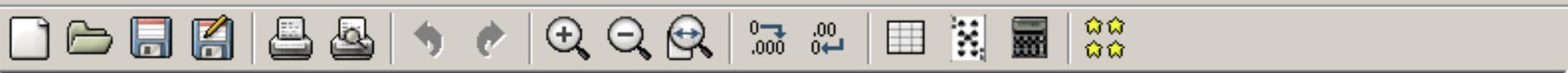
Filename:

Number of players: 2

This is a constant-sum game

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Cancel OK



Chance

Player 1

Player 2

● (w)

Game properties [X]

General | **Players**

Title:

Comment:

Information about this game

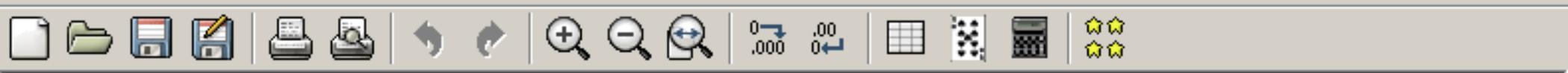
Filename:

Number of players: 2

This is a constant-sum game

This is a game of perfect recall

Cancel OK



Chance

Player 1

Player 2

● (w)

Game properties [X]

General | **Players**

Title: A simple g

Comment: [Text Area]

Information about this game

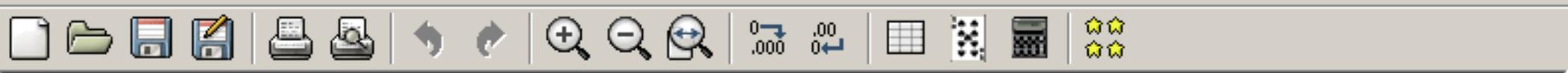
Filename:

Number of players: 2

This is a constant-sum game

This is a game of perfect recall

Cancel OK



Chance

Player 1

Player 2

● (u)

Game properties [X]

General | **Players**

Title: A simple ga

Comment: []

Information about this game

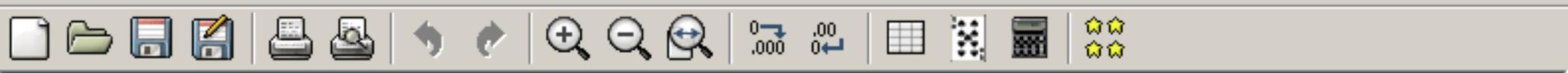
Filename:

Number of players: 2

This is a constant-sum game

This is a game of perfect recall

Cancel OK



Chance

Player 1

Player 2

● (w)

Game properties [X]

General | **Players**

Title:

Comment:

Information about this game

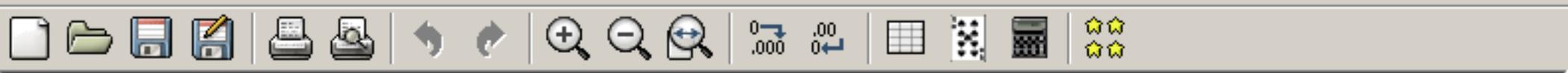
Filename:

Number of players: 2

This is a constant-sum game

This is a game of perfect recall

Cancel OK



Chance

Player 1

Player 2

● (u)

Game properties [X]

General | **Players**

Title:

Comment:

Information about this game

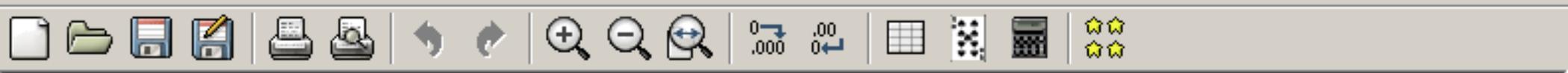
Filename:

Number of players: 2

This is a constant-sum game

This is a game of perfect recall

Cancel OK



Chance

Player 1

Player 2

● (u)

Game properties [X]

General | **Players**

Title:

Comment:

Information about this game

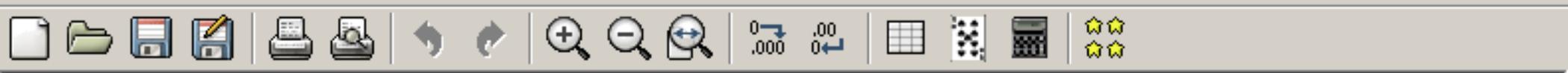
Filename:

Number of players: 2

This is a constant-sum game

This is a game of perfect recall

Cancel OK



Chance

Player 1

Player 2

● (u)

Game properties [X]

General | **Players**

Title: A simple game of

Comment: [Text Area]

Information about this game

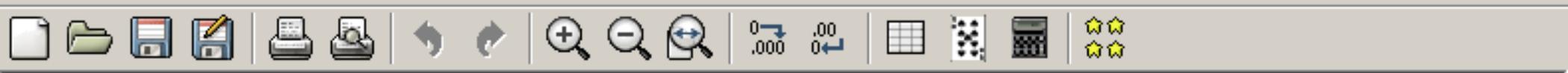
Filename:

Number of players: 2

This is a constant-sum game

This is a game of perfect recall

Cancel OK



Chance

Player 1

Player 2

● (w)

Game properties [X]

General | **Players**

Title: A simple game of

Comment: [Empty text area]

Information about this game

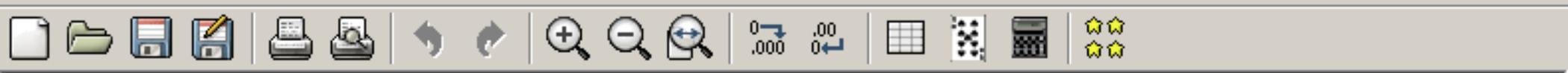
Filename:

Number of players: 2

This is a constant-sum game

This is a game of perfect recall

Cancel OK



Chance

Player 1

Player 2

● (w)

Game properties [X]

General | **Players**

Title: A simple game of |

Comment: [Text Area]

Information about this game

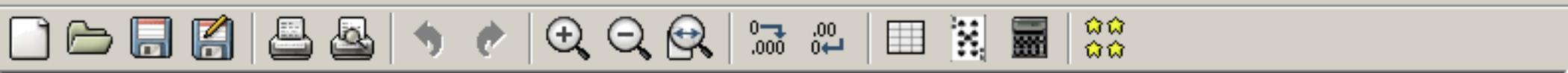
Filename:

Number of players: 2

This is a constant-sum game

This is a game of perfect recall

Cancel OK



Chance

Player 1

Player 2

● (w)

Game properties [X]

General | **Players**

Title: A simple game of p|

Comment: []

Information about this game

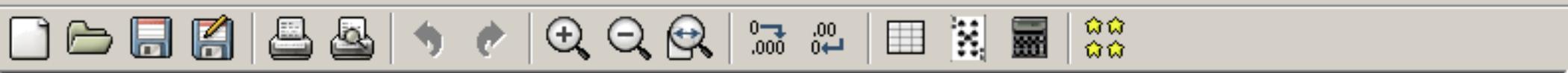
Filename:

Number of players: 2

This is a constant-sum game

This is a game of perfect recall

Cancel OK



Chance

Player 1

Player 2

● (w)

Game properties [X]

General | **Players**

Title: A simple game of po

Comment: []

Information about this game

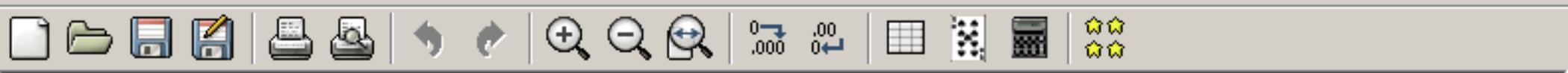
Filename:

Number of players: 2

This is a constant-sum game

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Cancel OK



Chance

Player 1

Player 2

● (w)

Game properties [X]

General | **Players**

Title:

Comment:

Information about this game

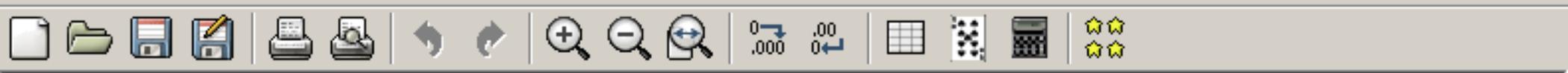
Filename:

Number of players: 2

This is a constant-sum game

This is a game of perfect recall

Cancel OK



Chance

Player 1

Player 2

● (w)

Game properties [X]

General | **Players**

Title:

Comment:

Information about this game

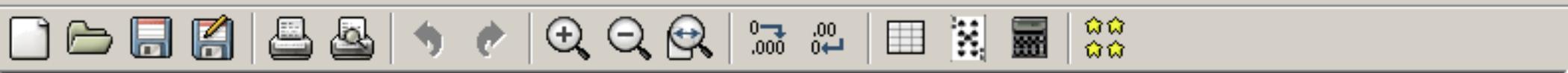
Filename:

Number of players: 2

This is a constant-sum game

This is a game of perfect recall

Cancel OK



Chance

Player 1

Player 2

● (w)

Game properties [X]

General | **Players**

Title:

Comment:

Information about this game

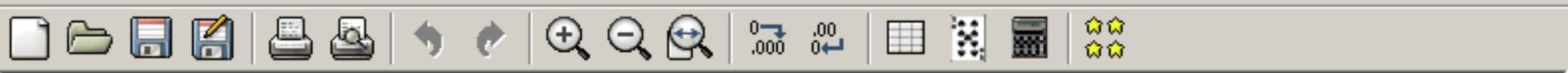
Filename:

Number of players: 2

This is a constant-sum game

This is a game of perfect recall

Cancel OK



Chance

Player 1

Player 2

● (w)

Game properties

General | **Players**

Title: A simple game of poker

Comment:

Information about this game

Filename:

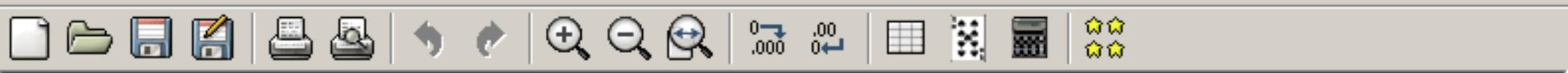
Number of players: 2

This is a constant-sum game

This is a game of perfect recall

Cancel OK

The players' names are edited on the Players tab of this dialog.



Chance

Player 1

Player 2

● (w)

Game properties [X]

General | **Players**

t

ation about this game _____

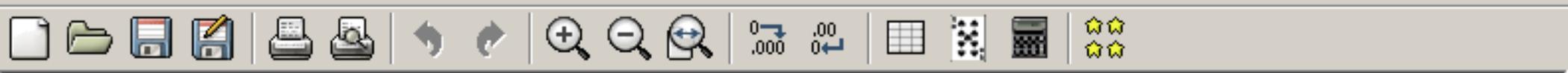
ne:

er of players: 2

a constant-sum game

a game of perfect recall

Cancel OK



Chance

Player 1

Player 2

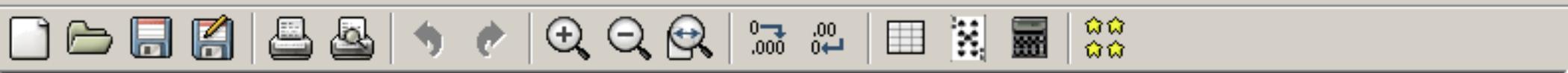
● (w)

Game properties [X]

General **Players**

	Player	Color
1	Player 1	255,0,0
2	Player 2	0,0,255

Cancel OK



Chance

Player 1

Player 2

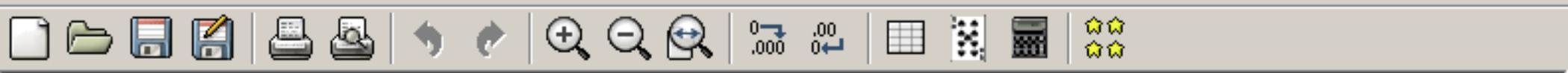
● (w)

Game properties [X]

General | **Players**

	Player	Color
1	Player 1	255,0,0
2	Player 2	0,0,255

Cancel OK



Chance

Player 1

Player 2

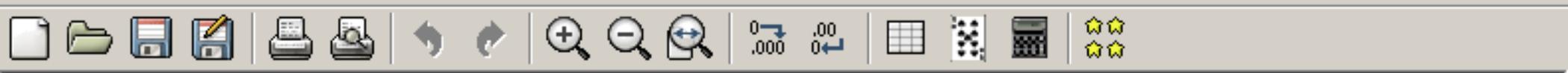
● (w)

Game properties [X]

General | **Players**

	Player	Color
1	Player 1	255,0,0
2	Player 2	0,0,255

Cancel OK



Chance

Player 1

Player 2

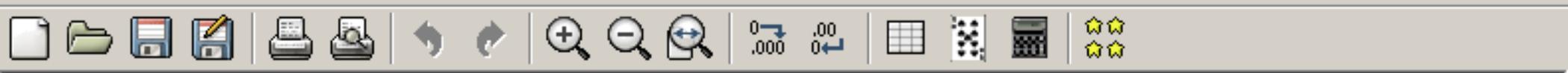
● (w)

Game properties [X]

General | **Players**

	Player	Color
1	A	255,0,0
2	Player 2	0,0,255

Cancel OK



Chance

Player 1

Player 2

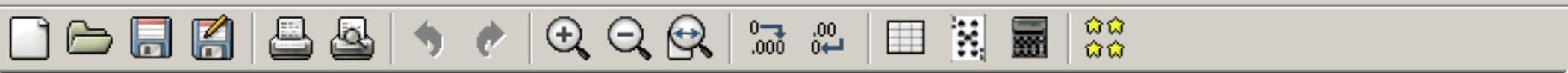
● (w)

Game properties [X]

General | **Players**

	Player	Color
1	AI	255,0,0
2	Player 2	0,0,255

Cancel OK



Chance

Player 1

Player 2

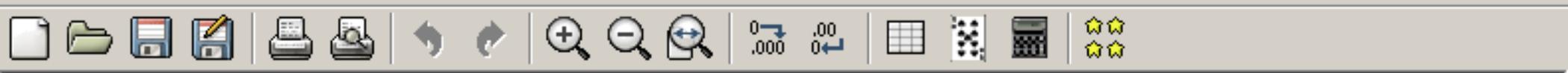
● (w)

Game properties

General Players

	Player	Color
1	Ali	255,0,0
2	Player 2	0,0,255

Cancel OK



Chance

Player 1

Player 2

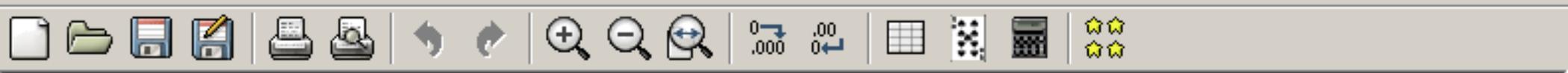
● (w)

Game properties [X]

General | **Players**

	Player	Color
1	Alic	255,0,0
2	Player 2	0,0,255

Cancel OK



- Chance**
- Player 1**
- Player 2**

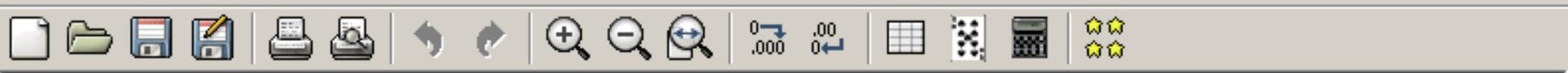
● (w)

Game properties

General | **Players**

	Player	Color
1	Alice	255,0,0
2	Player 2	0,0,255

Cancel OK



- Chance**
- Player 1**
- Player 2**

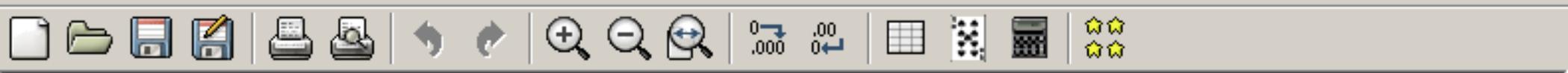
● (w)

Game properties

General | **Players**

	Player	Color
1	Alice	255,0,0
2	Player 2	0,0,255

Cancel OK



Chance

Player 1

Player 2

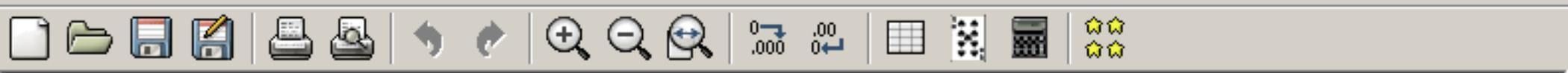
● (w)

Game properties

General Players

	Player	Color
1	Alice	255,0,0
2	Player 2	0,0,255

Cancel OK



Chance

Player 1

Player 2

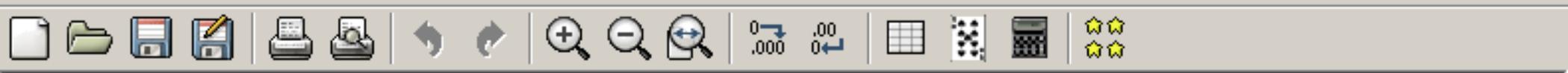
● (w)

Game properties

General Players

	Player	Color
1	Alice	255,0,0
2	Player 2	0,0,255

Cancel OK



- Chance**
- Player 1**
- Player 2**

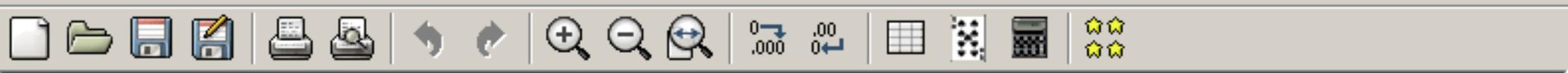
● (w)

Game properties

General | **Players**

	Player	Color
1	Alice	255,0,0
2	Player 2	0,0,255

Cancel OK



- Chance**
- Player 1**
- Player 2**

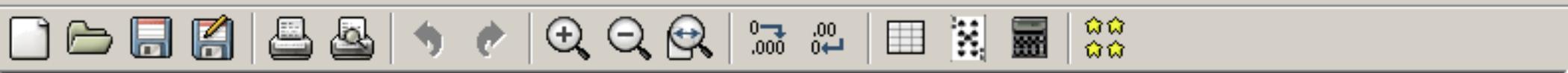
● (w)

Game properties

General | **Players**

	Player	Color
1	Alice	255,0,0
2	Player 2	0,0,255

Cancel OK



 **Chance**

 **Player 1**

 **Player 2**

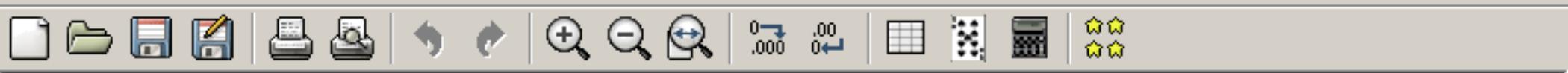
● (w)

Game properties [X]

General | **Players**

	Player	Color
1	Alice	255,0,0
2	B	0,0,255

Cancel OK



Chance

Player 1

Player 2

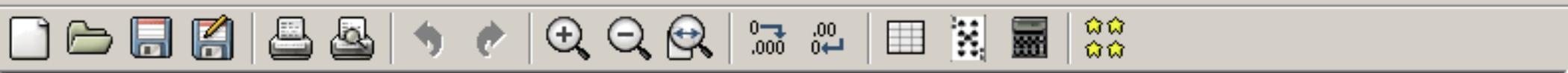
● (w)

Game properties [X]

General | **Players**

	Player	Color
1	Alice	255,0,0
2	Bo	0,0,255

Cancel OK



Chance

Player 1

Player 2

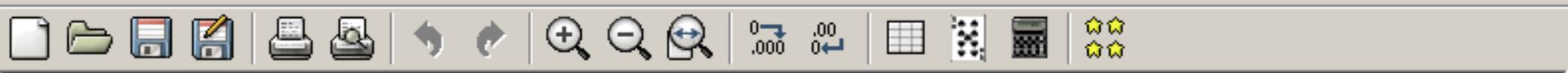
● (w)

Game properties

General Players

	Player	Color
1	Alice	255,0,0
2	Bob	0,0,255

Cancel OK



Chance

Player 1

Player 2

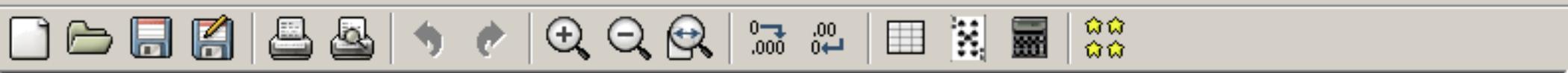
● (w)

Game properties [X]

General | **Players**

	Player	Color
1	Alice	255,0,0
2	Bob	0,0,255

Cancel OK



Chance

Player 1

Player 2

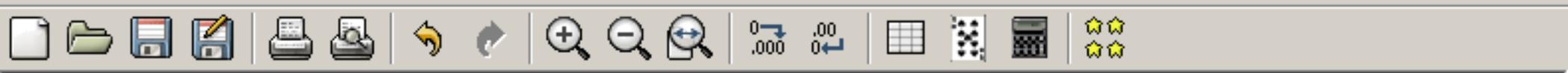
● (w)

Game properties [X]

General | **Players**

	Player	Color
1	Alice	255,0,0
2	Bob	0,0,255

Cancel OK



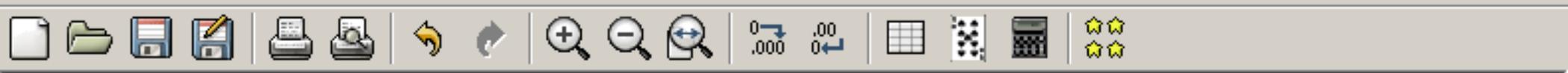
 **Chance**

 **Alice**

 **Bob**

The panel at left has updated to show the names of our protagonists. This panel lists the players in the game, and will summarize useful information about the equilibria we will compute.





 **Chance**

 **Alice**

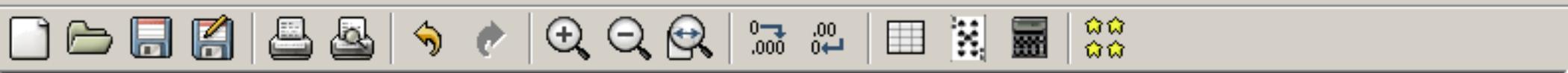
 **Bob**

● (w)

Now let's build the game tree. The game will begin with Alice drawing a card from a deck. Let us suppose there are two types of cards: "high" cards and "low" cards, and that these are equally likely. (Perhaps, if this is a standard deck of cards, then red cards are high and black cards are low.)

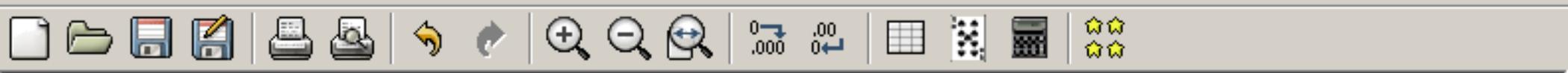
To represent this, we will first create a chance, or nature, move. Click on the dice icon to the left of the word "Chance", and drag it to the root node of the tree.





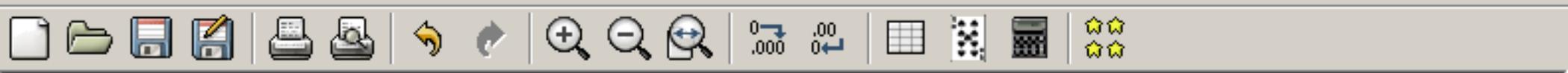
-  **Chance**
-  **Alice**
-  **Bob**

● (w)



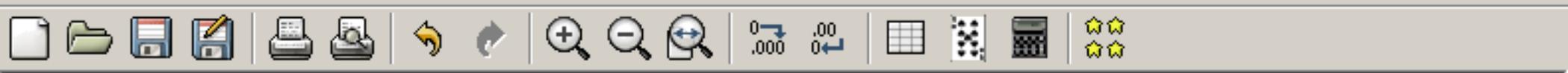
-  **Chance**
-  **Alice**
-  **Bob**

● (w)



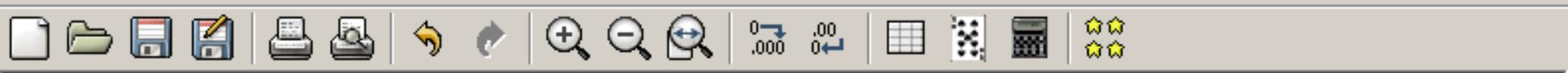
-  **Chance**
-  **Alice**
-  **Bob**

 (w)



-  **Chance**
-  **Alice**
-  **Bob**

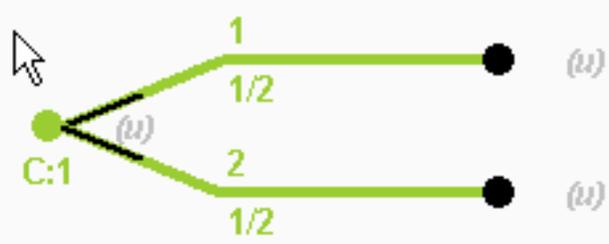
 (w)



Chance

Alice

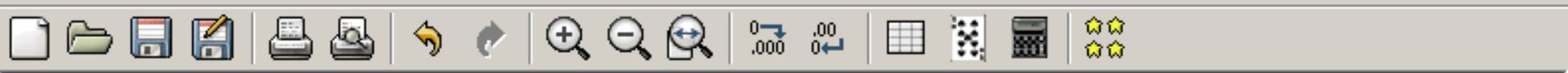
Bob



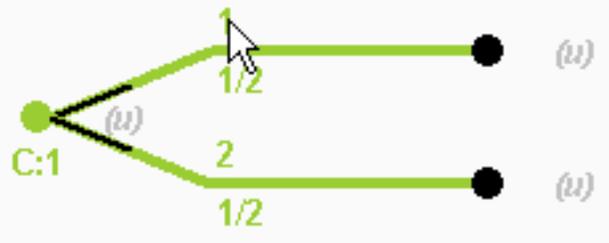
We have created a chance move with two actions. The notation C:1 under the root node indicates that this is a chance move, and that it is move number 1 for the chance player.

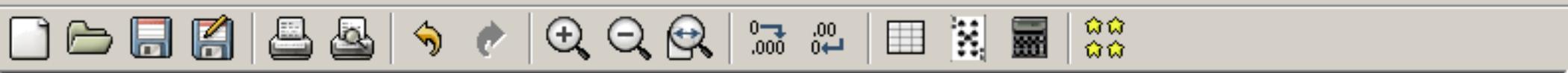
The 1/2 beneath each branch indicates that the actions are equally likely. This is what we want. Gambit also gives the actions the default names "1" and "2".

Let's change those names to something more descriptive. Double-click one of the action labels to edit the labels for the move.



- Chance**
- Alice**
- Bob**





Chance

Alice

Bob



Move properties [X]

Information set label

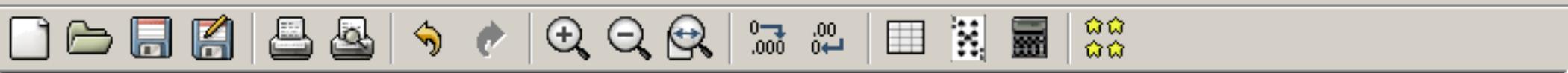
Number of members: 1

Belongs to player

Actions

	Label	Probability
1	1	$\frac{1}{2}$
2	2	$\frac{1}{2}$

Cancel OK



Chance

Alice

Bob



Move properties [X]

Information set label

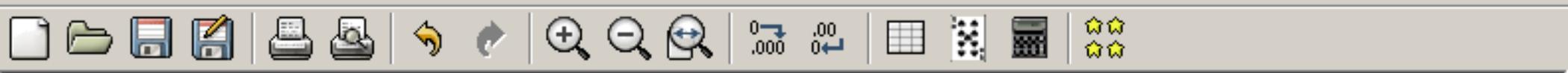
Number of members: 1

Belongs to player

Actions

	Label	Probability
1	1	$\frac{1}{2}$
2	2	$\frac{1}{2}$

Cancel OK



Chance

Alice

Bob



Move properties [X]

Information set label

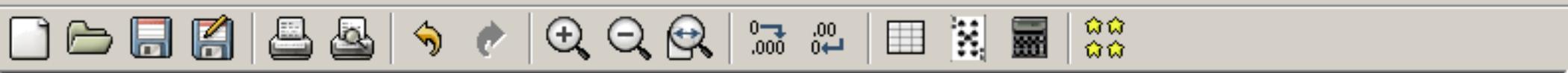
Number of members: 1

Belongs to player

Actions

	Label	Probability
1	<input type="text" value="1"/>	$\frac{1}{2}$
2	2	$\frac{1}{2}$

Cancel OK



Chance

Alice

Bob



Move properties

Information set label

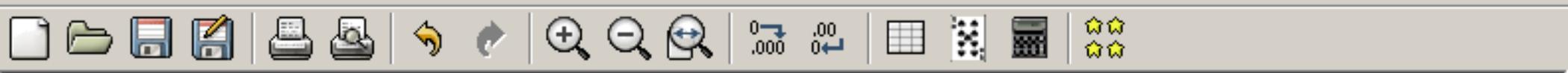
Number of members: 1

Belongs to player

Actions

	Label	Probability
1	<input type="text" value="1"/>	$\frac{1}{2}$
2	2	$\frac{1}{2}$

Cancel OK



Chance

Alice

Bob



Move properties [X]

Information set label

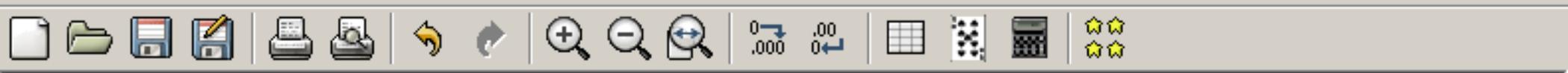
Number of members: 1

Belongs to player

Actions

	Label	Probability
1	H	$\frac{1}{2}$
2	2	$\frac{1}{2}$

Cancel OK



Chance

Alice

Bob



Move properties [X]

Information set label

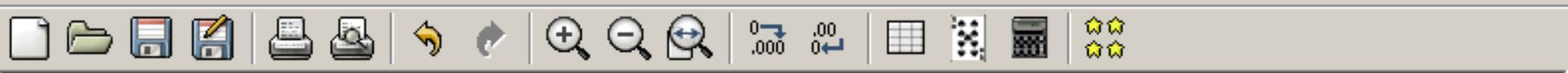
Number of members: 1

Belongs to player

Actions

	Label	Probability
1	Hi	$\frac{1}{2}$
2	2	$\frac{1}{2}$

Cancel OK



Chance

Alice

Bob



Move properties [X]

Information set label

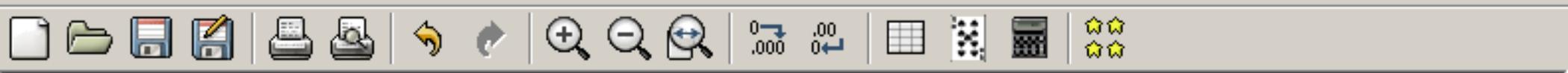
Number of members: 1

Belongs to player

Actions

	Label	Probability
1	Hig	$\frac{1}{2}$
2	2	$\frac{1}{2}$

Cancel OK



Chance

Alice

Bob



Move properties [X]

Information set label

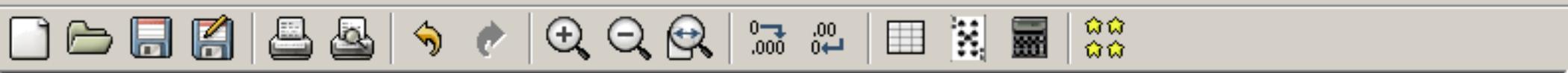
Number of members: 1

Belongs to player

Actions

	Label	Probability
1	High	$\frac{1}{2}$
2	2	$\frac{1}{2}$

Cancel OK



 **Chance**

 **Alice**

 **Bob**



Move properties [X]

Information set label

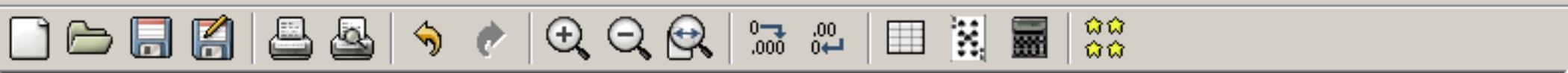
Number of members: 1

Belongs to player

Actions

	Label	Probability
1	High	$\frac{1}{2}$
2	2	$\frac{1}{2}$

Cancel OK



Chance

Alice

Bob



Move properties [X]

Information set label

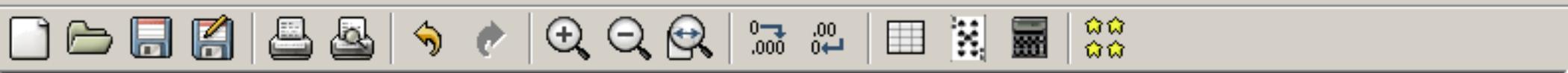
Number of members: 1

Belongs to player

Actions

	Label	Probability
1	High	$\frac{1}{2}$
2	2	$\frac{1}{2}$

Cancel OK



 **Chance**

 **Alice**

 **Bob**



Move properties [X]

Information set label

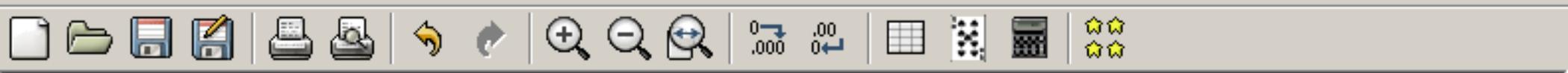
Number of members: 1

Belongs to player

Actions

	Label	Probability
1	High	$\frac{1}{2}$
2	<input type="text" value="2"/>	$\frac{1}{2}$

Cancel OK



 **Chance**

 **Alice**

 **Bob**



Move properties [X]

Information set label

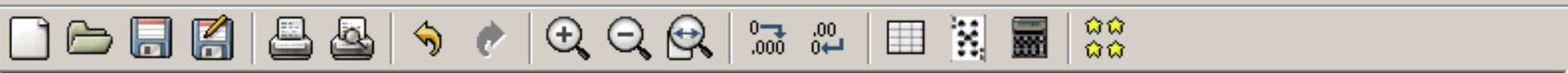
Number of members: 1

Belongs to player

Actions

	Label	Probability
1	High	$\frac{1}{2}$
2	<input type="text" value="2"/>	$\frac{1}{2}$

Cancel OK



Chance

Alice

Bob



Move properties [X]

Information set label

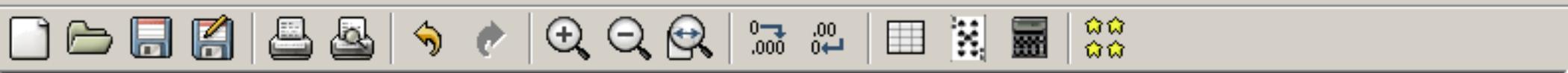
Number of members: 1

Belongs to player

Actions

	Label	Probability
1	High	$\frac{1}{2}$
2	L	$\frac{1}{2}$

Cancel OK



Chance

Alice

Bob



Move properties

Information set label

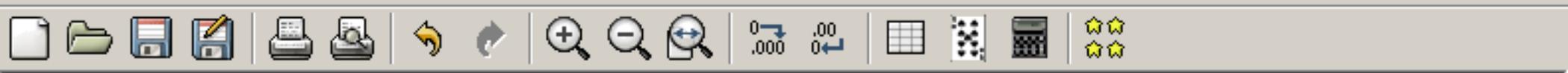
Number of members: 1

Belongs to player

Actions

	Label	Probability
1	High	$\frac{1}{2}$
2	Lo	$\frac{1}{2}$

Cancel OK



Chance

Alice

Bob



Move properties

Information set label

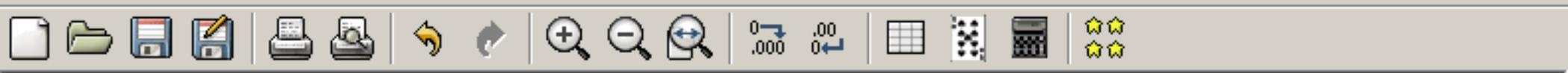
Number of members: 1

Belongs to player

Actions

	Label	Probability
1	High	$\frac{1}{2}$
2	Low	$\frac{1}{2}$

Cancel OK



 **Chance**

 **Alice**

 **Bob**



Move properties [X]

Information set label

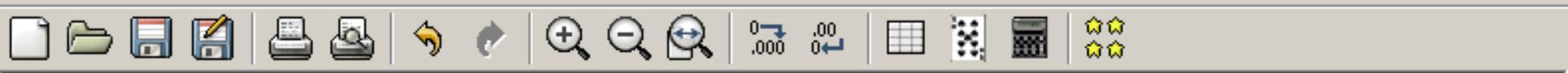
Number of members: 1

Belongs to player

Actions

	Label	Probability
1	High	$\frac{1}{2}$
2	Low	$\frac{1}{2}$

Cancel OK



Chance

Alice

Bob



Move properties [X]

Information set label

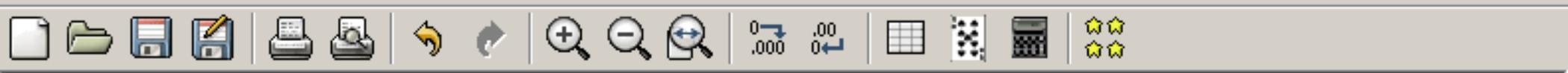
Number of members: 1

Belongs to player

Actions

	Label	Probability
1	High	$\frac{1}{2}$
2	Low	$\frac{1}{2}$

Cancel OK



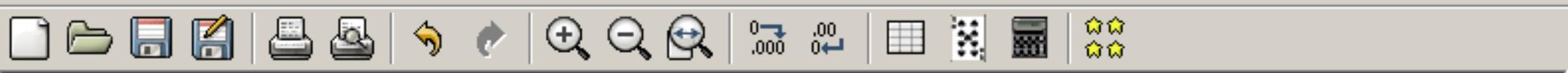
Chance

Alice

Bob



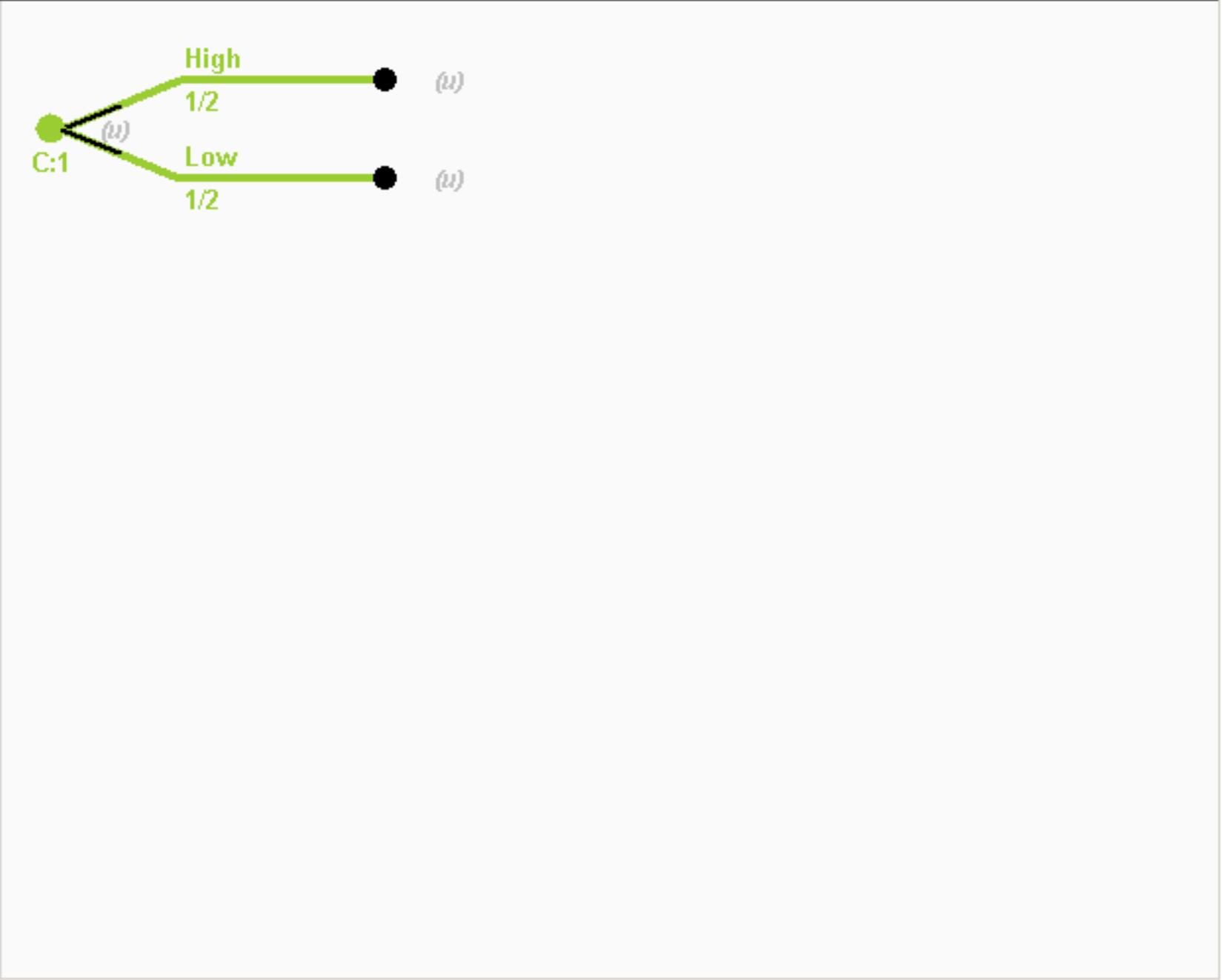
Continuing with the game, after Alice gets her card, she may either choose to "raise" or "fold." We create this move for Alice, and edit the action labels, the same way the chance move was created, except we drag the player icon from next to Alice's name to the node where we want to create the move.

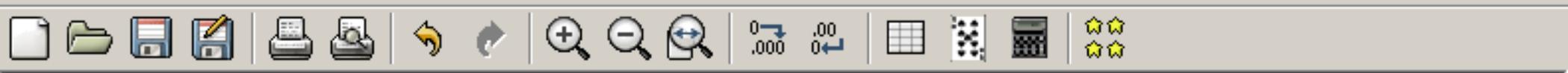


Chance

Alice

Bob



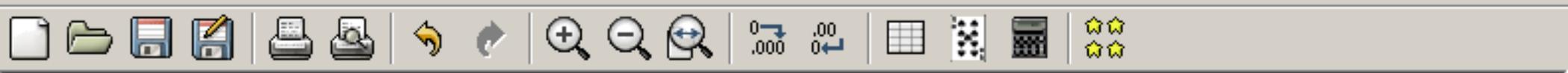


Chance

Alice

Bob



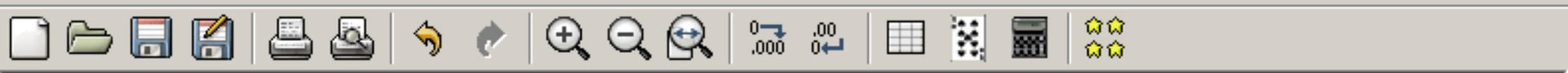


Chance

Alice

Bob

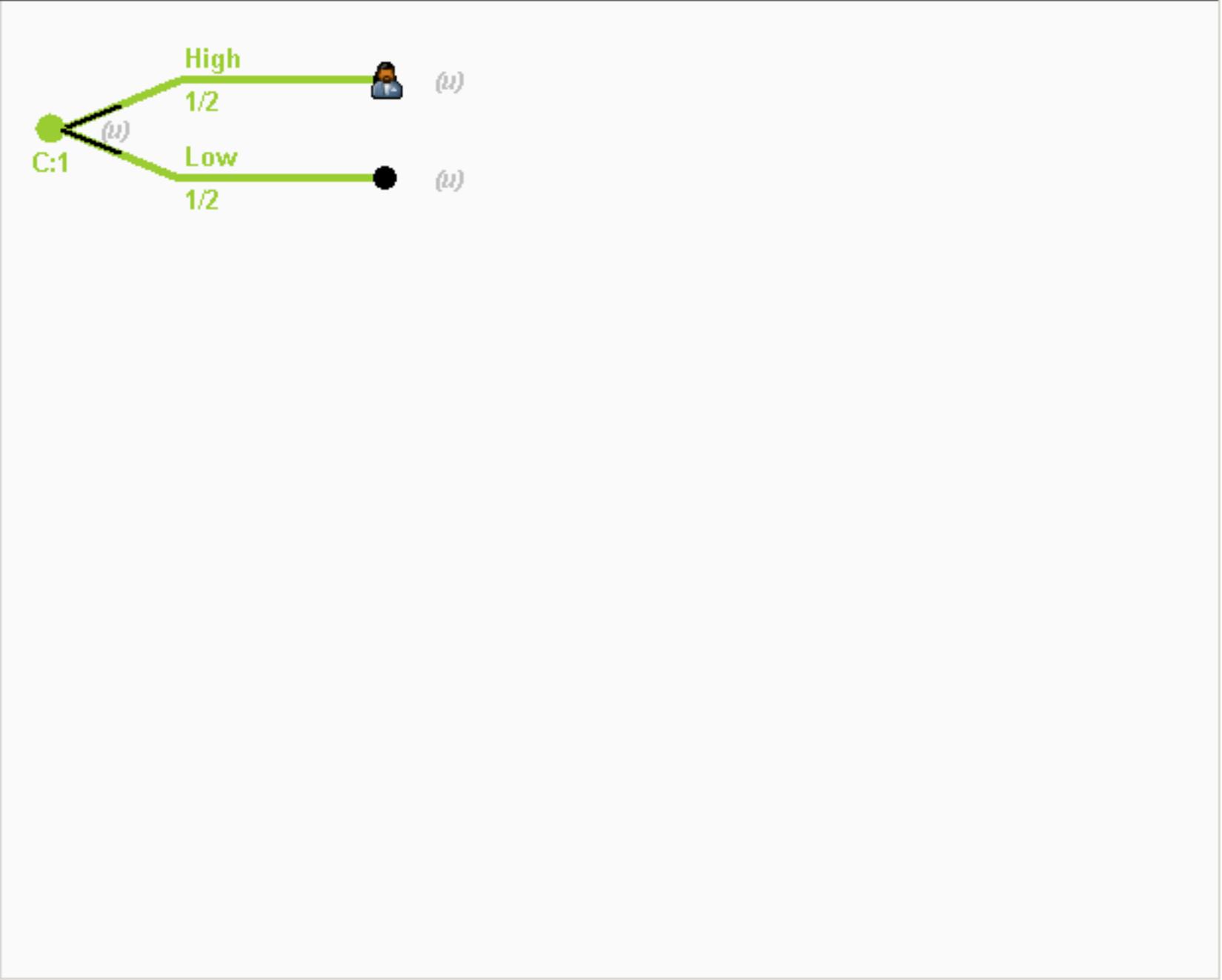


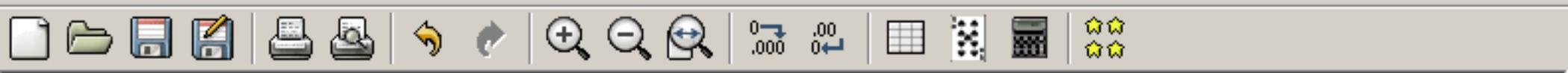


Chance

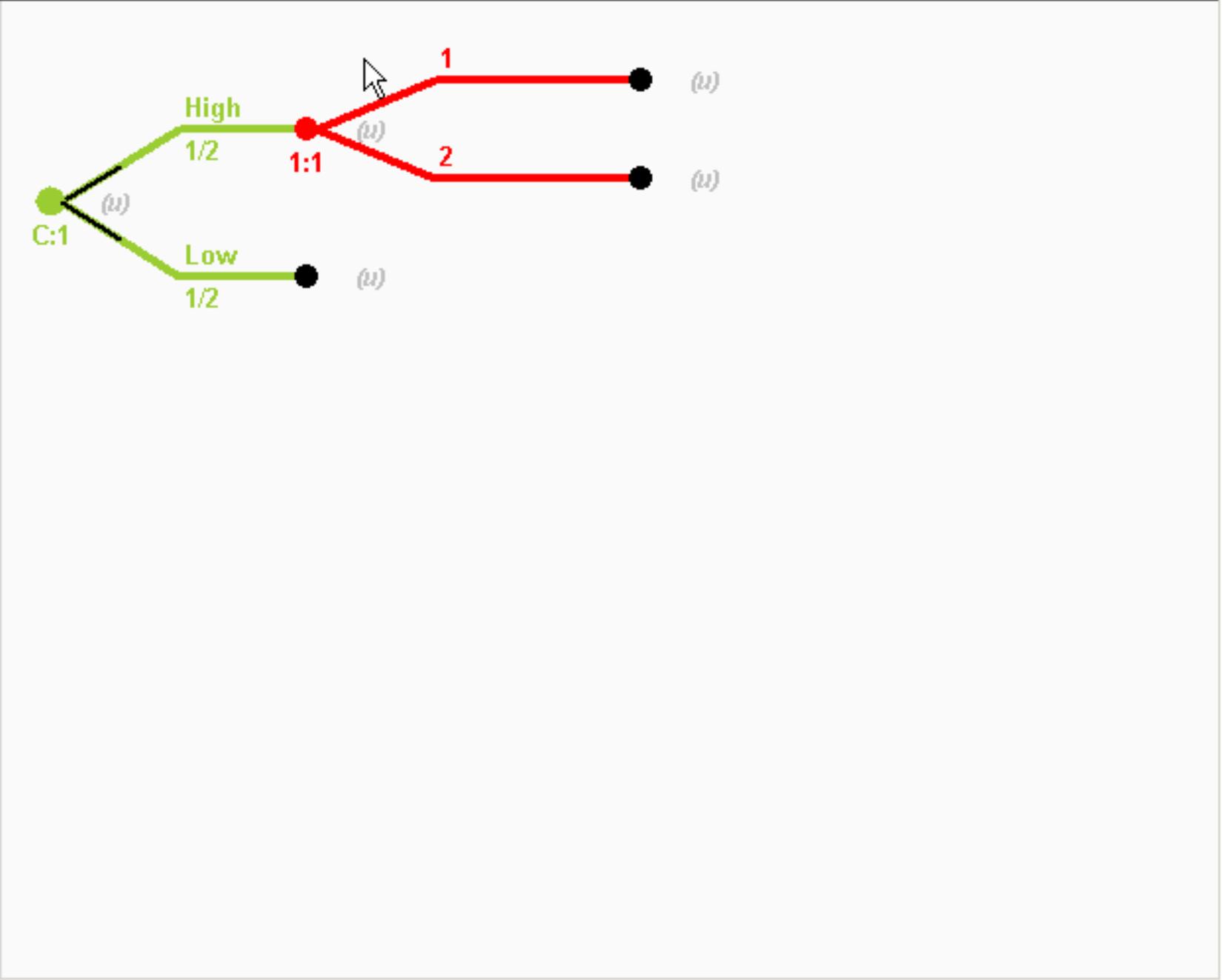
Alice

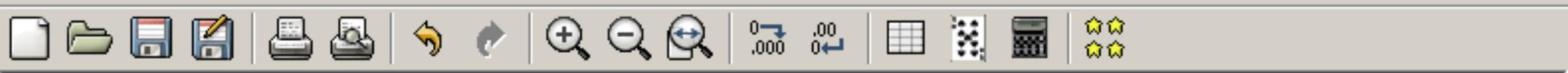
Bob





- Chance**
- Alice**
- Bob**

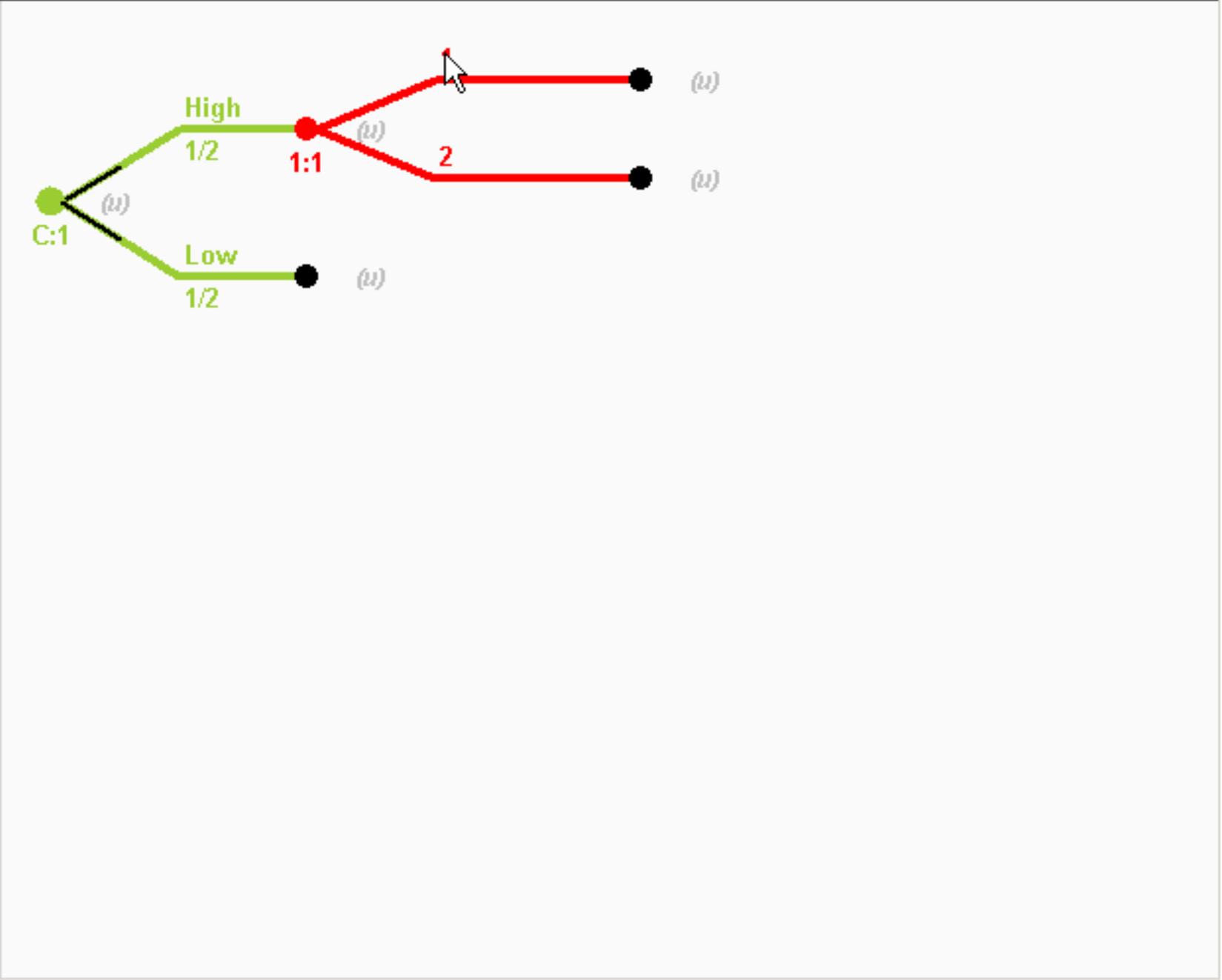


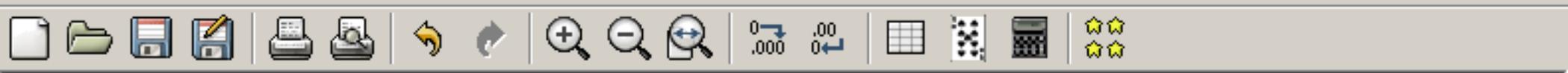


Chance

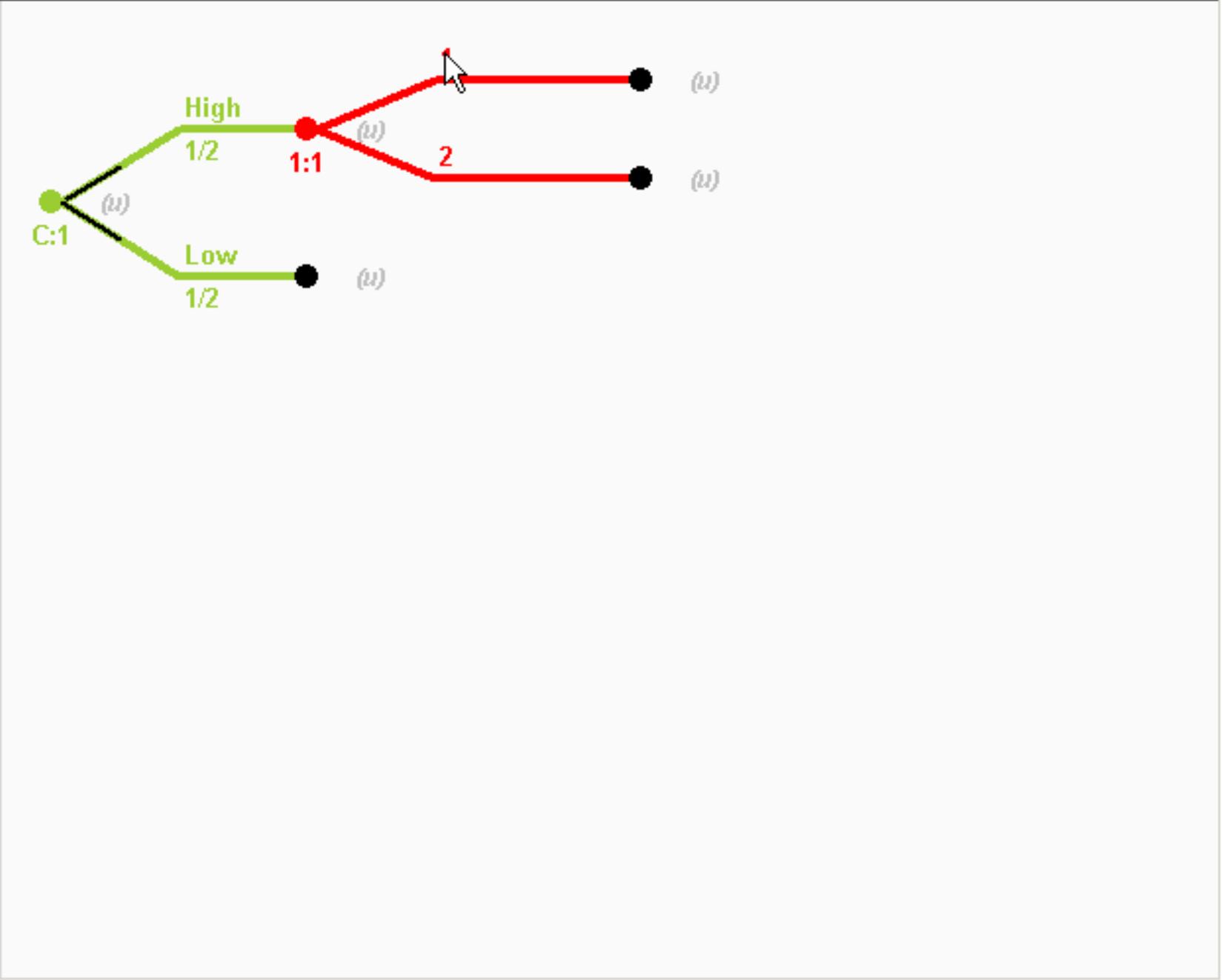
Alice

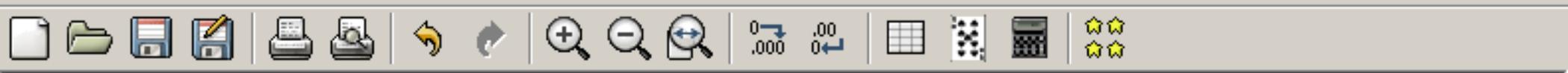
Bob





-  **Chance**
-  **Alice**
-  **Bob**

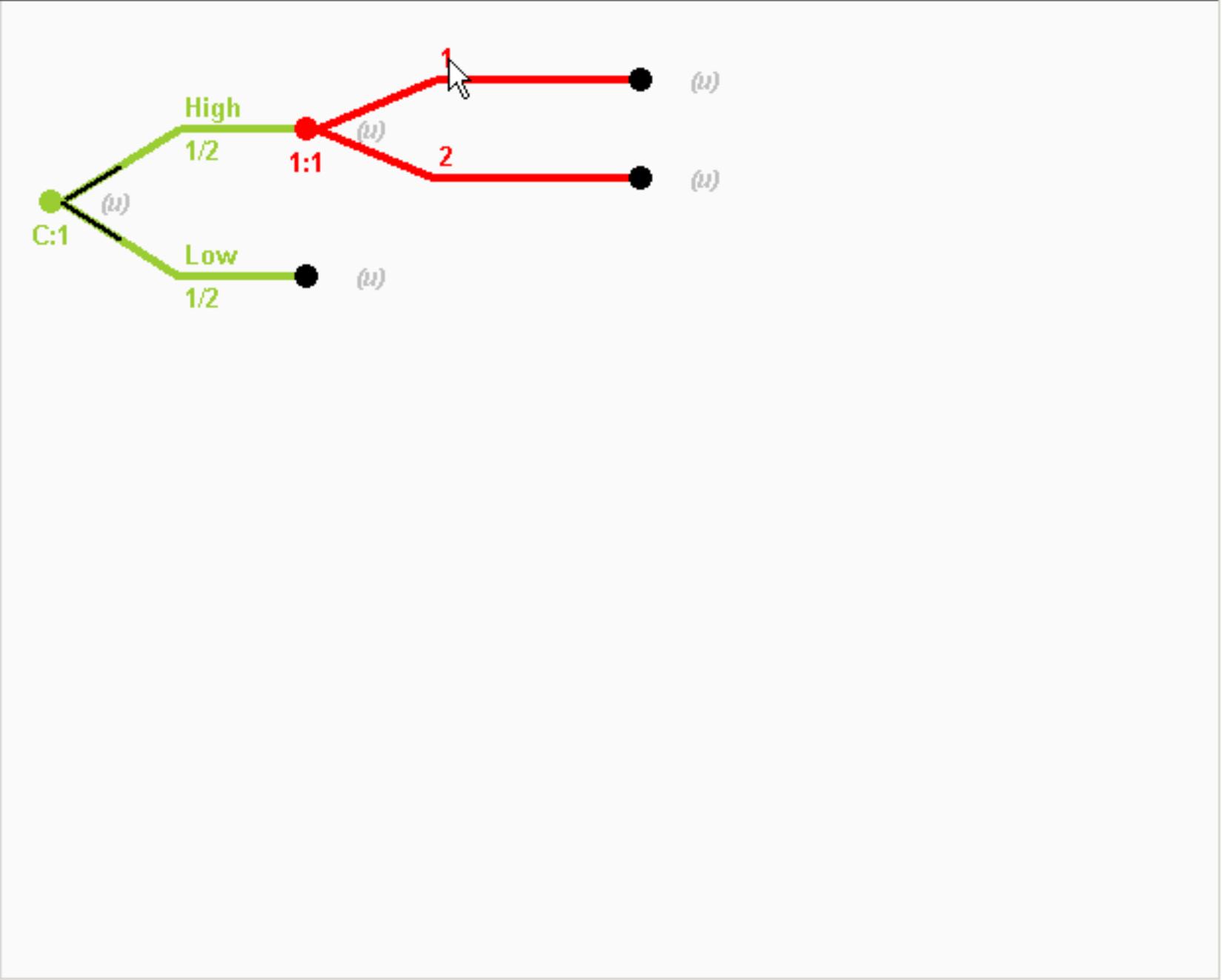


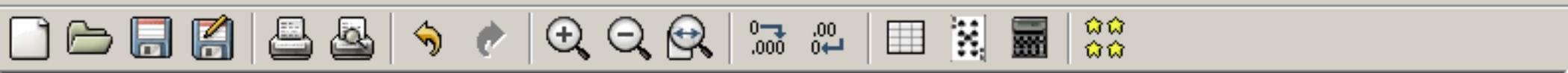


Chance

Alice

Bob

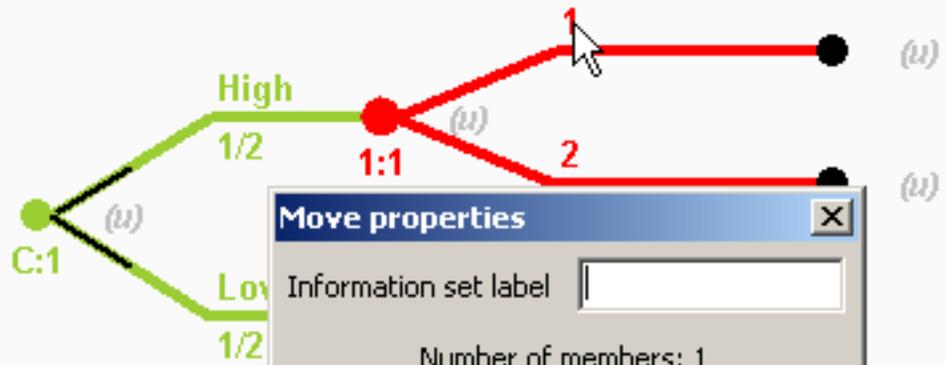




 **Chance**

 **Alice**

 **Bob**



Move properties [X]

Information set label

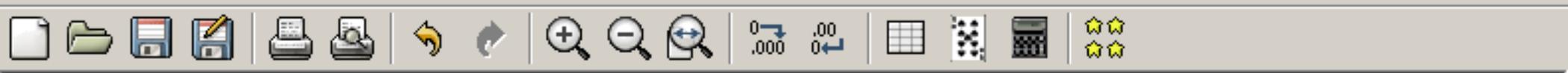
Number of members: 1

Belongs to player

Actions

	Label
1	<input type="text" value="1"/>
2	<input type="text" value="2"/>

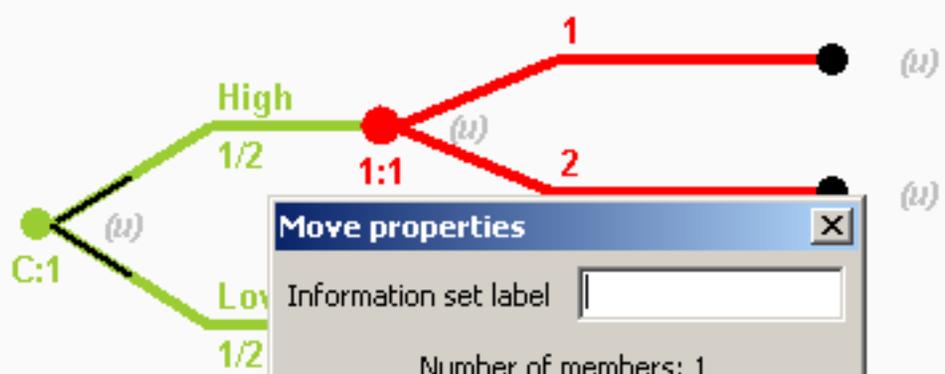
Cancel OK



Chance

Alice

Bob



Move properties

Information set label

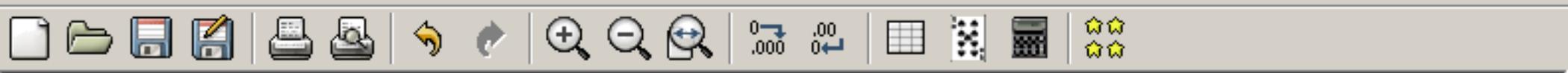
Number of members: 1

Belongs to player 1: Alice

Actions

	Label
1	<input type="text"/>
2	<input type="text"/>

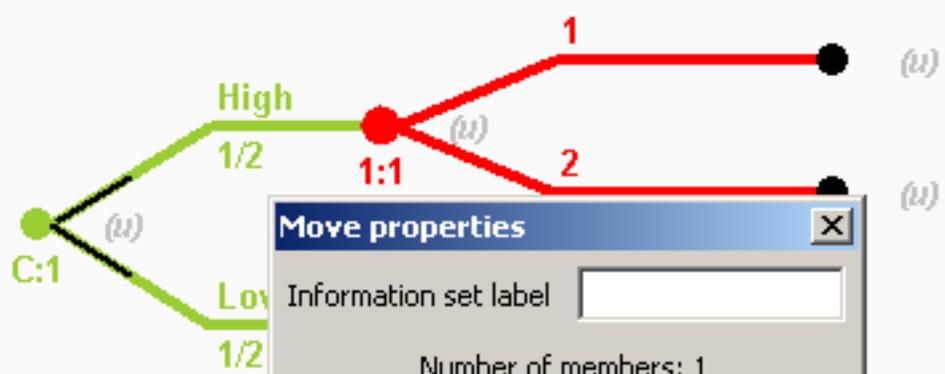
Cancel OK



Chance

Alice

Bob



Move properties

Information set label

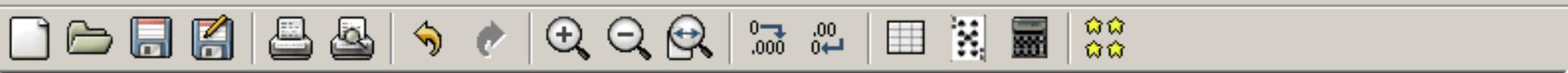
Number of members: 1

Belongs to player 1: Alice

Actions

	Label
1	1
2	2

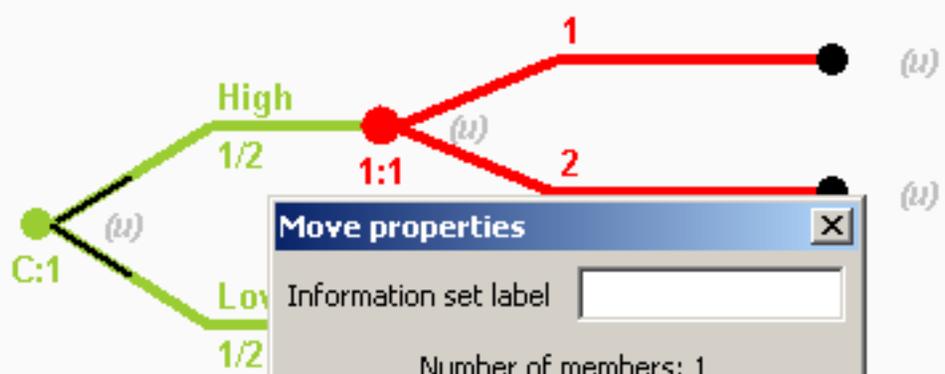
Cancel OK



 **Chance**

 **Alice**

 **Bob**



Move properties

Information set label

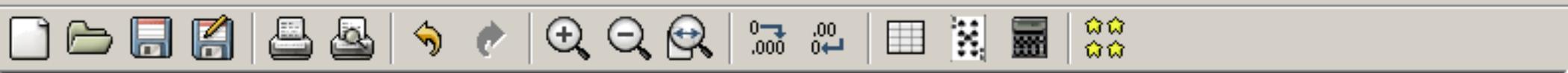
Number of members: 1

Belongs to player **1: Alice**

Actions

	Label
1	R
2	2

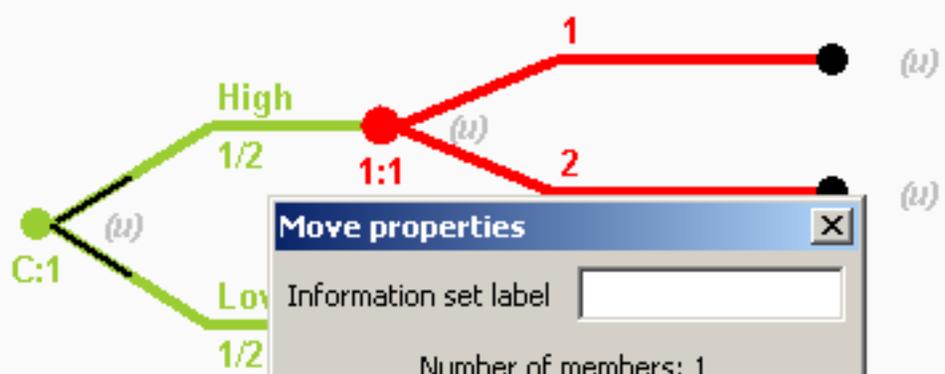
Cancel OK



 **Chance**

 **Alice**

 **Bob**



Move properties

Information set label

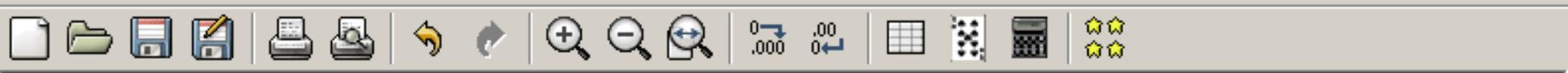
Number of members: 1

Belongs to player **1: Alice**

Actions

	Label
1	Ra
2	2

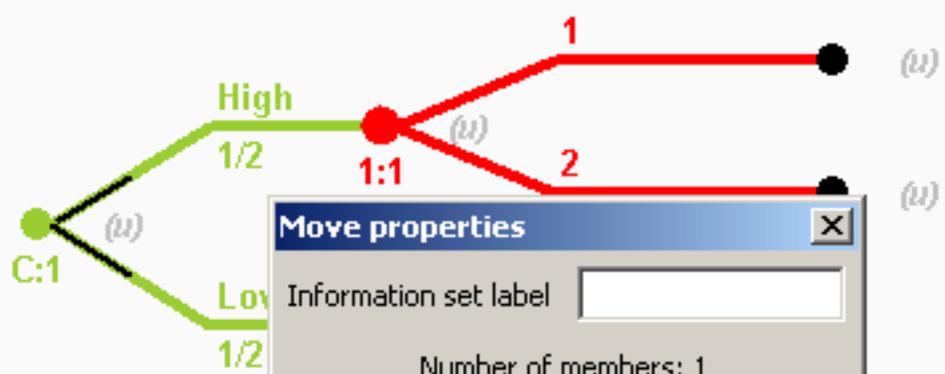
Cancel OK



Chance

Alice

Bob



Move properties

Information set label

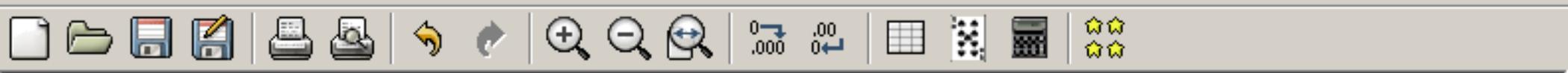
Number of members: 1

Belongs to player 1: Alice

Actions

	Label
1	Rai
2	2

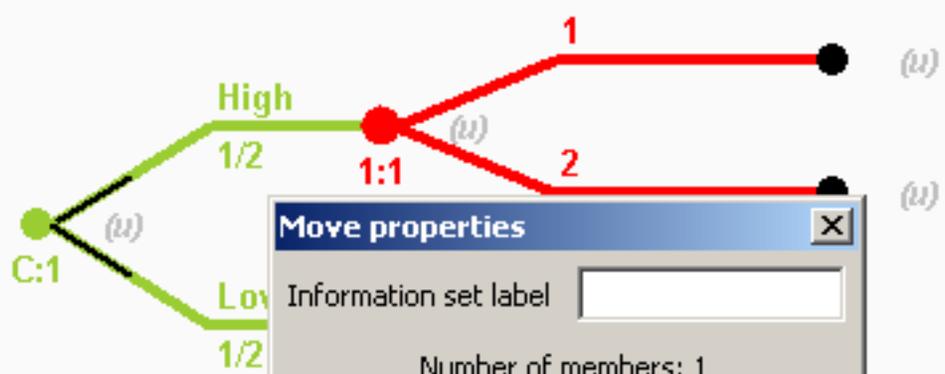
Cancel OK



Chance

Alice

Bob



Move properties

Information set label

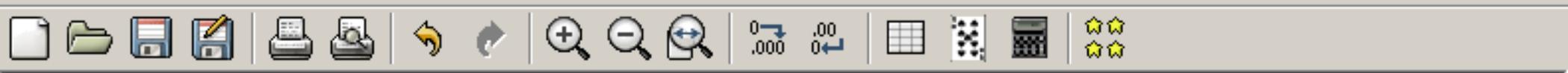
Number of members: 1

Belongs to player 1: Alice

Actions

	Label
1	Rais
2	2

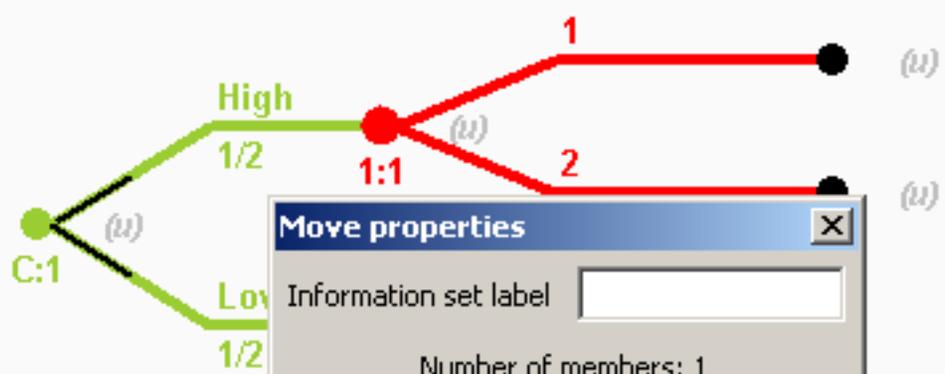
Cancel OK



Chance

Alice

Bob



Move properties

Information set label

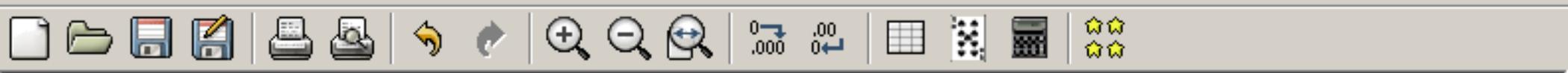
Number of members: 1

Belongs to player 1: Alice

Actions

	Label
1	Raise
2	2

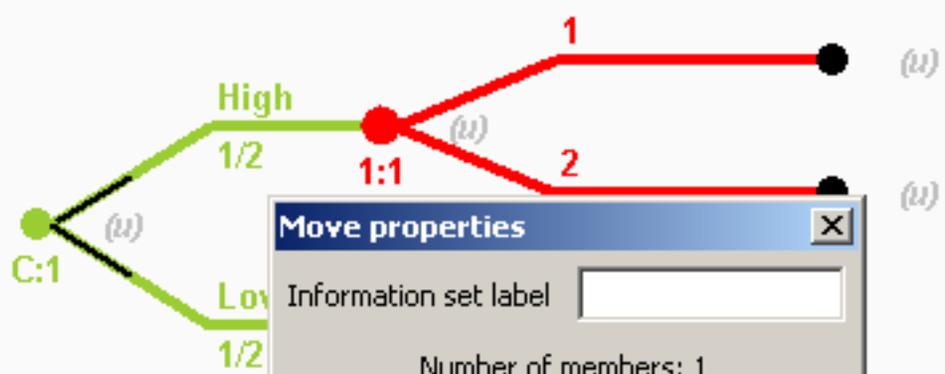
Cancel OK



 **Chance**

 **Alice**

 **Bob**



Move properties

Information set label

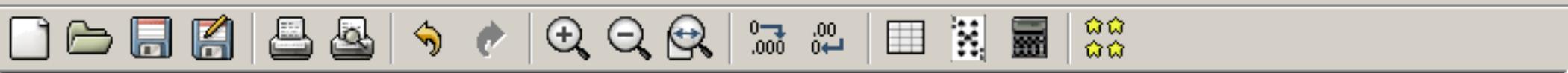
Number of members: 1

Belongs to player **1: Alice**

Actions

	Label
1	Raise
2	2

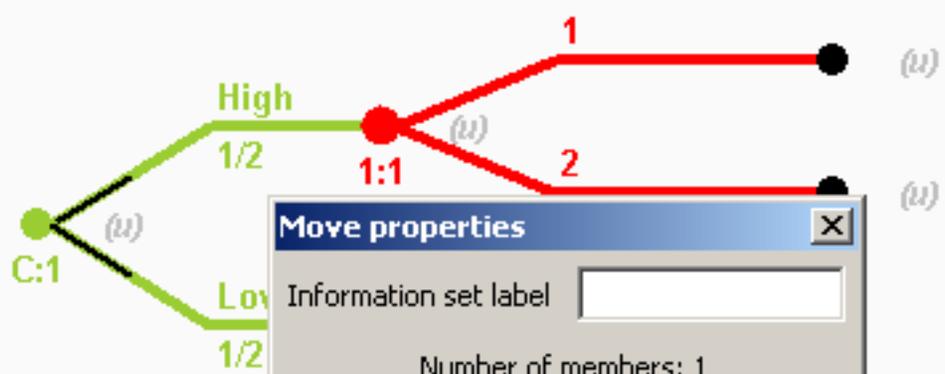
Cancel OK



Chance

Alice

Bob



Move properties

Information set label

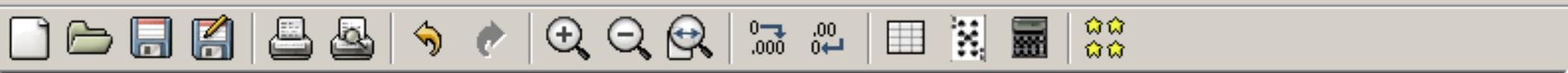
Number of members: 1

Belongs to player 1: Alice

Actions

	Label
1	Raise
2	2

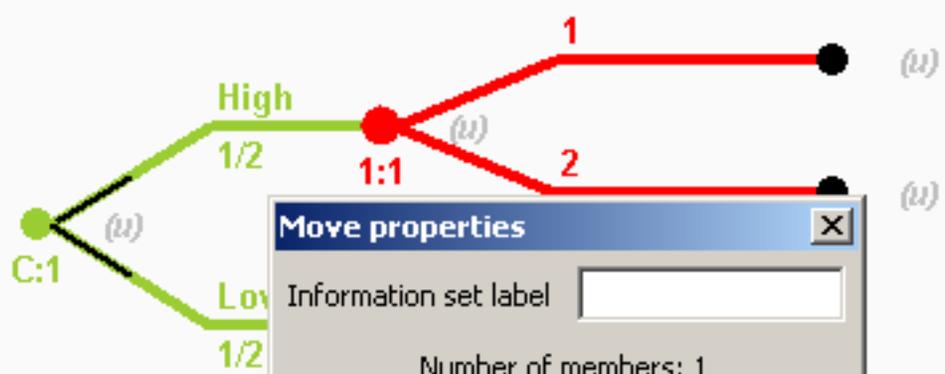
Cancel OK



Chance

Alice

Bob



Move properties

Information set label

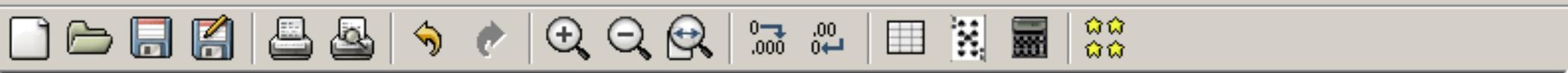
Number of members: 1

Belongs to player 1: Alice

Actions

	Label
1	Raise
2	<input type="text" value="2"/>

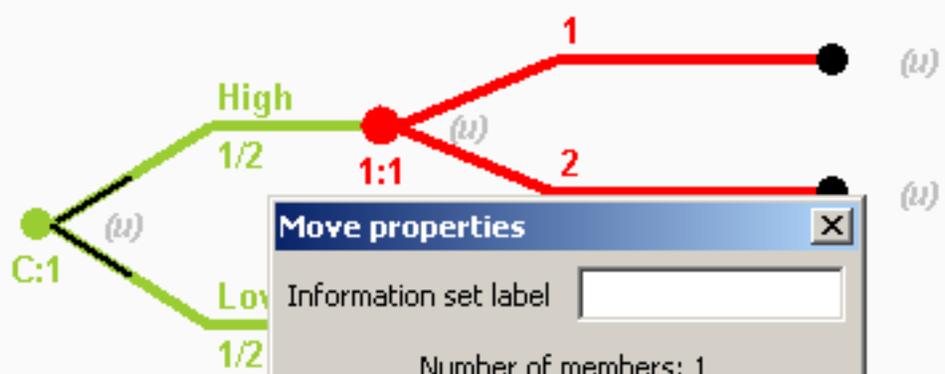
Cancel OK



Chance

Alice

Bob



Move properties

Information set label

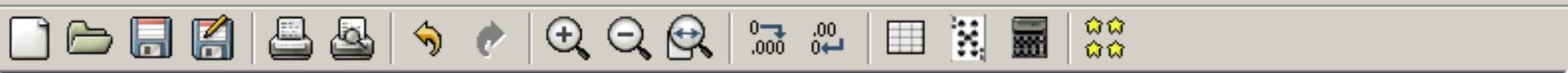
Number of members: 1

Belongs to player 1: Alice

Actions

	Label
1	Raise
2	<input type="text" value="2"/>

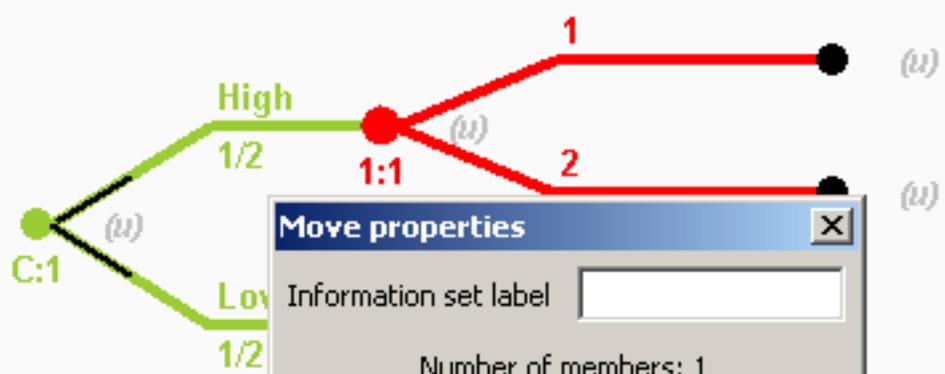
Cancel OK



 **Chance**

 **Alice**

 **Bob**



Move properties

Information set label

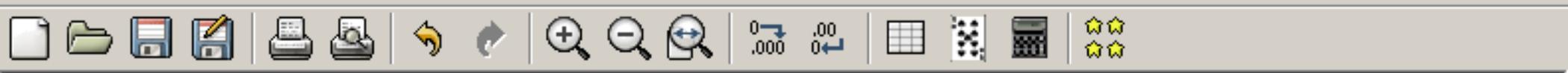
Number of members: 1

Belongs to player **1: Alice**

Actions

	Label
1	Raise
2	<input type="text" value="2"/>

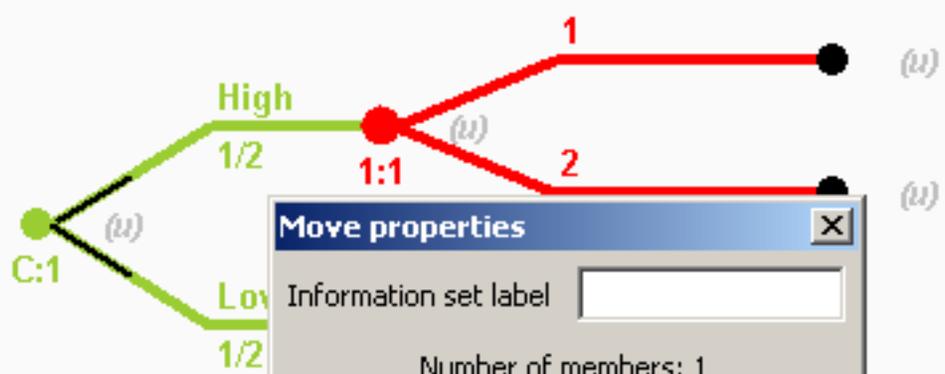
Cancel OK



Chance

Alice

Bob



Move properties

Information set label

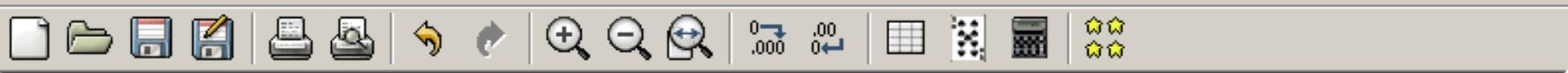
Number of members: 1

Belongs to player 1: Alice

Actions

	Label
1	Raise
2	F

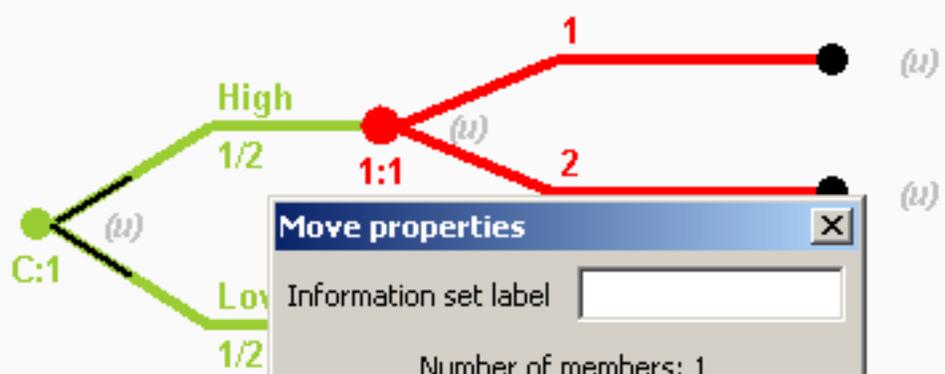
Cancel OK



Chance

Alice

Bob



Move properties

Information set label

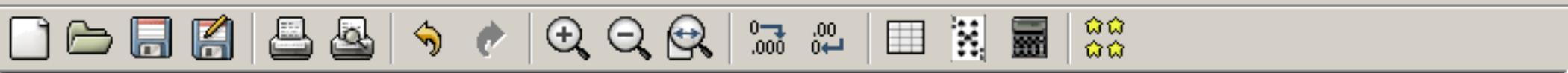
Number of members: 1

Belongs to player 1: Alice

Actions

	Label
1	Raise
2	For

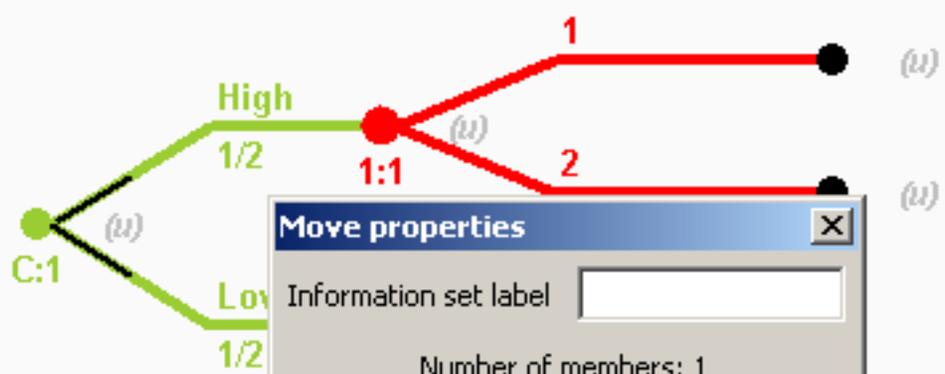
Cancel OK



Chance

Alice

Bob



Move properties

Information set label

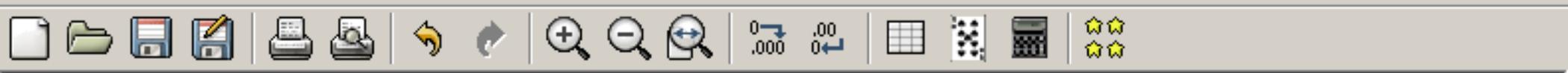
Number of members: 1

Belongs to player 1: Alice

Actions

	Label
1	Raise
2	Fol

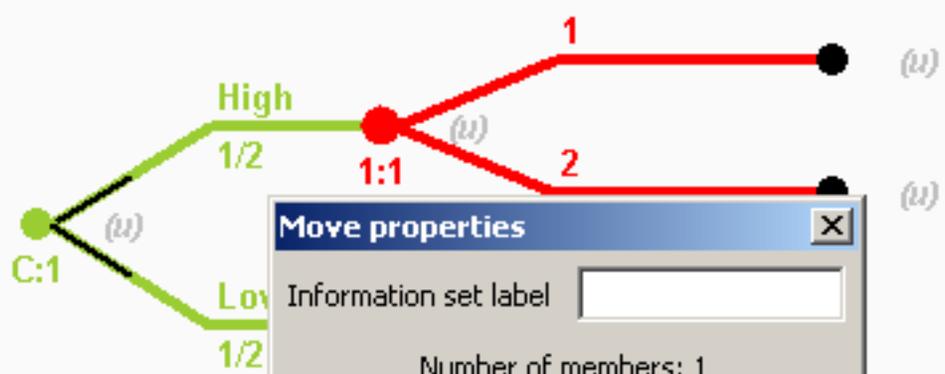
Cancel OK



Chance

Alice

Bob



Move properties

Information set label

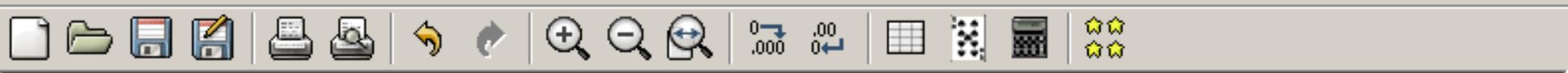
Number of members: 1

Belongs to player 1: Alice

Actions

	Label
1	Raise
2	Fold

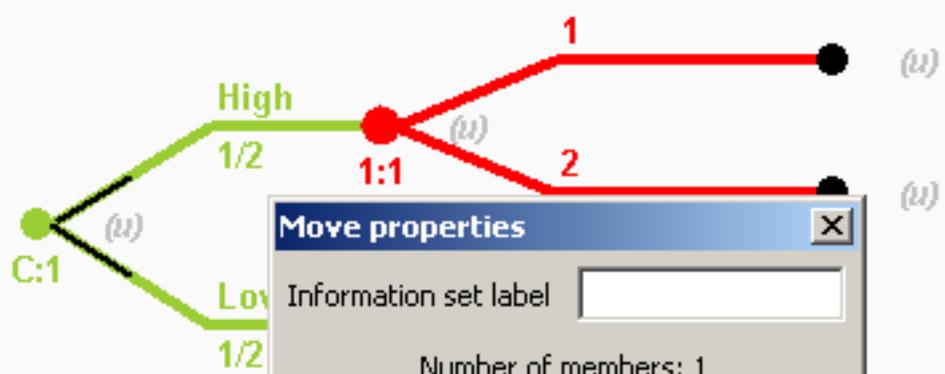
Cancel OK



Chance

Alice

Bob



Move properties

Information set label

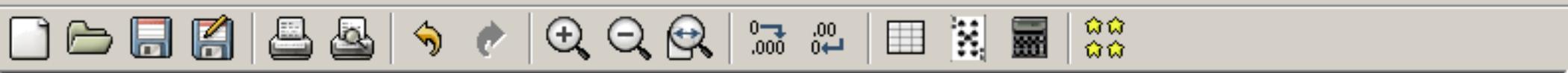
Number of members: 1

Belongs to player 1: Alice

Actions

	Label
1	Raise
2	Fold

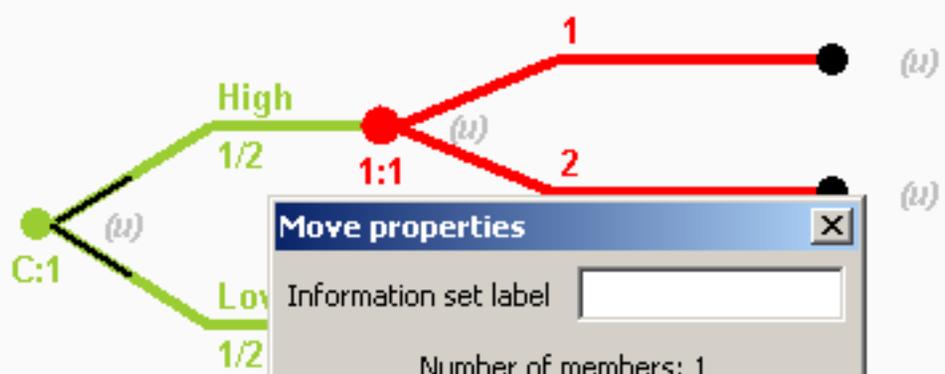
Cancel OK



Chance

Alice

Bob



Move properties

Information set label

Number of members: 1

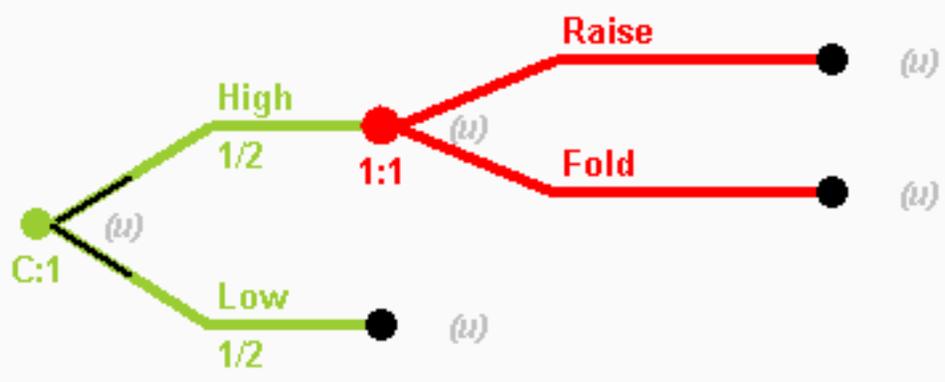
Belongs to player 1: Alice

Actions

	Label
1	Raise
2	Fold

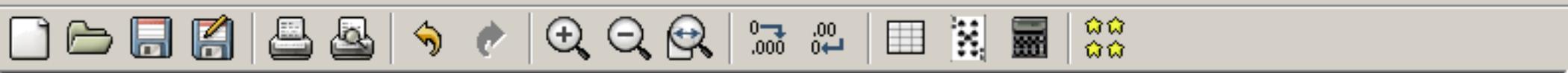
Cancel OK

Chance
Alice
Bob



If Alice folds, the game ends. However, if she raises, then Bob will have a move. He may choose to either "meet" or "pass." In either case, the game ends after Bob's move.

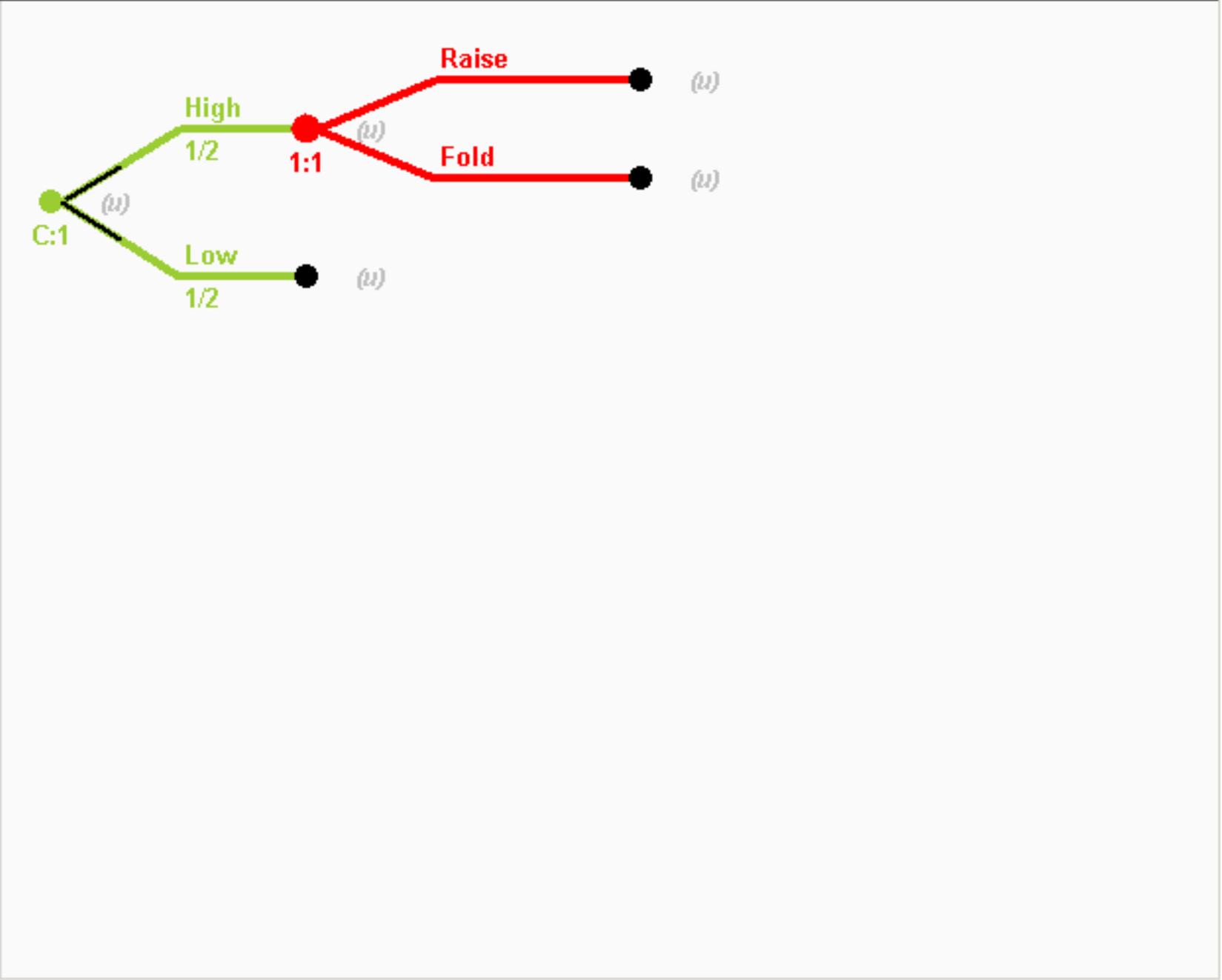
We add Bob's move, and set his action labels, the same way as Alice's move was created.

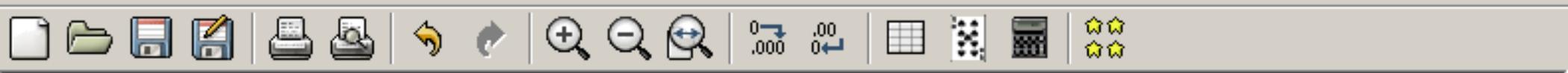


Chance

Alice

Bob

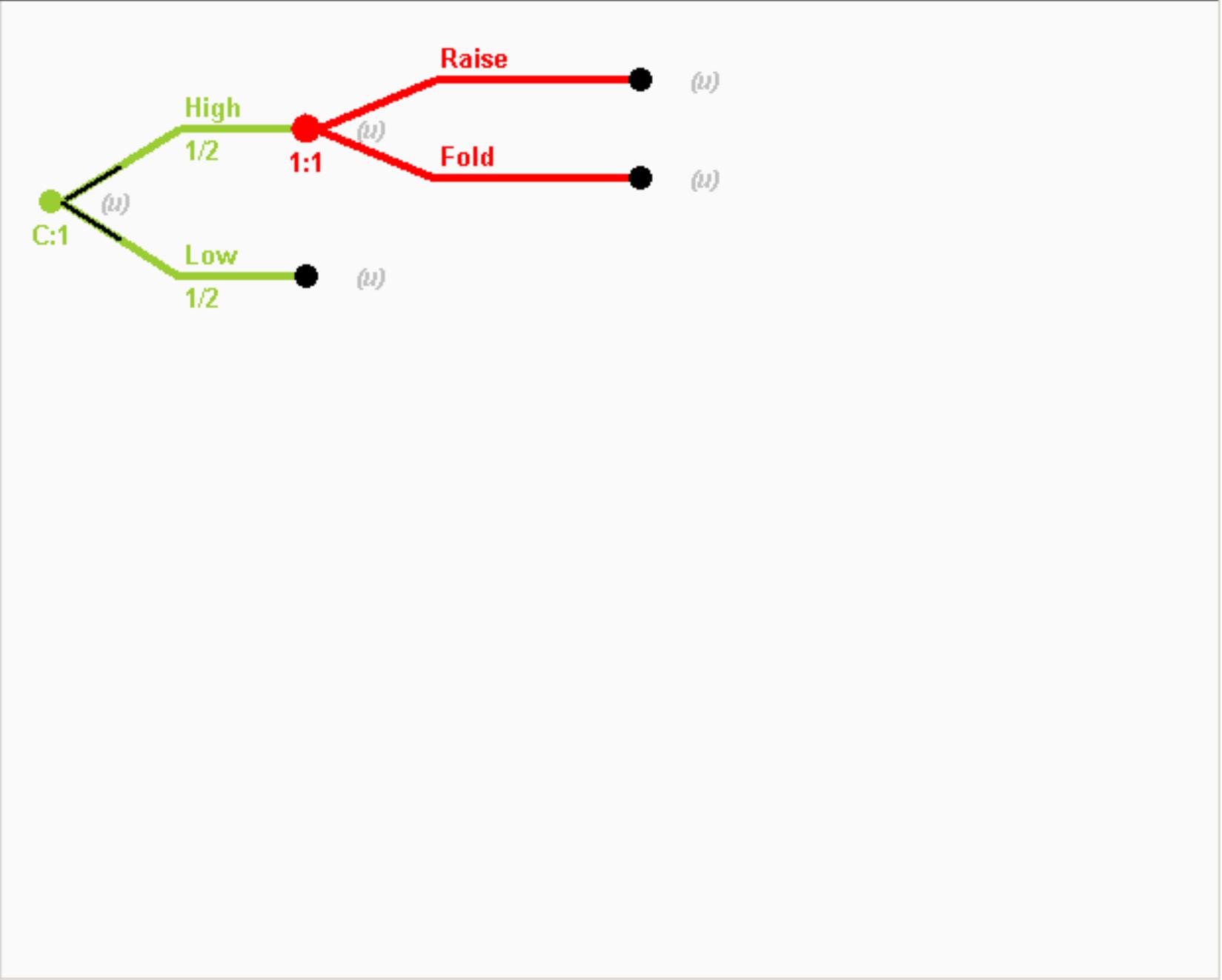


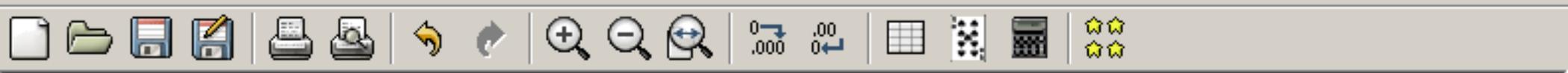


Chance

Alice

Bob

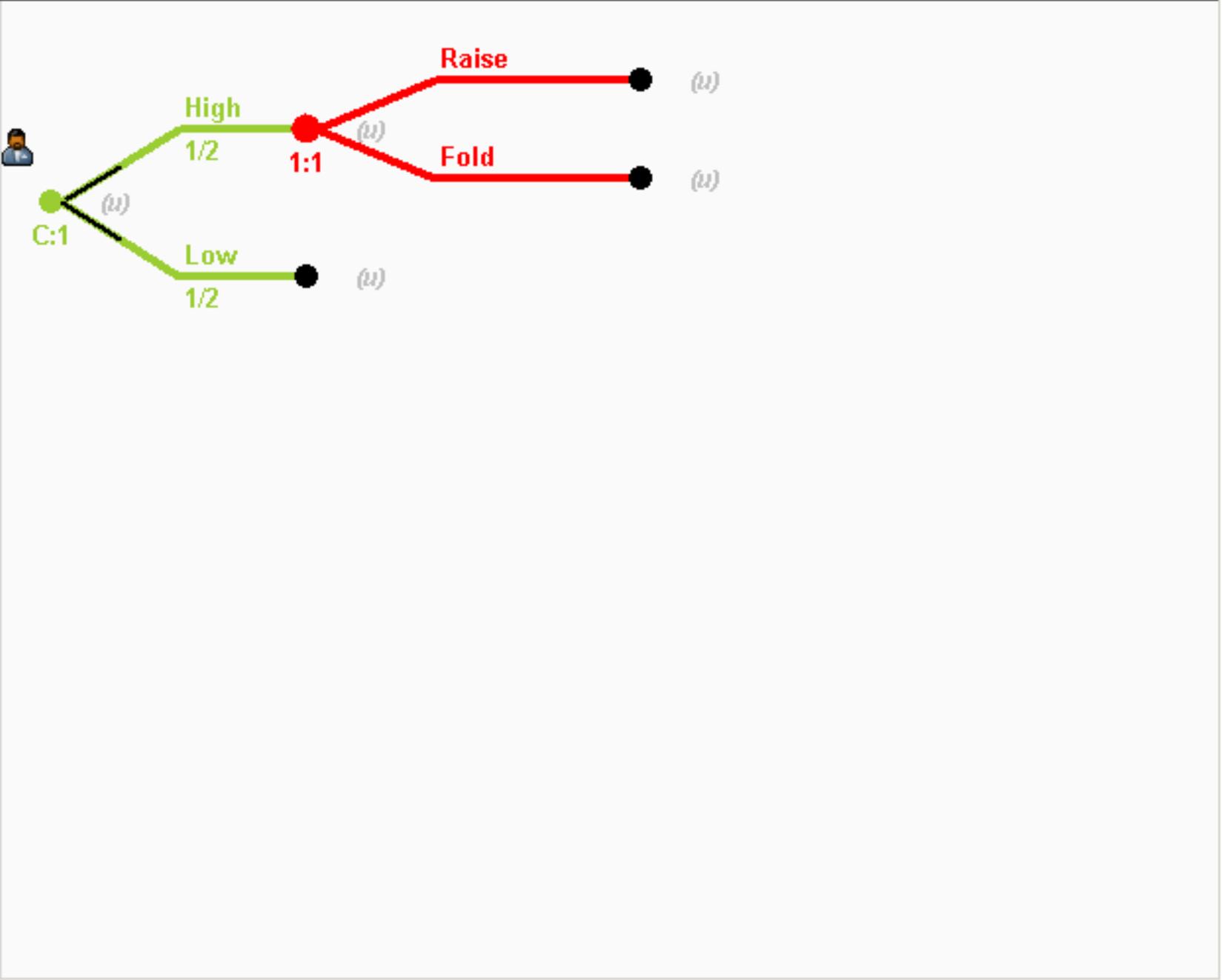


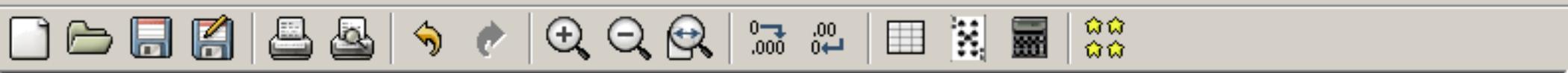


 **Chance**

 **Alice**

 **Bob**

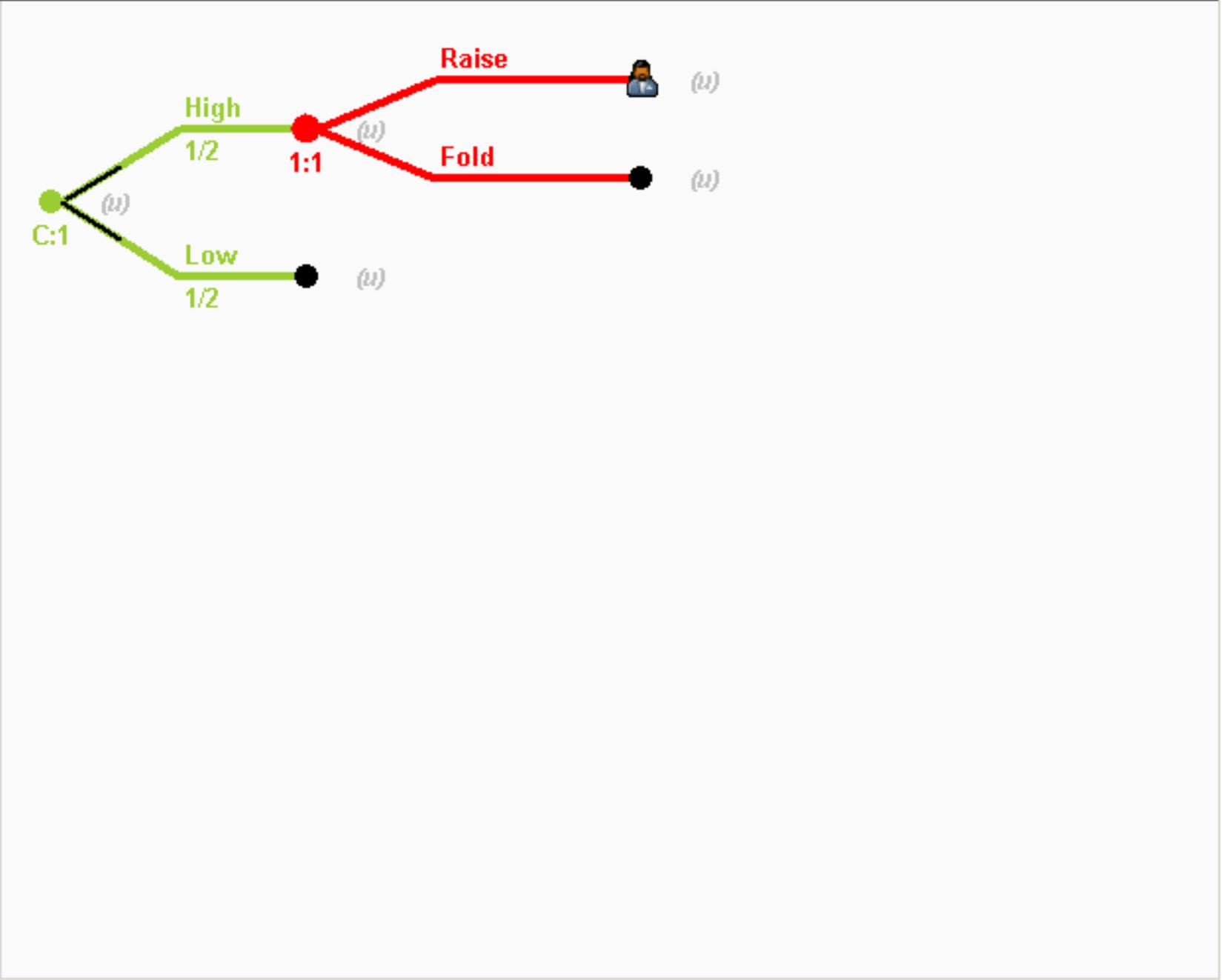


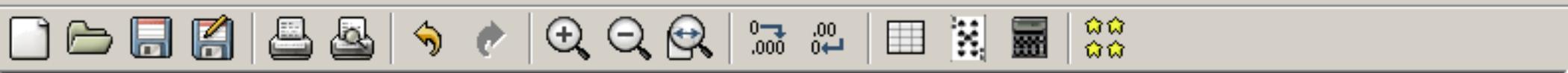


 **Chance**

 **Alice**

 **Bob**

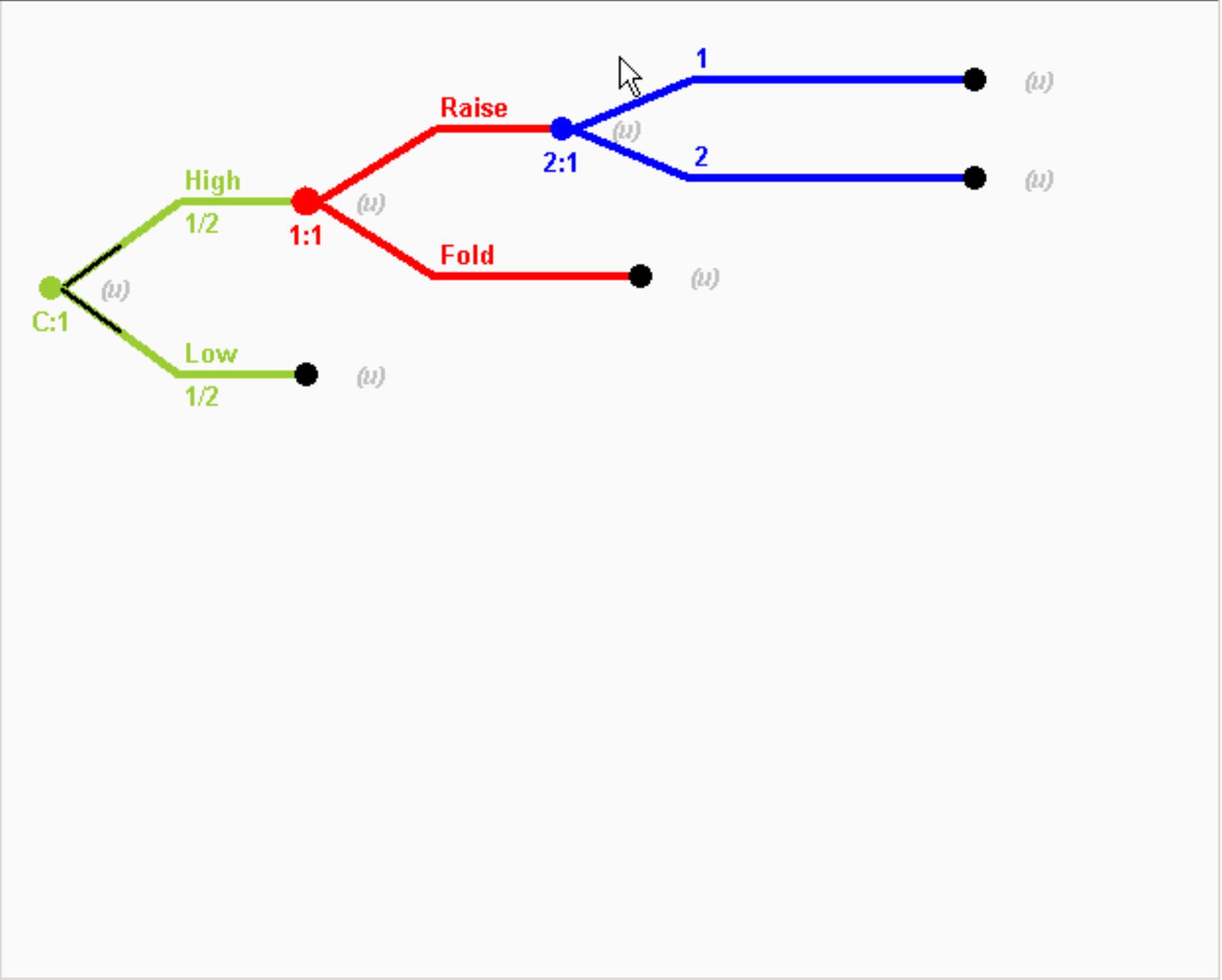


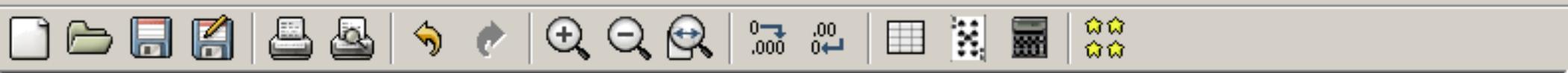


Chance

Alice

Bob

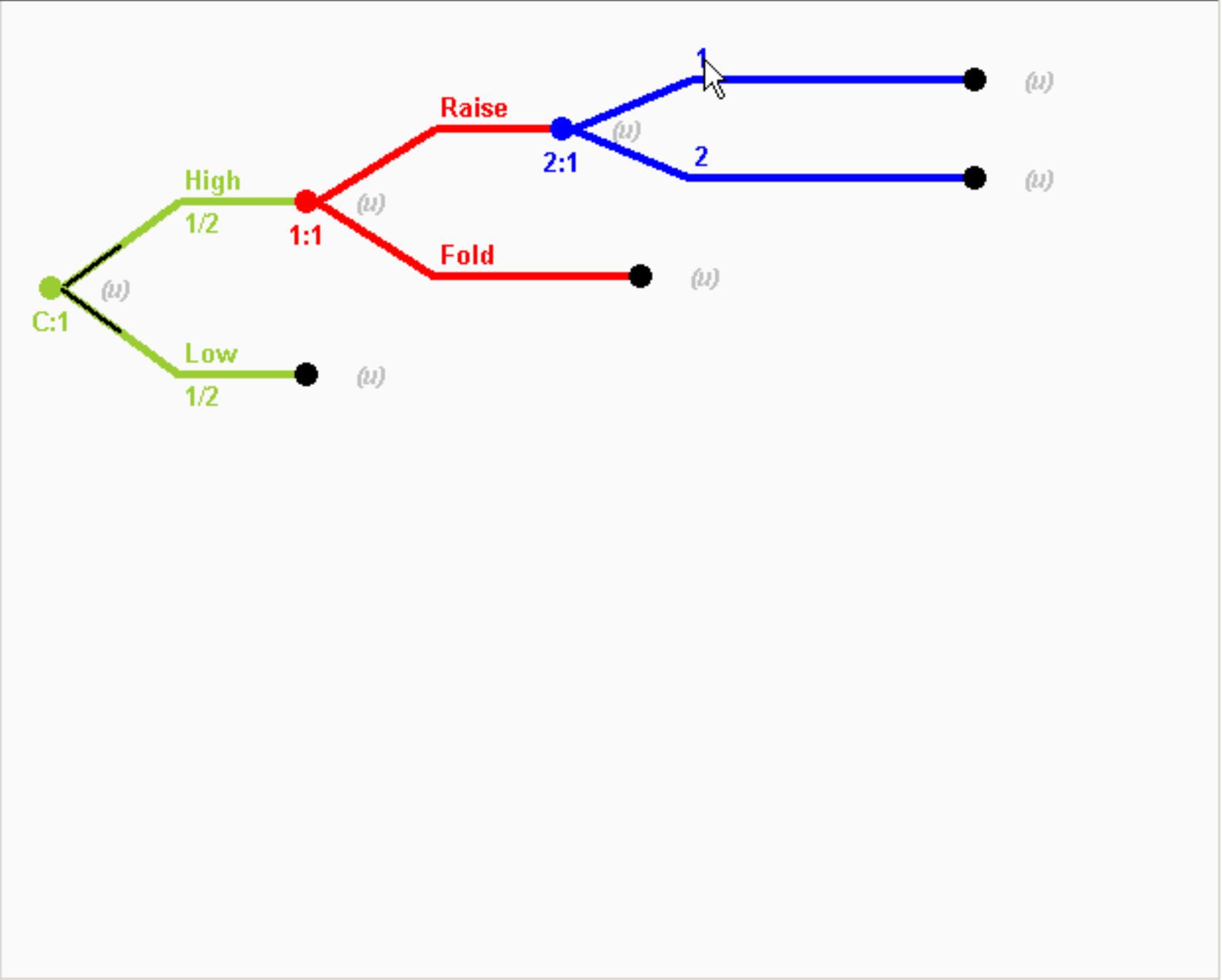


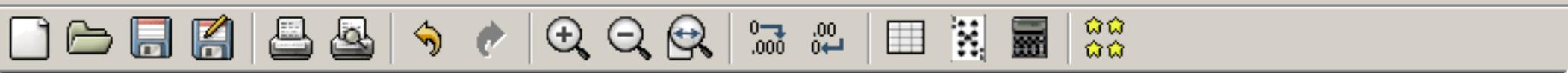


Chance

Alice

Bob





 **Chance**

 **Alice**

 **Bob**



Move properties [X]

Information set label

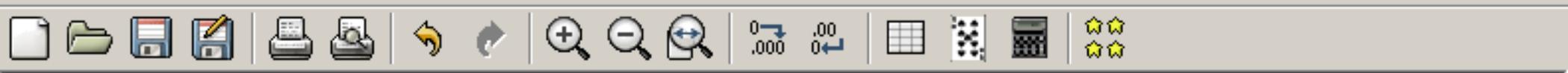
Number of members: 1

Belongs to player **2: Bob** [v]

Actions

	Label
1	<input type="text" value="1"/>
2	<input type="text" value="2"/>

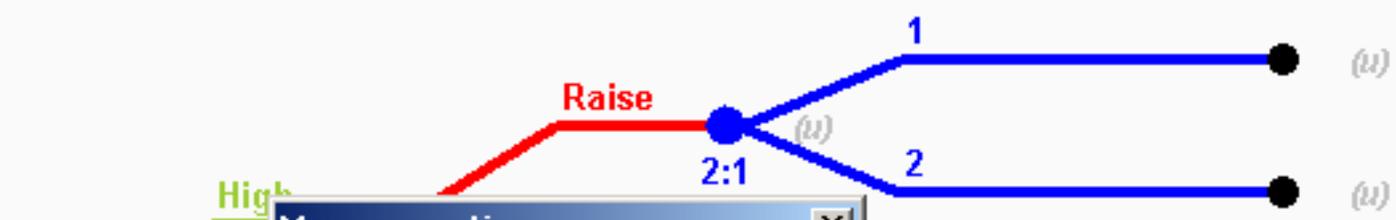
Cancel OK



Chance

Alice

Bob



Move properties

Information set label

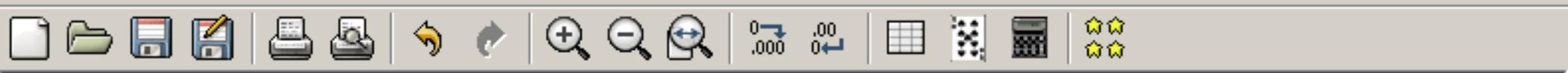
Number of members: 1

Belongs to player 2: Bob

Actions

	Label
1	1
2	2

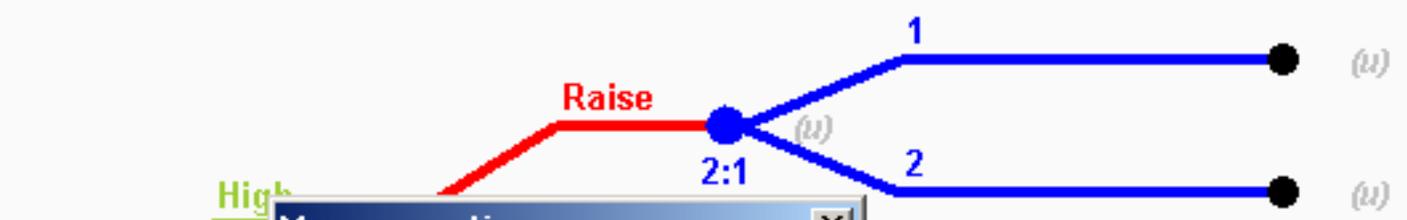
Cancel OK



 **Chance**

 **Alice**

 **Bob**



Move properties

Information set label

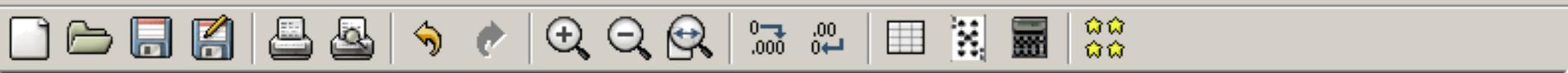
Number of members: 1

Belongs to player

Actions

	Label
1	<input type="text" value="1"/>
2	<input type="text" value="2"/>

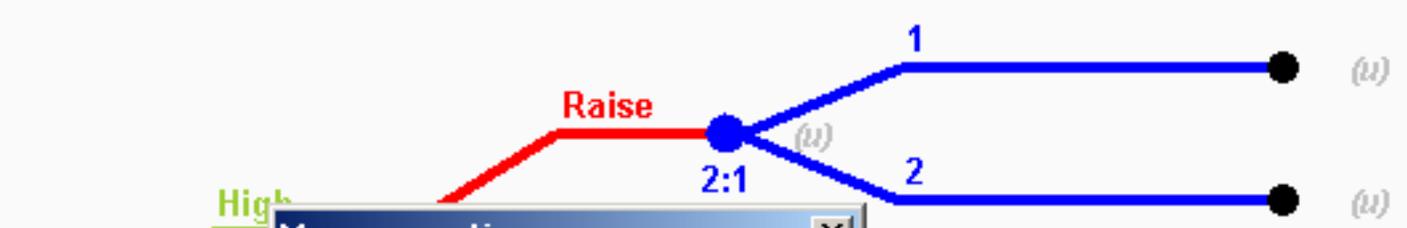
Cancel OK



Chance

Alice

Bob



Move properties

Information set label

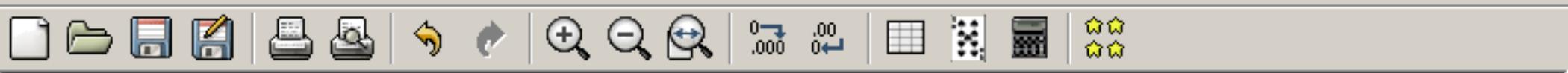
Number of members: 1

Belongs to player 2: Bob

Actions

	Label
1	M
2	2

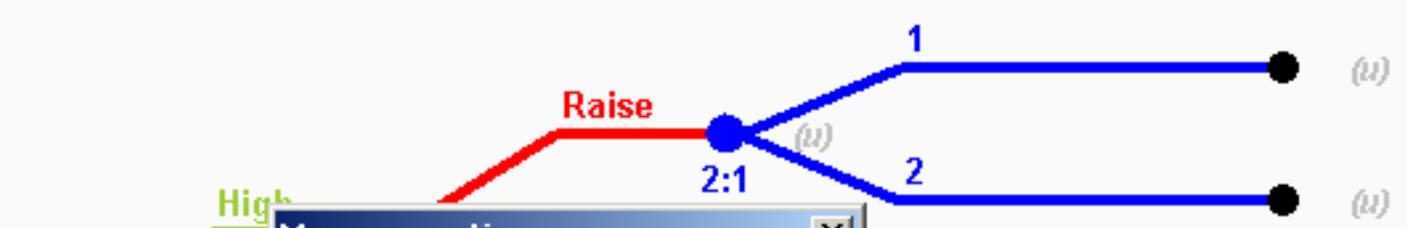
Cancel OK



Chance

Alice

Bob



Move properties

Information set label

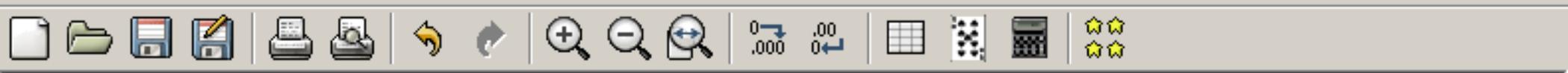
Number of members: 1

Belongs to player 2: Bob

Actions

	Label
1	Me
2	2

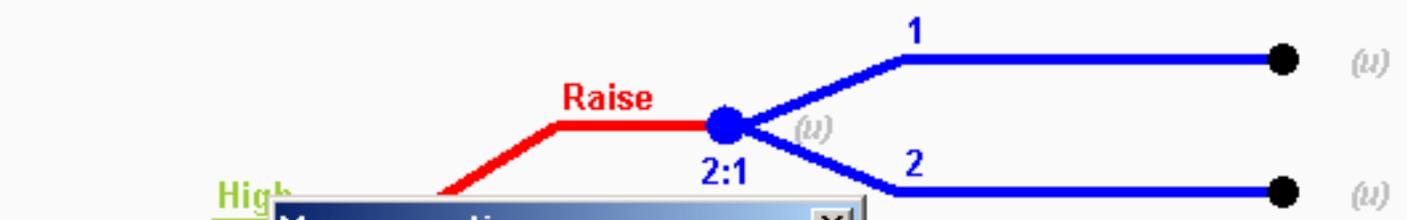
Cancel OK



 **Chance**

 **Alice**

 **Bob**



Move properties [X]

Information set label

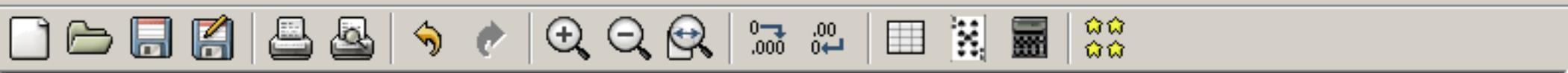
Number of members: 1

Belongs to player

Actions

	Label
1	Mee
2	2

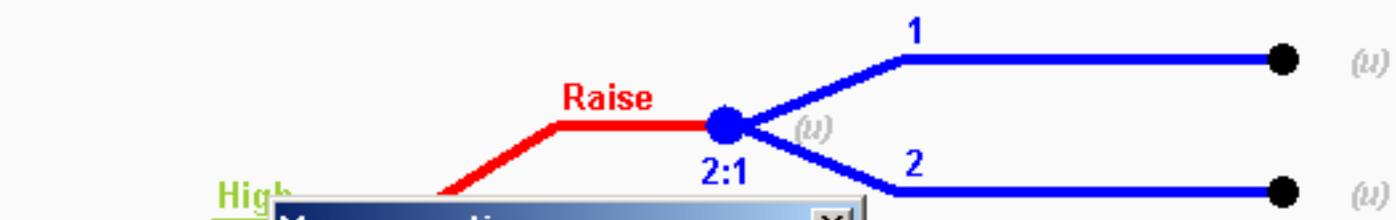
Cancel OK



Chance

Alice

Bob



Move properties

Information set label

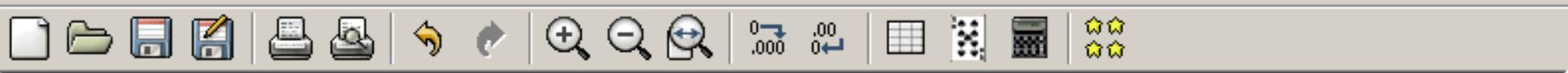
Number of members: 1

Belongs to player 2: Bob

Actions

	Label
1	Meet
2	2

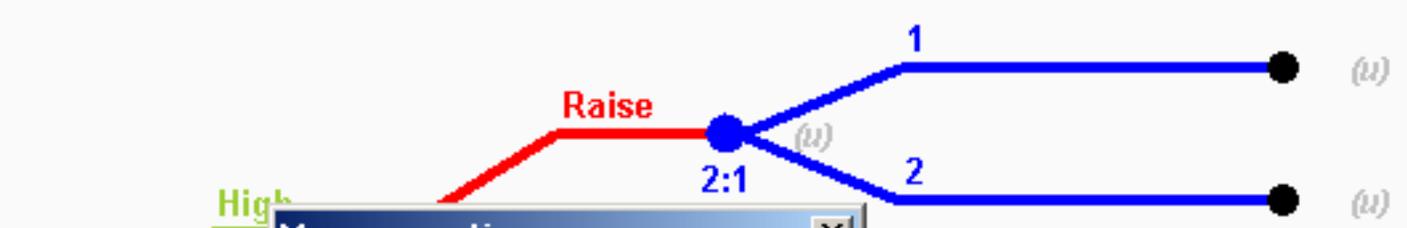
Cancel OK



Chance

Alice

Bob



Move properties

Information set label

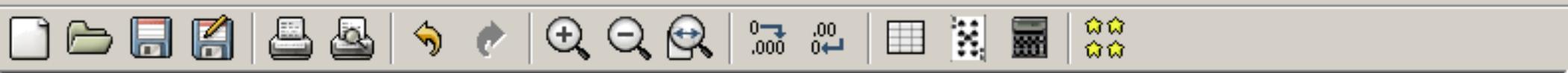
Number of members: 1

Belongs to player 2: Bob

Actions

	Label
1	Meet
2	2

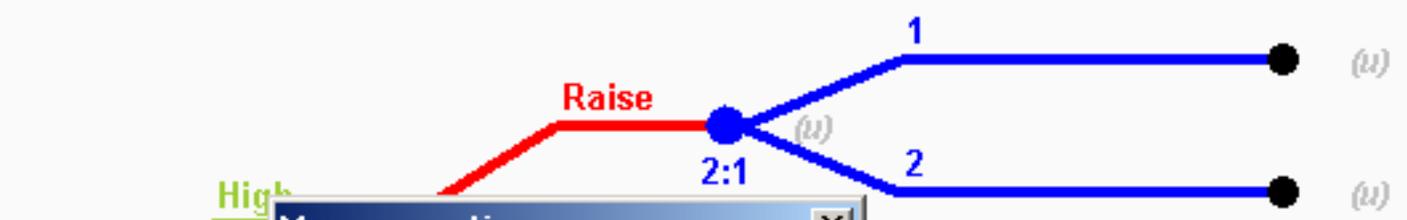
Cancel OK



 **Chance**

 **Alice**

 **Bob**



Move properties [X]

Information set label

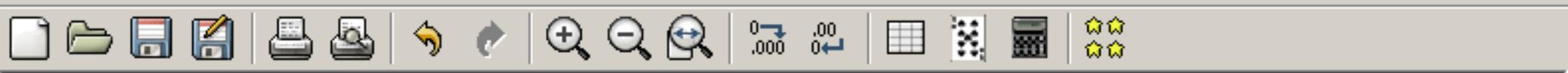
Number of members: 1

Belongs to player 2: Bob [v]

Actions

	Label
1	Meet
2	2

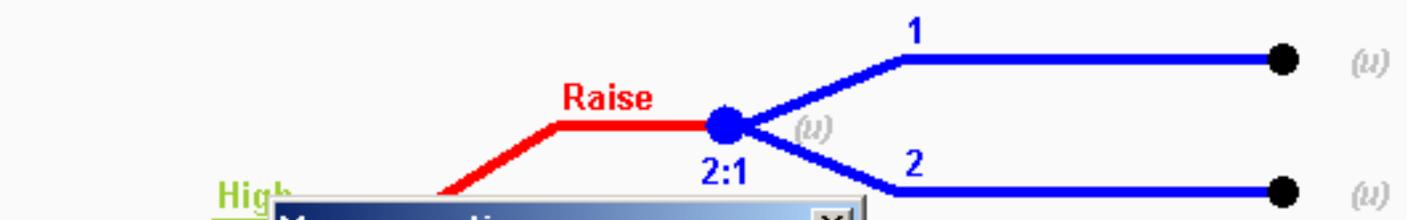
Cancel OK



 **Chance**

 **Alice**

 **Bob**



Move properties

Information set label

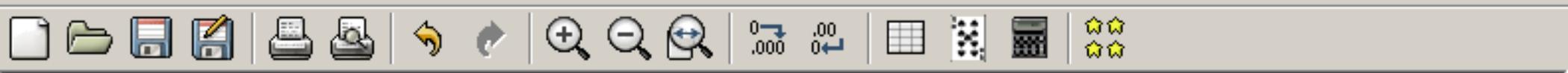
Number of members: 1

Belongs to player 2: Bob

Actions

	Label
1	Meet
2	<input type="text" value="2"/>

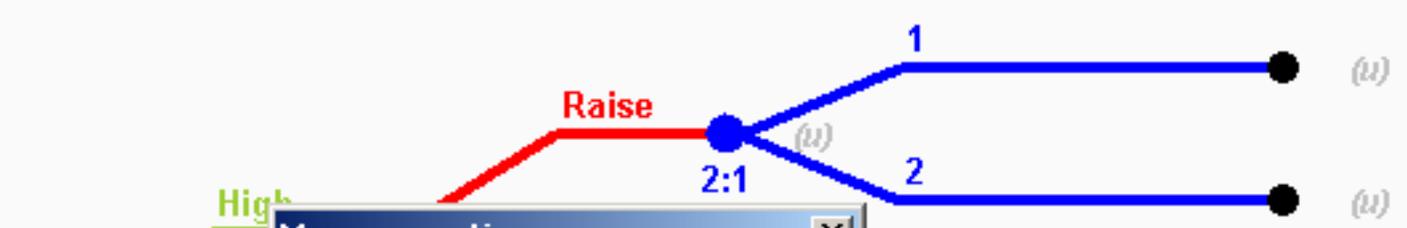
Cancel OK



Chance

Alice

Bob



Move properties

Information set label

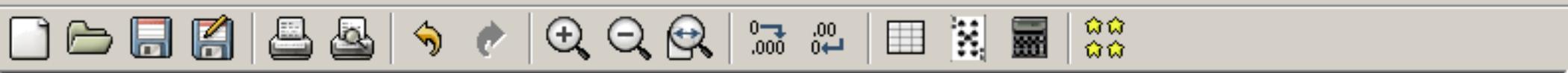
Number of members: 1

Belongs to player 2: Bob

Actions

	Label
1	Meet
2	<input type="text" value="2"/>

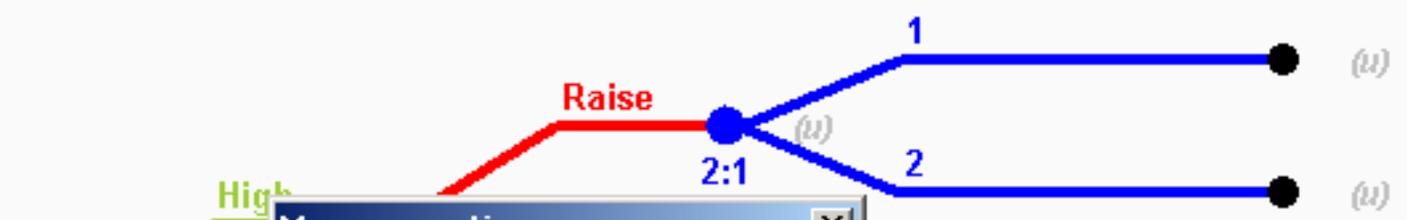
Cancel OK



 **Chance**

 **Alice**

 **Bob**



Move properties [X]

Information set label

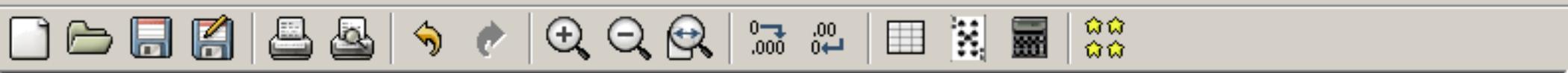
Number of members: 1

Belongs to player 2: Bob [v]

Actions

	Label
1	Meet
2	P

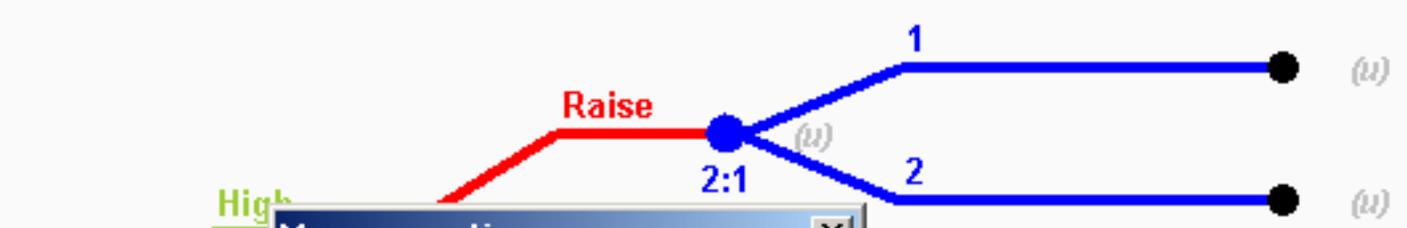
Cancel OK



Chance

Alice

Bob



Move properties

Information set label

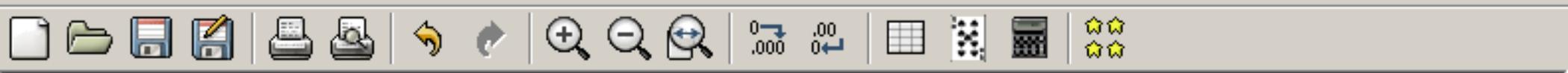
Number of members: 1

Belongs to player 2: Bob

Actions

	Label
1	Meet
2	Pa

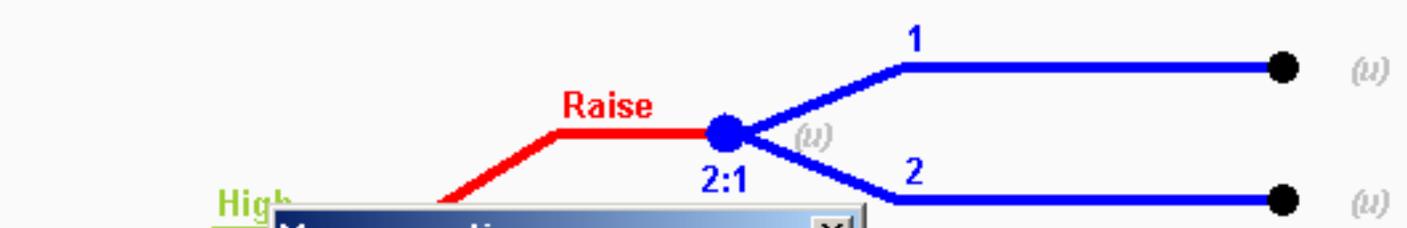
Cancel OK



Chance

Alice

Bob



Move properties

Information set label

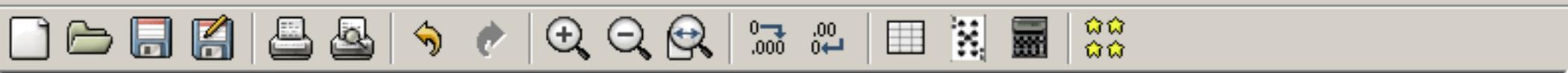
Number of members: 1

Belongs to player

Actions

	Label
1	Meet
2	Pas

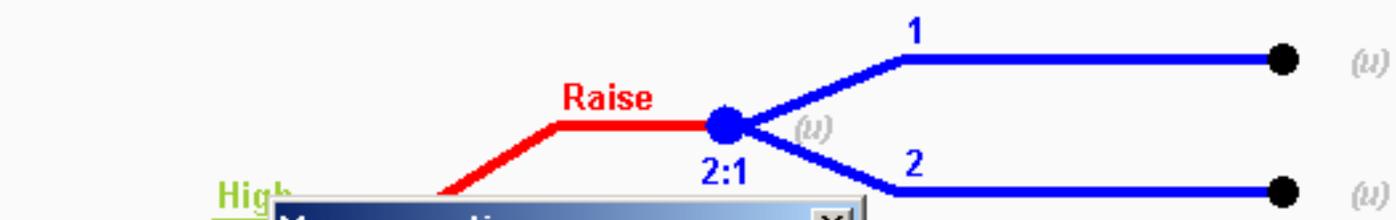
Cancel OK



Chance

Alice

Bob



Move properties

Information set label

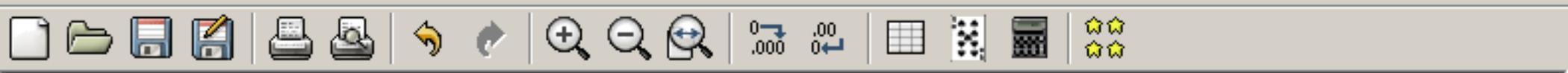
Number of members: 1

Belongs to player 2: Bob

Actions

	Label
1	Meet
2	Pass

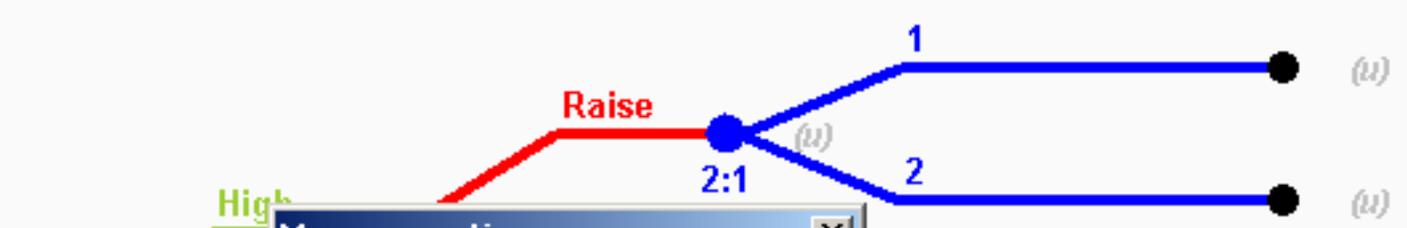
Cancel OK



Chance

Alice

Bob



Move properties

Information set label

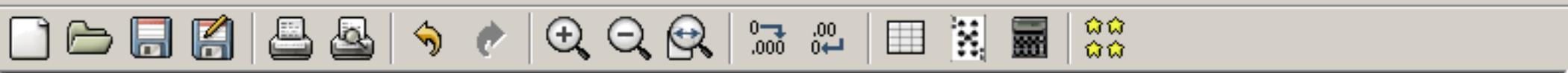
Number of members: 1

Belongs to player 2: Bob

Actions

	Label
1	Meet
2	Pass

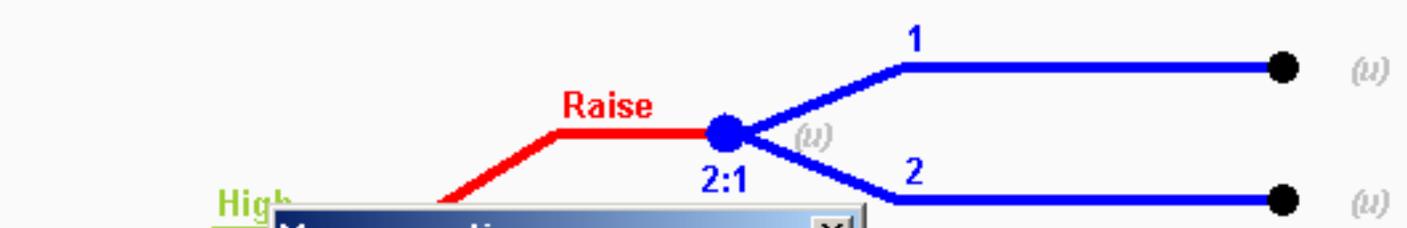
Cancel OK



Chance

Alice

Bob



Move properties

Information set label

Number of members: 1

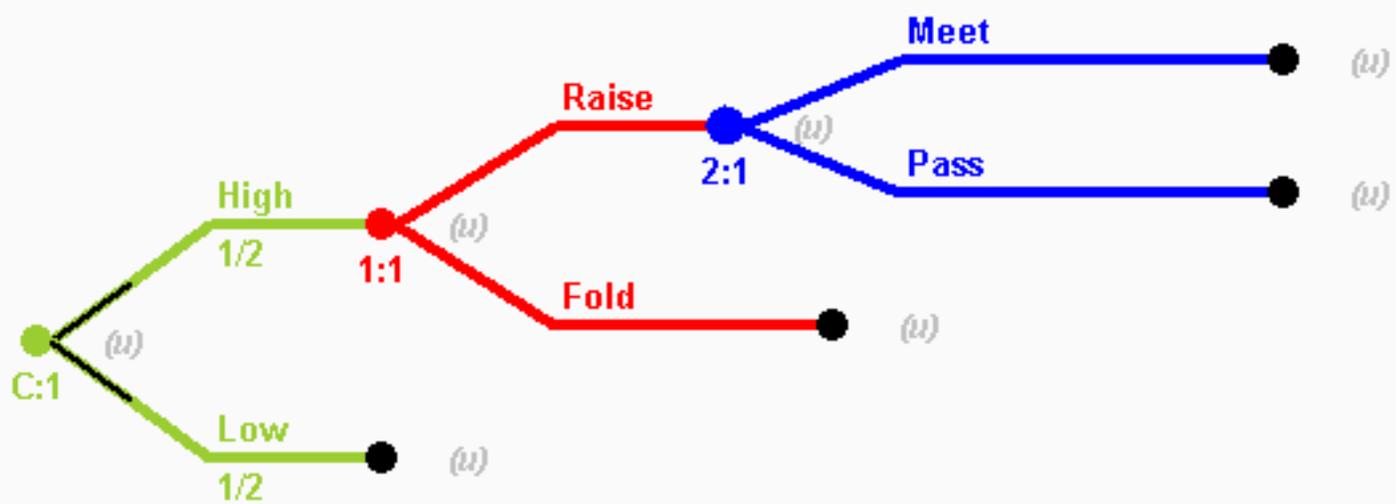
Belongs to player 2: Bob

Actions

	Label
1	Meet
2	Pass

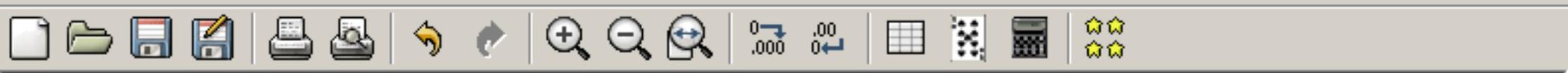
Cancel **NOK**

Chance
Alice
Bob



So far, we have only drawn the interaction when Alice draws a high card. The same rules apply when she draws a low card as well.

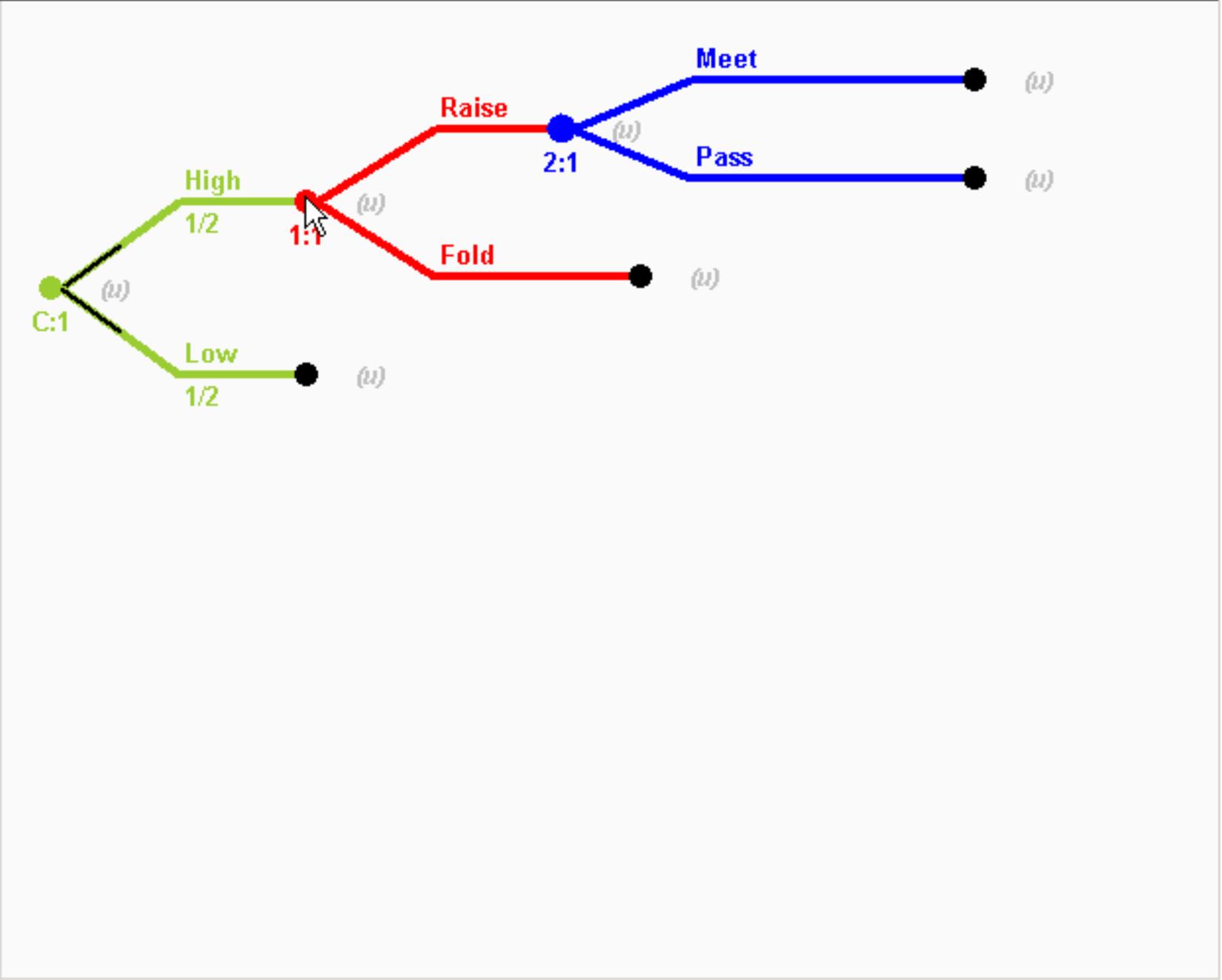
We can easily build this by copying the tree that follows the draw of a high card to the node after the draw of a low card. To do this, hold down the control key on the keyboard, and drag from Alice's move node to the node following chance's "low" action.

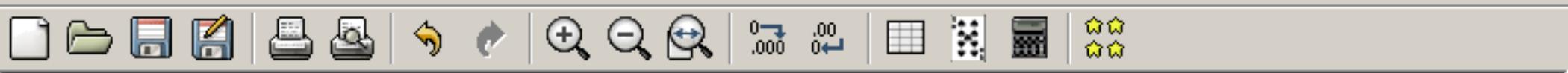


 **Chance**

 **Alice**

 **Bob**

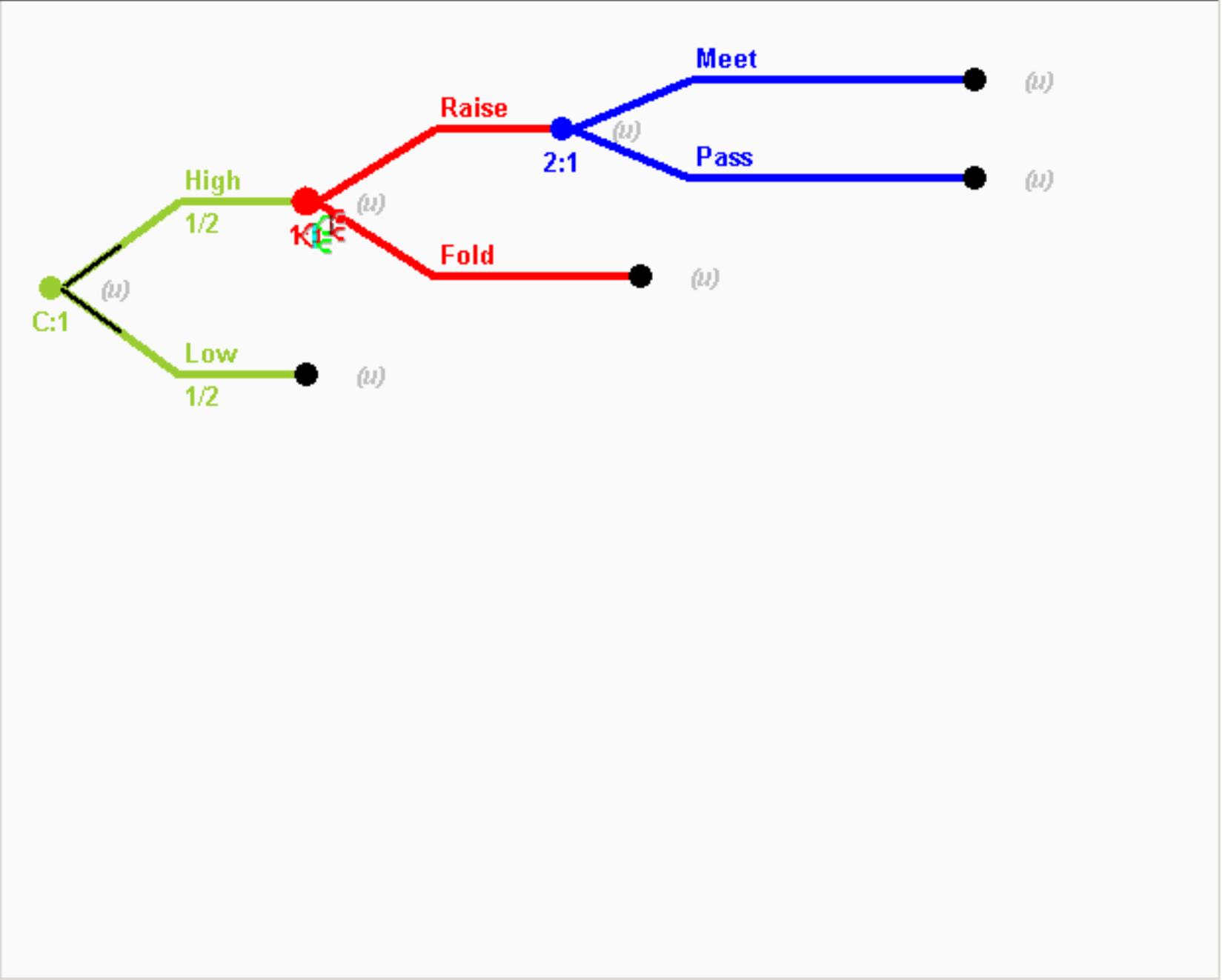


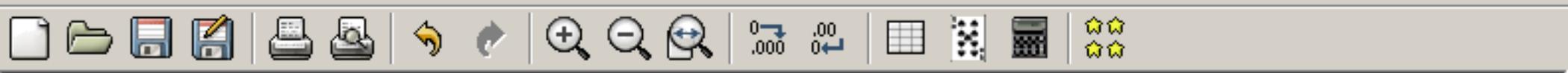


 **Chance**

 **Alice**

 **Bob**

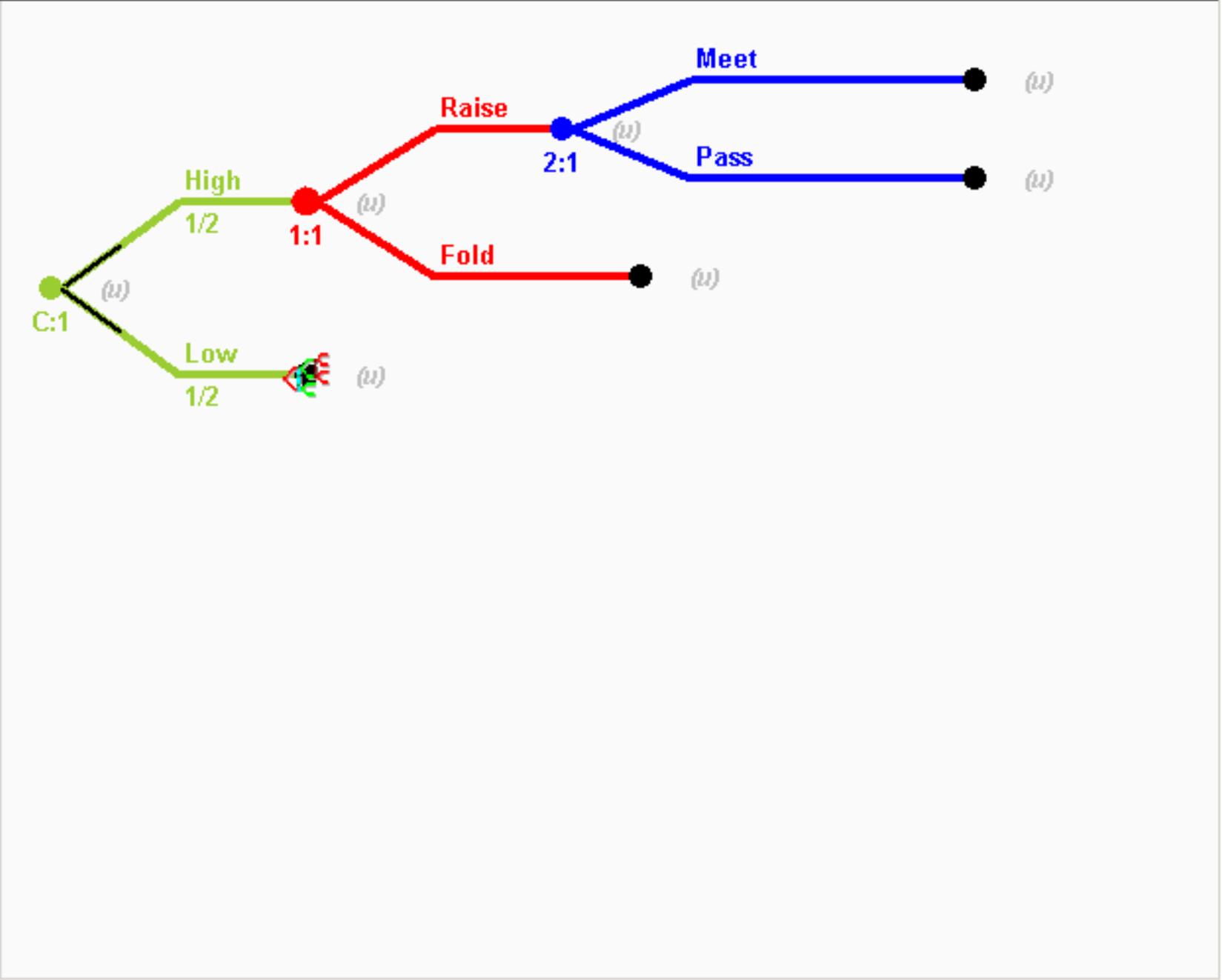


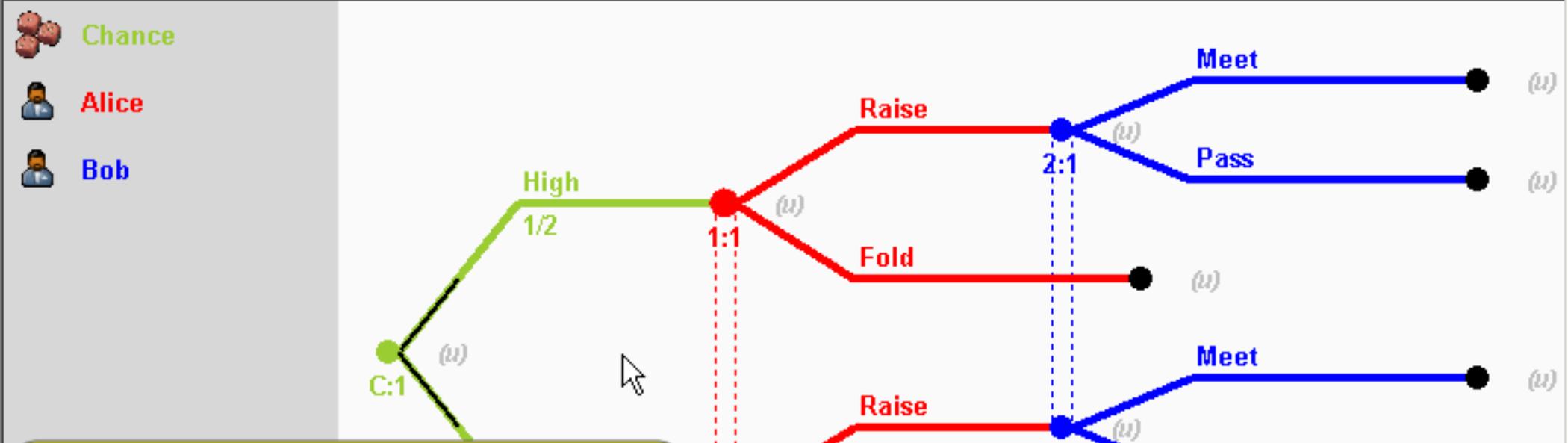


 **Chance**

 **Alice**

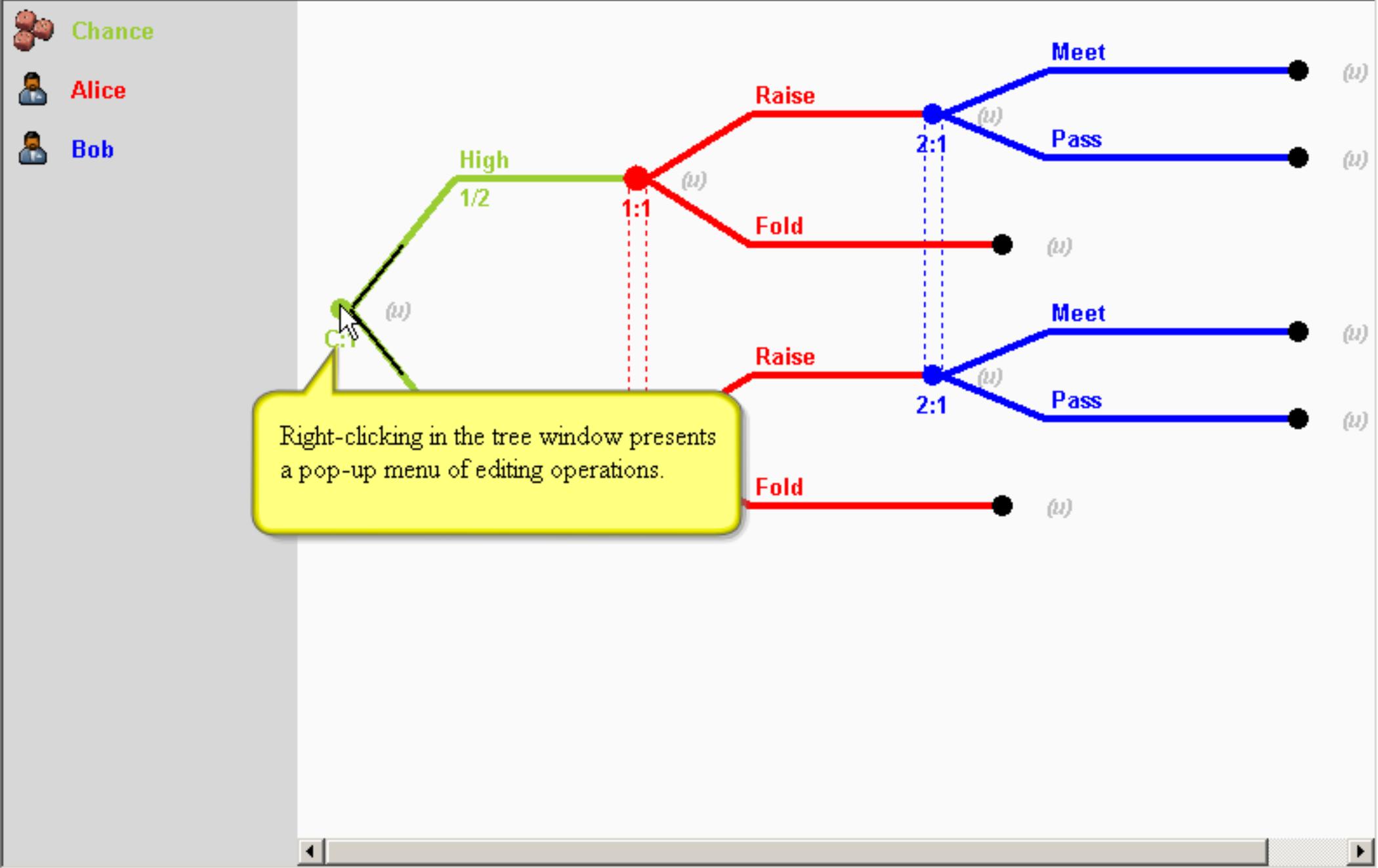
 **Bob**



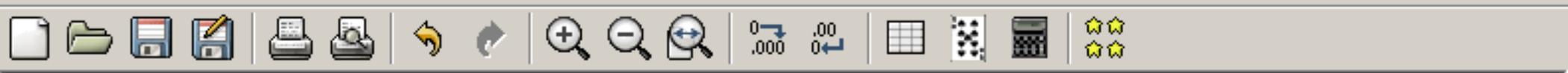


Notice that when nodes are copied, they remain in the same information set as their original counterparts. Information sets are indicated by the dotted lines connecting Alice's and Bob's moves, respectively.

In our game, Alice does observe the card she draws, but Bob does not. So Alice's two moves should be in separate information sets. An easy way to accomplish this is to "reveal" the outcome of the chance move to Alice. Here's how to do that.



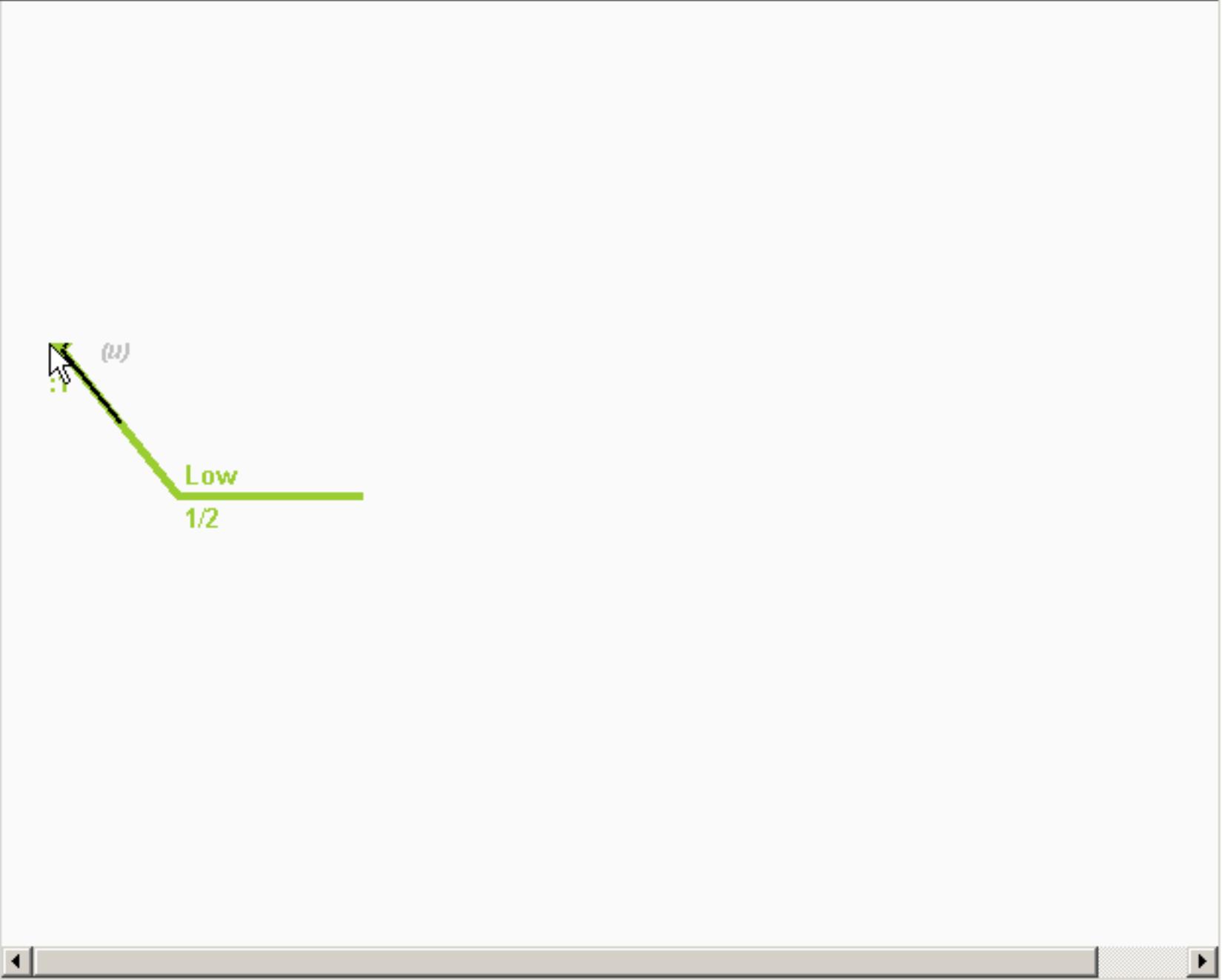
Right-clicking in the tree window presents a pop-up menu of editing operations.

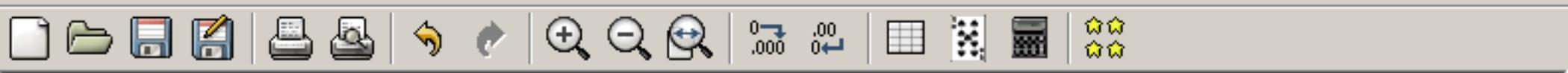


 **Chance**

 **Alice**

 **Bob**

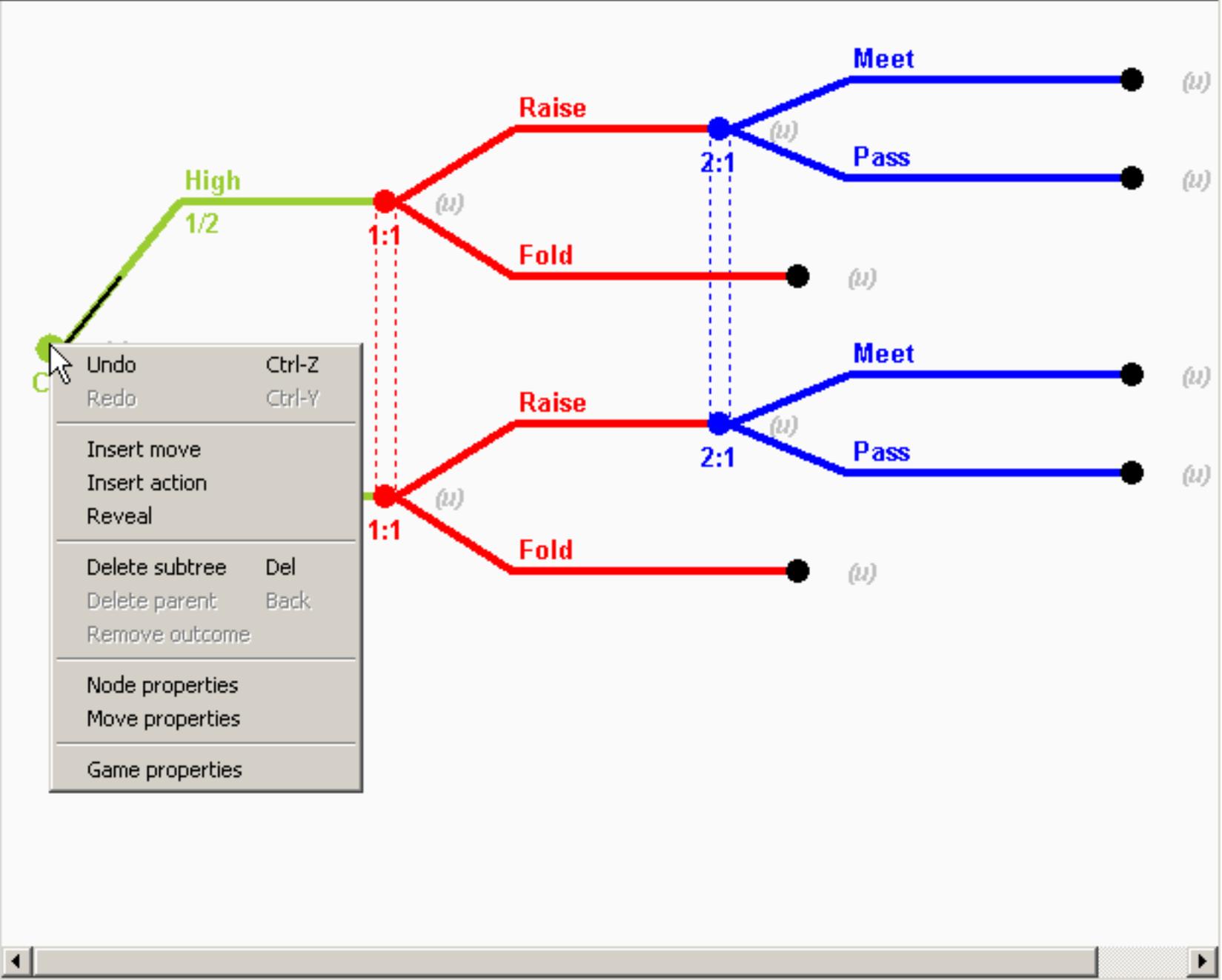




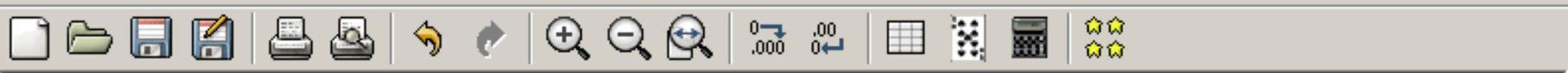
Chance

Alice

Bob



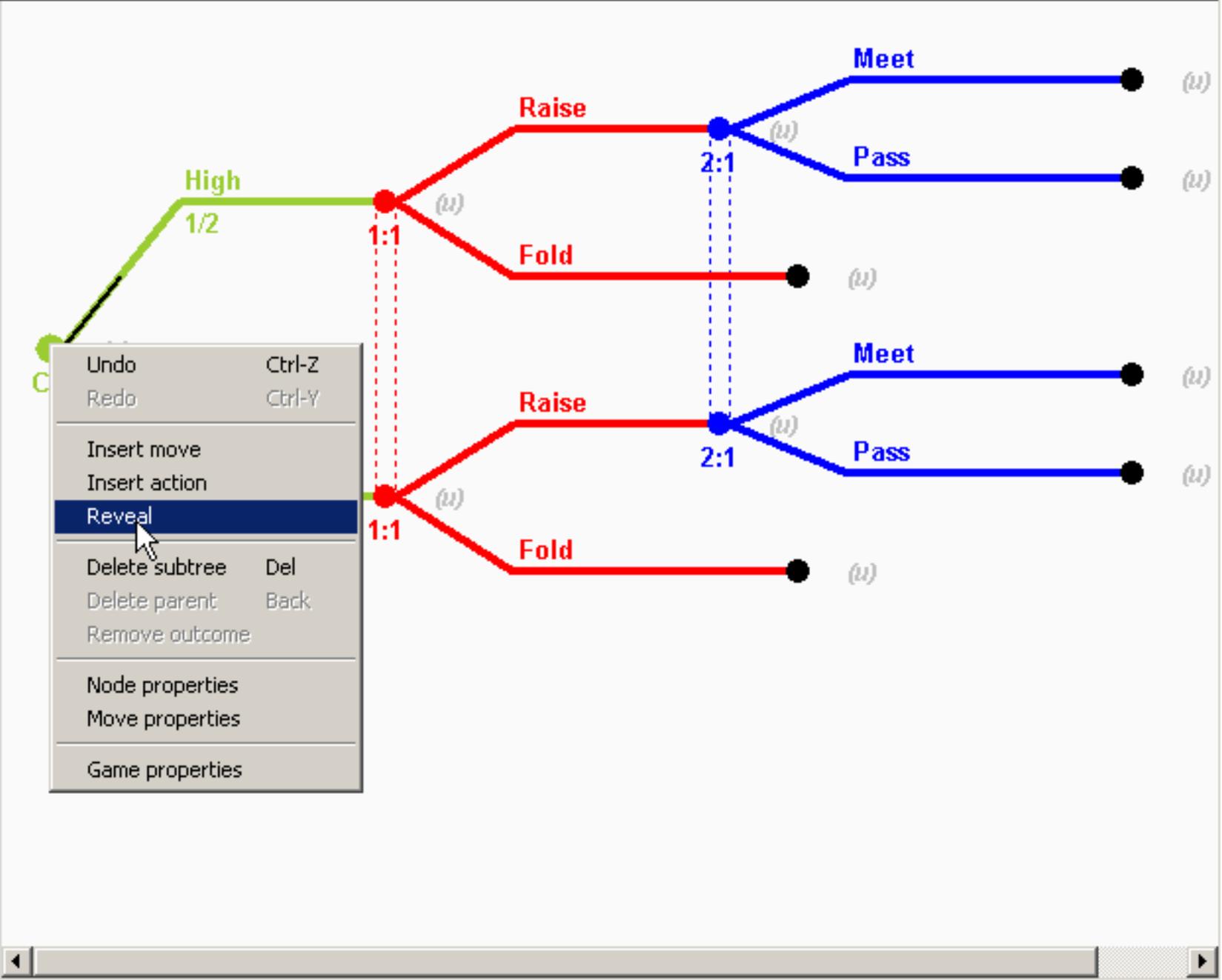
- Undo (Ctrl-Z)
- Redo (Ctrl-Y)
- Insert move
- Insert action
- Reveal
- Delete subtree (Del)
- Delete parent (Back)
- Remove outcome
- Node properties
- Move properties
- Game properties



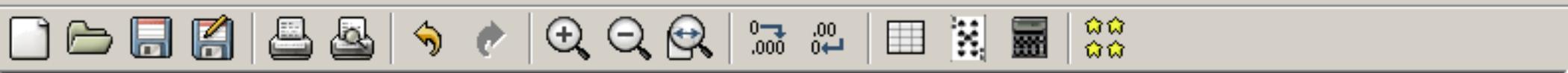
Chance

Alice

Bob



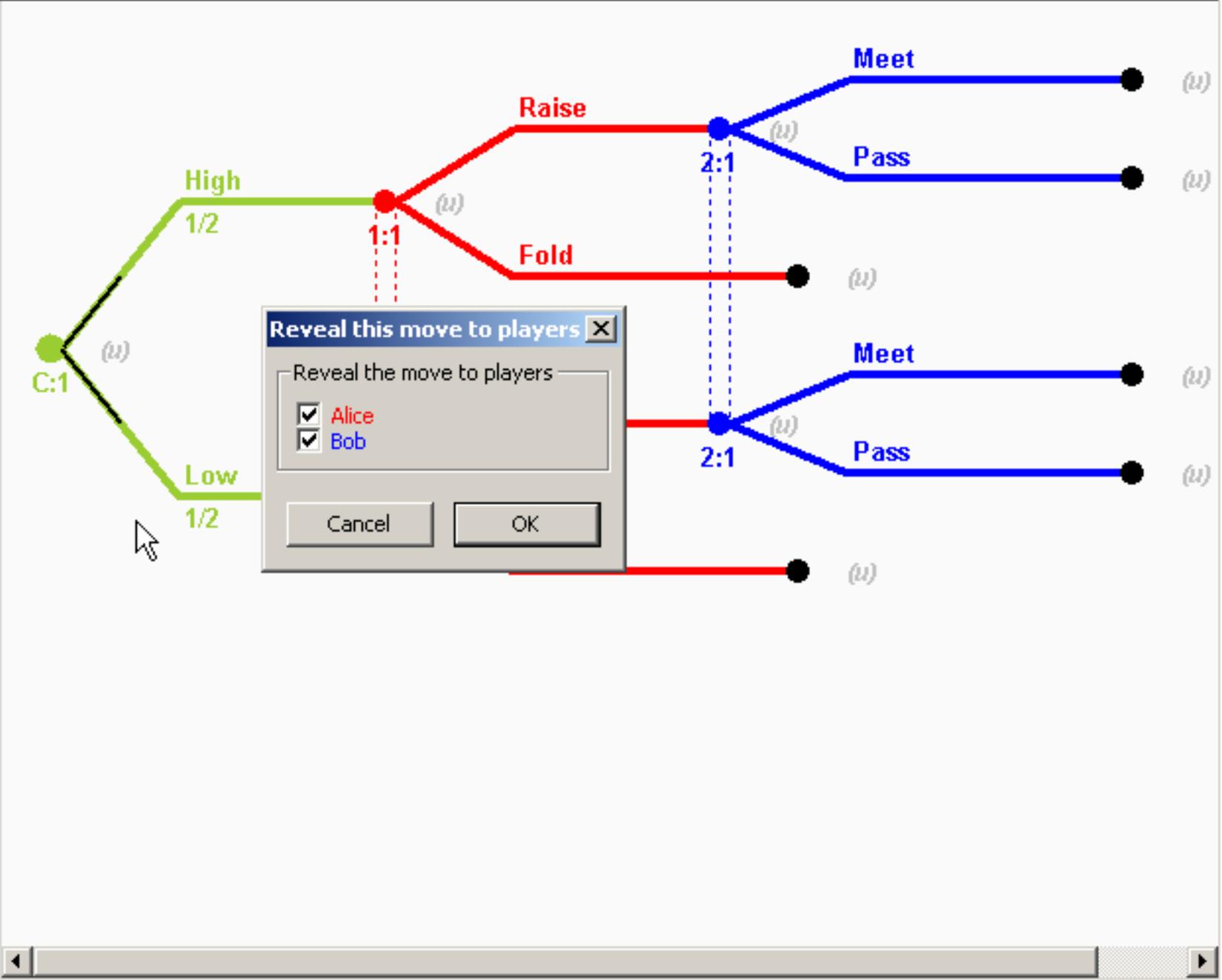
- Undo (Ctrl-Z)
- Redo (Ctrl-Y)
- Insert move
- Insert action
- Reveal**
- Delete subtree (Del)
- Delete parent (Back)
- Remove outcome
- Node properties
- Move properties
- Game properties



Chance

Alice

Bob

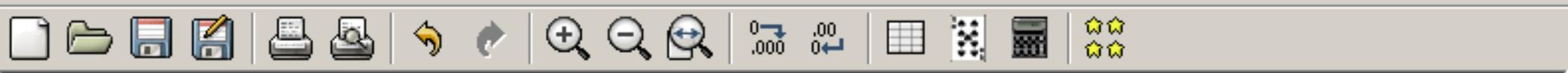


Reveal this move to players [X]

Reveal the move to players

- Alice
- Bob

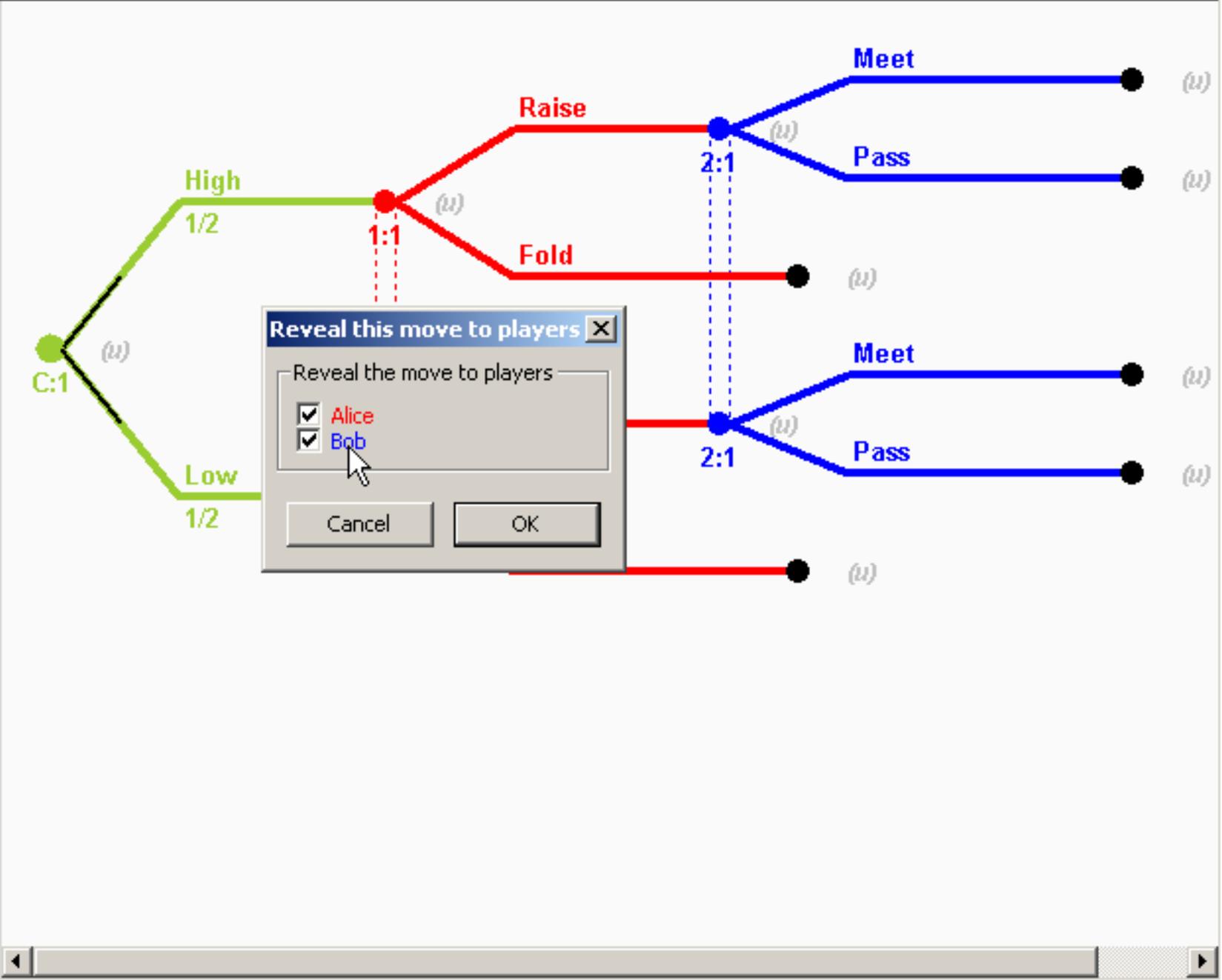
Cancel OK

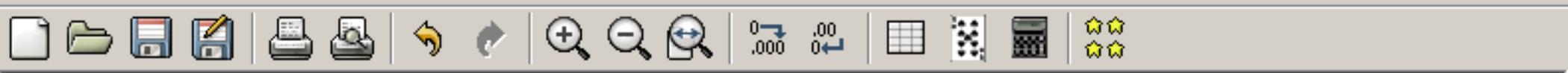


Chance

Alice

Bob

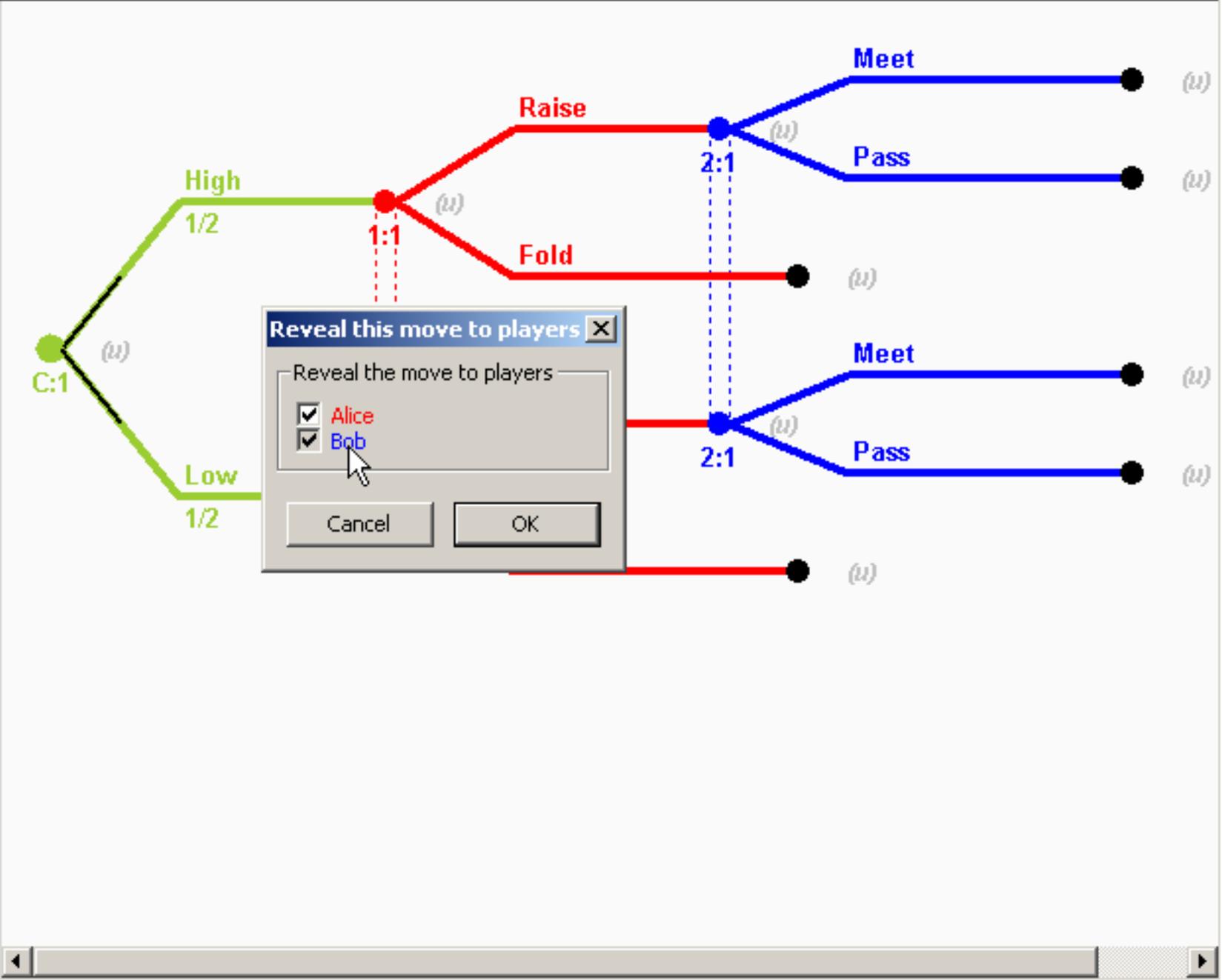




Chance

Alice

Bob

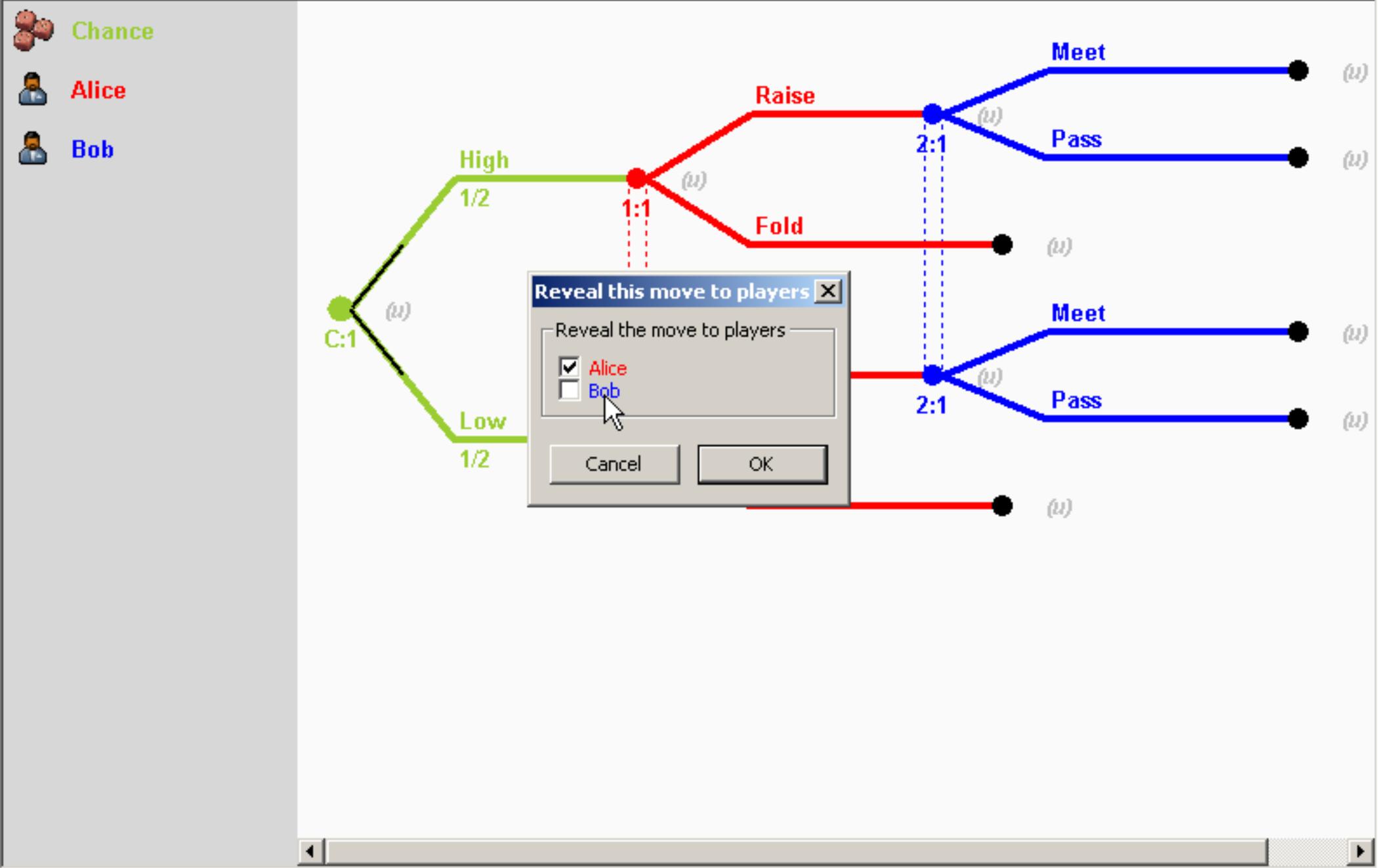
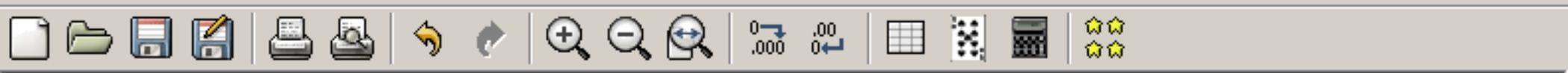


Reveal this move to players

Reveal the move to players

- Alice
- Bob

Cancel OK



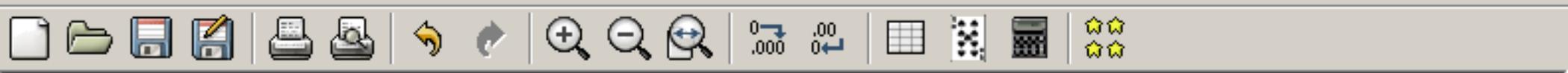
- Chance
- Alice
- Bob

Reveal this move to players [X]

Reveal the move to players

- Alice
- Bob

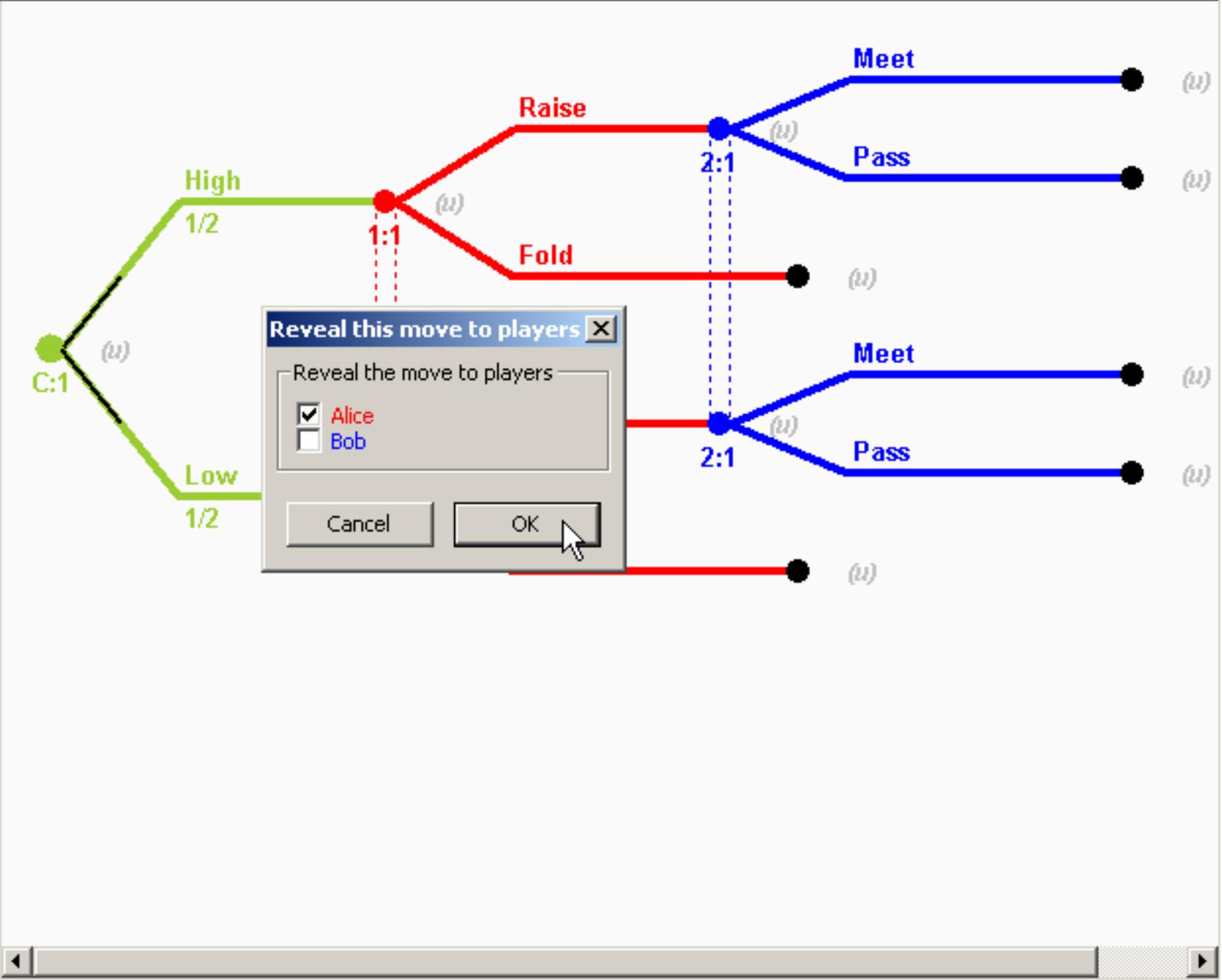
Cancel OK



Chance

Alice

Bob

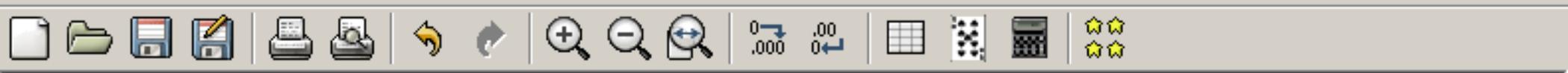


Reveal this move to players [X]

Reveal the move to players

- Alice
- Bob

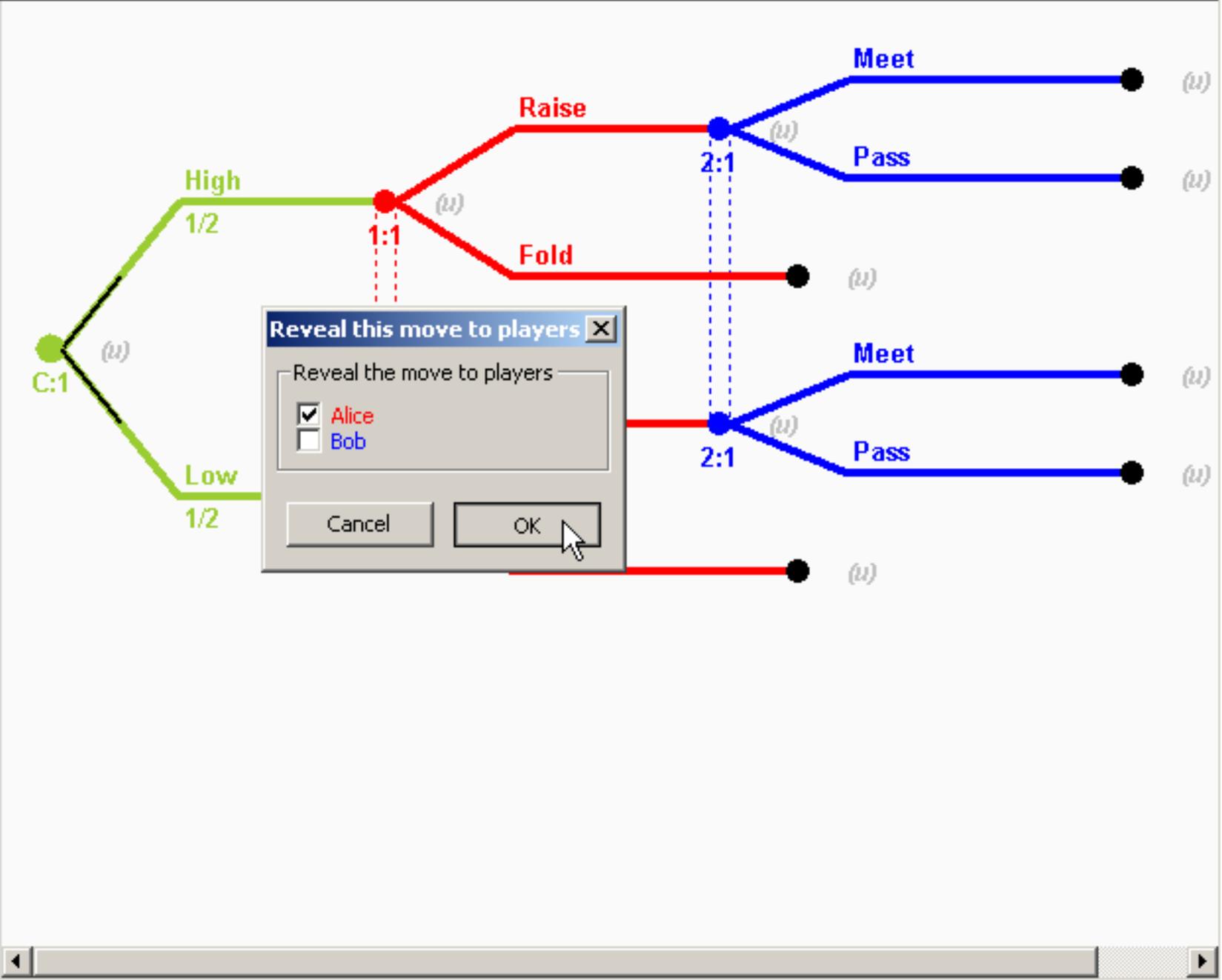
Cancel OK



Chance

Alice

Bob



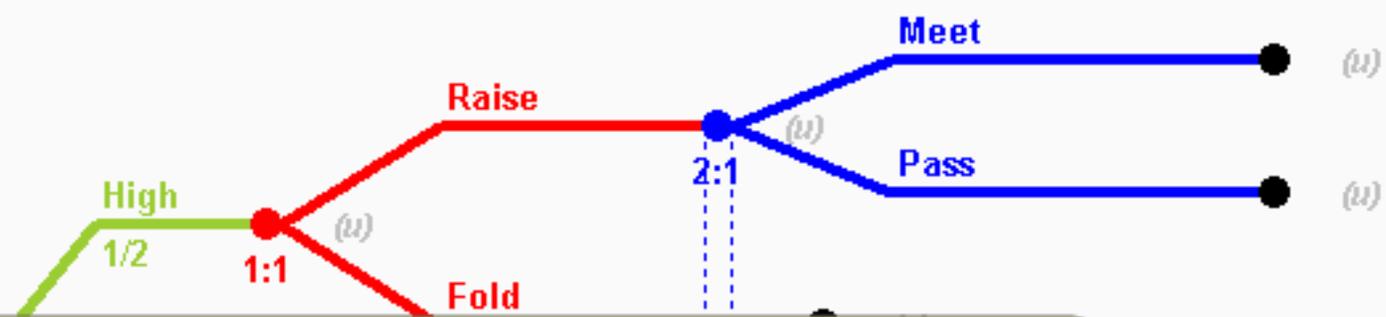
Reveal this move to players [X]

Reveal the move to players

- Alice
- Bob

Cancel OK

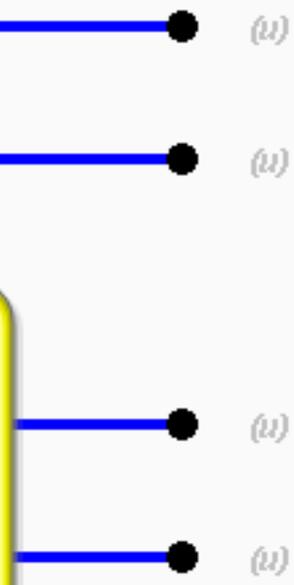
Chance
Alice
Bob

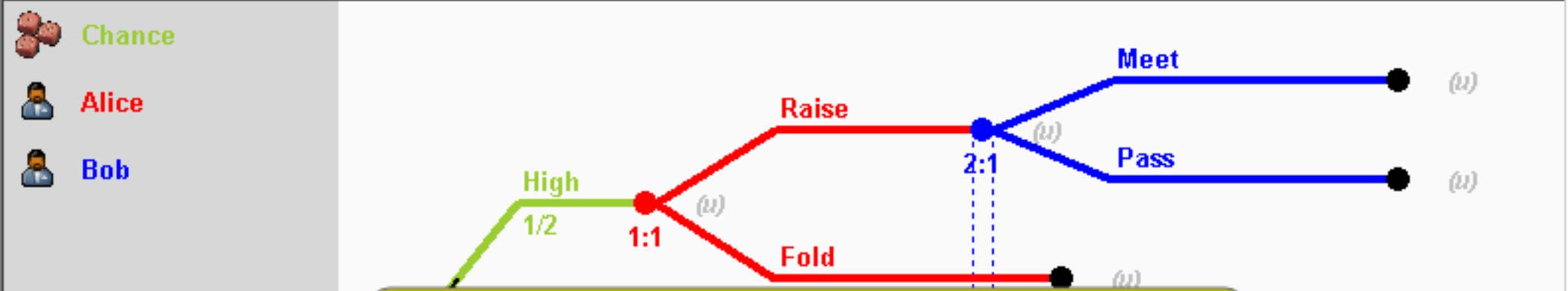


Now our tree is completed, and accurately reflects the moves and information structure of the game.

Now let's turn to payoffs. We suppose that at the beginning of the game, each player places a dollar in the pot. The actions "raise" and "meet" correspond to the player choosing them placing another dollar in the pot. The actions "fold" and "pass" correspond to the choosing player forfeiting the pot to the other player.

Finally, if Alice raises and Bob meets, the result depends on Alice's card. If she has a high card, she wins and takes the pot; if she has a low card, Bob wins and takes the pot.

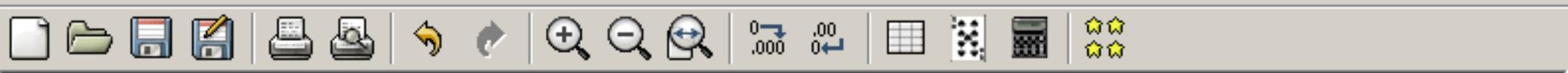




The light grey "(u)" symbols to the right of each node represent placeholders for payoffs ("u" stands for "utility"). These are treated as a payoff of zero for all players. To create an outcome with nonzero payoffs, double-click the "(u)" symbol next to the node.

We start with the outcome in which Alice gets a high card, raises, and Bob meets her. In this case, both players have contributed two dollars to the pot (one from the ante, one from their actions). Since Alice has the high card, she wins and takes the pot; thus, her net payoff is a gain of two dollars, while Bob has lost two dollars.

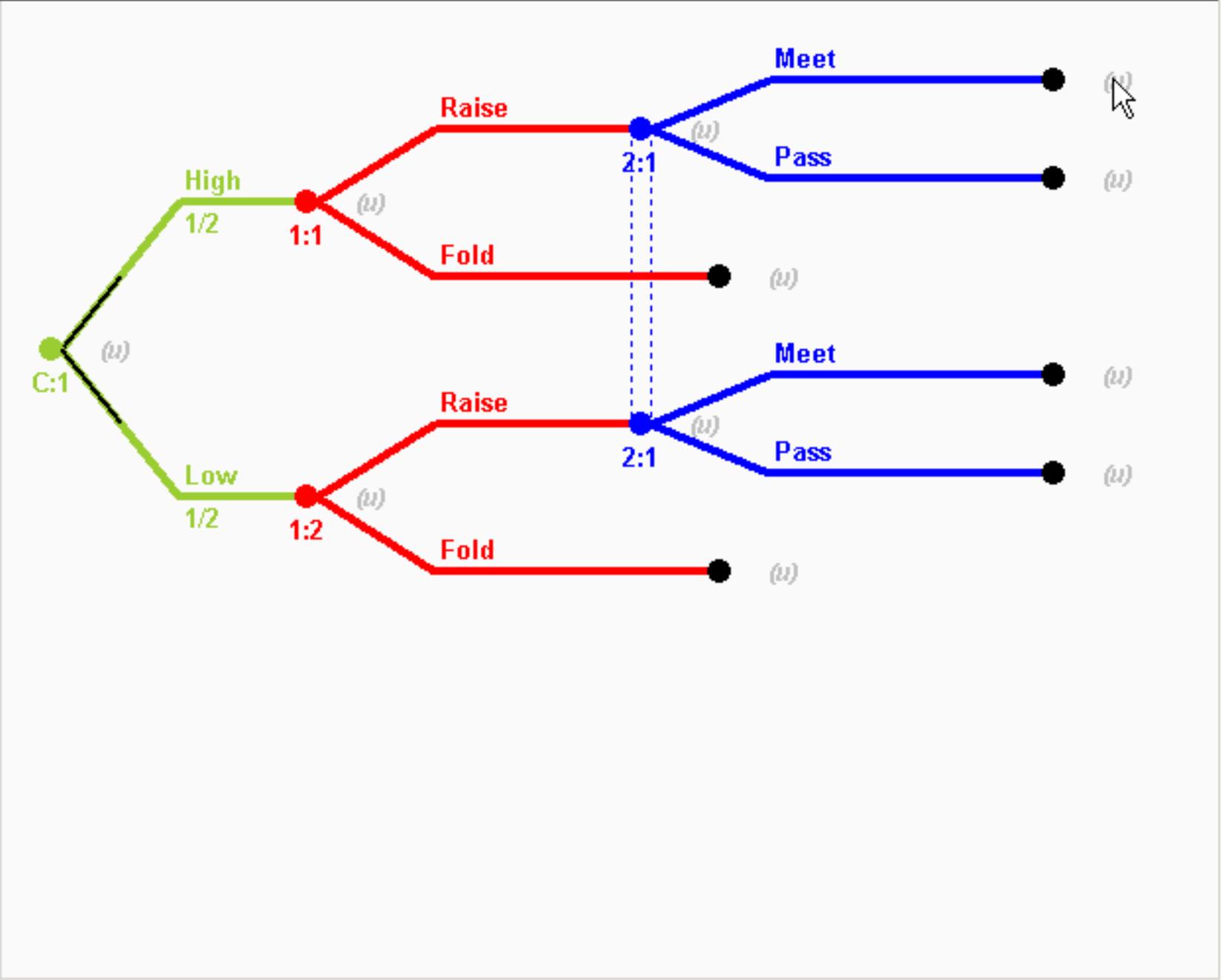
- Chance
- Alice
- Bob

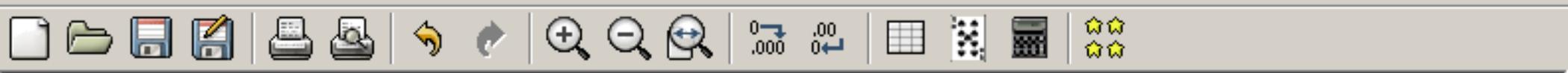


Chance

Alice

Bob

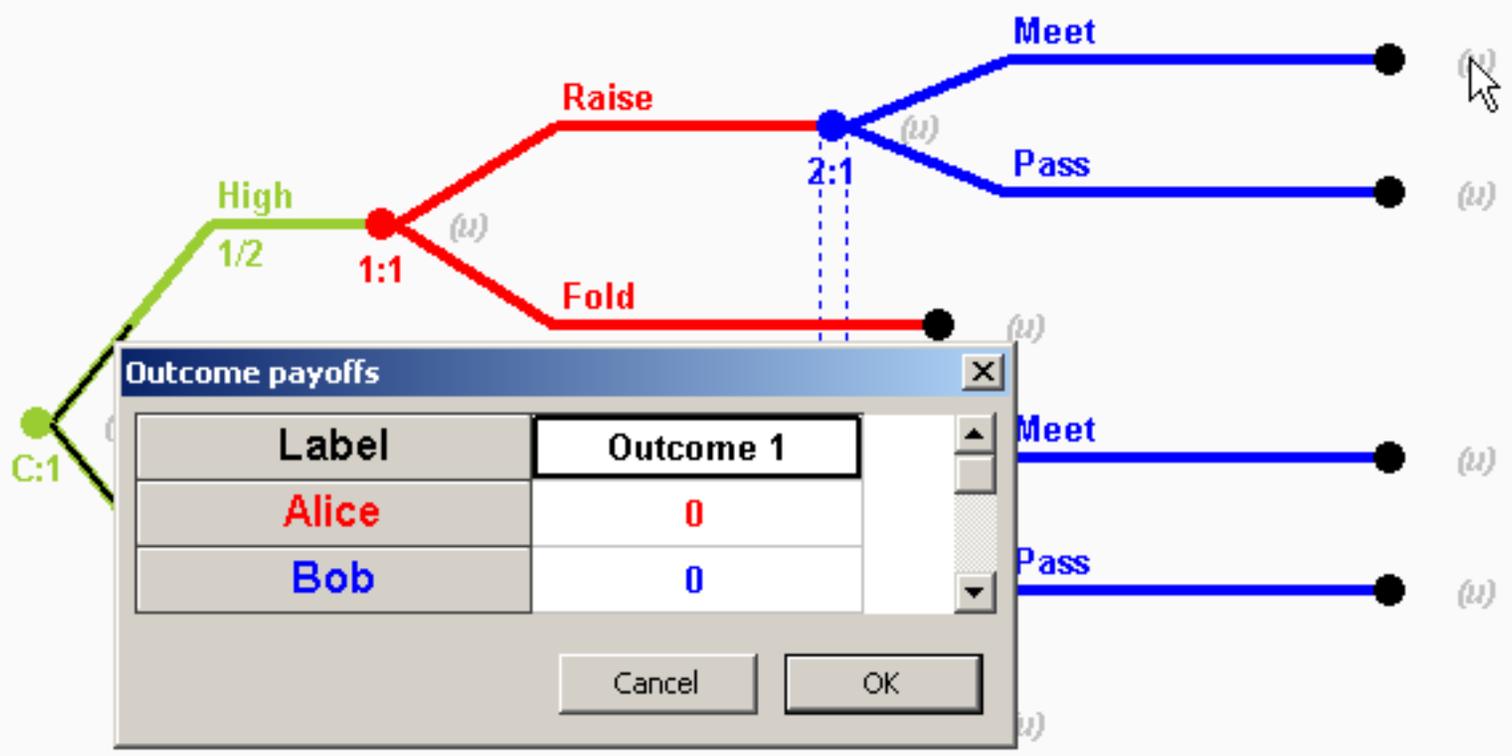




Chance

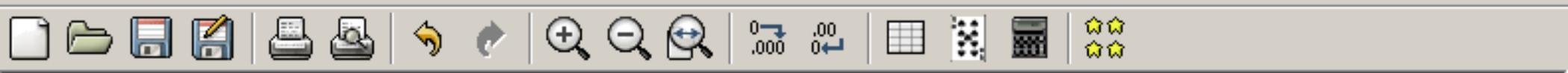
Alice

Bob



Label	Outcome 1
Alice	0
Bob	0

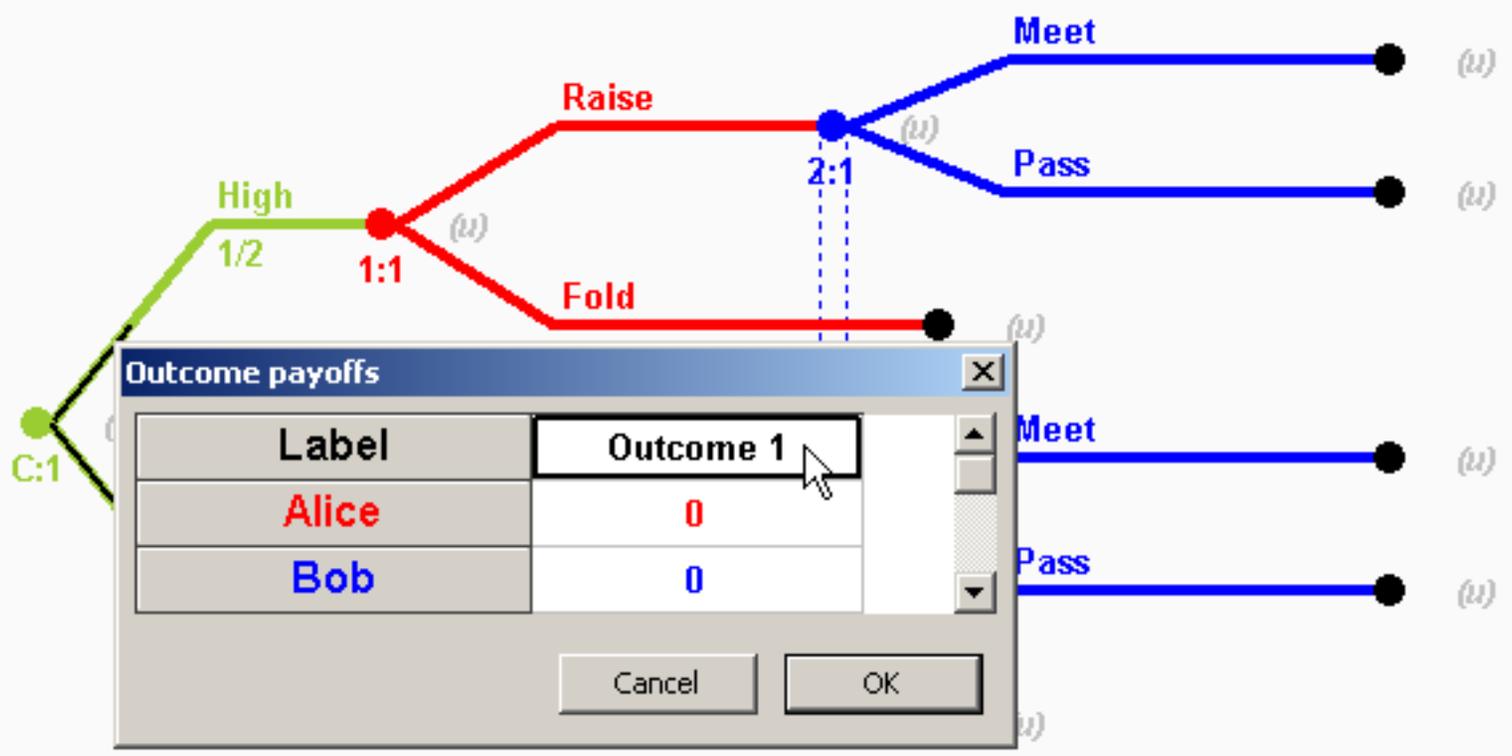
Cancel OK



Chance

Alice

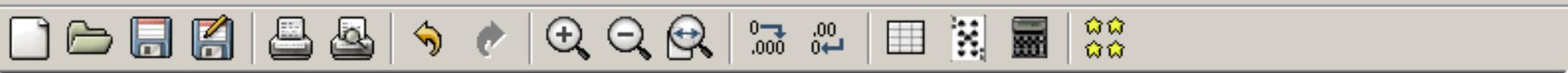
Bob



Outcome payoffs

Label	Outcome 1
Alice	0
Bob	0

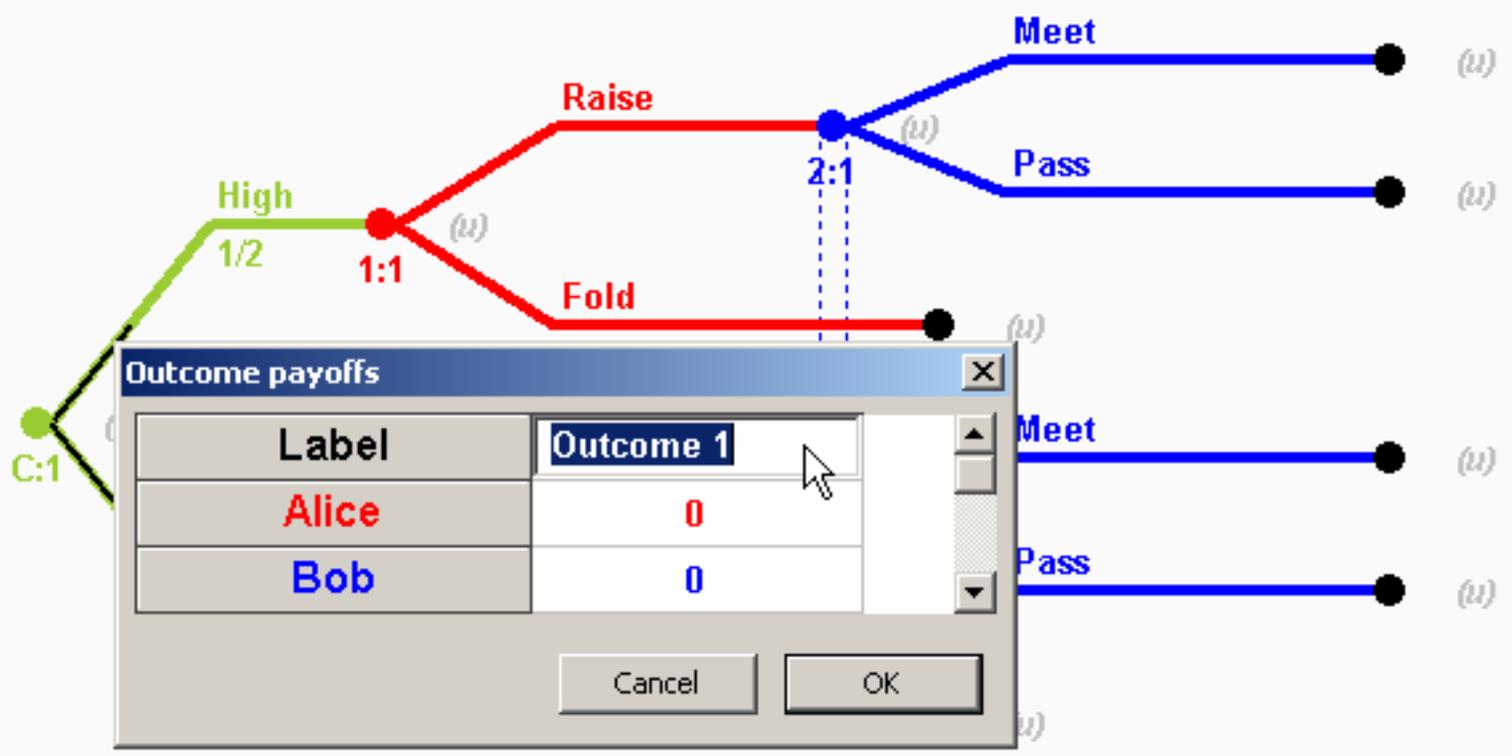
Cancel OK



Chance

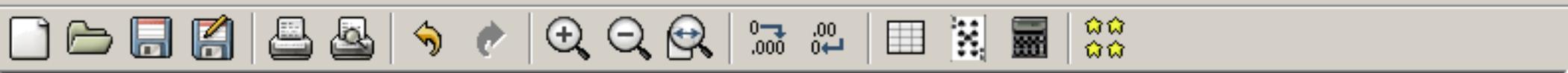
Alice

Bob



Label	Outcome 1
Alice	0
Bob	0

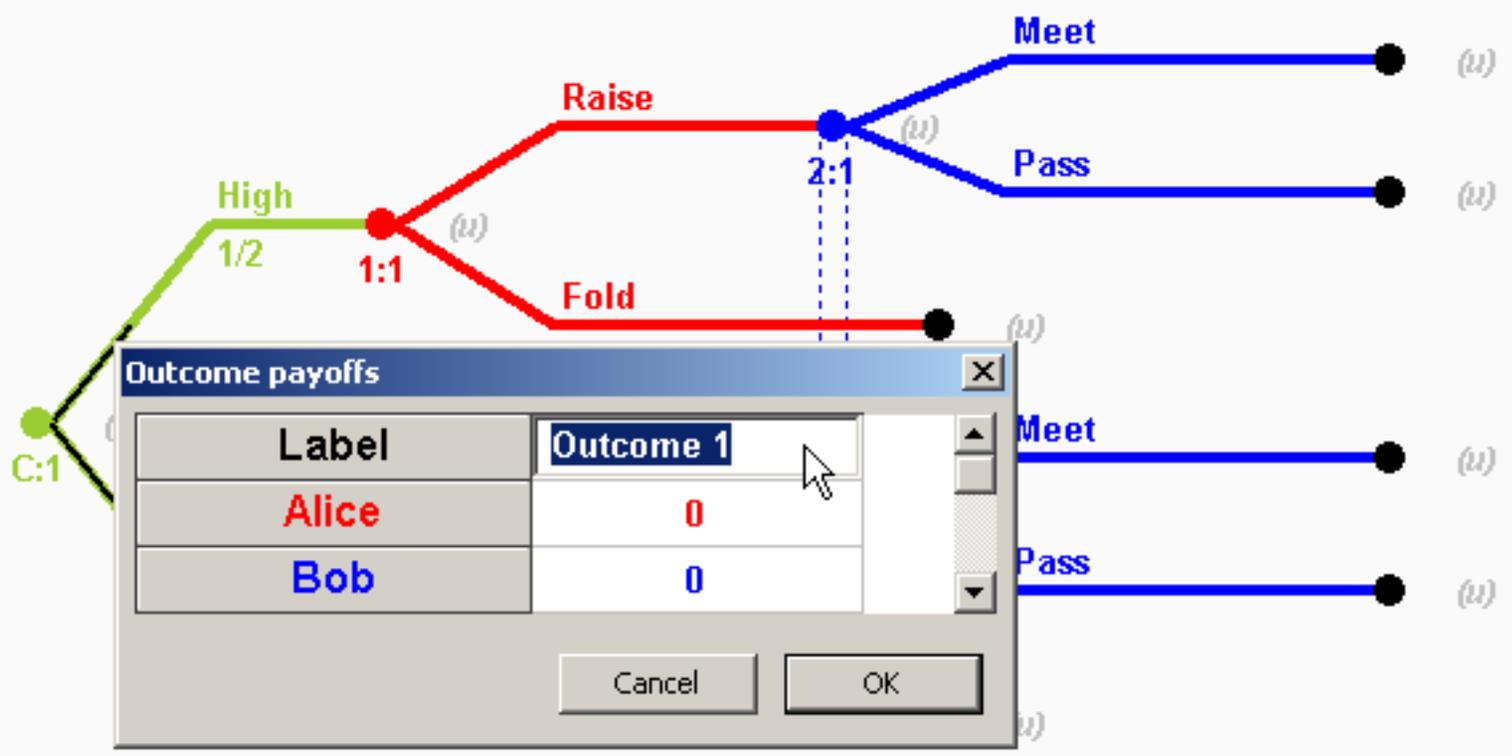
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Chance

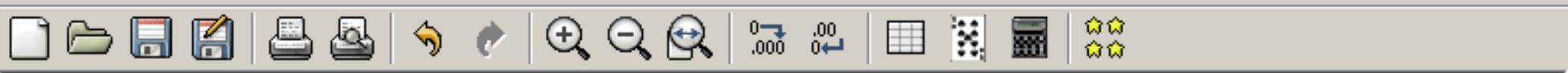
Alice

Bob



Label	Outcome 1
Alice	0
Bob	0

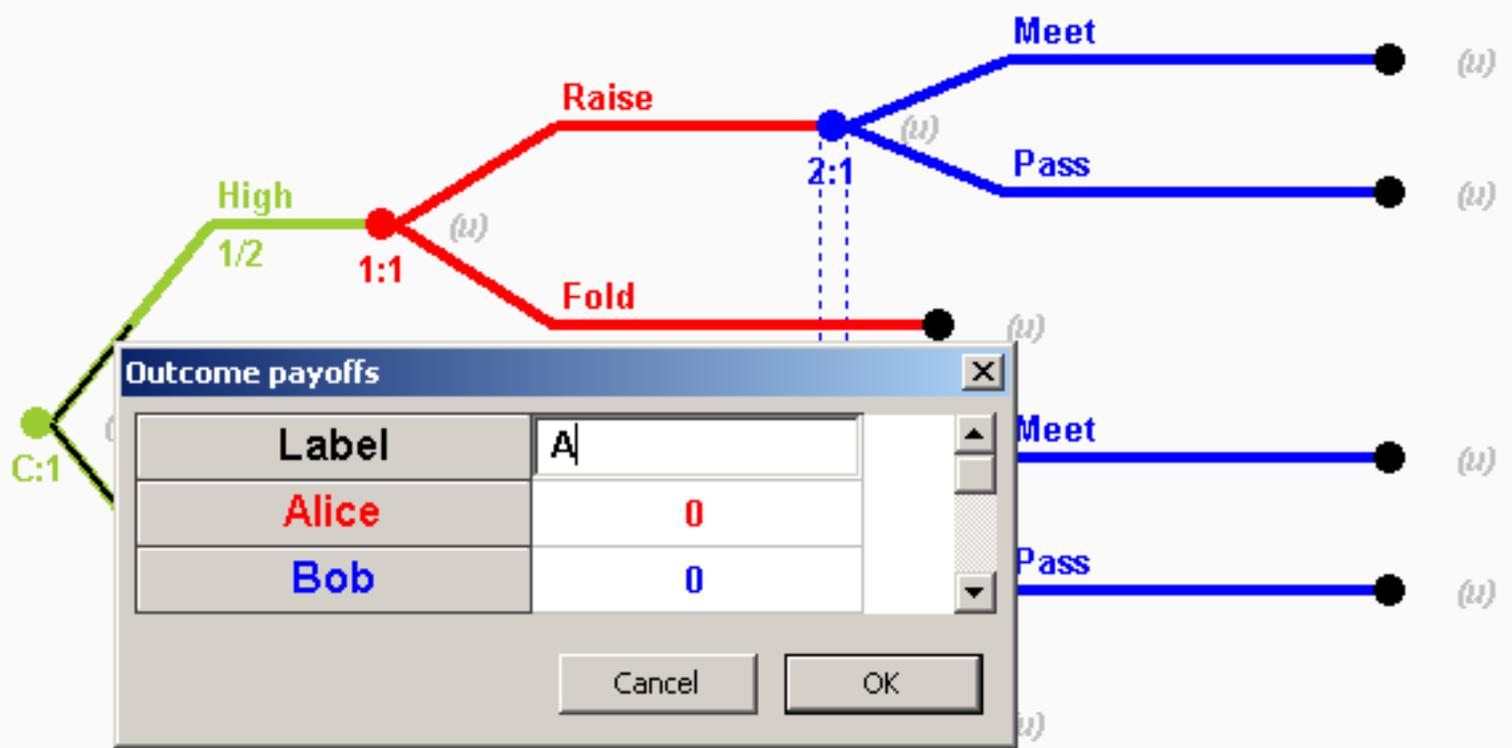
Cancel OK



Chance

Alice

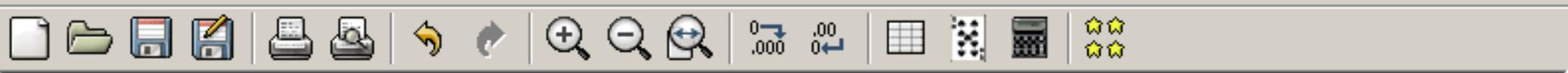
Bob



Outcome payoffs

Label	A
Alice	0
Bob	0

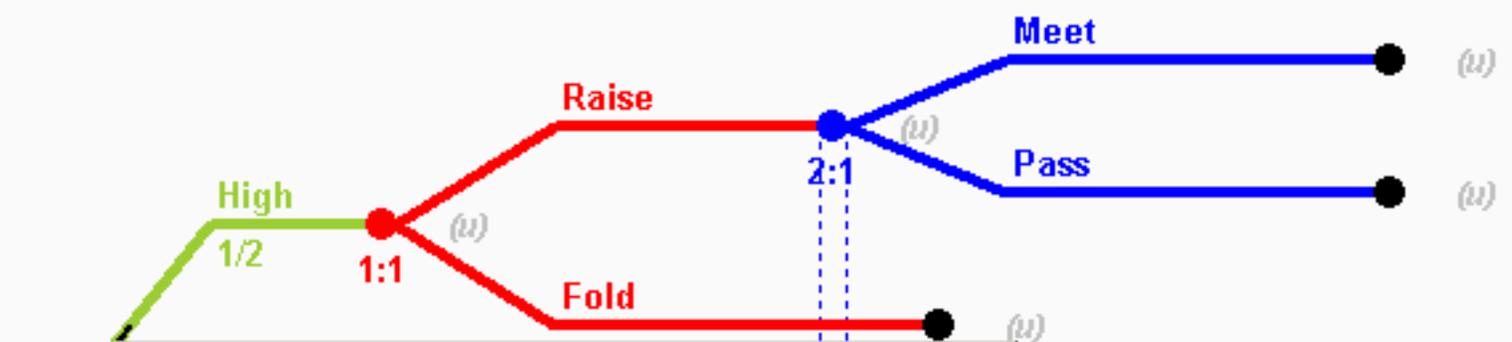
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Chance

Alice

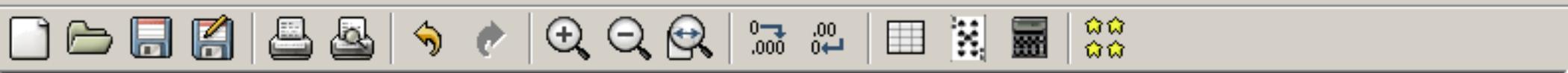
Bob



Outcome payoffs

Label	Alice	Bob
Alice	0	0
Bob	0	0

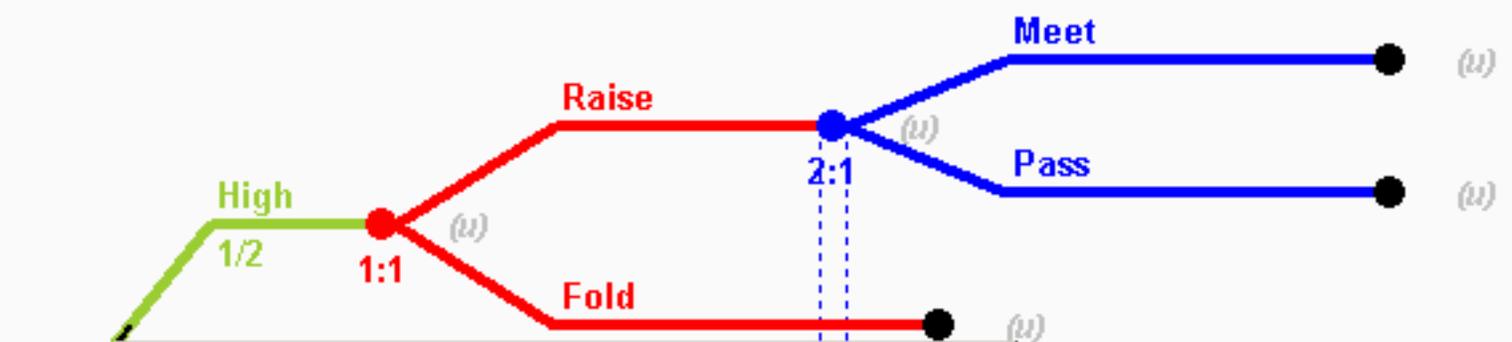
Cancel OK



Chance

Alice

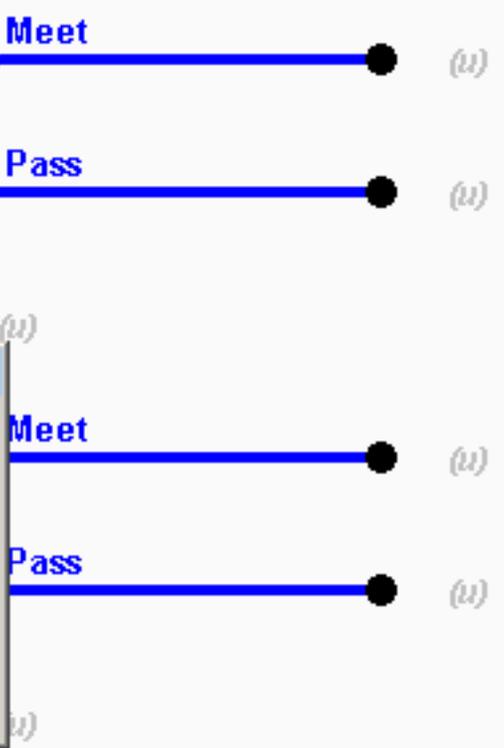
Bob

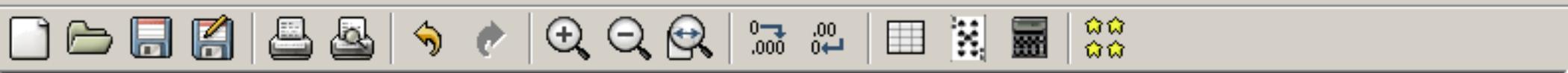


Outcome payoffs

Label	Alice	Bob
Alice	0	0
Bob	0	0

Cancel OK

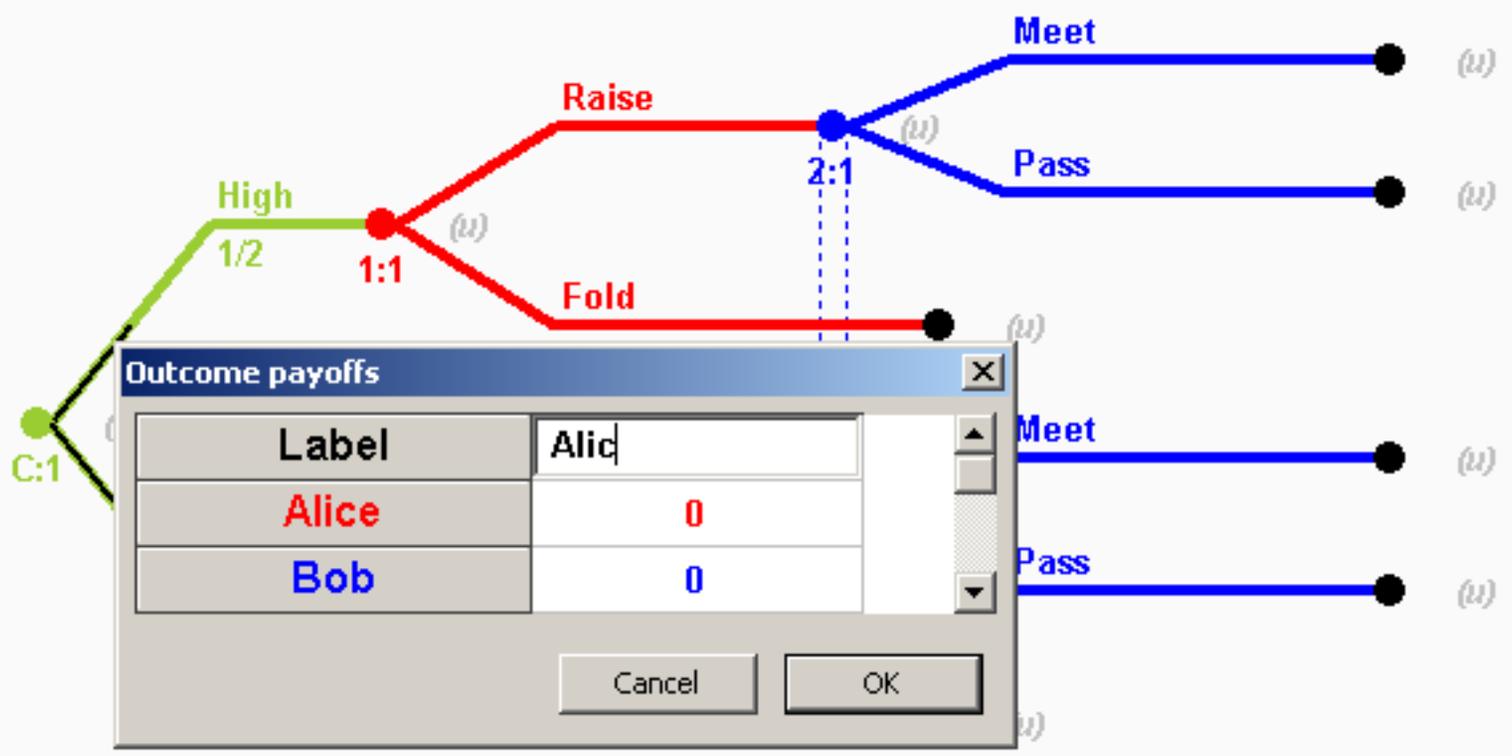




Chance

Alice

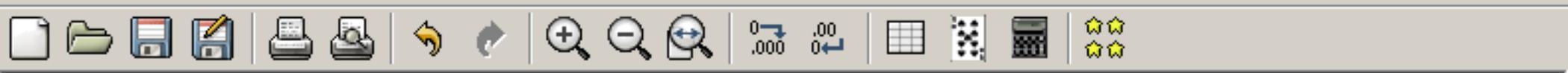
Bob



Outcome payoffs

Label	Alice
Alice	0
Bob	0

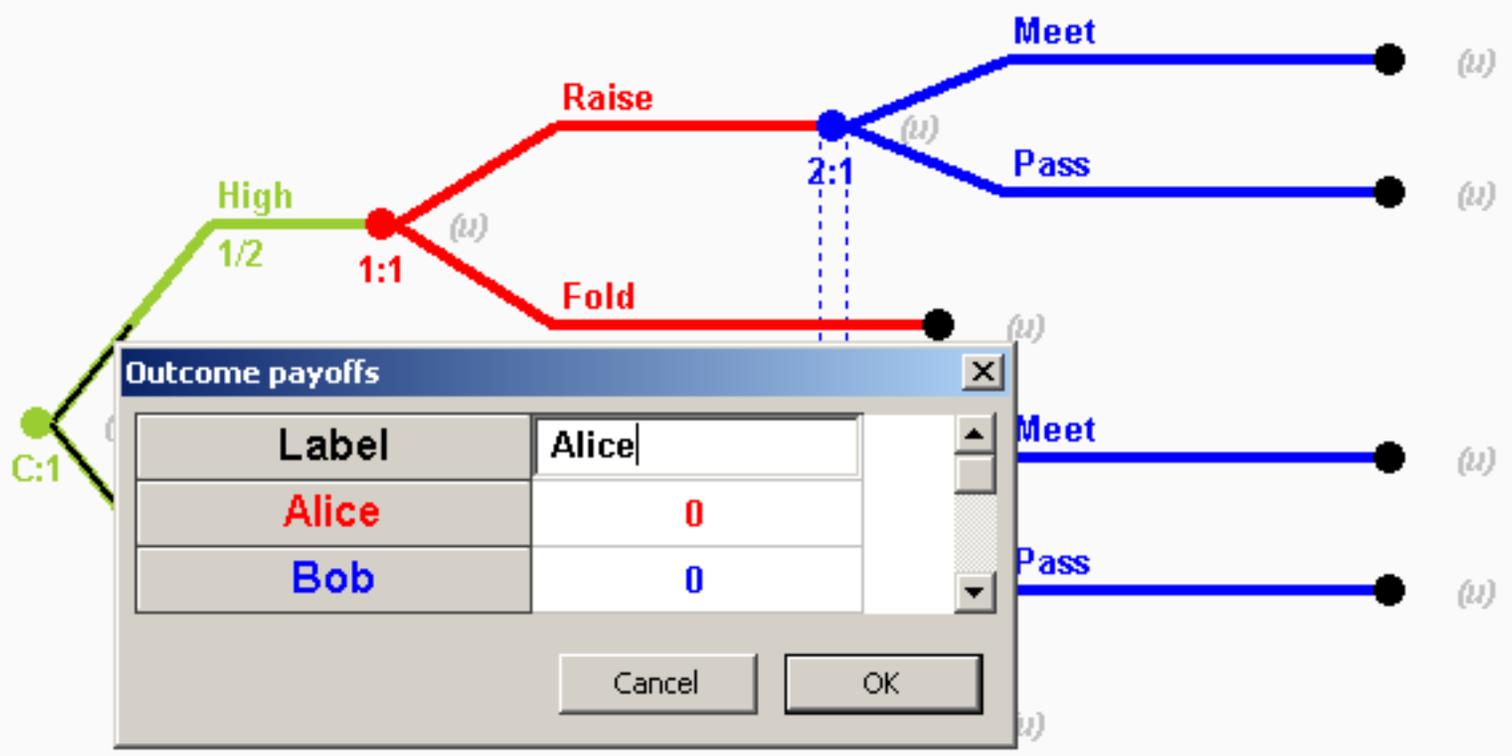
Cancel OK



Chance

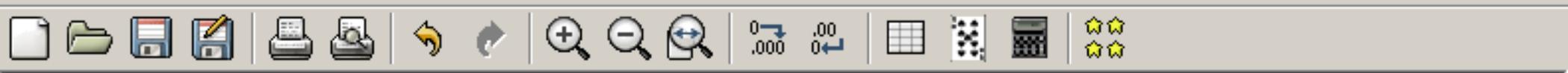
Alice

Bob



Label	Alice
Alice	0
Bob	0

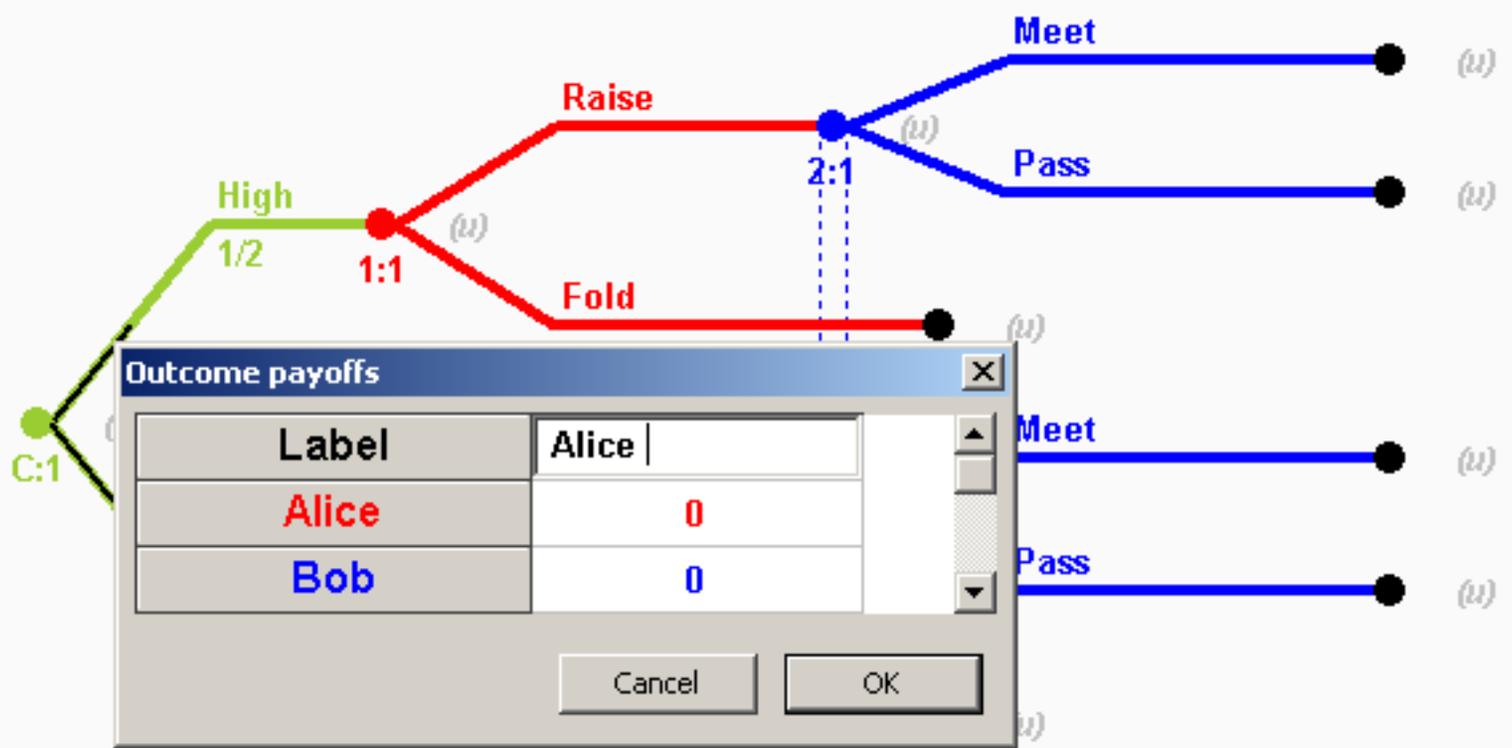
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Chance

Alice

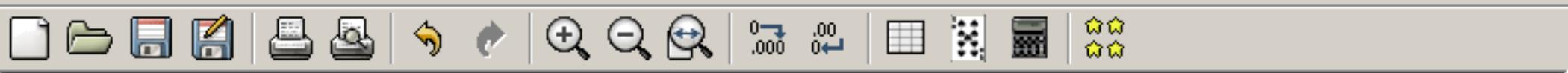
Bob



Outcome payoffs

Label	Alice	Bob
Alice	0	0
Bob	0	0

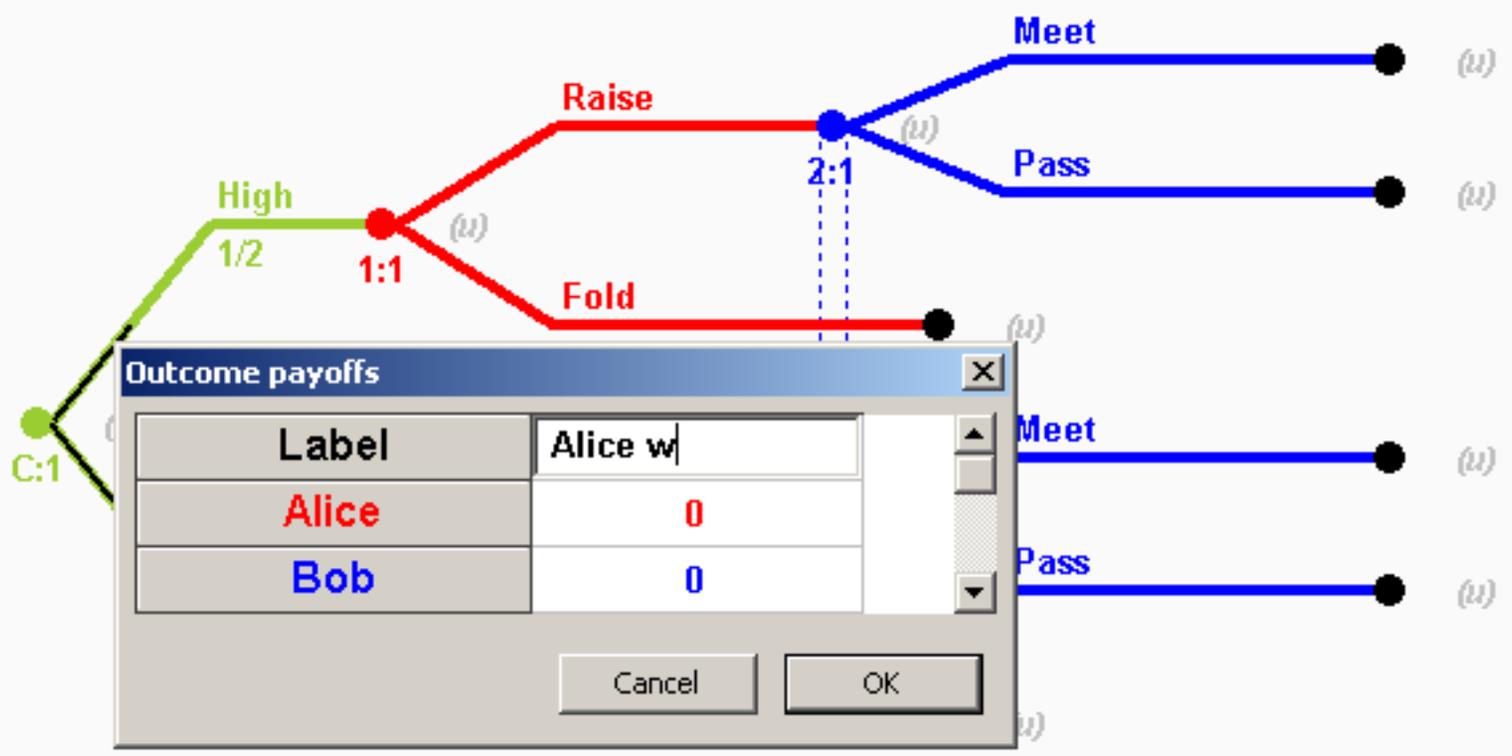
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Chance

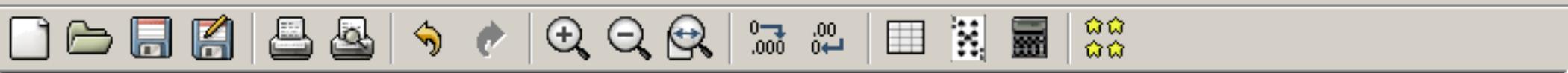
Alice

Bob



Label	Alice w
Alice	0
Bob	0

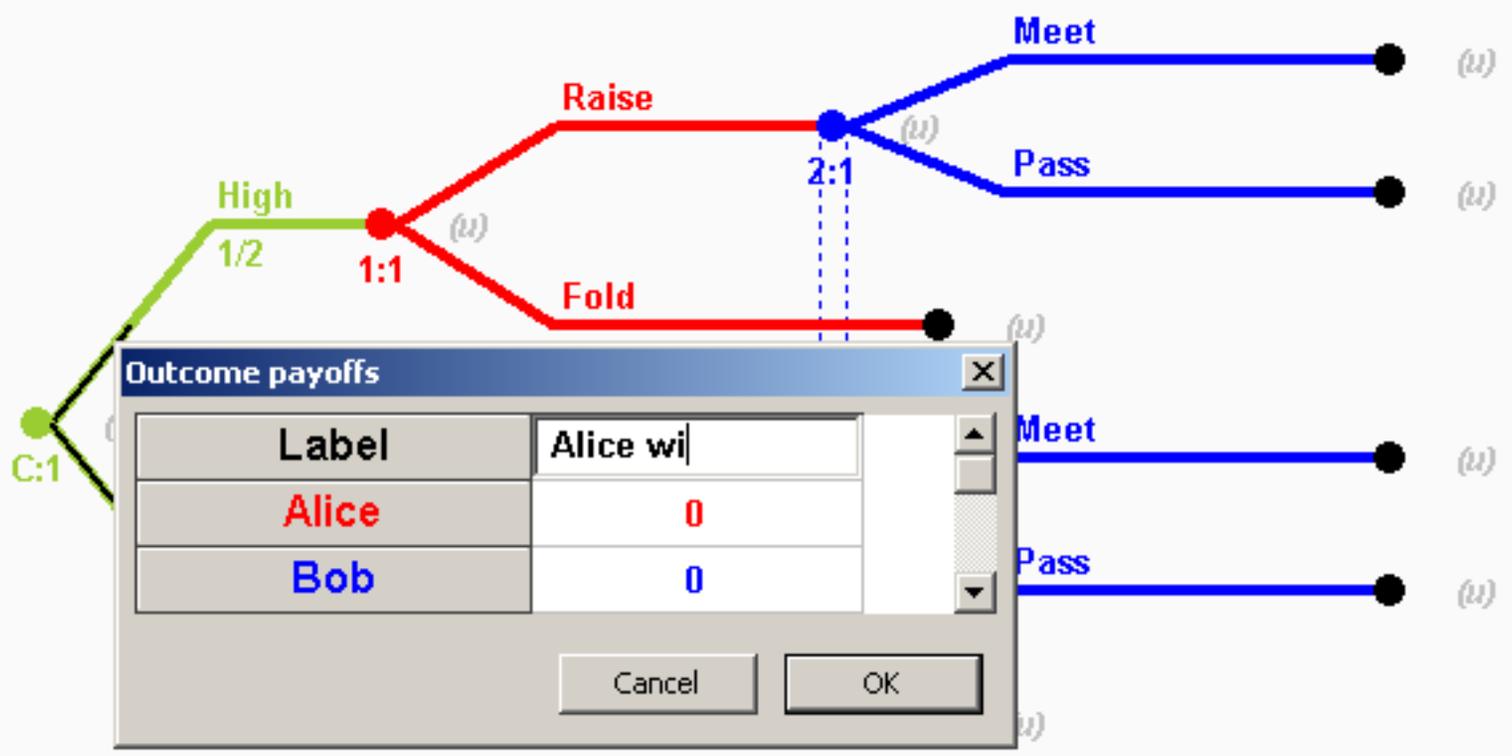
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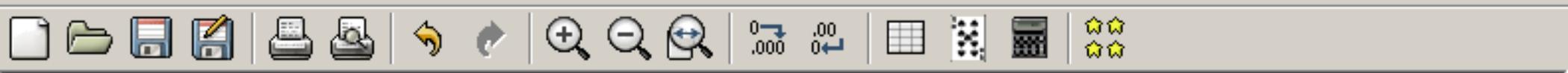


Chance

Alice

Bob

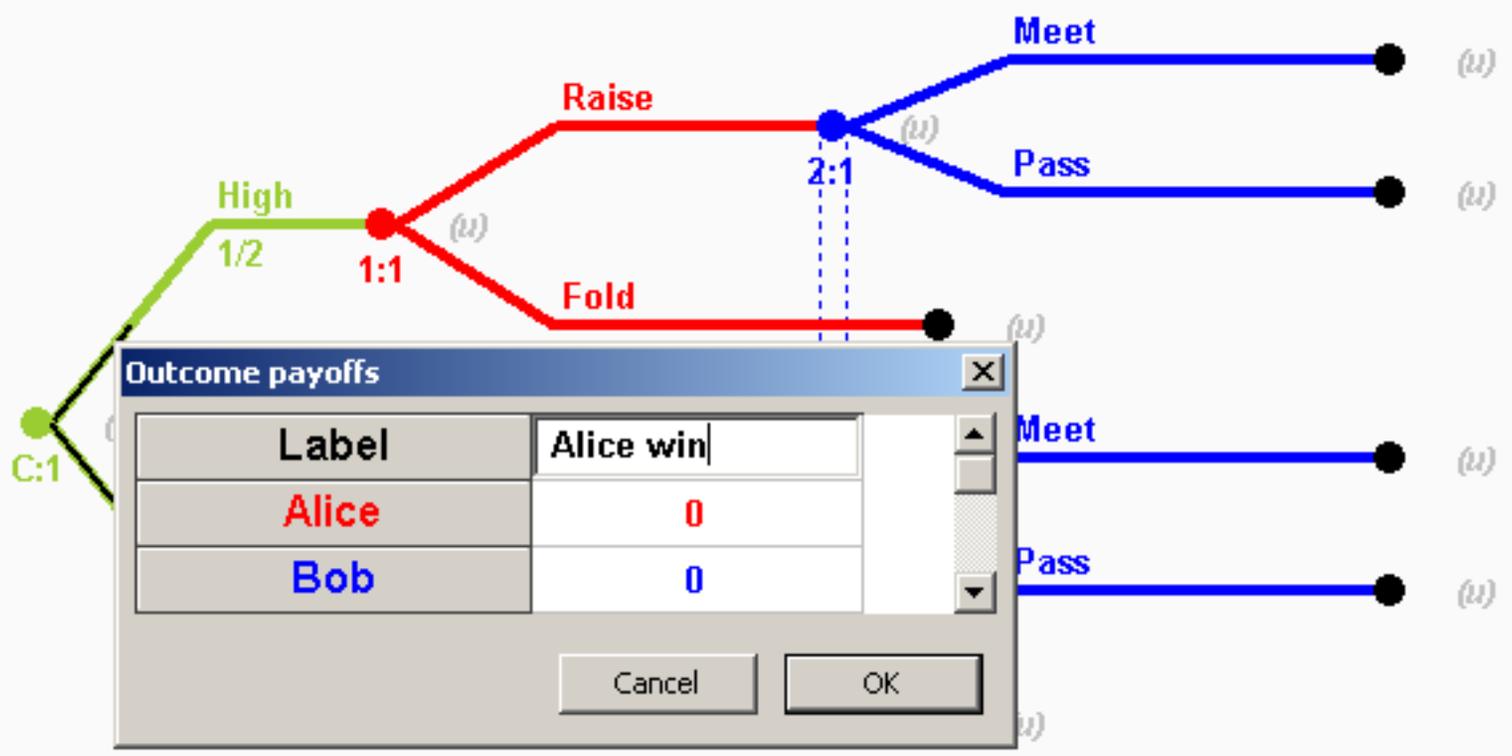


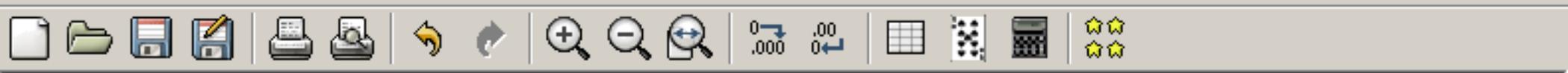


Chance

Alice

Bob

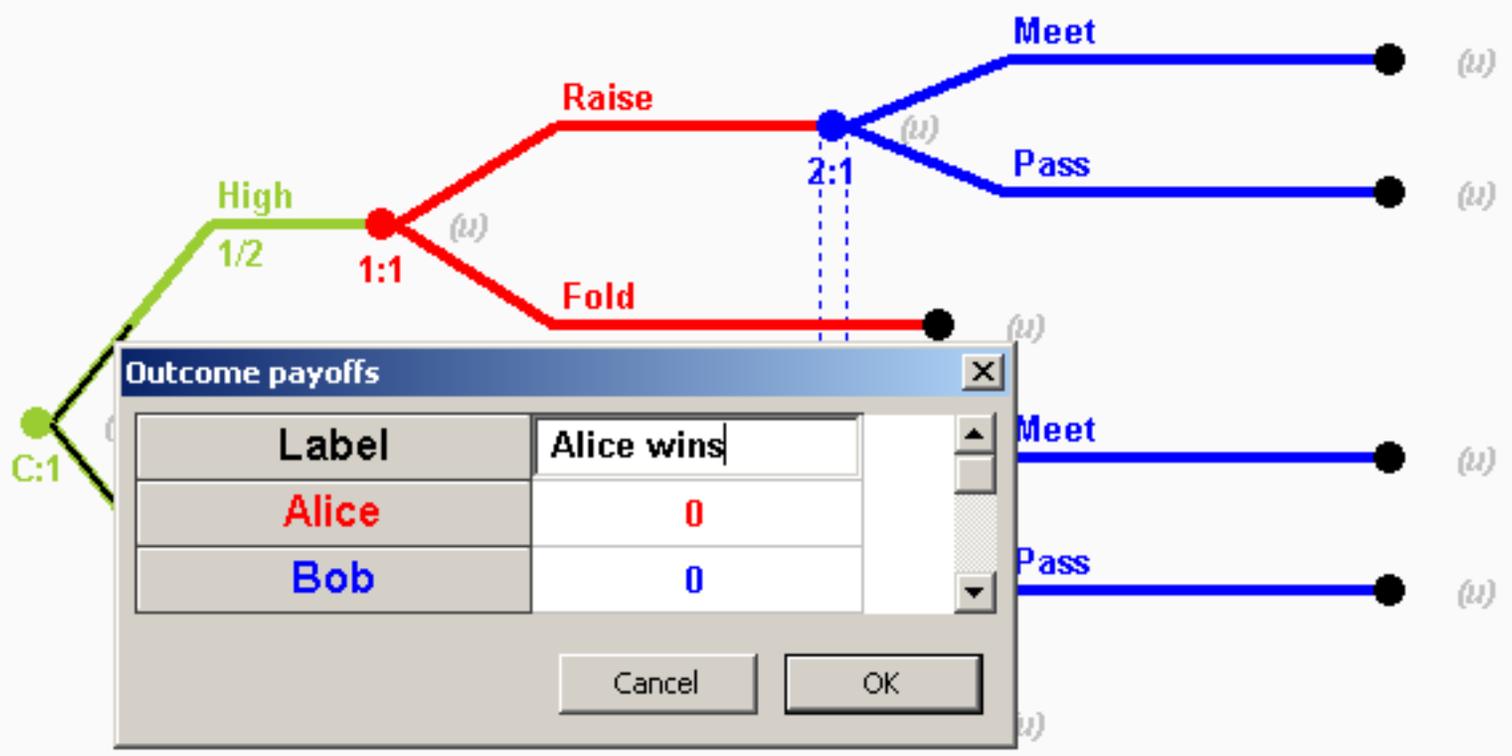




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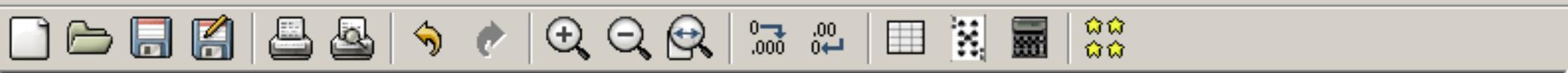
Alice

Bob



Label	Alice wins
Alice	0
Bob	0

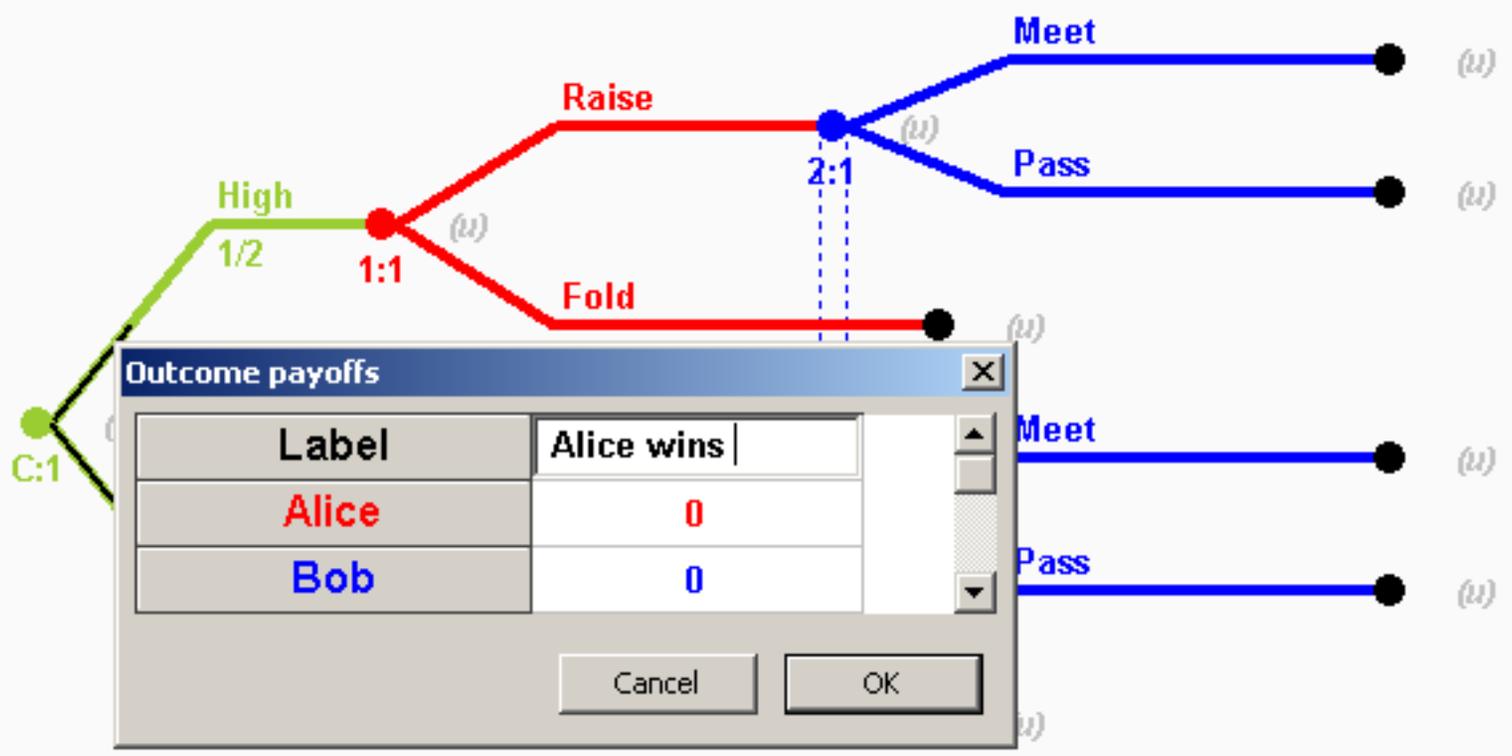
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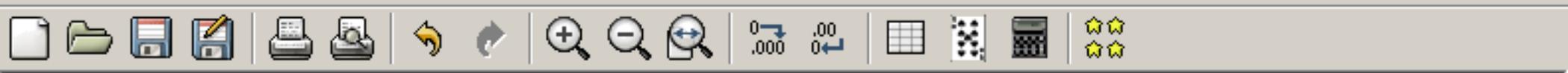


Chance

Alice

Bob

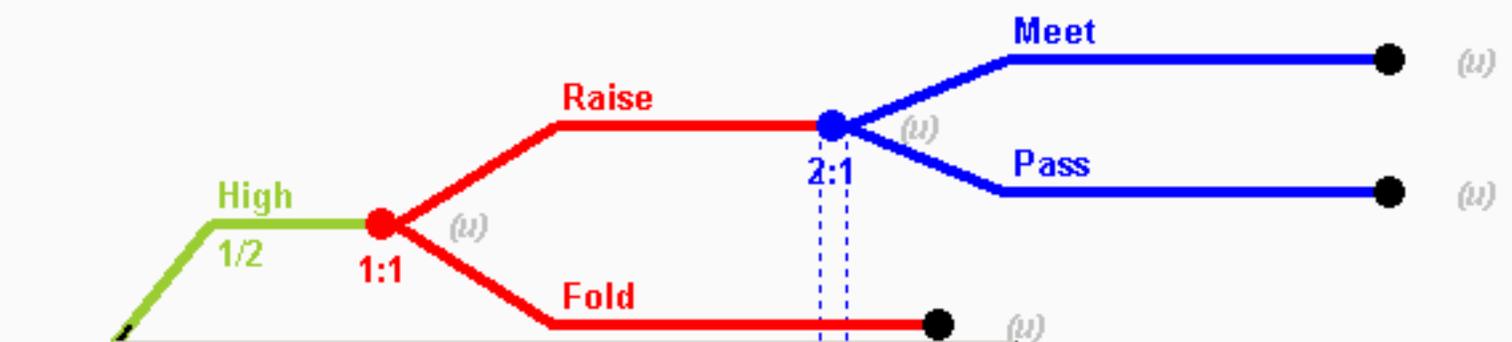




Chance

Alice

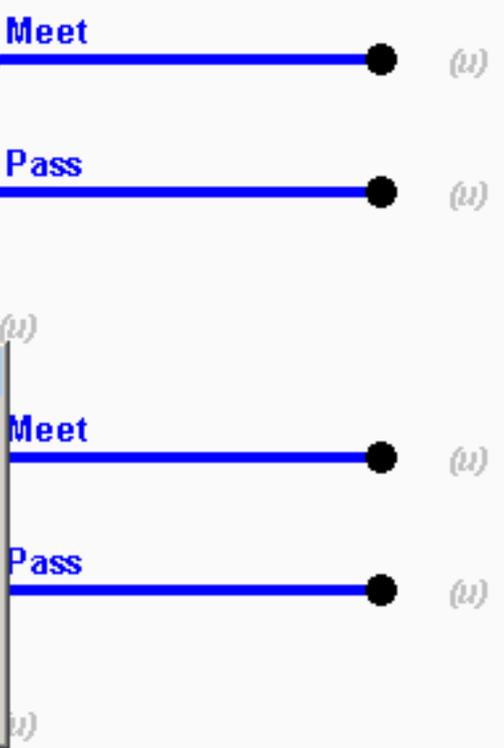
Bob

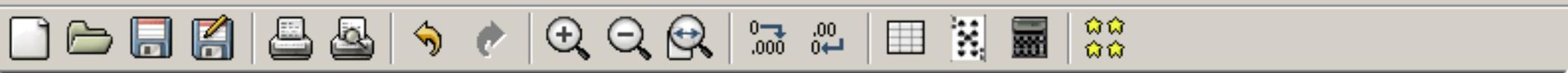


Outcome payoffs

Label	Alice wins b
Alice	0
Bob	0

Cancel OK

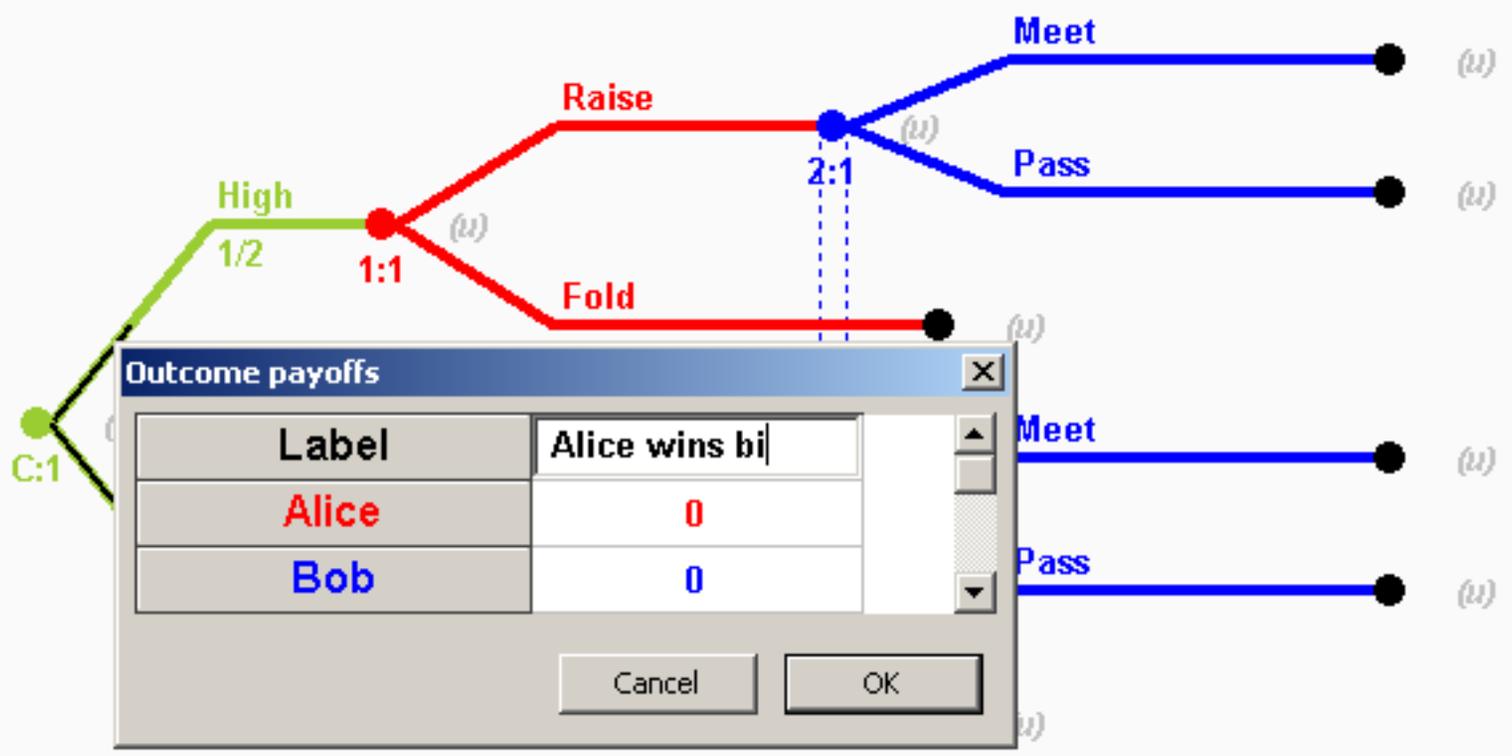




Chance

Alice

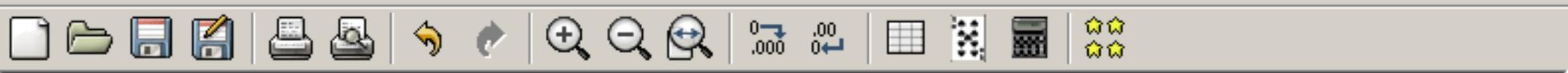
Bob



Outcome payoffs

Label	Alice wins bi
Alice	0
Bob	0

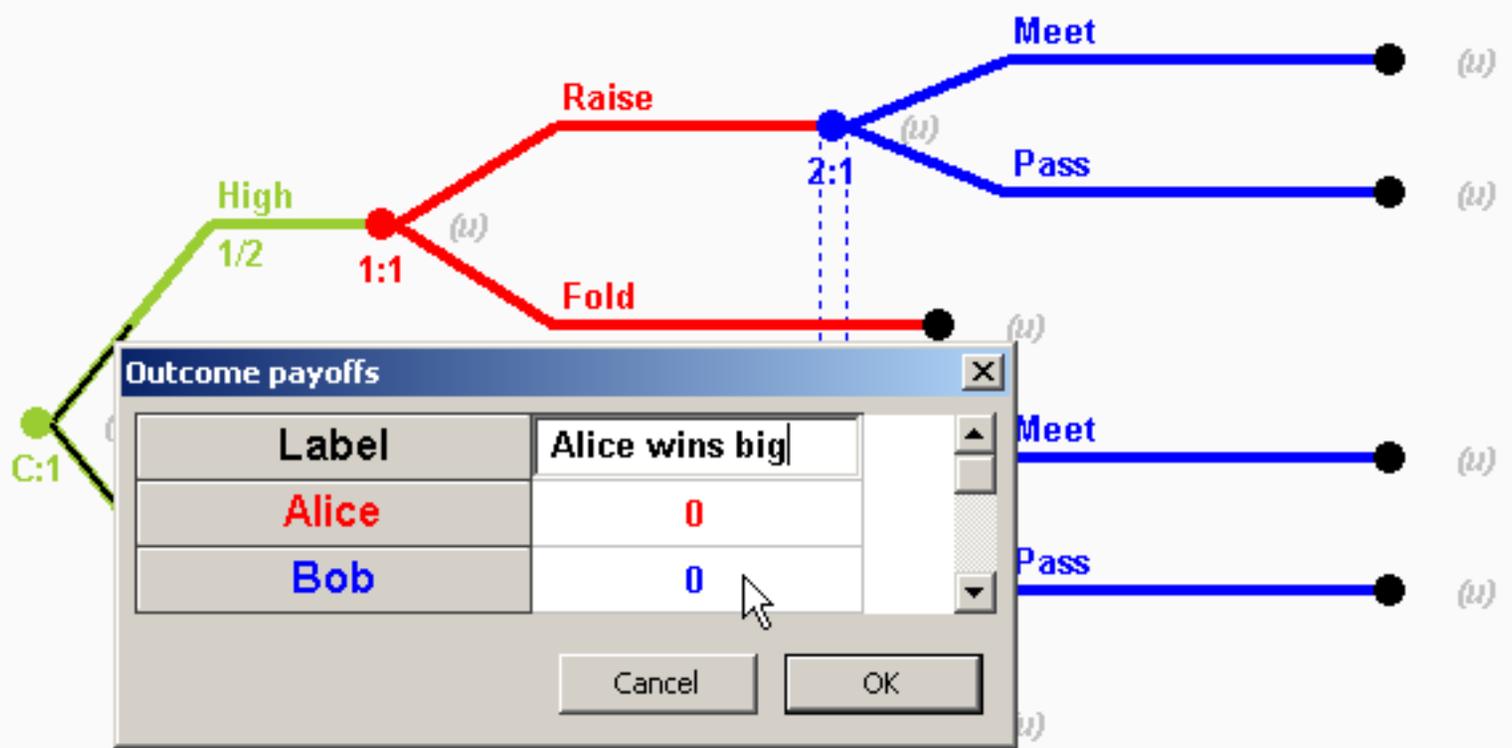
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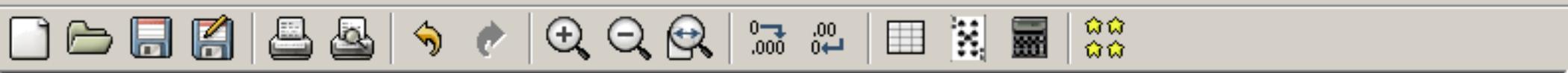


Chance

Alice

Bob

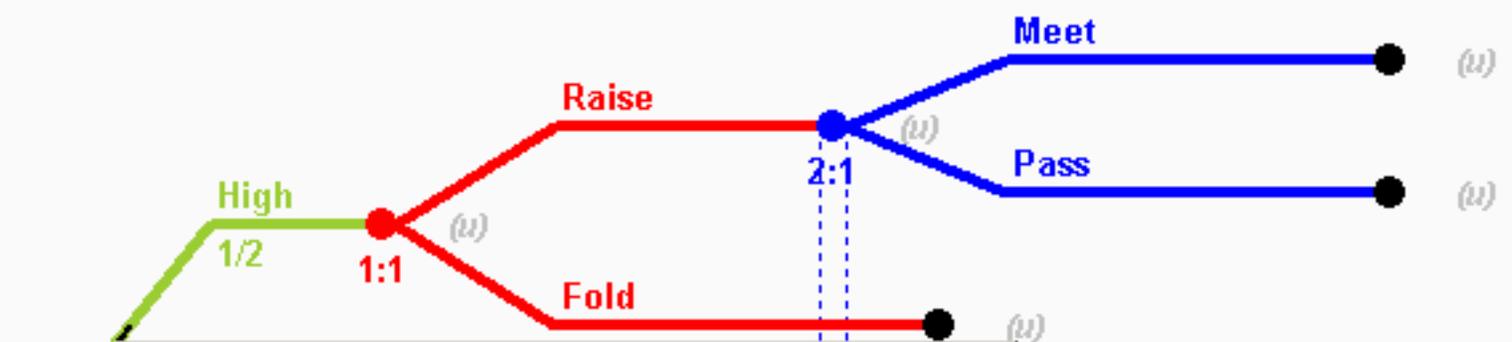




Chance

Alice

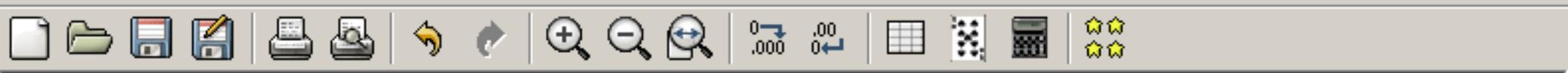
Bob



Outcome payoffs

Label	Alice wins big
Alice	0
Bob	0

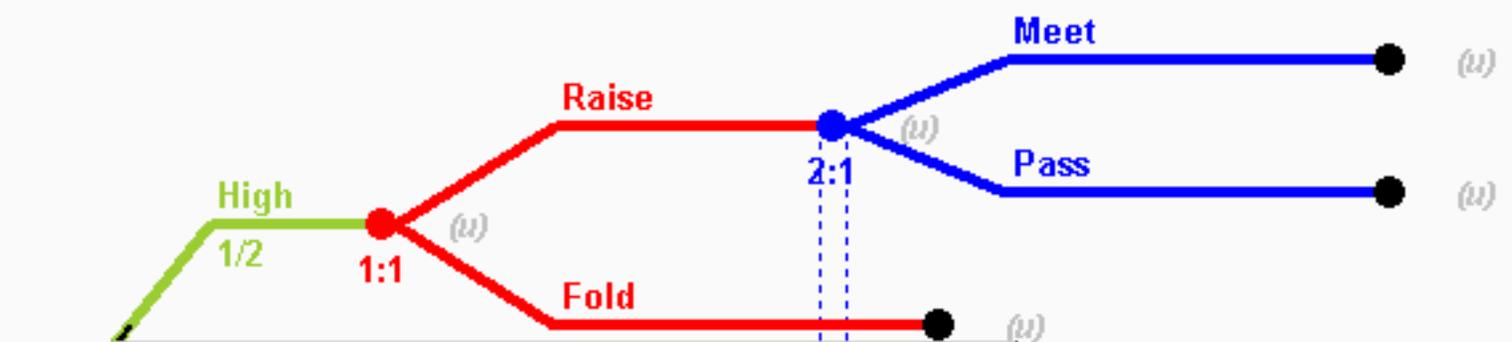
Cancel OK



Chance

Alice

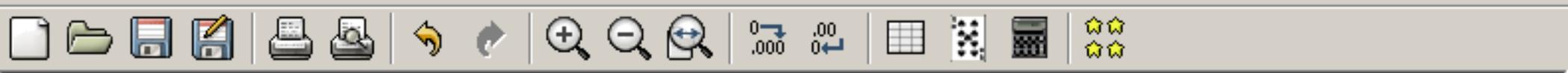
Bob



Outcome payoffs

Label	Alice wins big
Alice	0
Bob	0

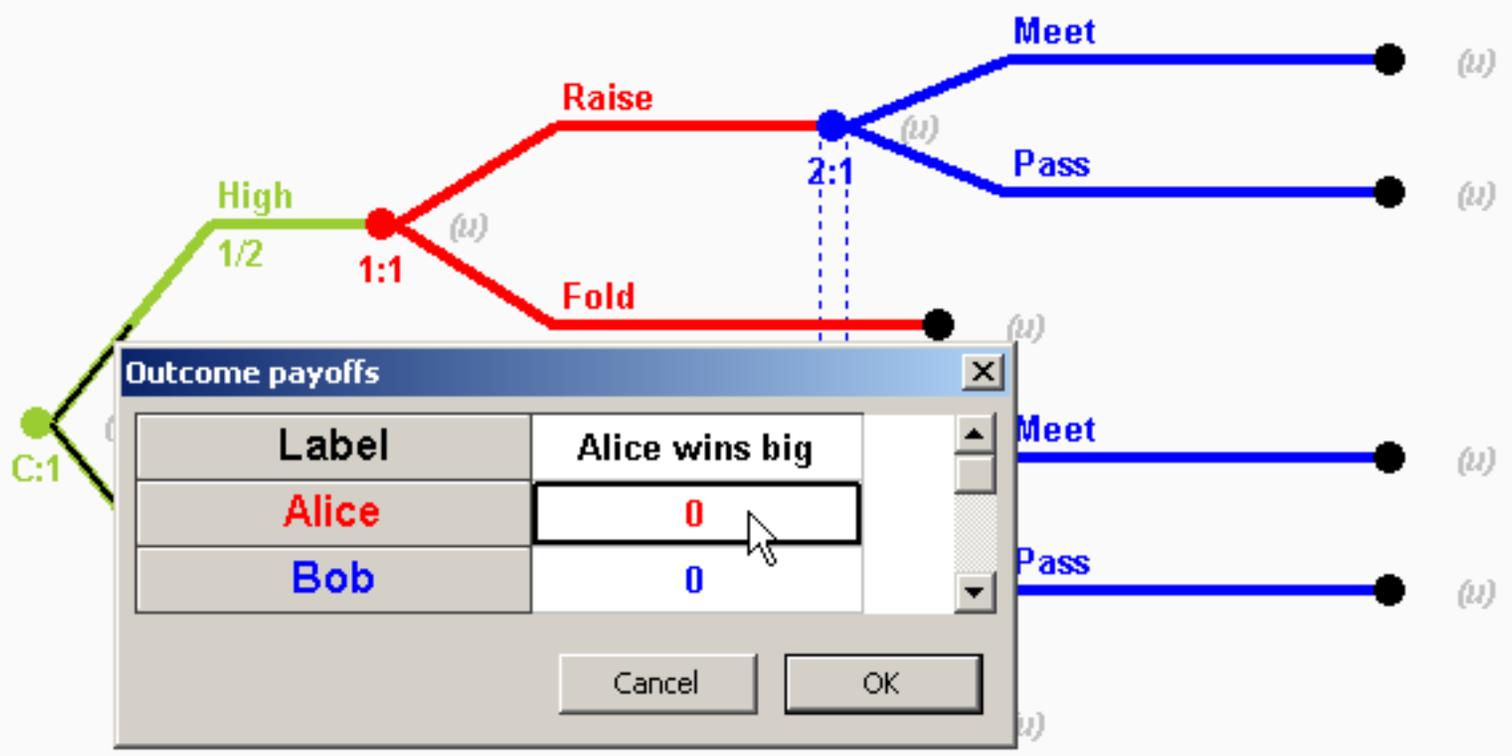
Cancel OK



Chance

Alice

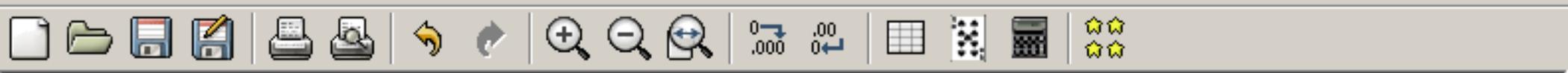
Bob



Outcome payoffs

Label	Alice wins big
Alice	0
Bob	0

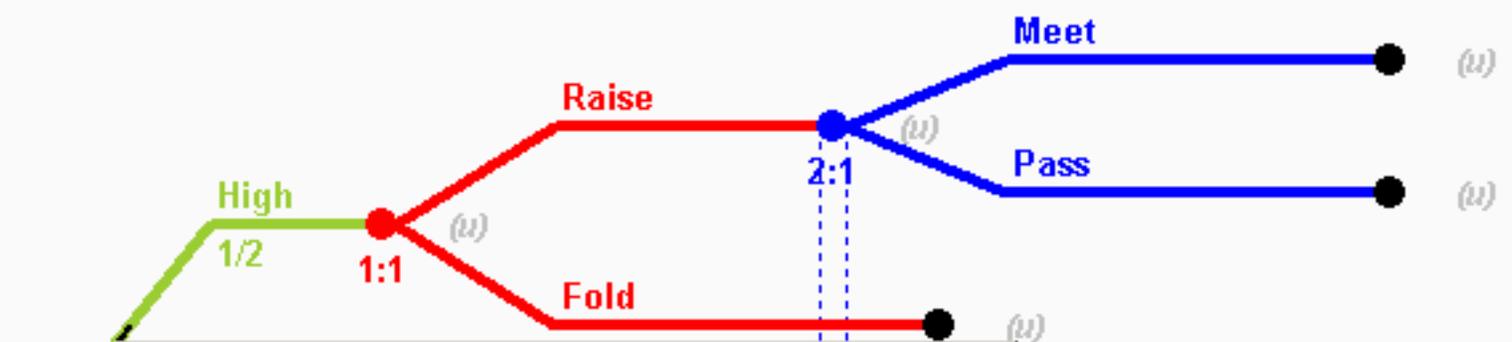
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Chance

Alice

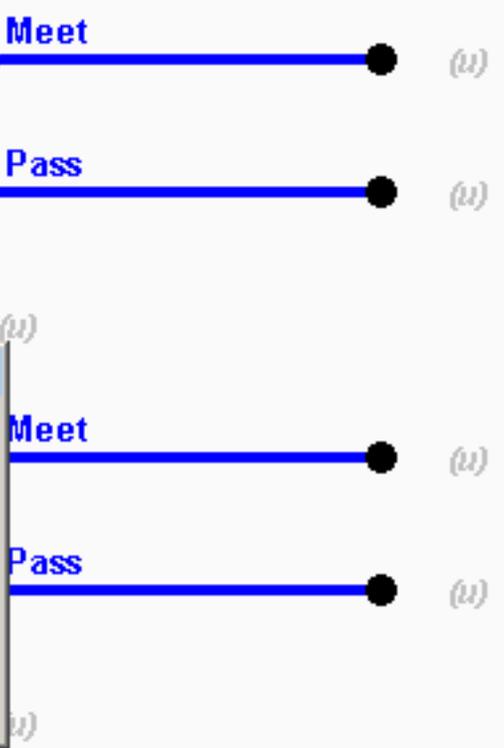
Bob

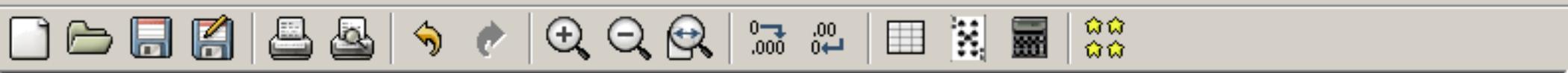


Outcome payoffs

Label	Alice wins big
Alice	1
Bob	0

Cancel OK

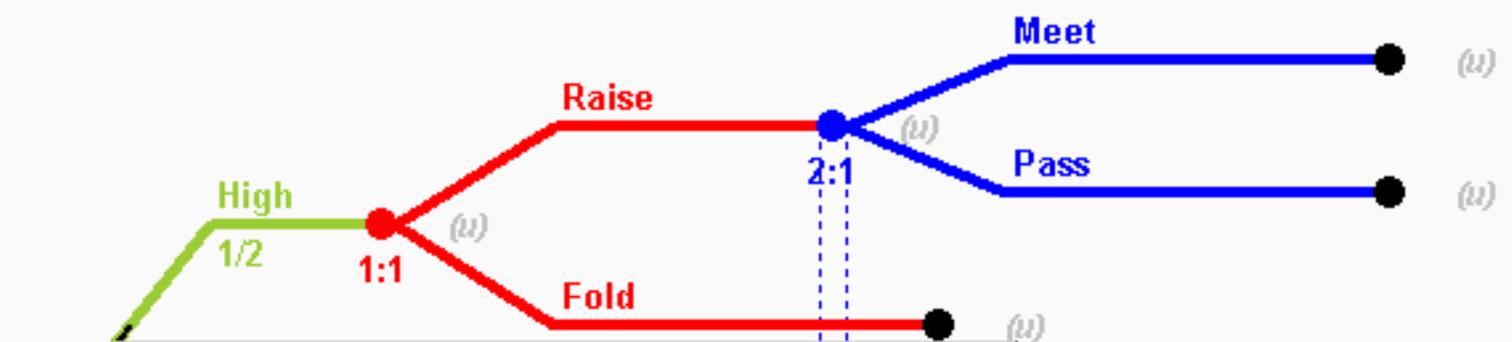




Chance

Alice

Bob

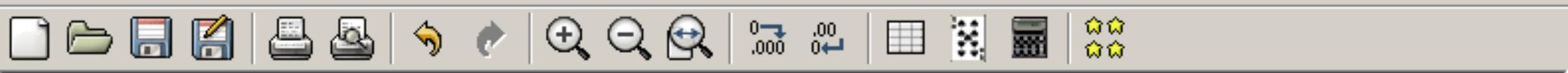


Outcome payoffs

Label	Alice wins big
Alice	0
Bob	0

Cancel OK

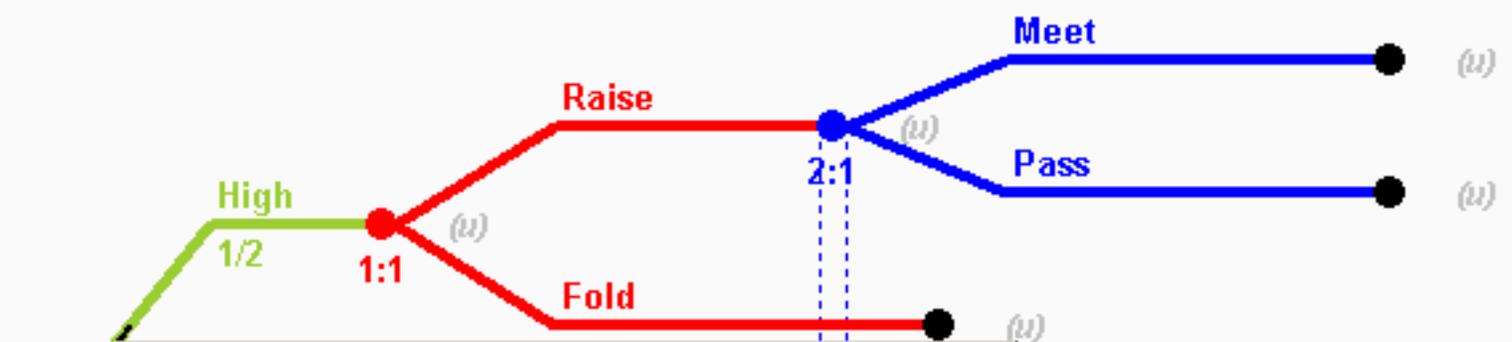




Chance

Alice

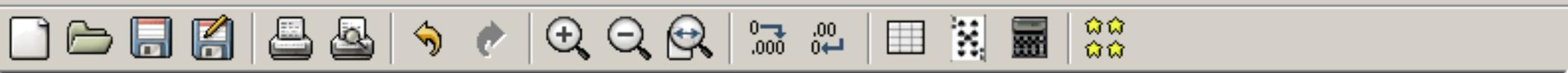
Bob



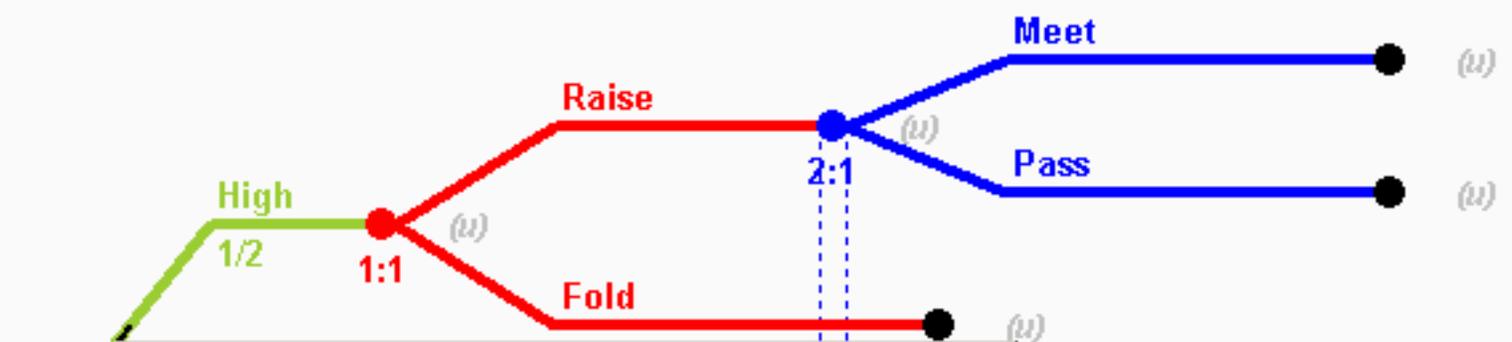
Outcome payoffs

Label	Alice wins big
Alice	2
Bob	0

Cancel OK



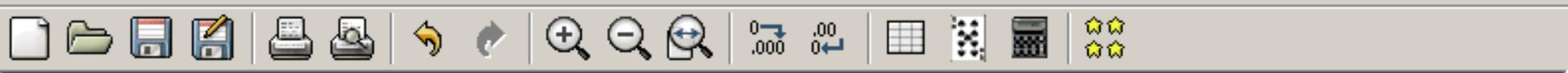
Chance
Alice
Bob



Outcome payoffs

Label	Alice wins big
Alice	2
Bob	0

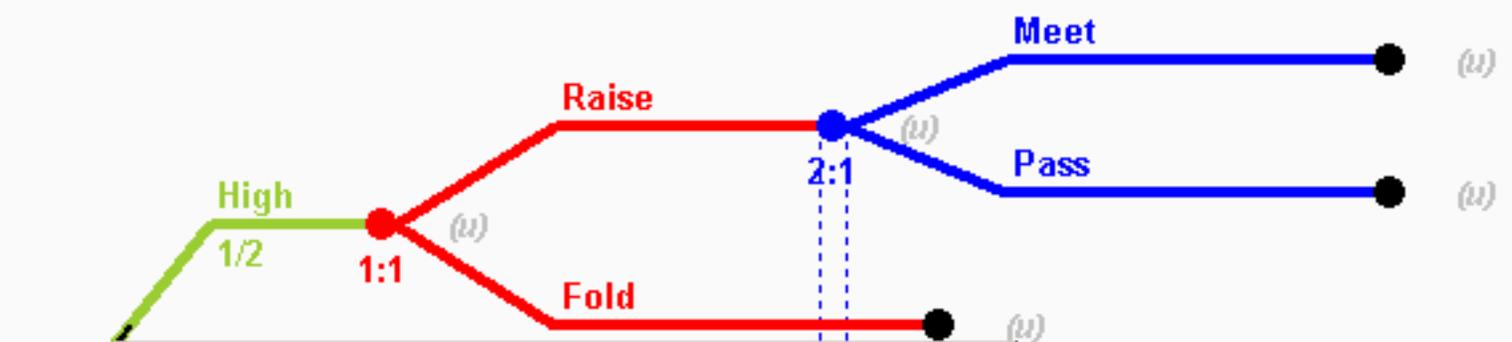
Cancel OK



Chance

Alice

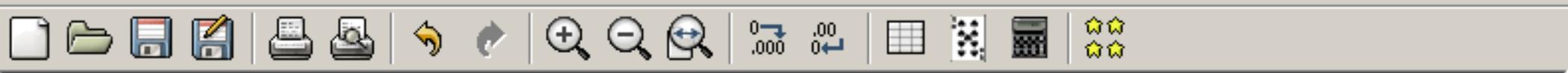
Bob



Outcome payoffs

Label	Alice wins big
Alice	2
Bob	0

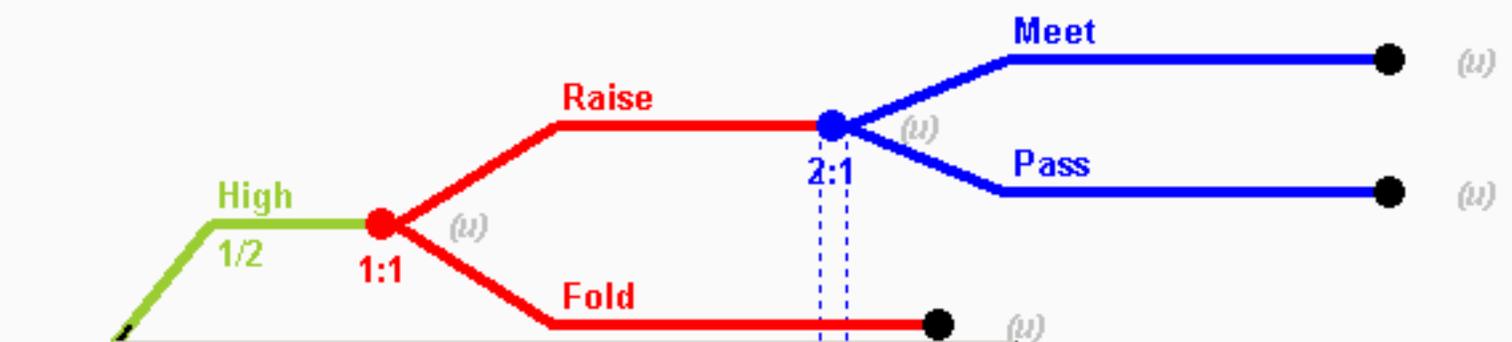
Cancel OK



Chance

Alice

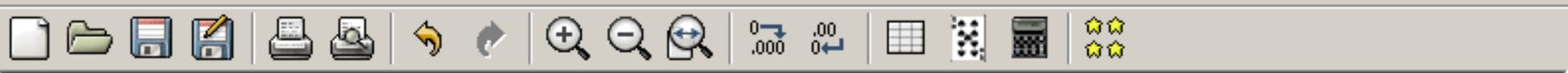
Bob



Outcome payoffs

Label	Alice wins big
Alice	2
Bob	

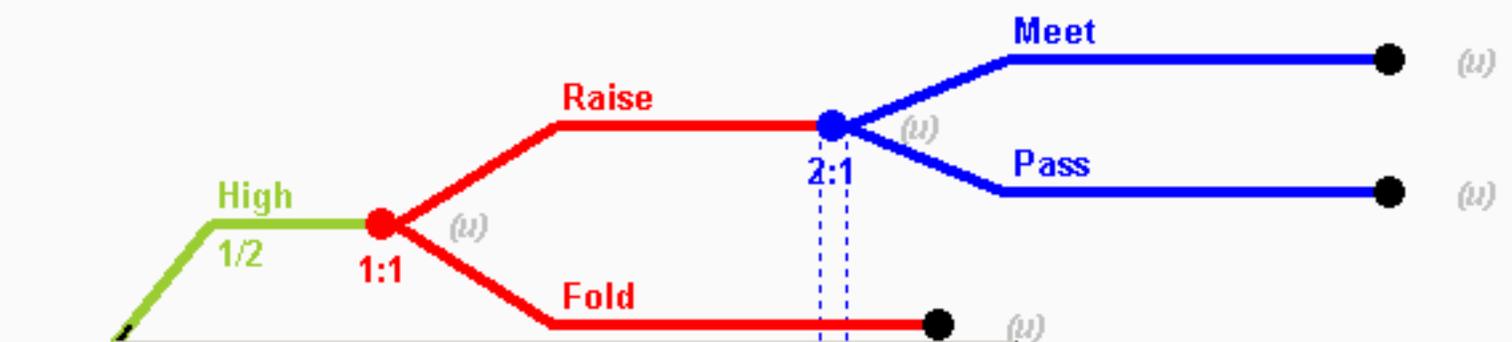
Cancel OK



Chance

Alice

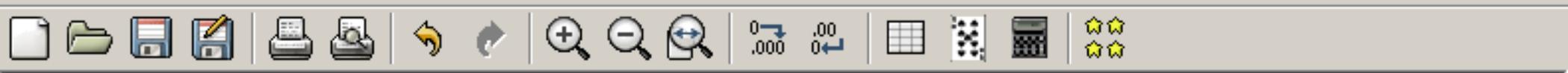
Bob



Outcome payoffs

Label	Alice wins big
Alice	2
Bob	

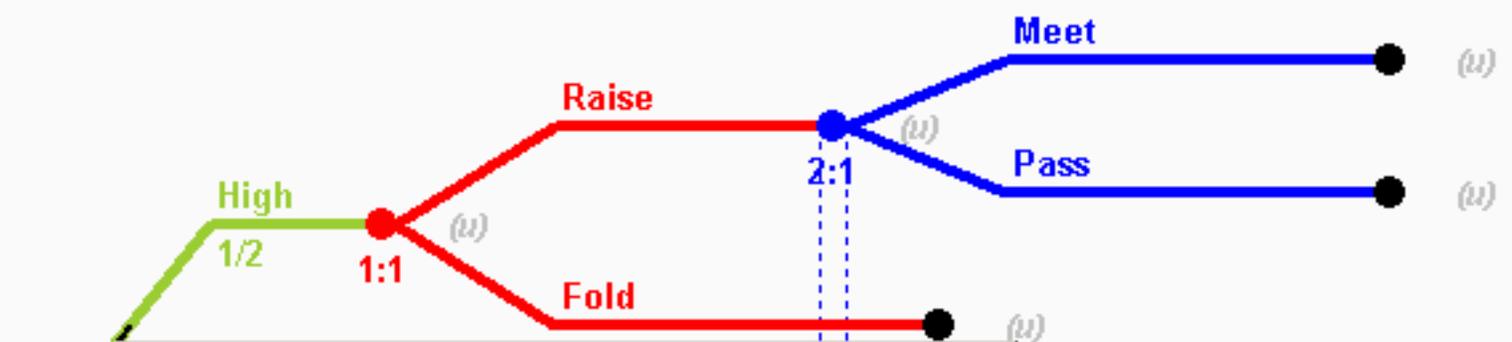
Cancel OK



Chance

Alice

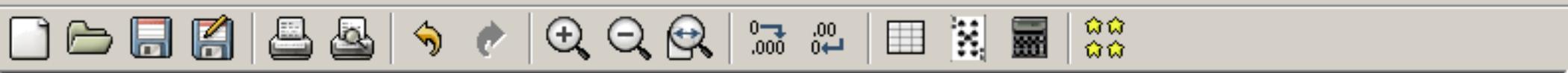
Bob



Outcome payoffs

Label	Alice wins big
Alice	2
Bob	

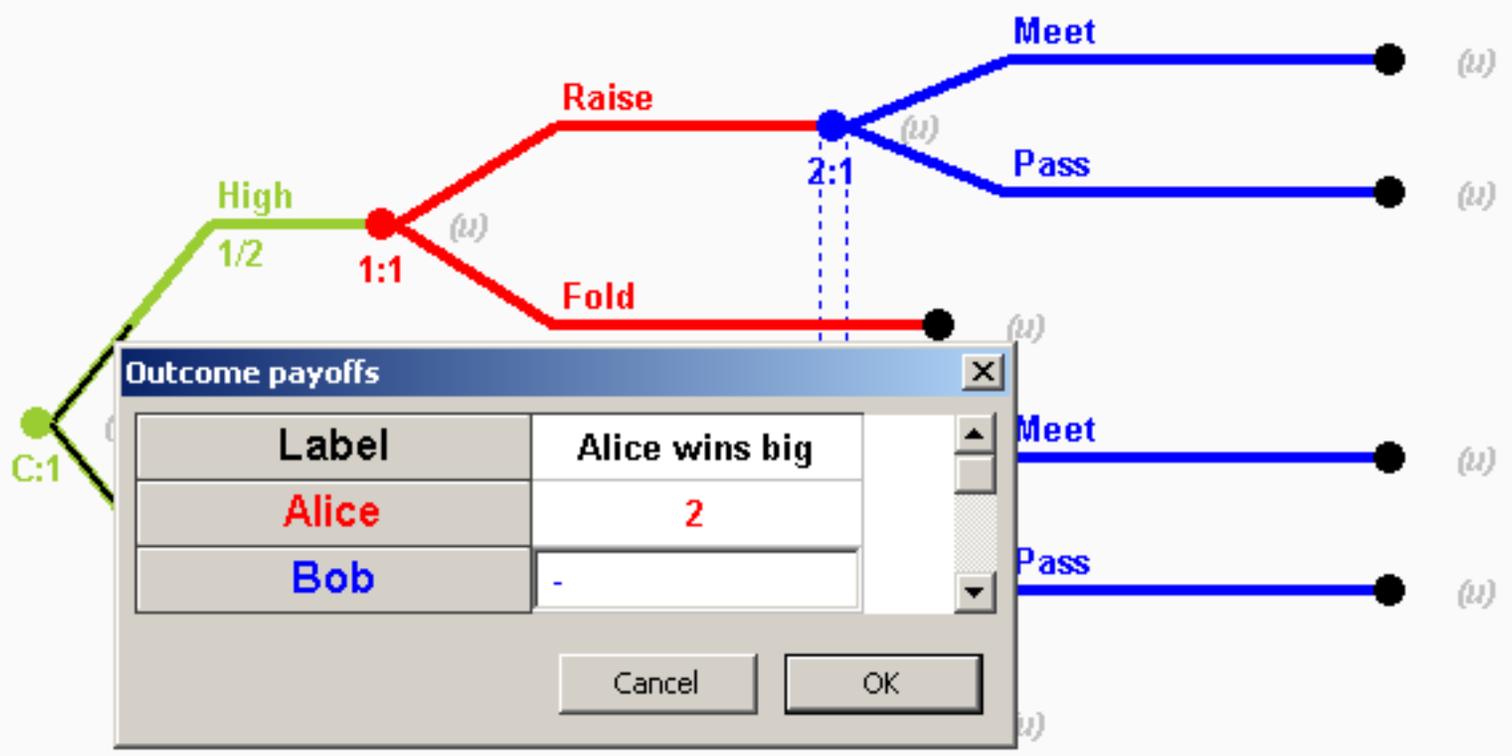
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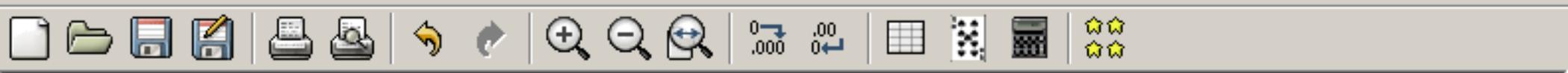


Chance

Alice

Bob

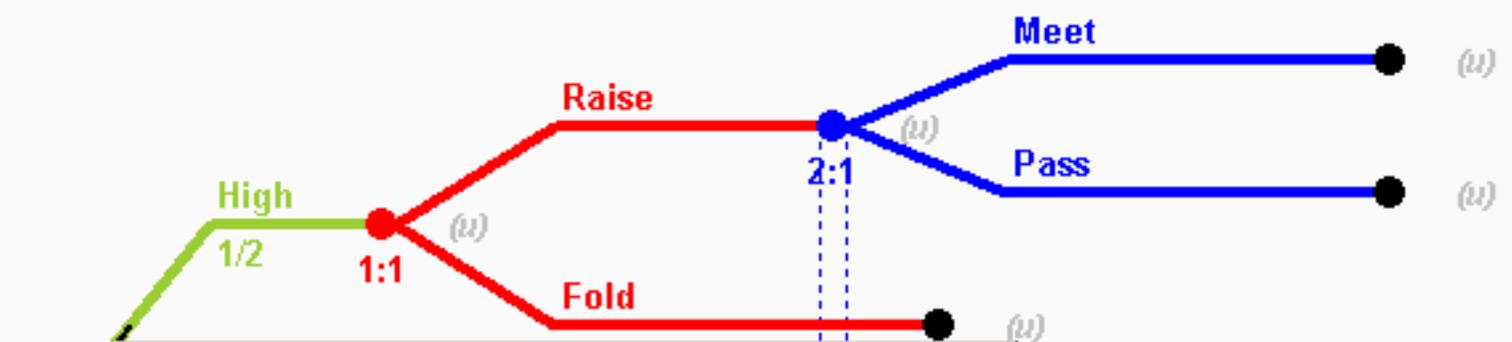




Chance

Alice

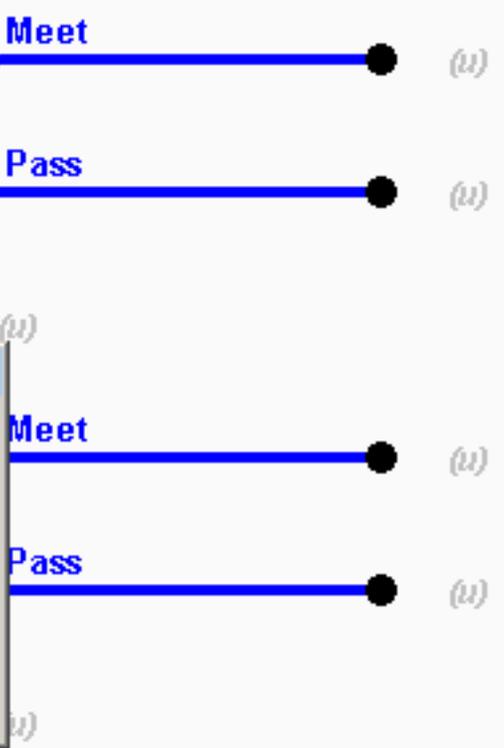
Bob

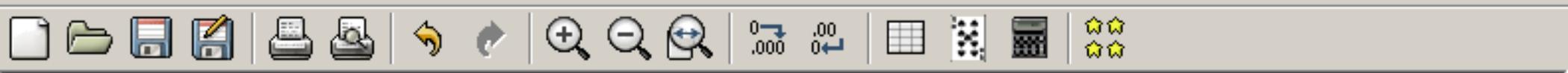


Outcome payoffs

Label	Alice wins big
Alice	2
Bob	-2

Cancel OK

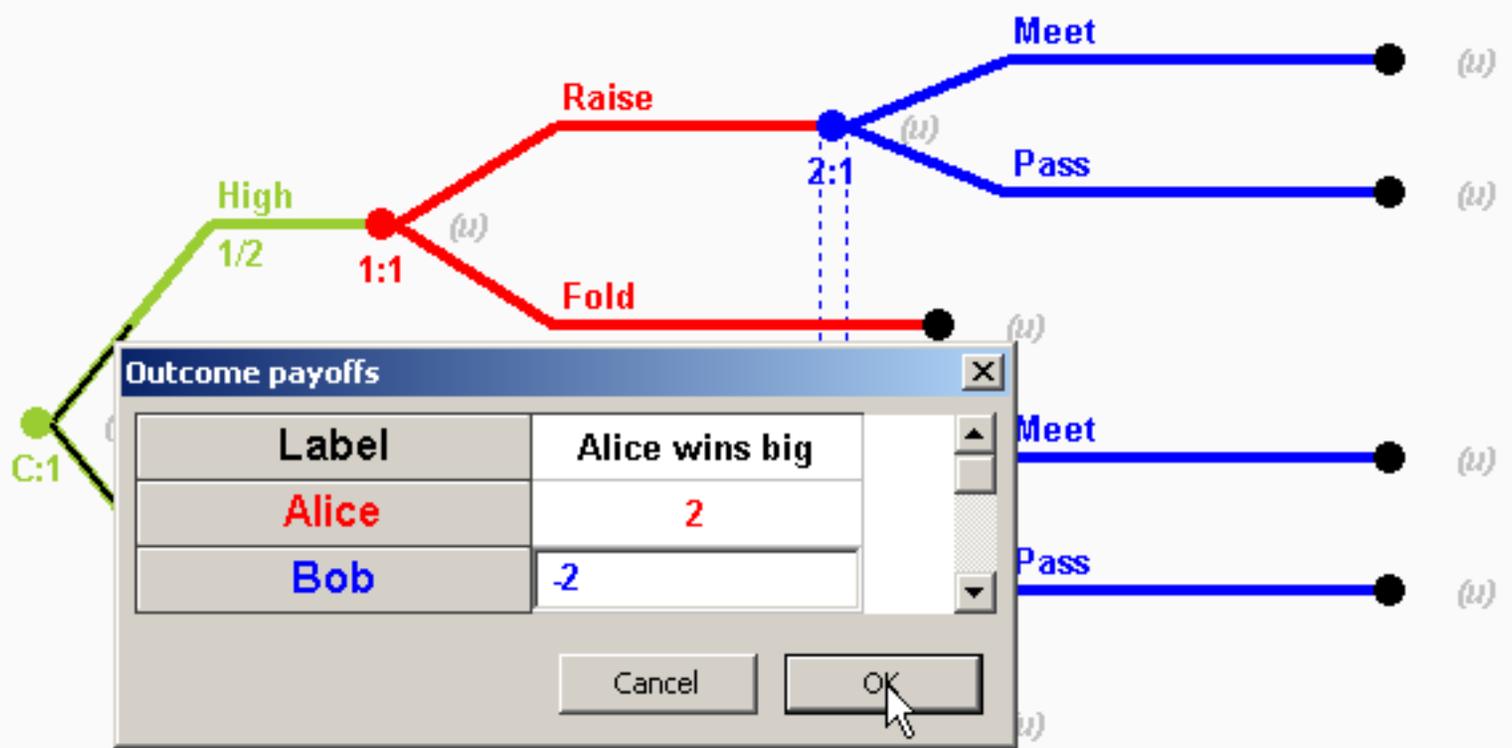


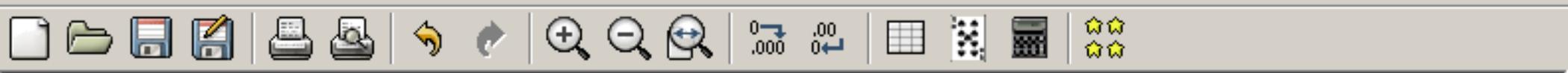


Chance

Alice

Bob

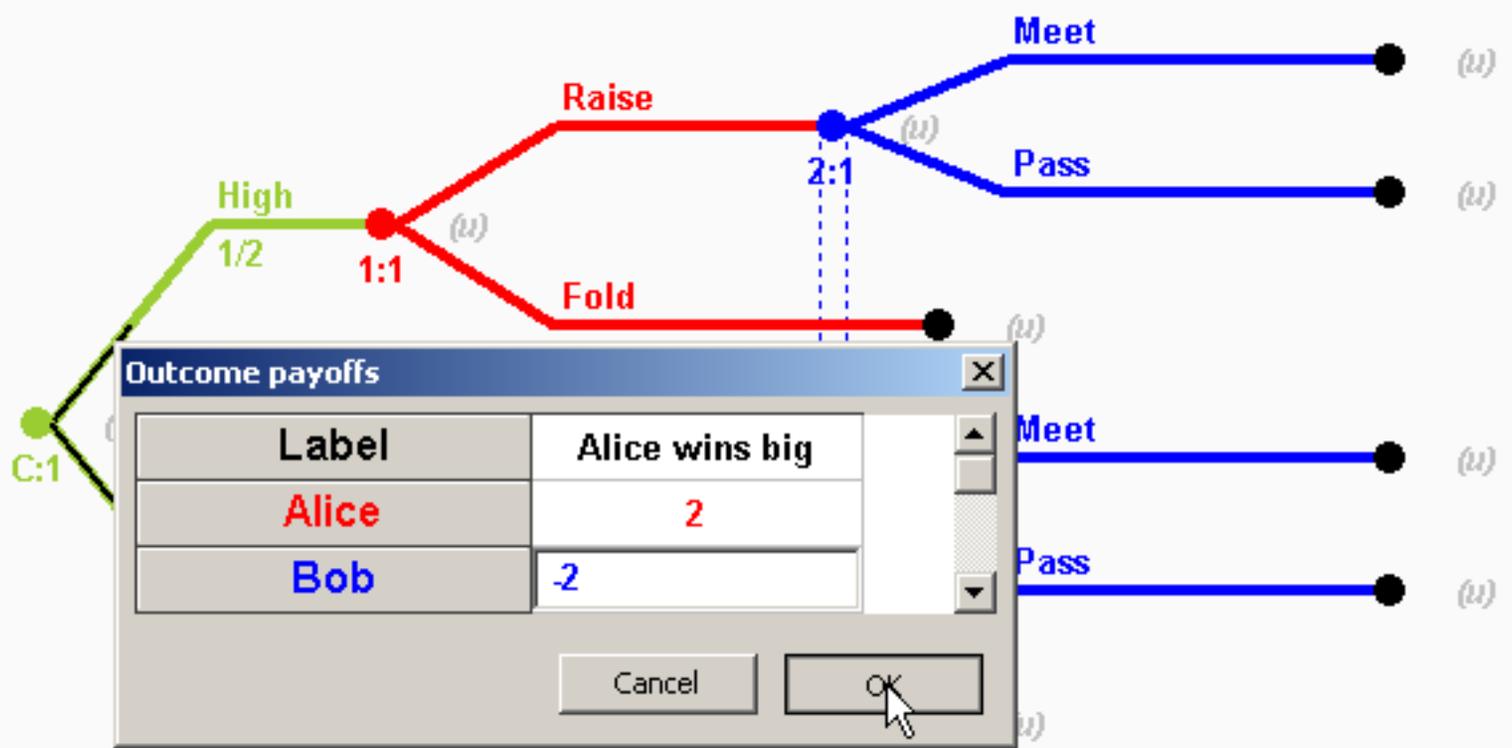




Chance

Alice

Bob



Outcome payoffs

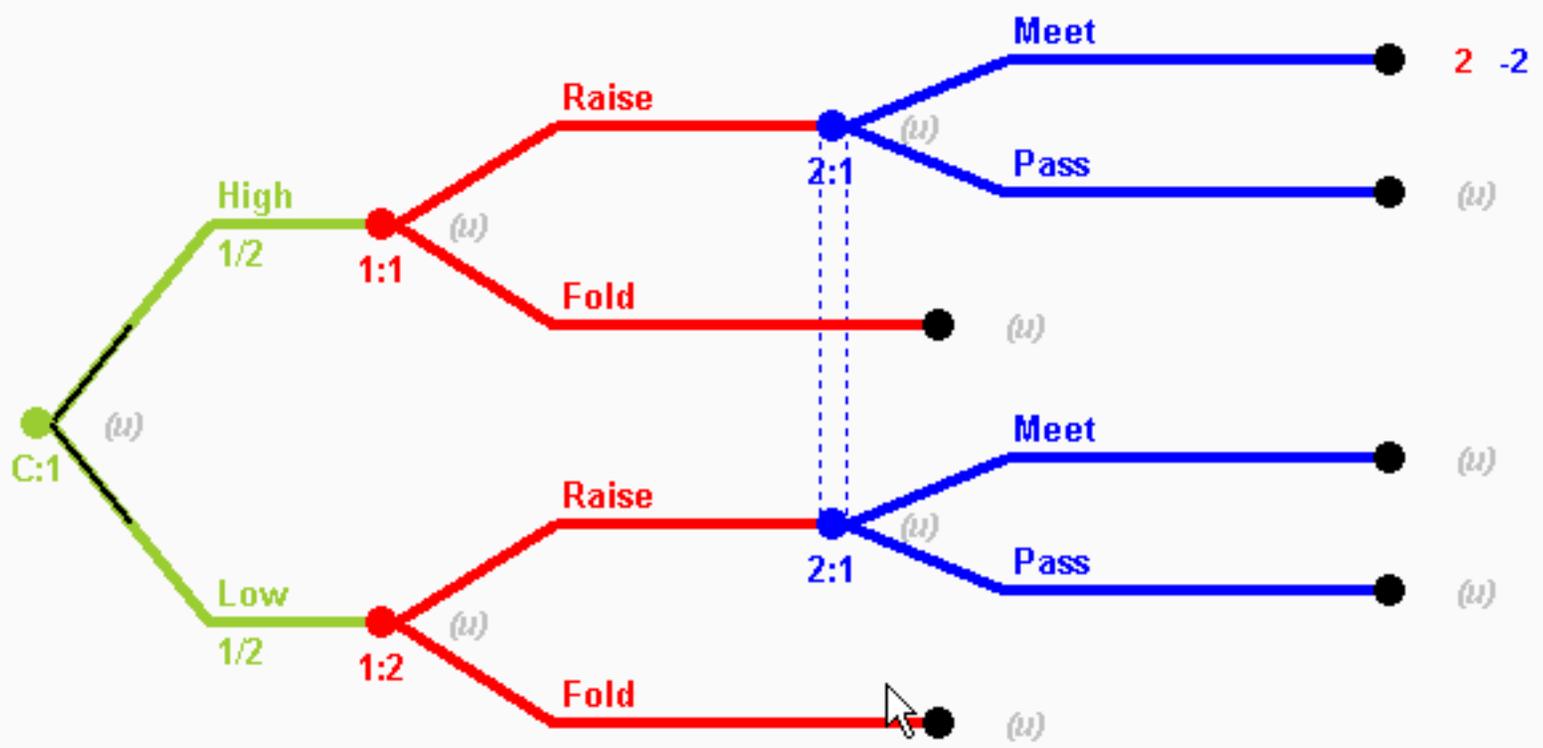
Label	Alice wins big
Alice	2
Bob	-2

Cancel OK

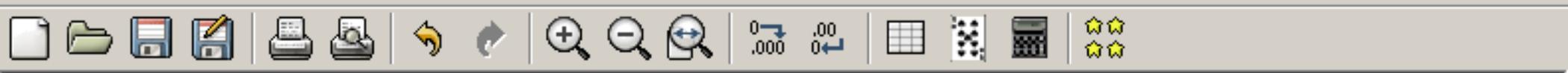
Chance

Alice

Bob



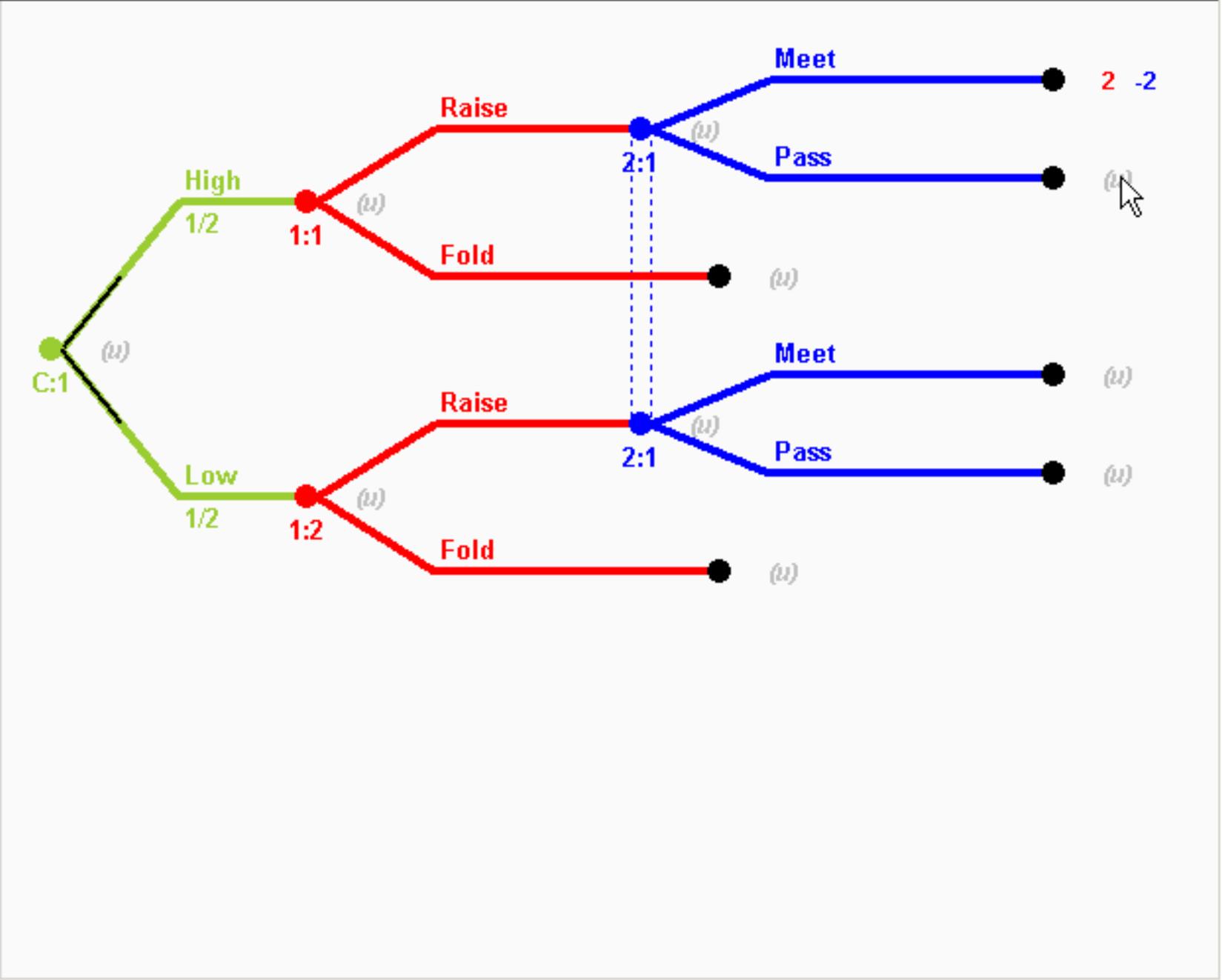
Now we handle the case when Alice has the high card, raises, but Bob passes. Here, since Bob passes, he forfeits the dollar he put in the pot, but suffers no further loss.

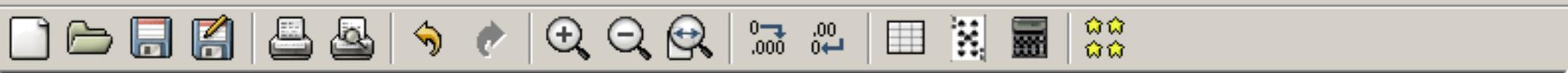


Chance

Alice

Bob

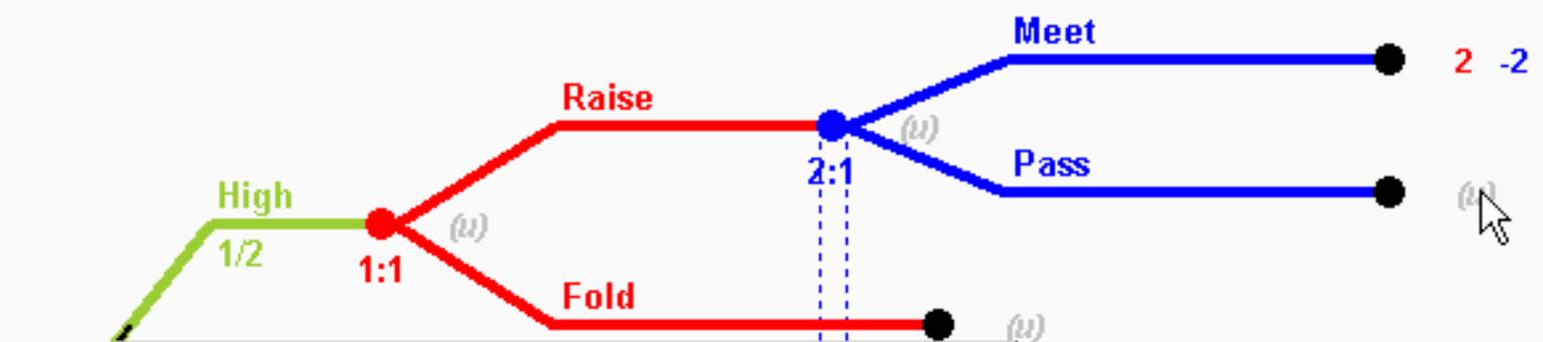




Chance

Alice

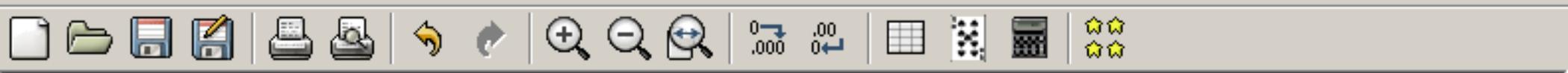
Bob



Outcome payoffs

Label	Outcome 2
Alice	0
Bob	0

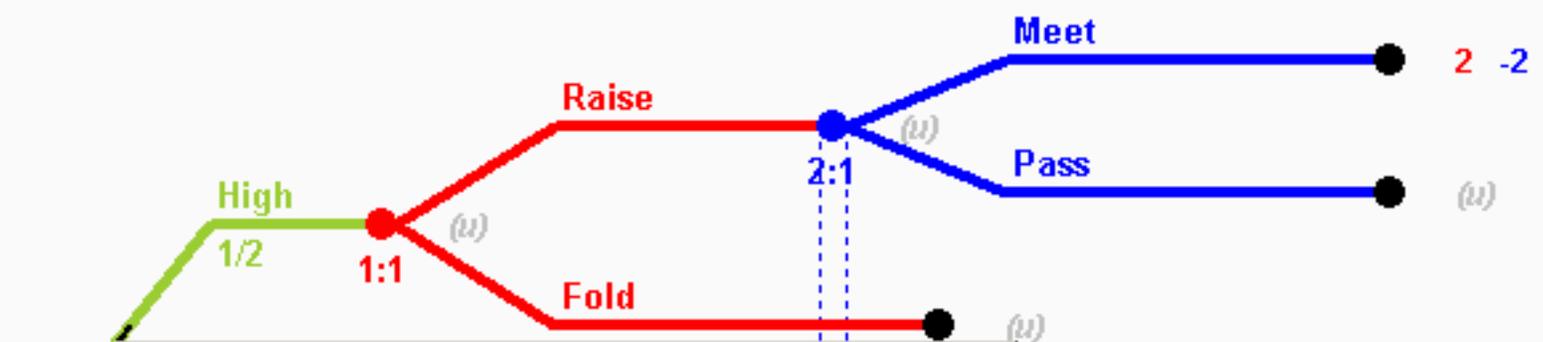
Cancel OK



Chance

Alice

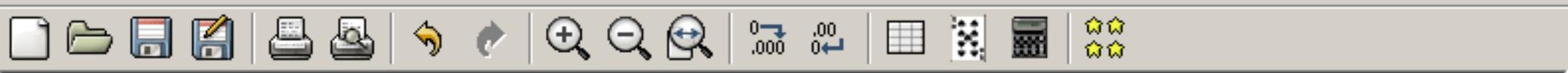
Bob



Outcome payoffs

Label	Outcome 2
Alice	0
Bob	0

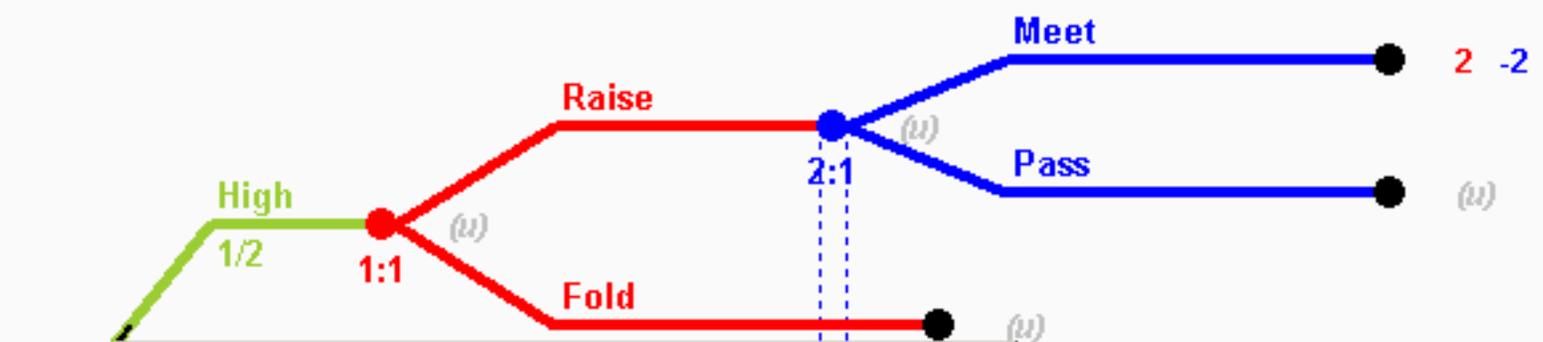
Cancel OK



Chance

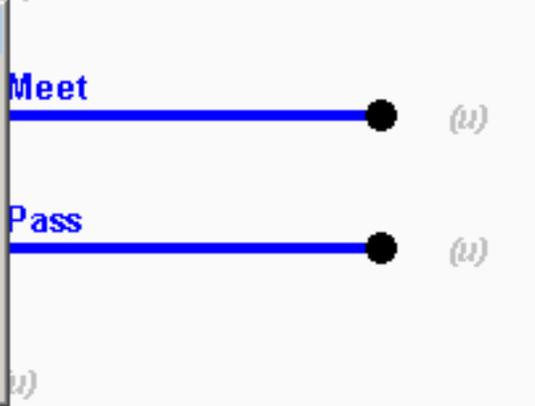
Alice

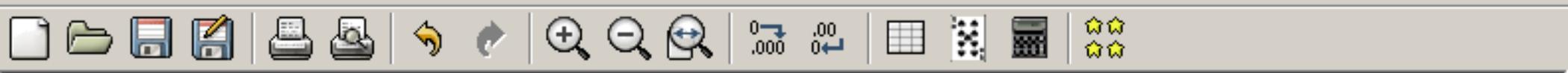
Bob



Label	Outcome 2
Alice	0
Bob	0

Cancel OK

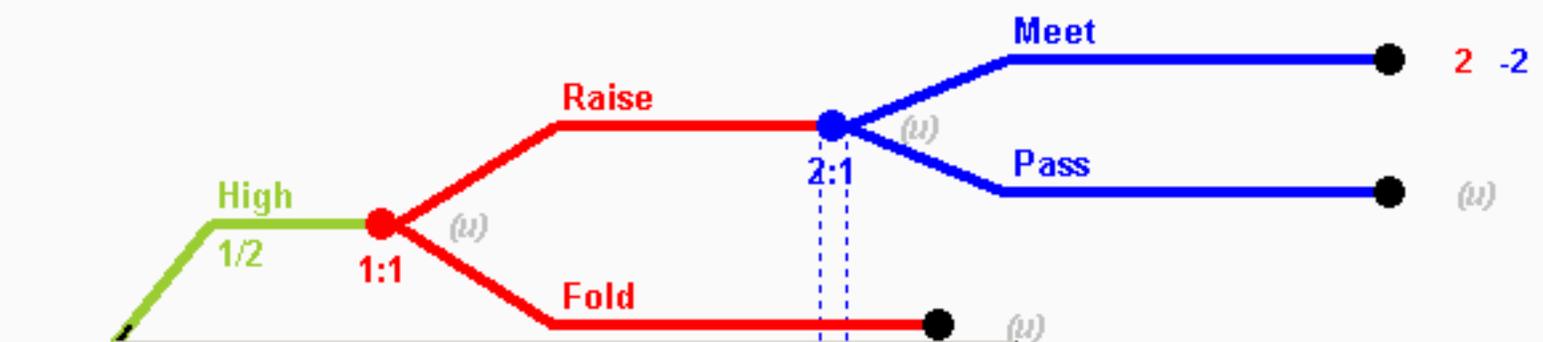




Chance

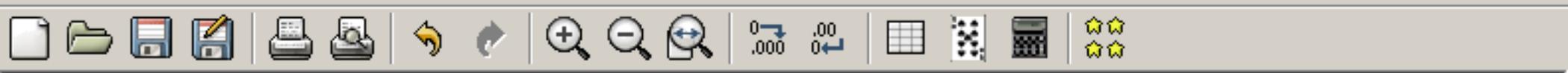
Alice

Bob



Label	Outcome 2
Alice	0
Bob	0

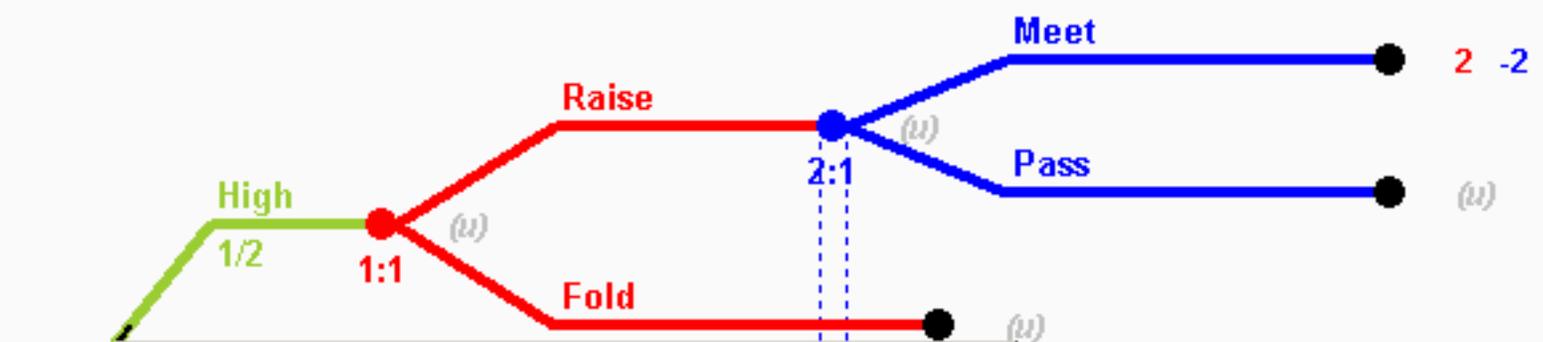
Buttons: Cancel, OK



Chance

Alice

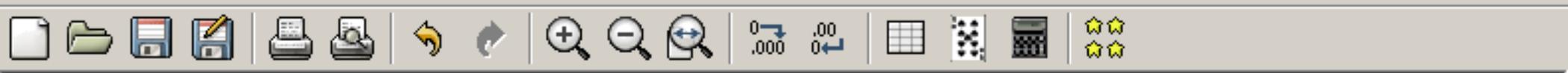
Bob



Outcome payoffs

Label	A
Alice	0
Bob	0

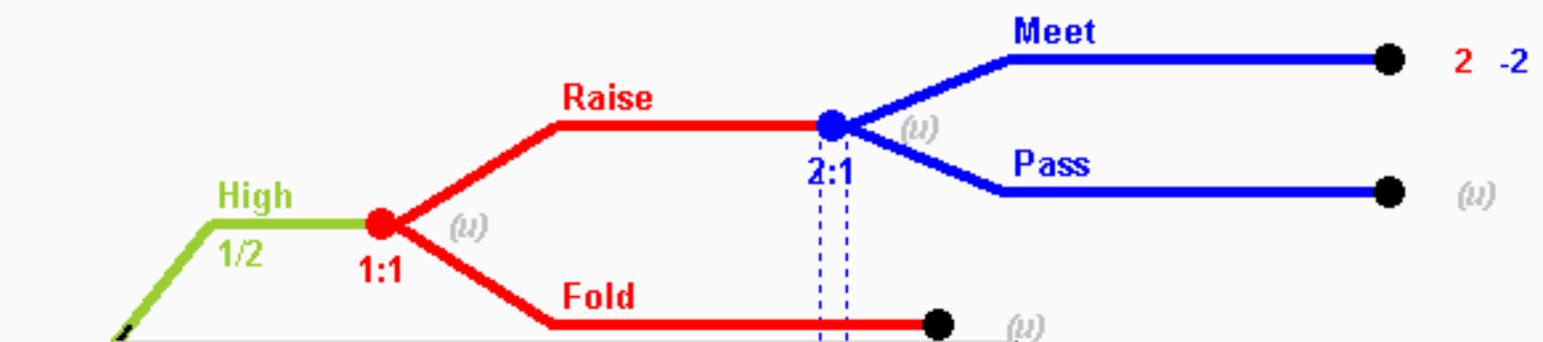
Cancel OK



Chance

Alice

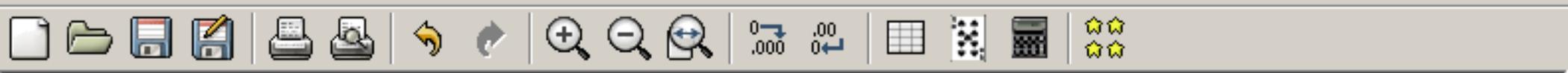
Bob



Outcome payoffs

Label	Alice	Bob
Alice	0	0
Bob	0	0

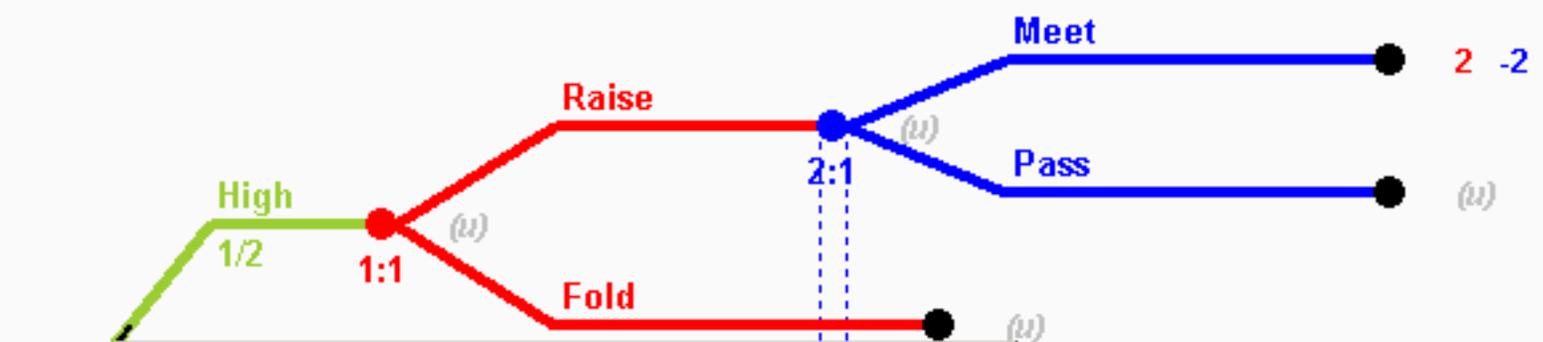
Cancel OK



Chance

Alice

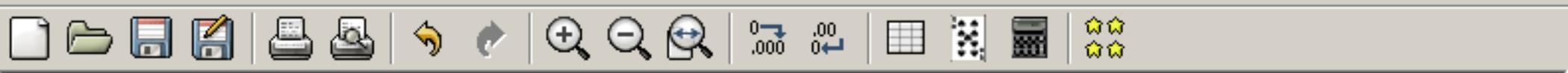
Bob



Outcome payoffs

Label	Alice	Bob
Alice	0	0
Bob	0	0

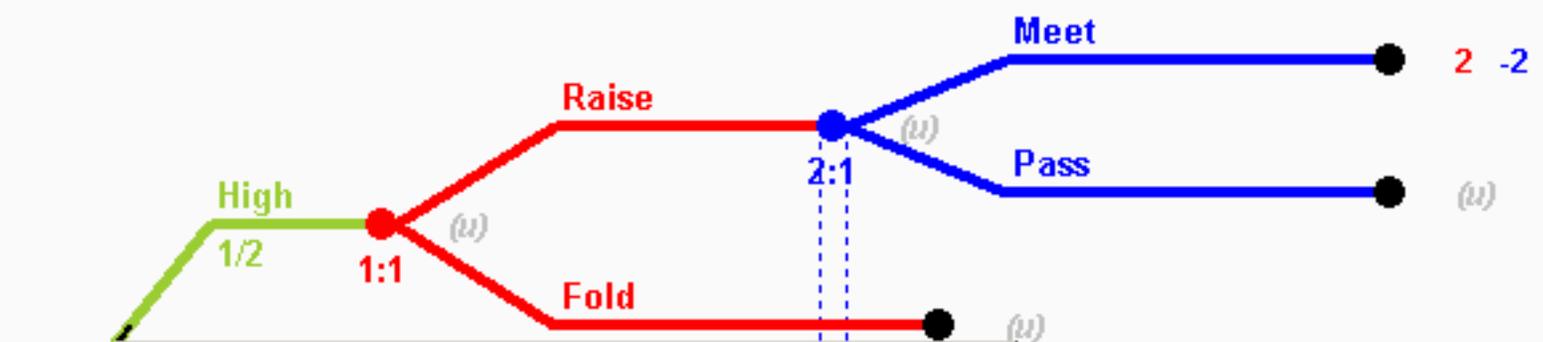
Cancel OK



Chance

Alice

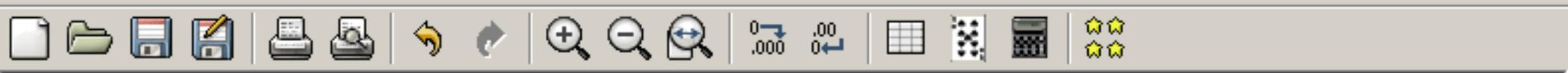
Bob



Outcome payoffs

Label	Alice
Alice	0
Bob	0

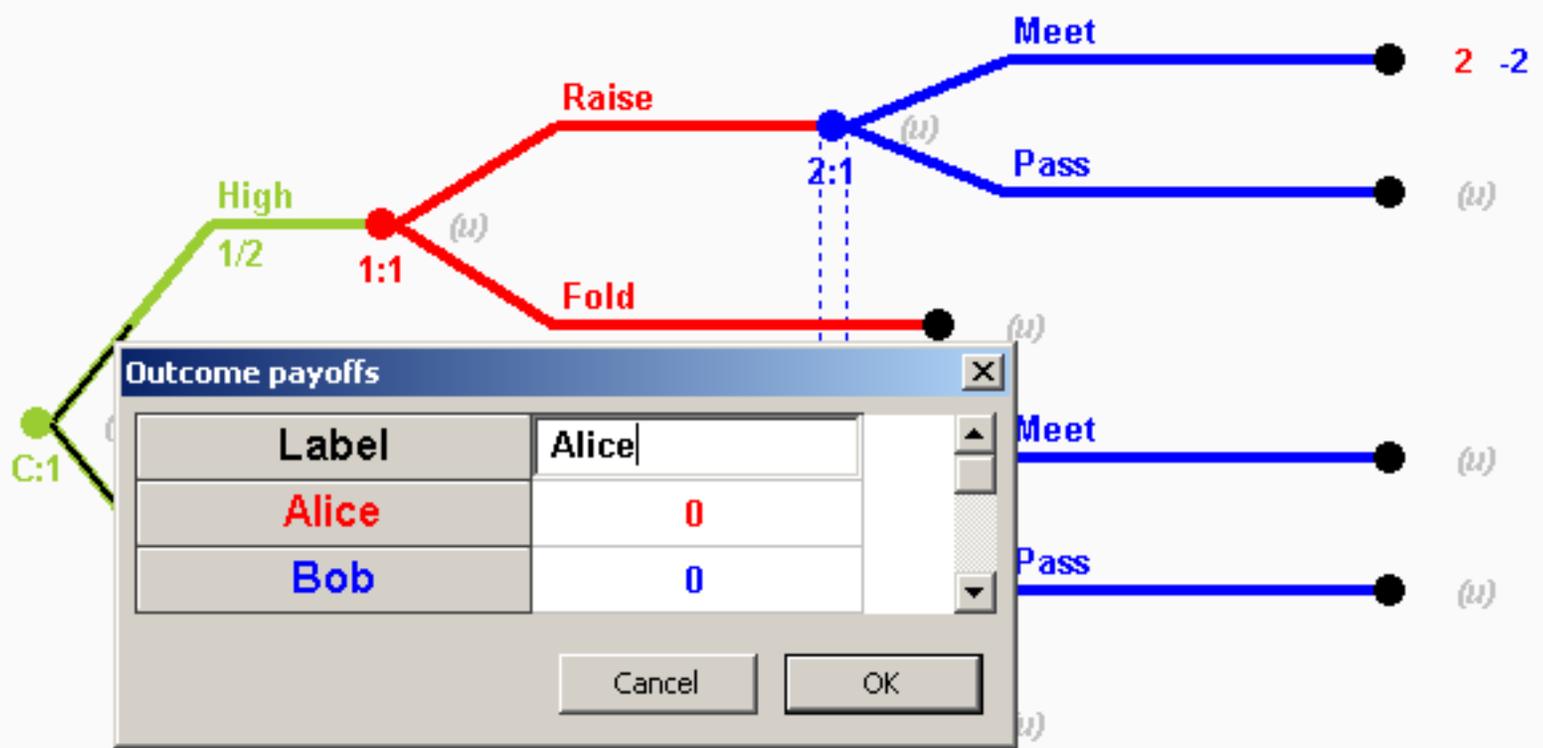
Cancel OK



Chance

Alice

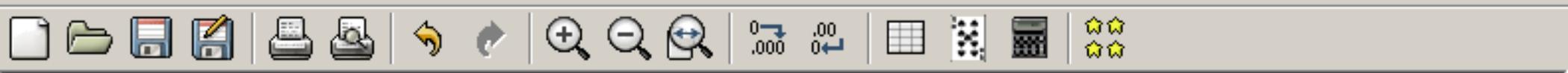
Bob



Outcome payoffs

Label	Alice	Bob
Alice	0	0
Bob	0	0

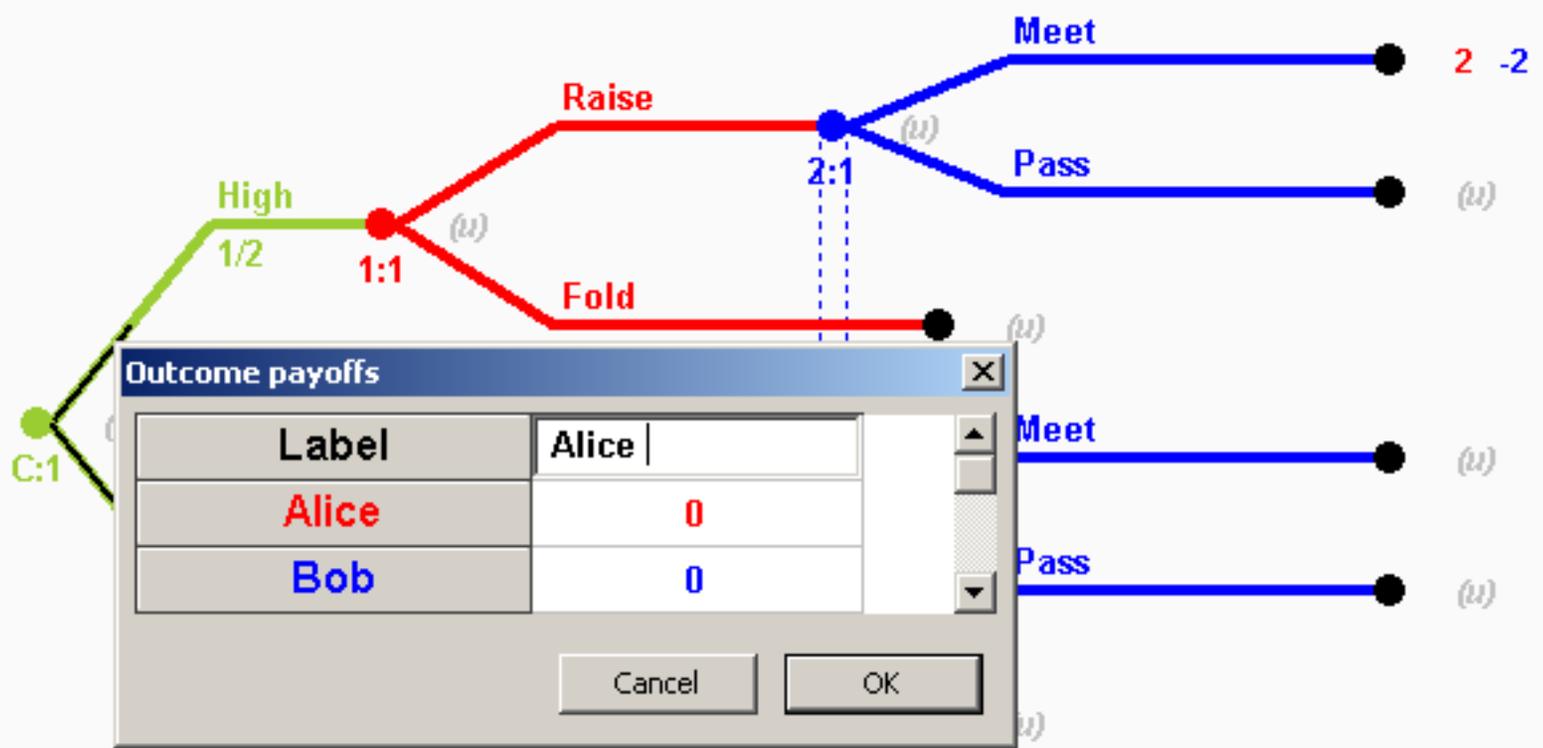
Cancel OK



Chance

Alice

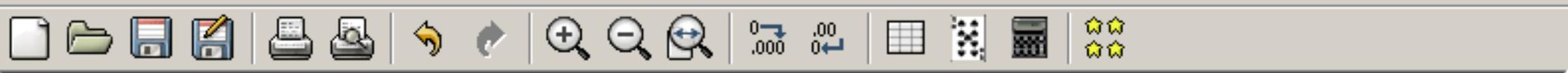
Bob



Outcome payoffs

Label	Alice	Bob
Alice	0	0
Bob	0	0

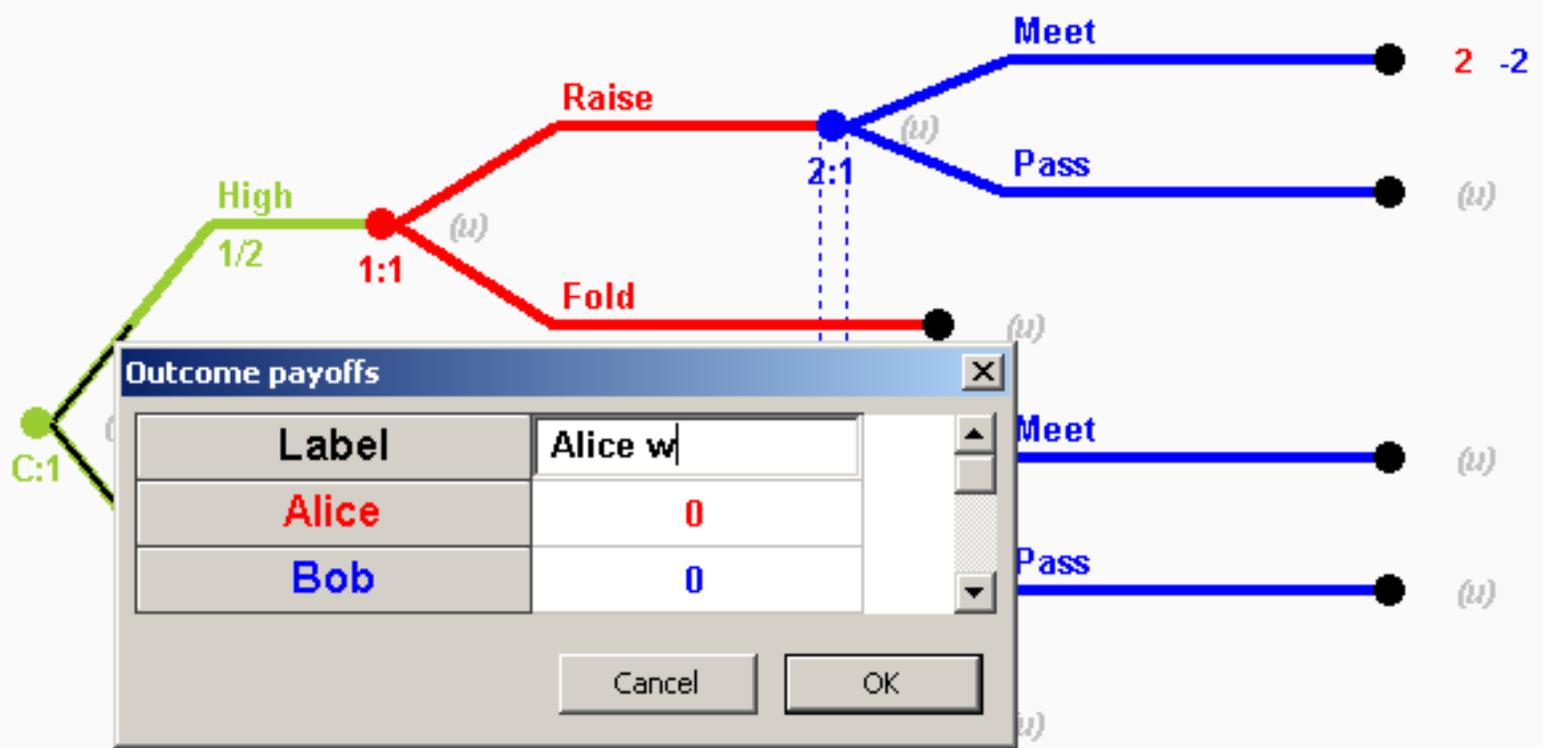
Cancel OK



Chance

Alice

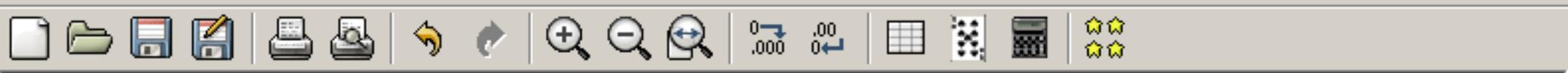
Bob



Outcome payoffs

Label	Alice w
Alice	0
Bob	0

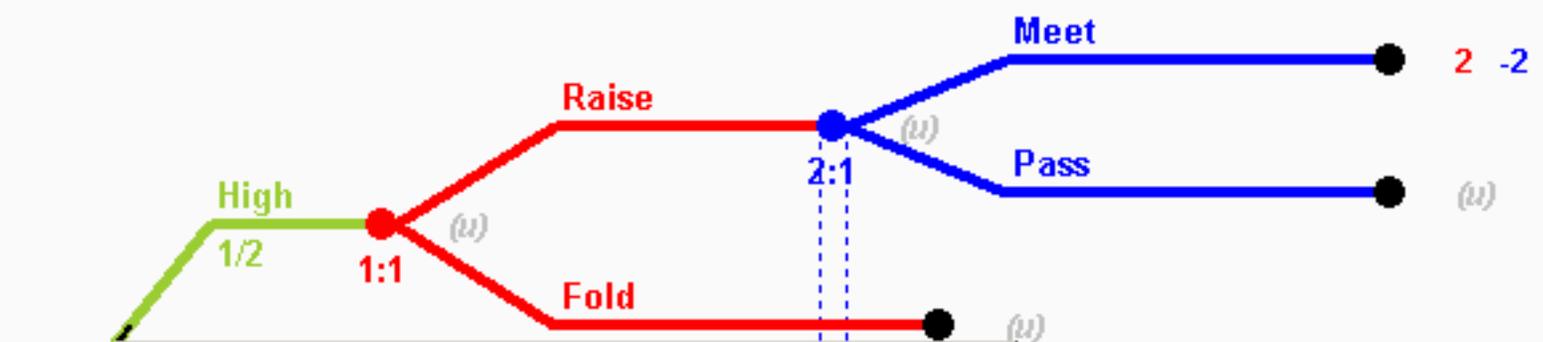
Cancel OK



Chance

Alice

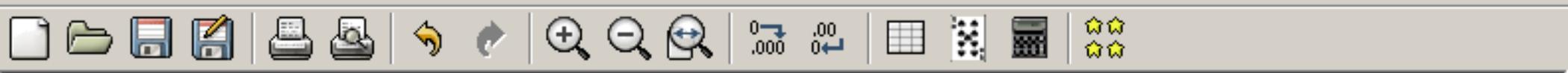
Bob



Outcome payoffs

Label	Alice win
Alice	0
Bob	0

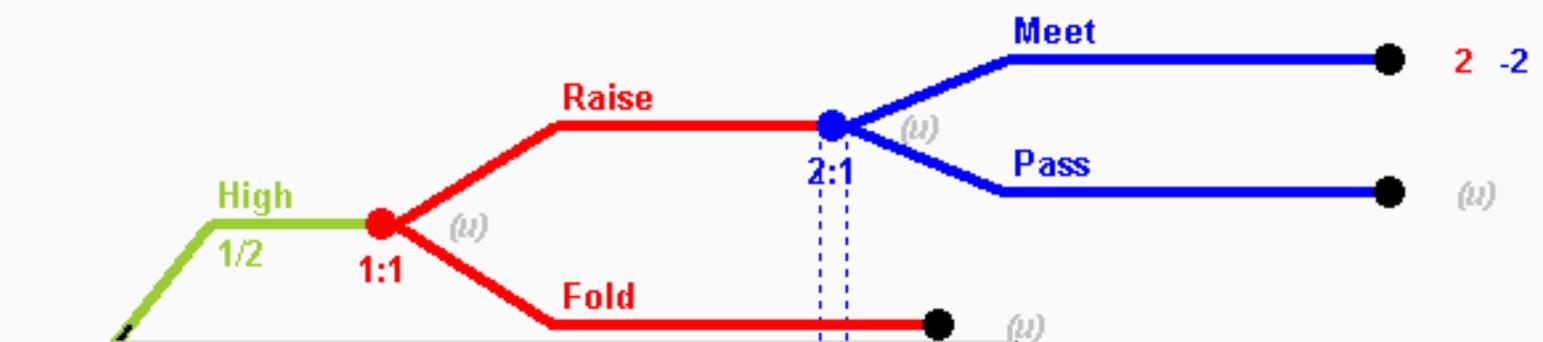
Cancel OK



Chance

Alice

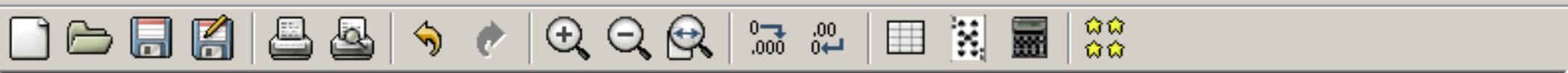
Bob



Outcome payoffs

Label	Alice wins
Alice	0
Bob	0

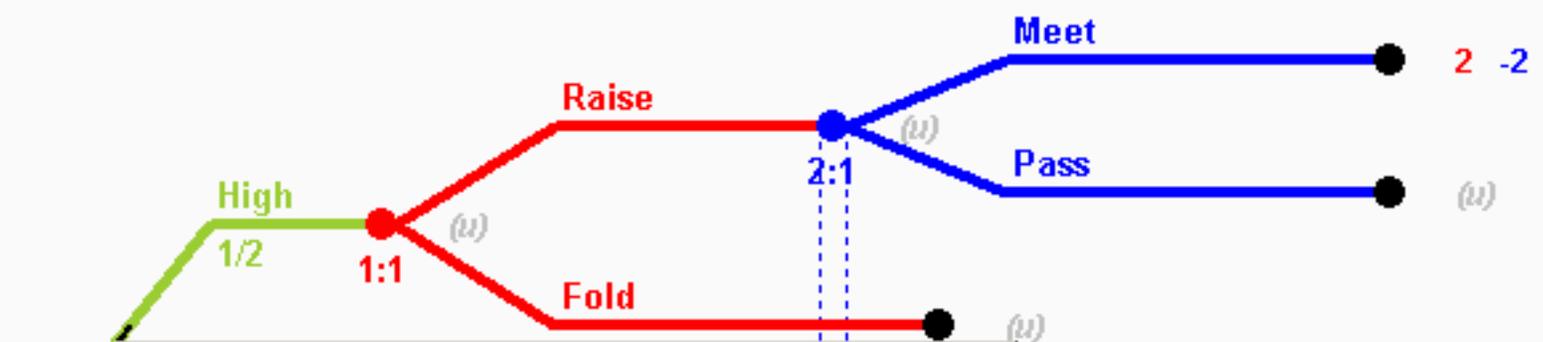
Cancel OK



Chance

Alice

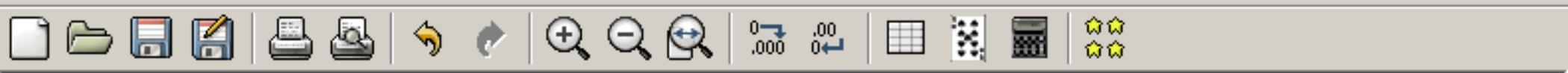
Bob



Outcome payoffs

Label	Alice wins
Alice	0
Bob	0

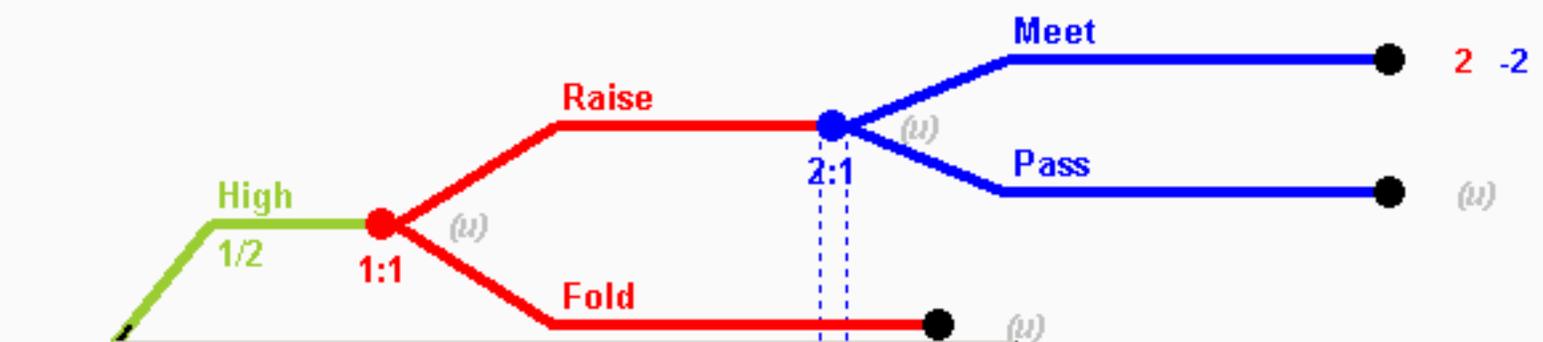
Cancel OK



Chance

Alice

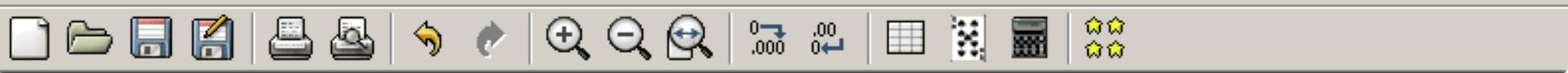
Bob



Outcome payoffs

Label	Alice wins
Alice	0
Bob	0

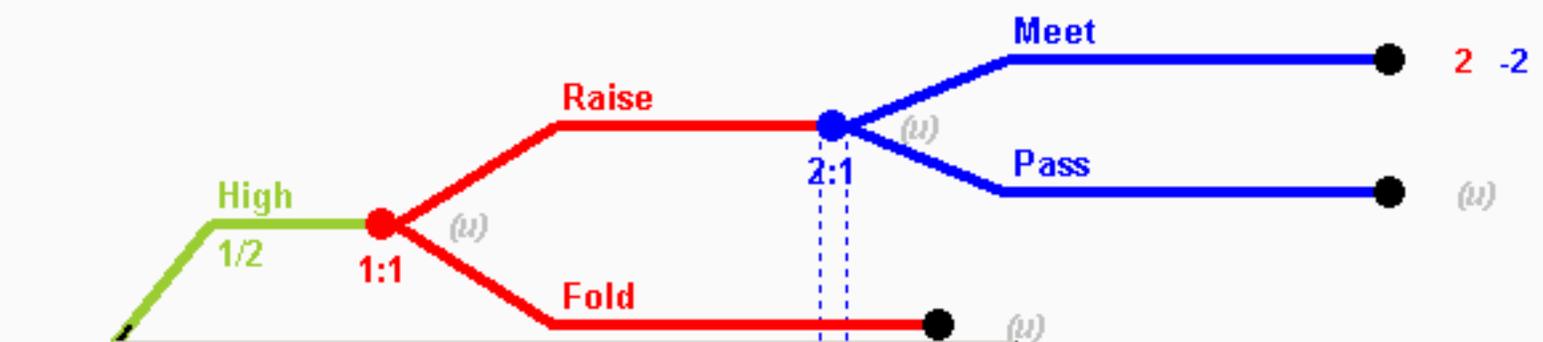
Cancel OK



Chance

Alice

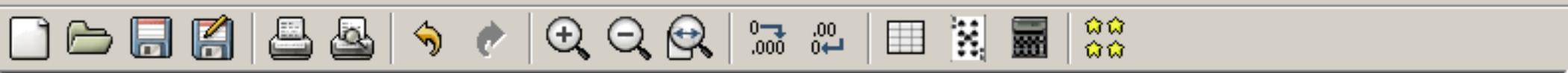
Bob



Outcome payoffs

Label	Alice wins
Alice	0
Bob	0

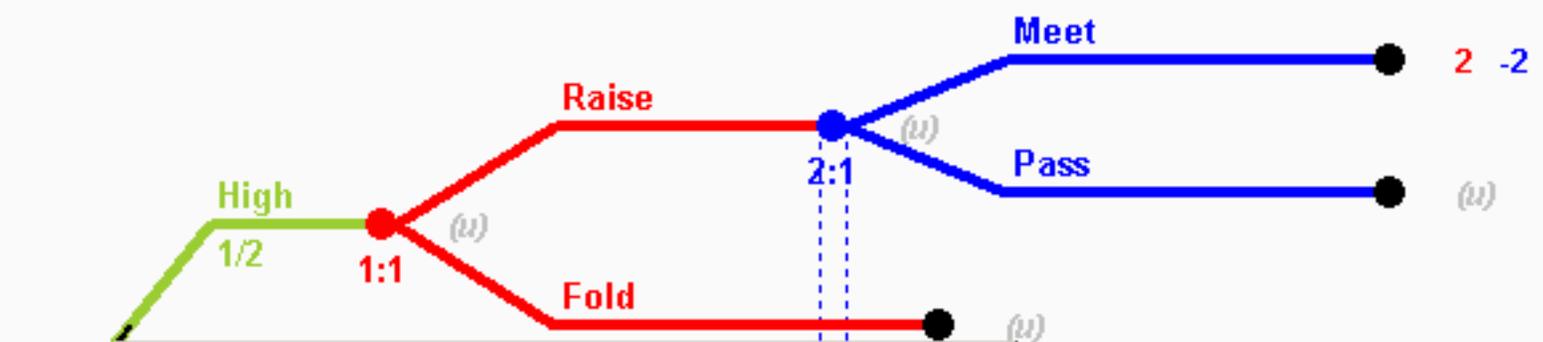
Cancel OK



Chance

Alice

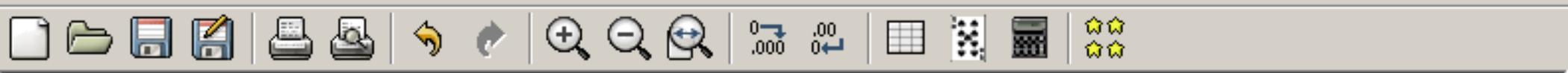
Bob



Outcome payoffs

Label	Alice wins
Alice	1
Bob	0

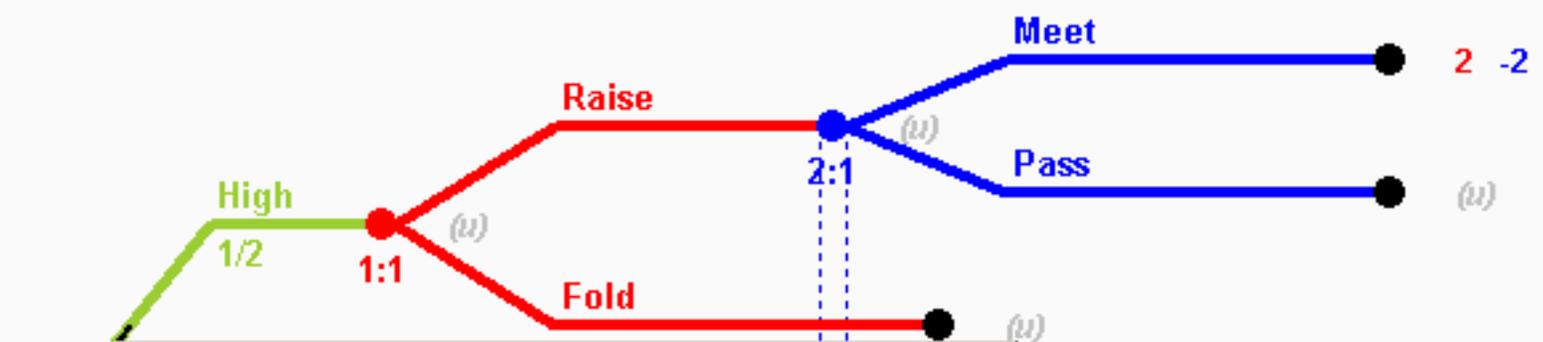
Cancel OK



Chance

Alice

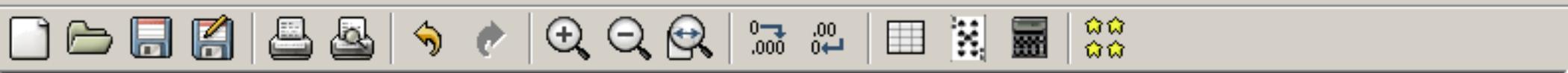
Bob



Outcome payoffs

Label	Alice wins
Alice	1
Bob	0

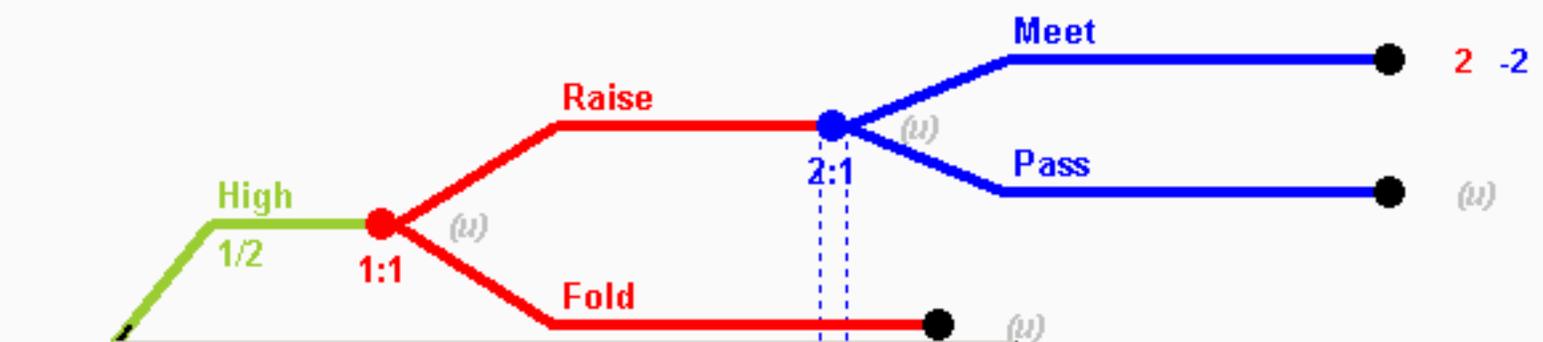
Cancel OK



Chance

Alice

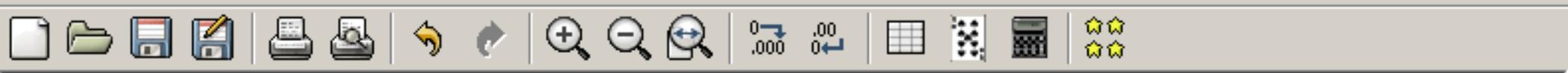
Bob



Outcome payoffs

Label	Alice wins
Alice	1
Bob	0

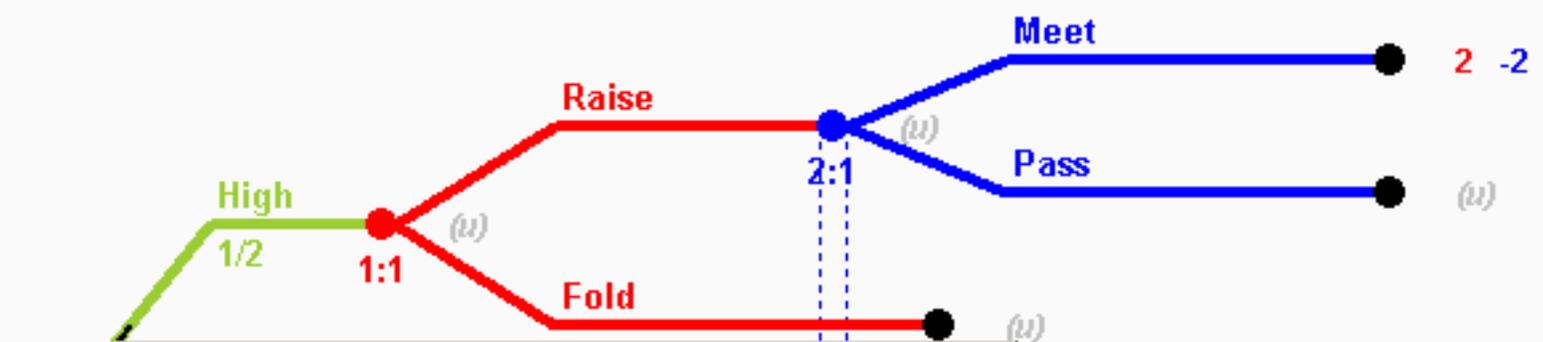
Cancel OK



Chance

Alice

Bob



Outcome payoffs

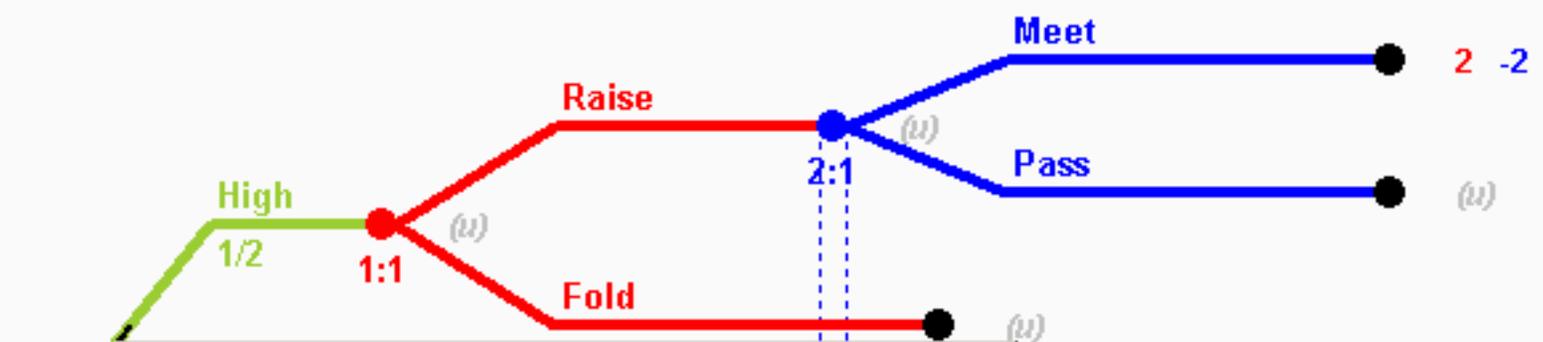
Label	Alice wins
Alice	1
Bob	0

Cancel OK

Chance

Alice

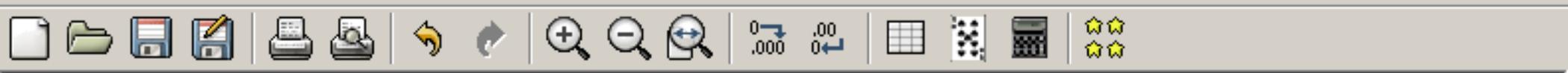
Bob



Outcome payoffs

Label	Alice wins
Alice	1
Bob	0

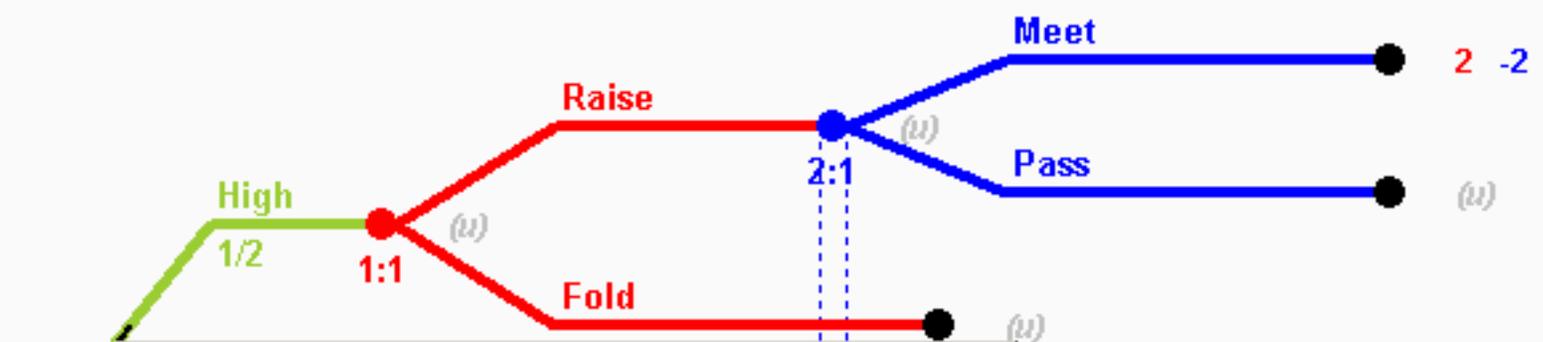
Buttons: Cancel, OK



Chance

Alice

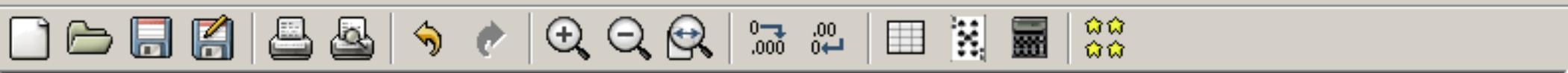
Bob



Outcome payoffs

Label	Alice wins
Alice	1
Bob	

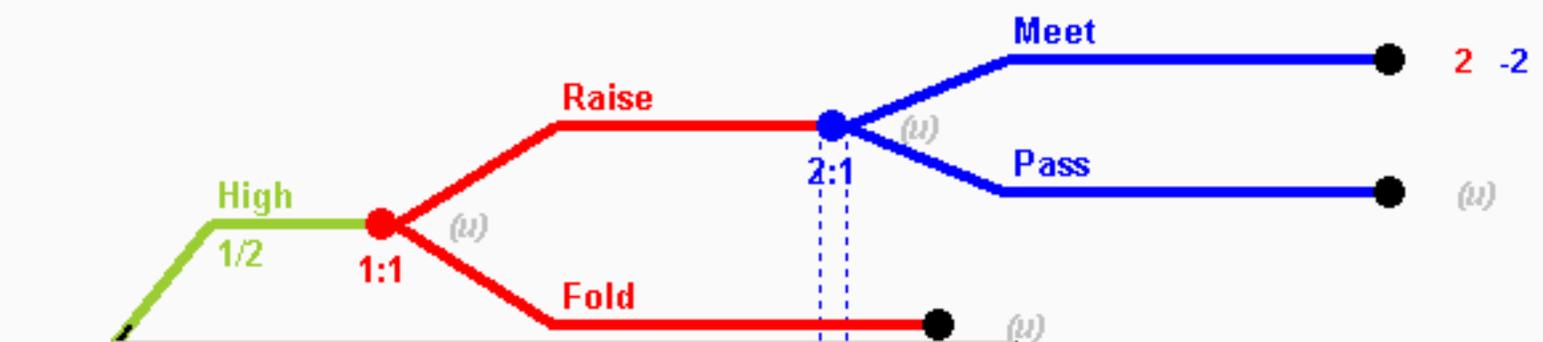
Cancel OK



Chance

Alice

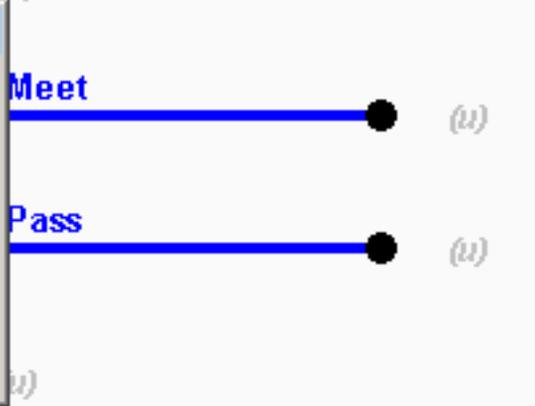
Bob



Outcome payoffs

Label	Alice wins
Alice	1
Bob	

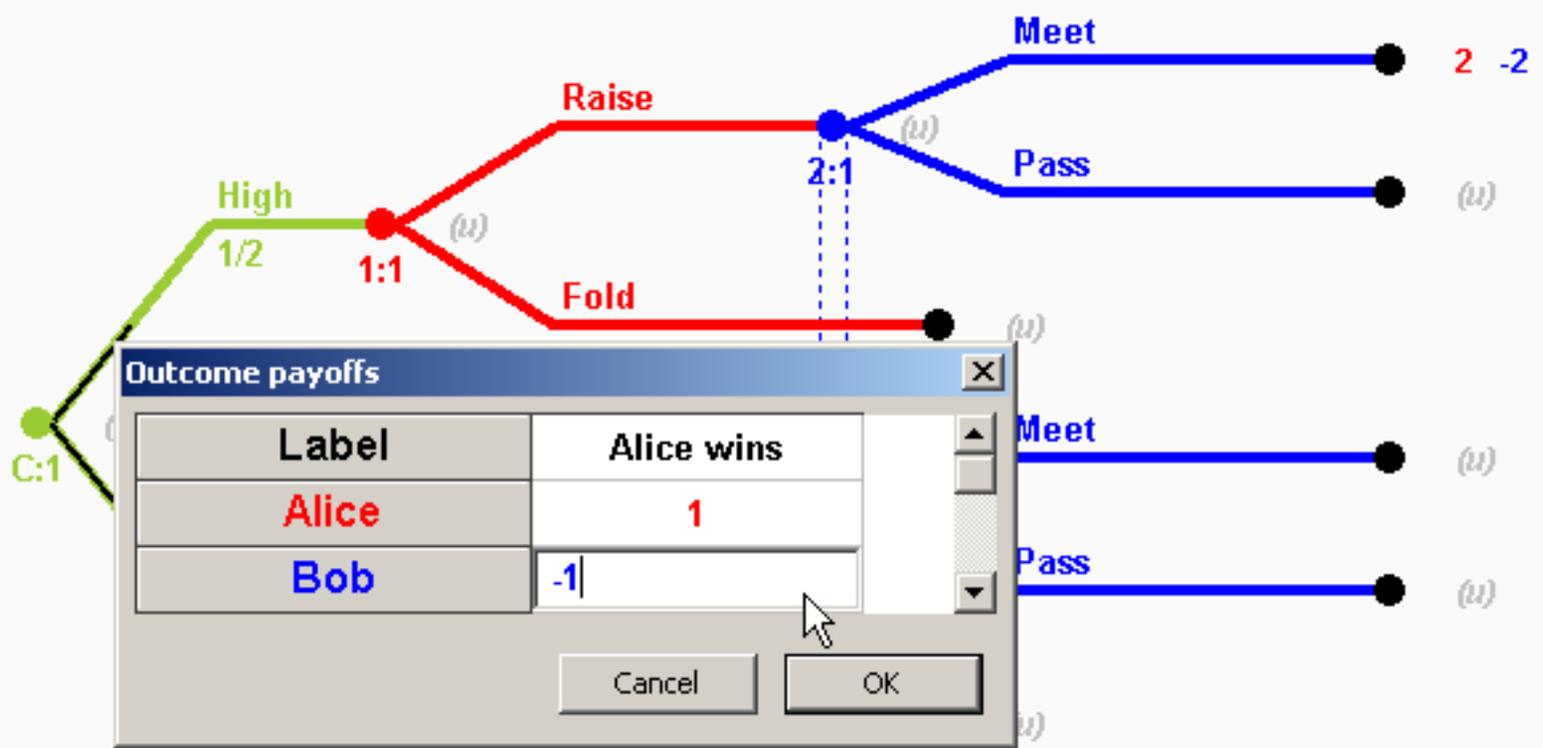
Cancel OK



 **Chance**

 **Alice**

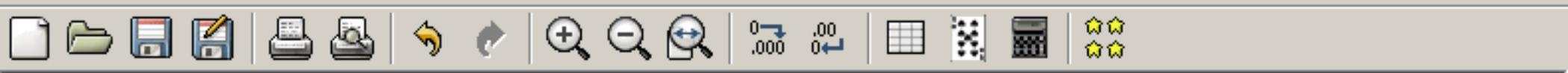
 **Bob**



Outcome payoffs

Label	Alice wins
Alice	1
Bob	-1

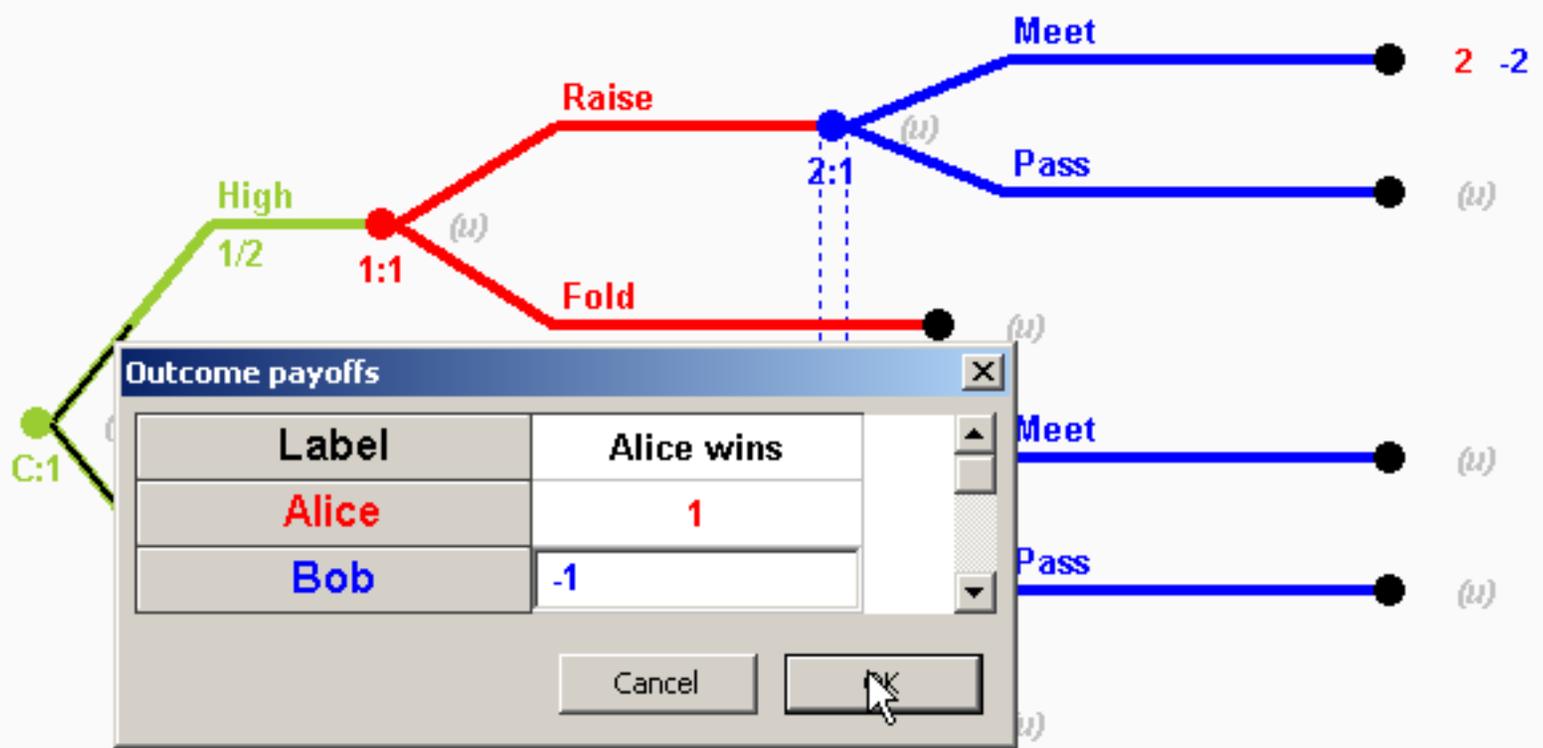
Cancel OK

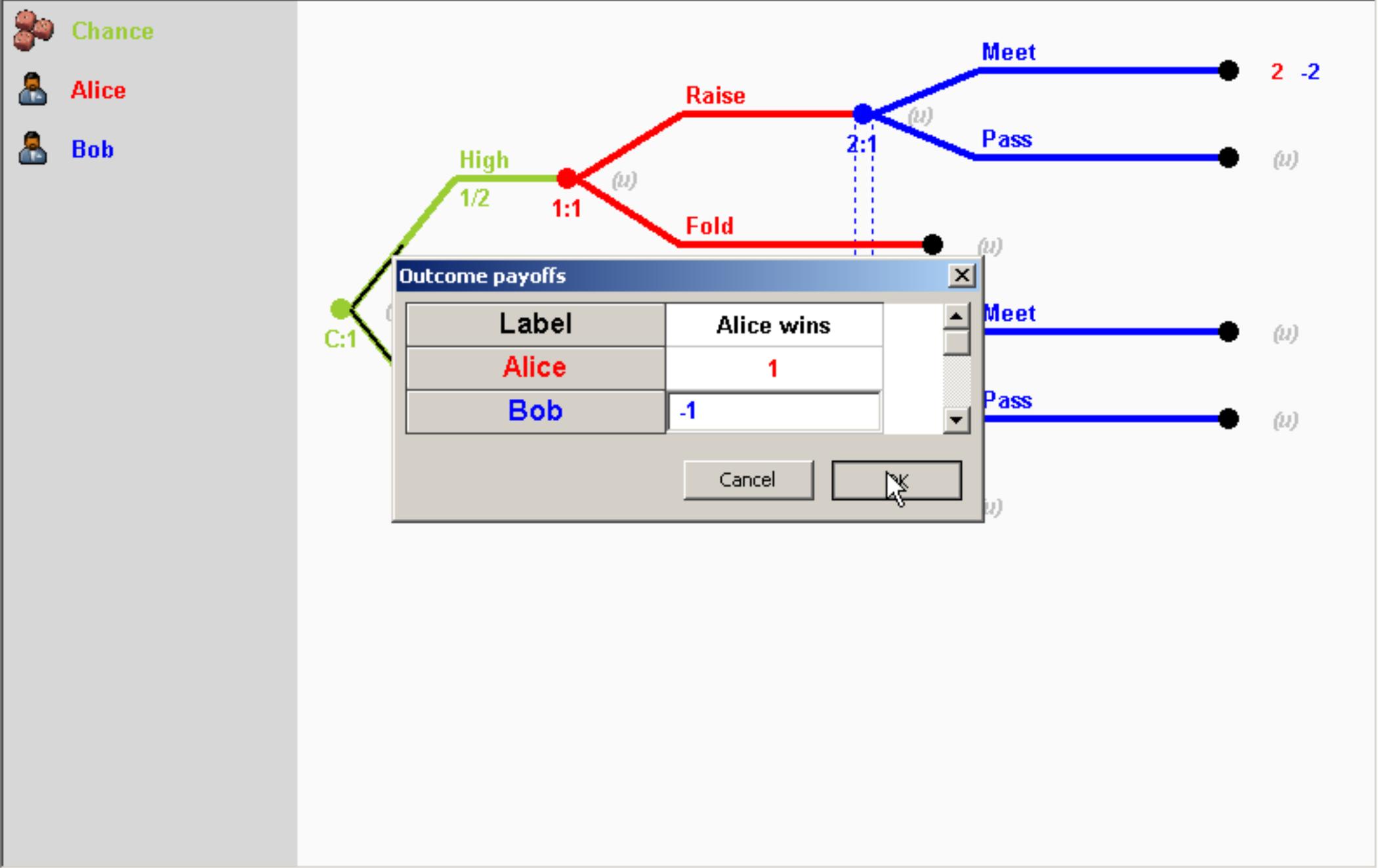


Chance

Alice

Bob





Outcome payoffs

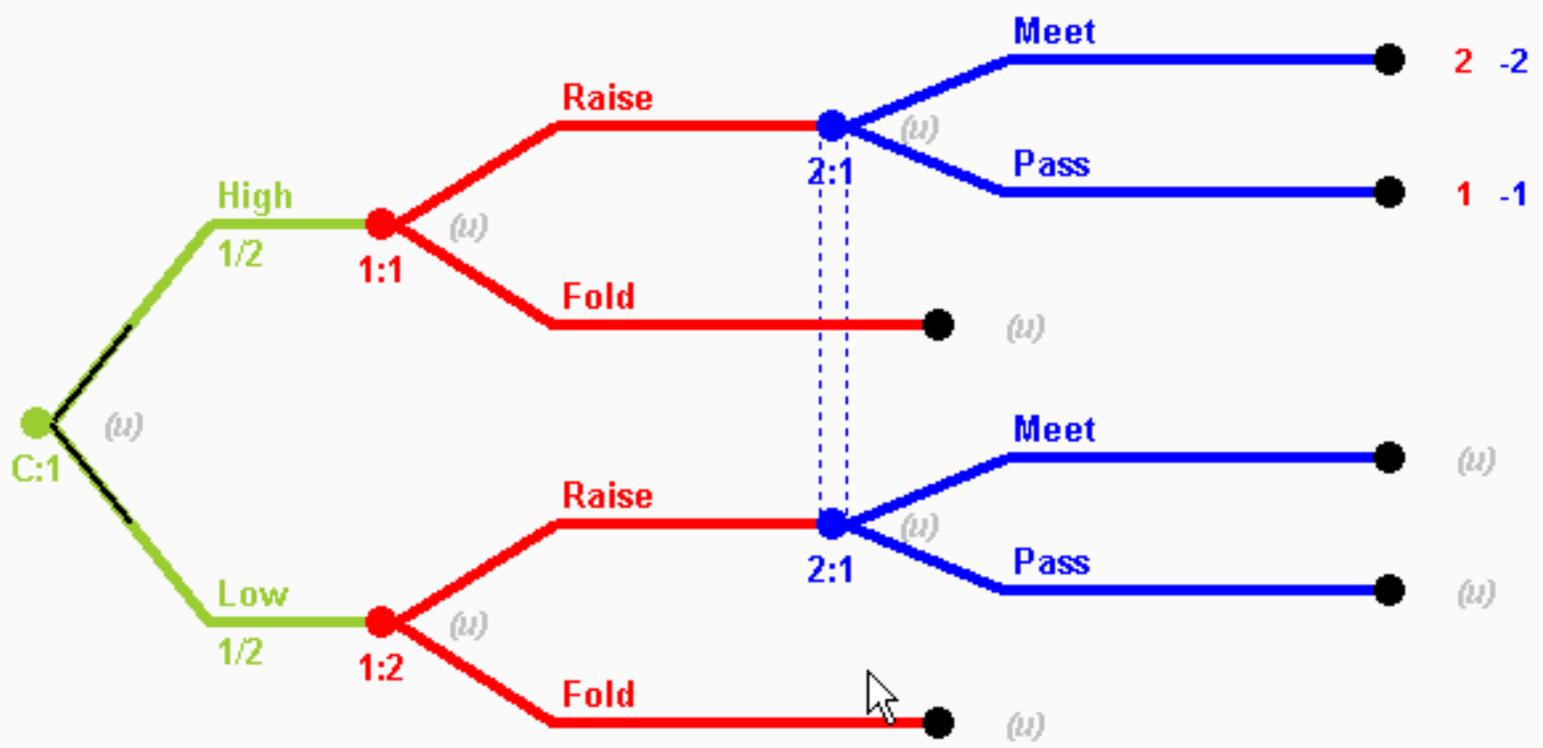
Label	Alice wins
Alice	1
Bob	-1

Cancel OK

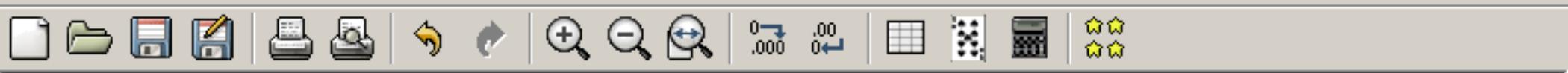
Chance

Alice

Bob



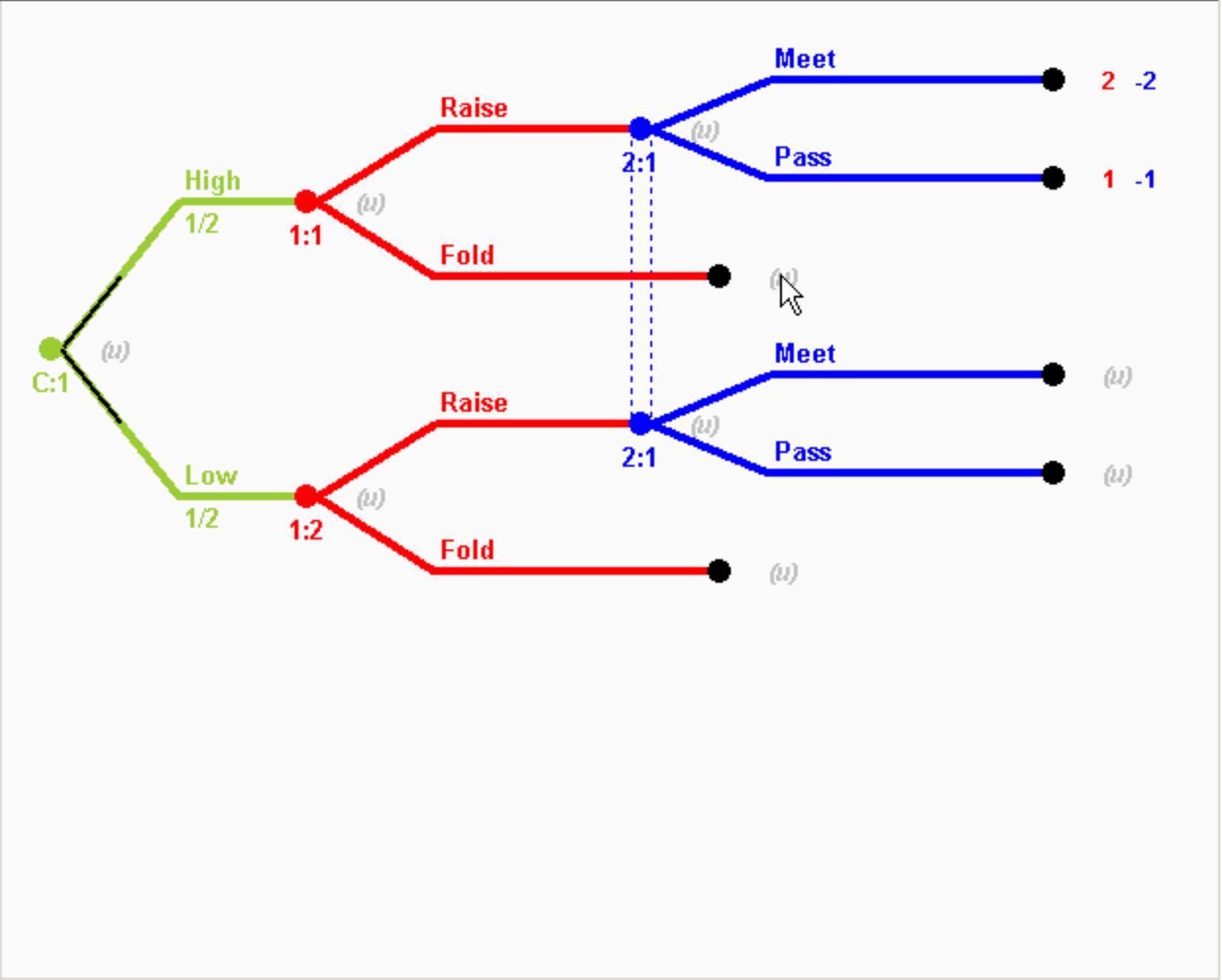
Similarly, when Alice folds, she forfeits her dollar to Bob.

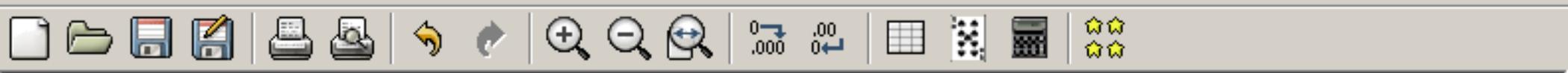


Chance

Alice

Bob

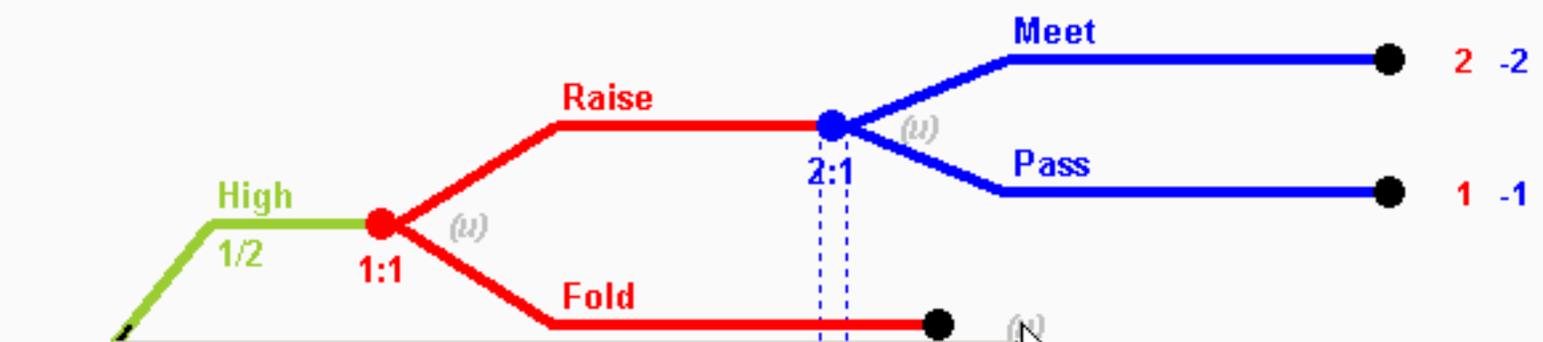




Chance

Alice

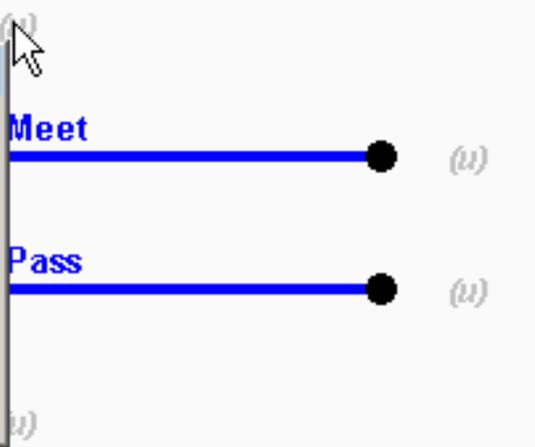
Bob

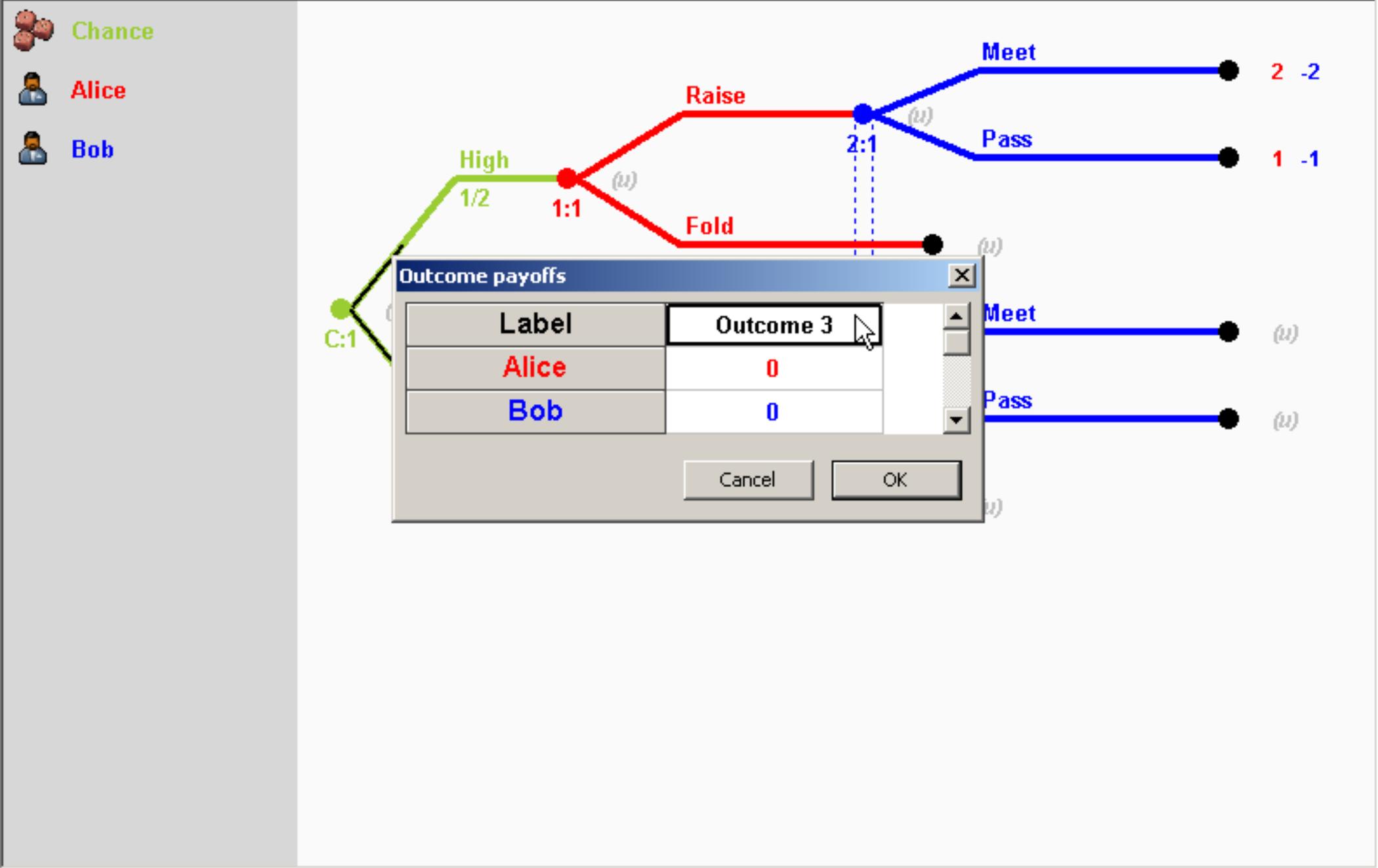


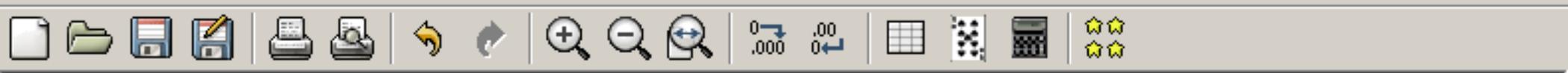
Outcome payoffs

Label	Outcome 3
Alice	0
Bob	0

Cancel OK



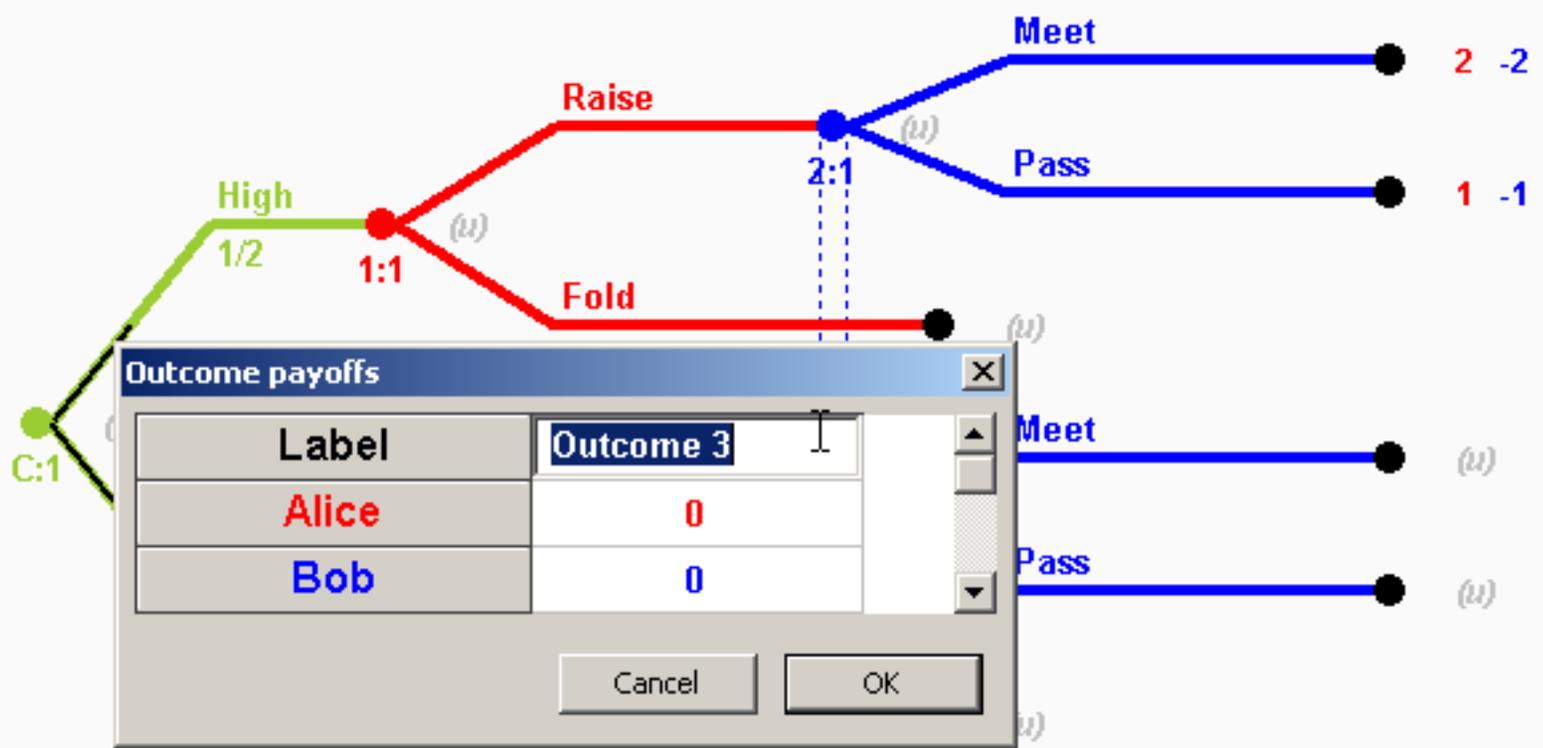


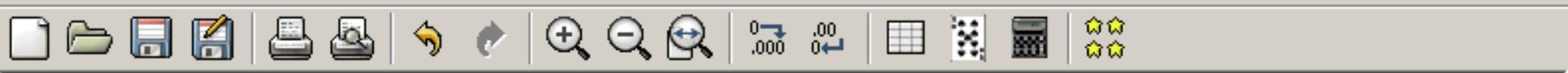


Chance

Alice

Bob

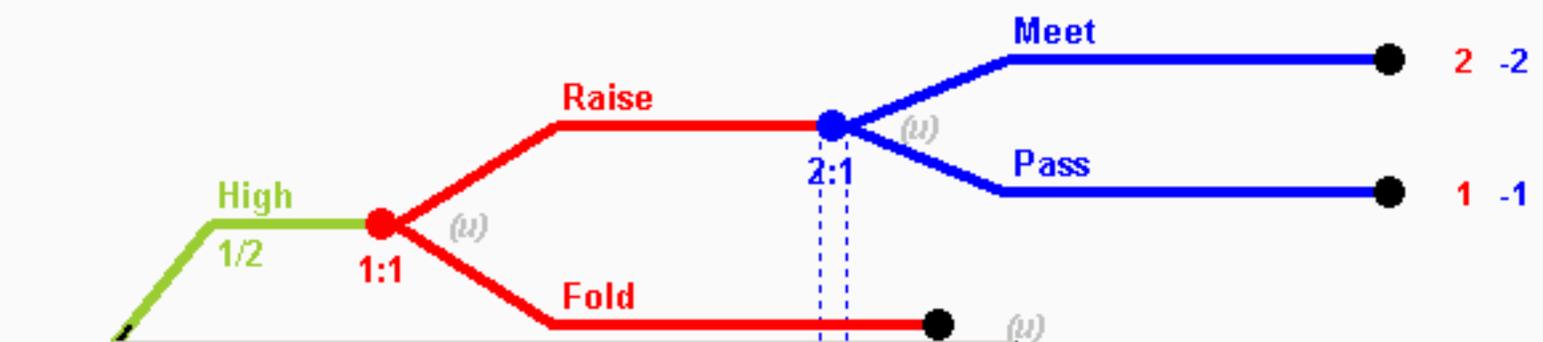




Chance

Alice

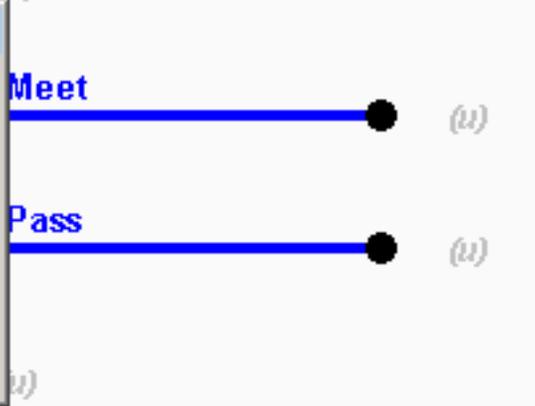
Bob

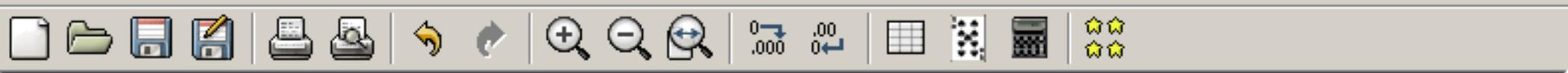


Outcome payoffs

Label	Outcome 3
Alice	0
Bob	0

Cancel OK

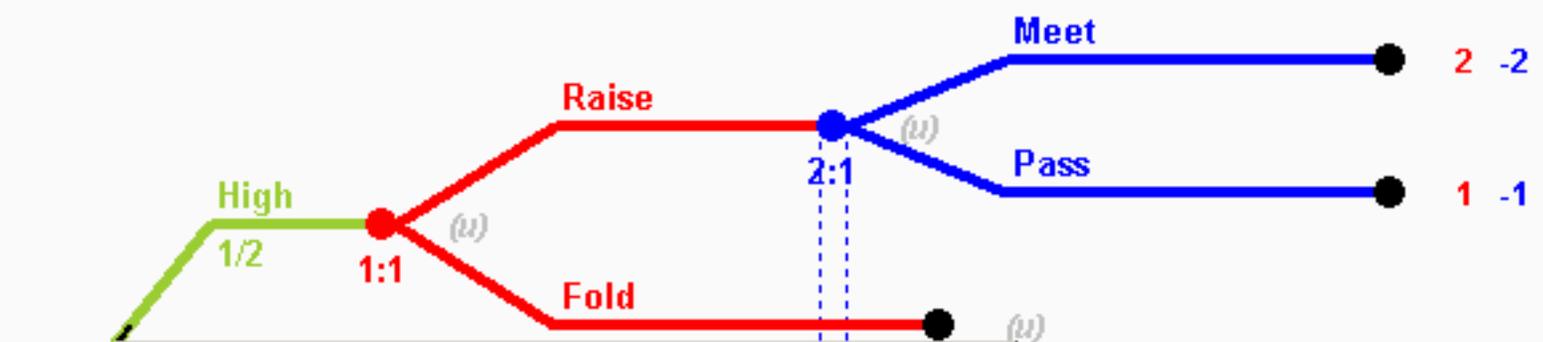




Chance

Alice

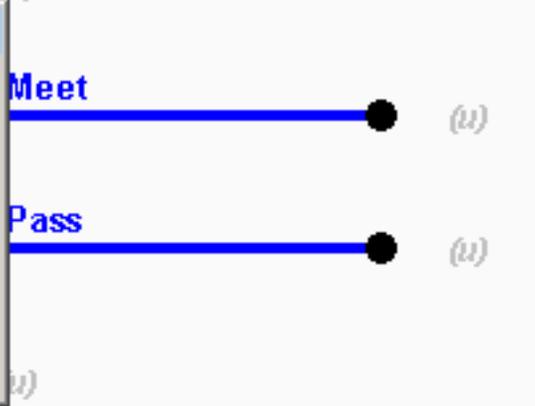
Bob

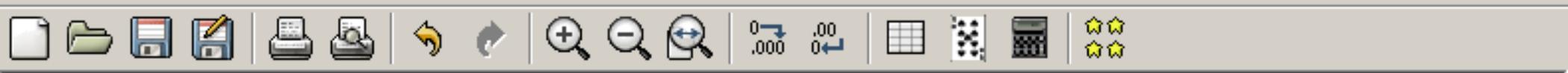


Outcome payoffs

Label	B
Alice	0
Bob	0

Cancel OK

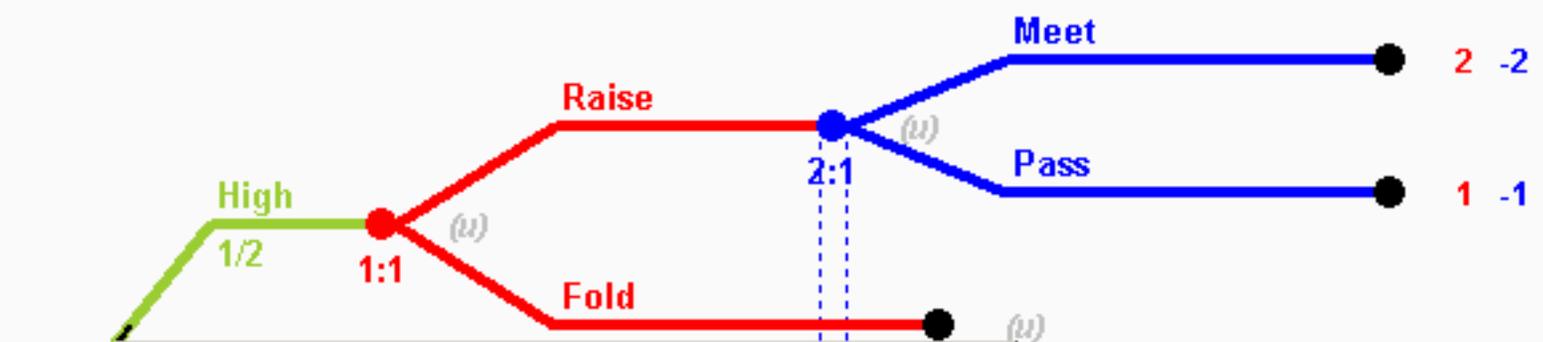




Chance

Alice

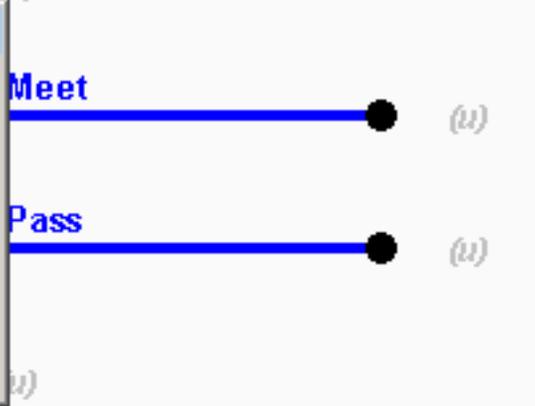
Bob

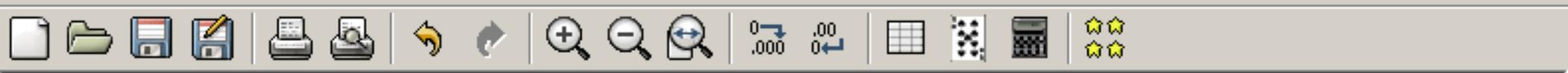


Outcome payoffs

Label	Bob
Alice	0
Bob	0

Cancel OK

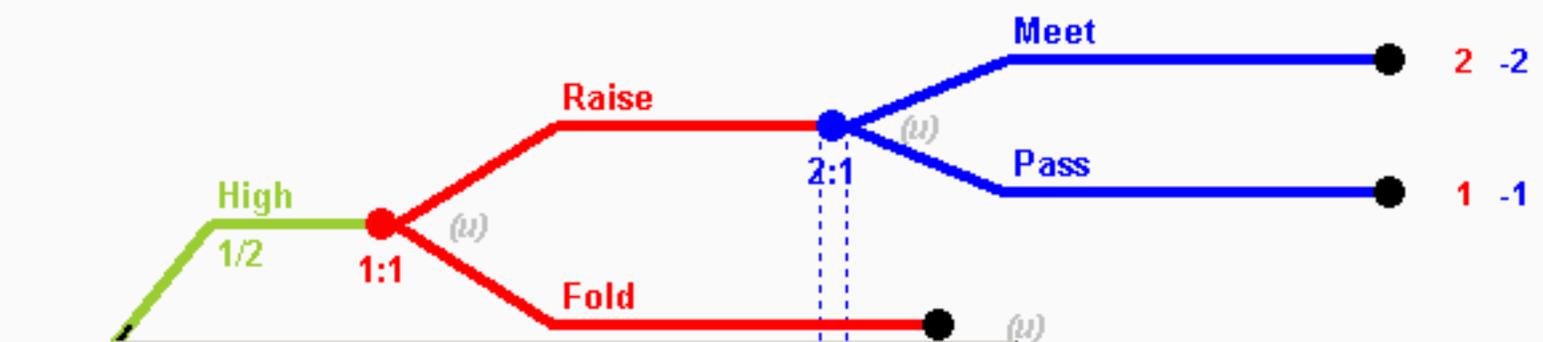




Chance

Alice

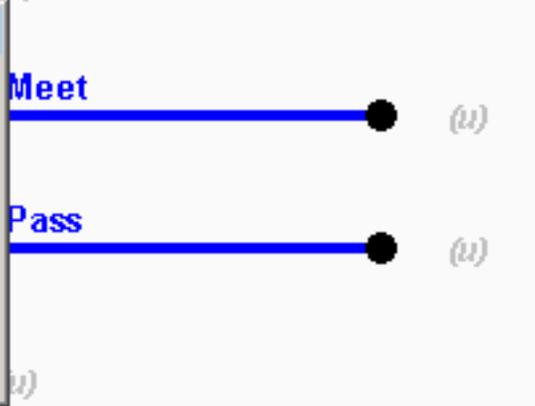
Bob

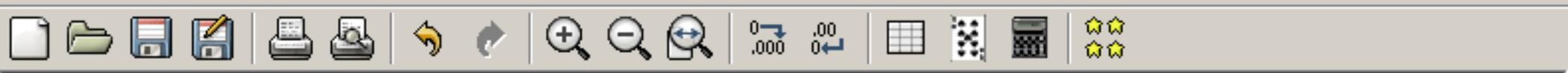


Outcome payoffs

Label	Bob
Alice	0
Bob	0

Cancel OK

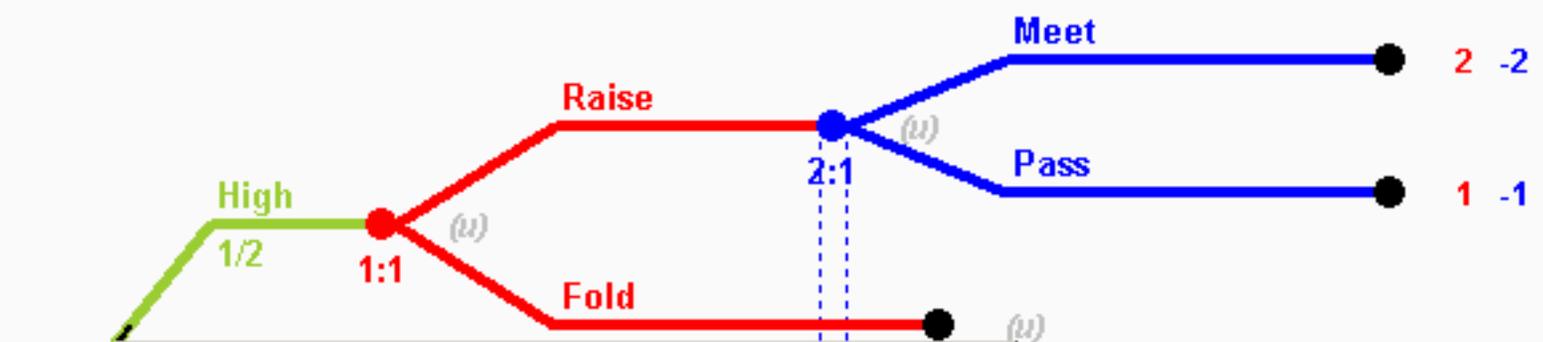




Chance

Alice

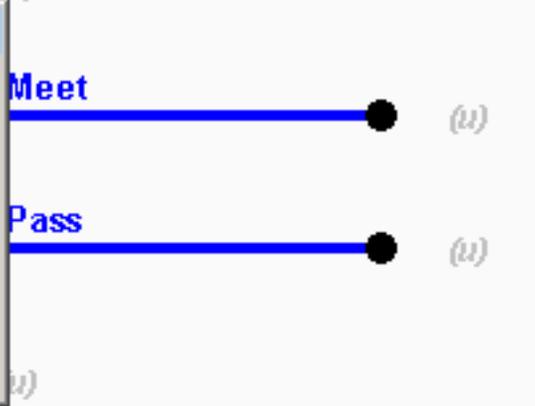
Bob

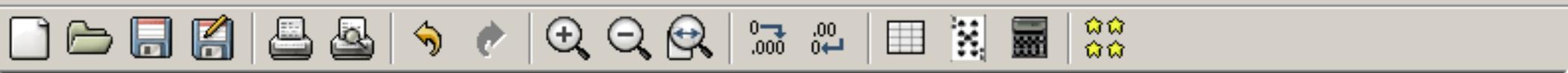


Outcome payoffs

Label	Bob
Alice	0
Bob	0

Cancel OK

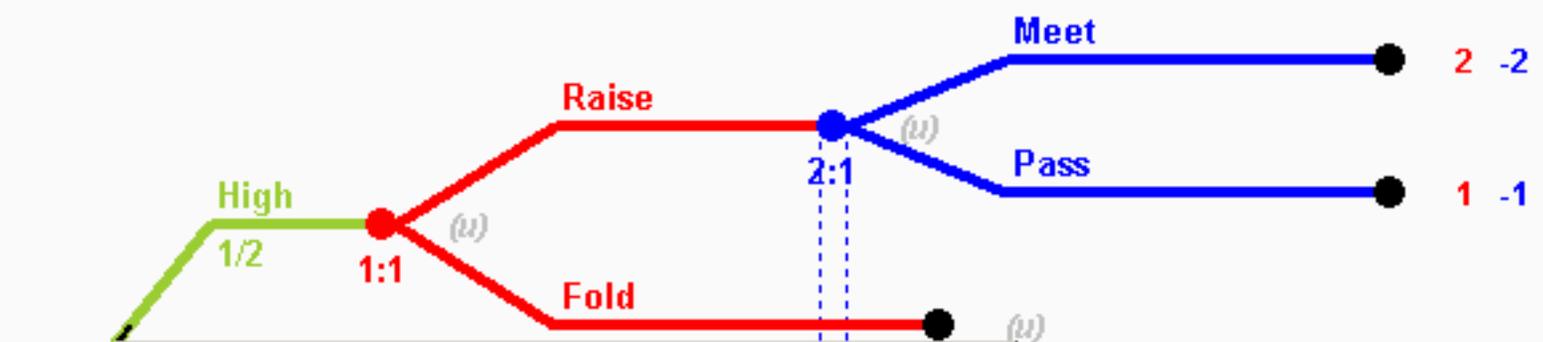




Chance

Alice

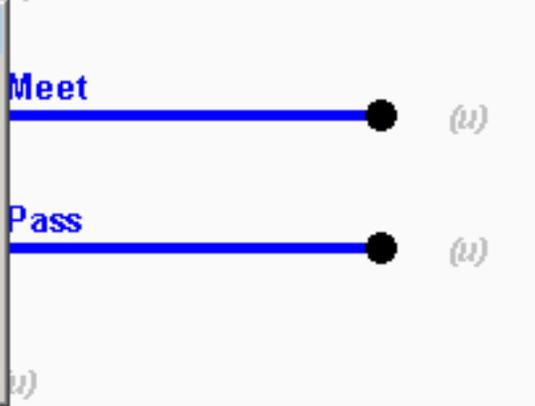
Bob

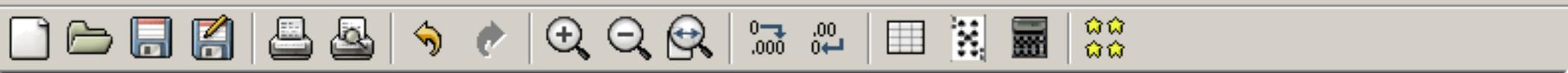


Outcome payoffs

Label	Bob w
Alice	0
Bob	0

Cancel OK

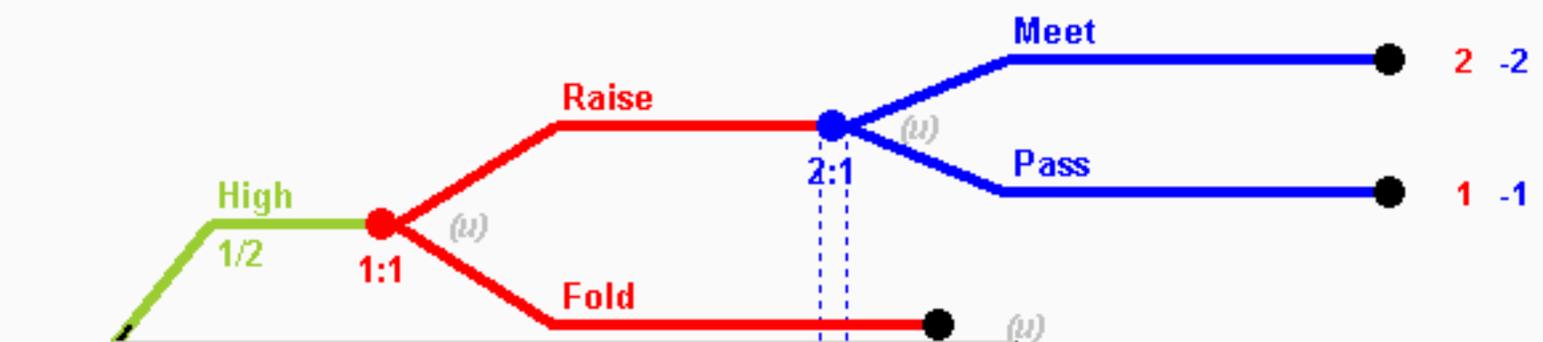




Chance

Alice

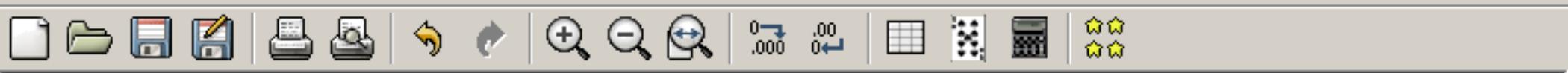
Bob



Outcome payoffs

Label	Bob win
Alice	0
Bob	0

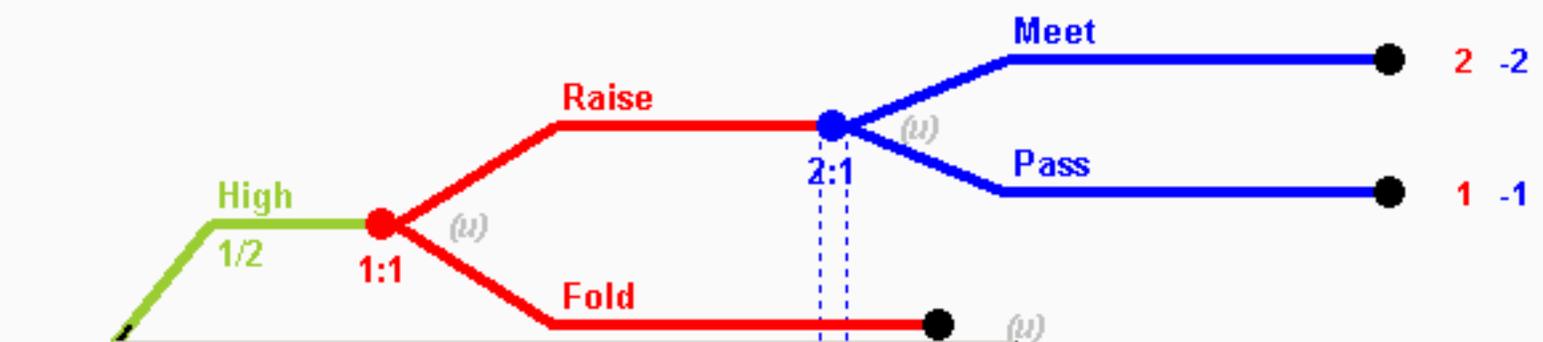
Cancel OK



Chance

Alice

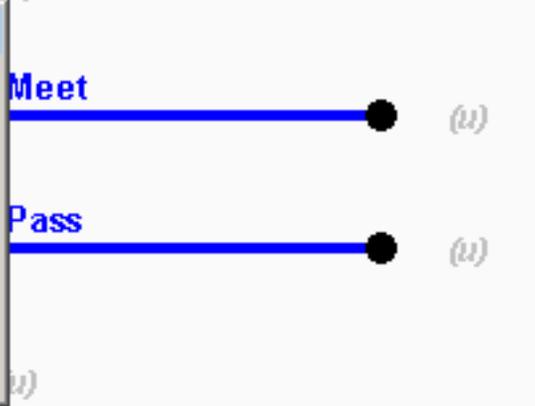
Bob

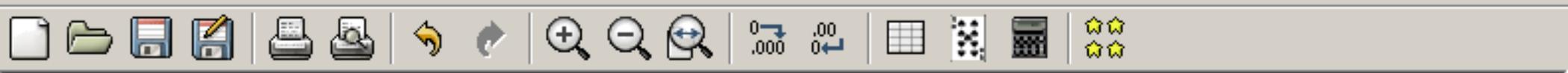


Outcome payoffs

Label	Bob win
Alice	0
Bob	0

Cancel OK

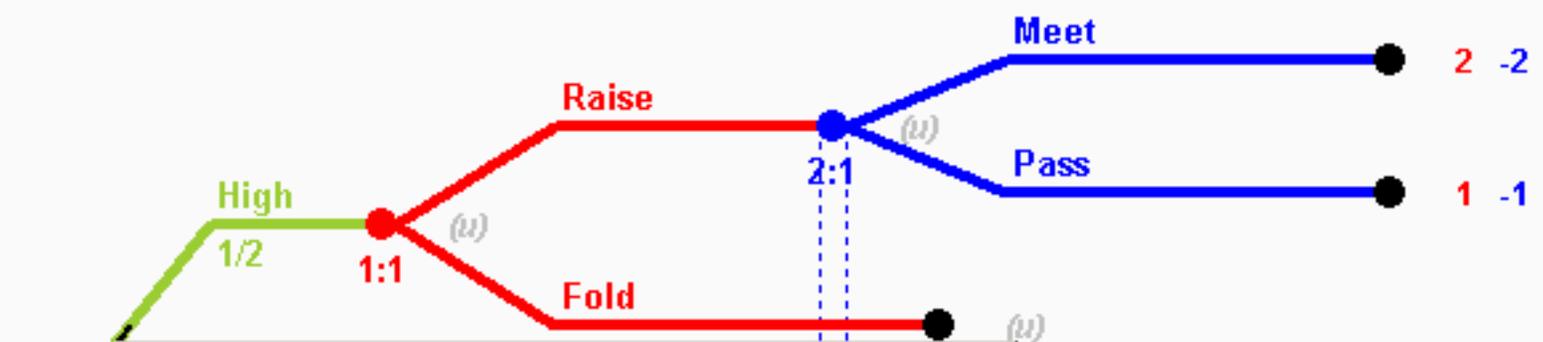




Chance

Alice

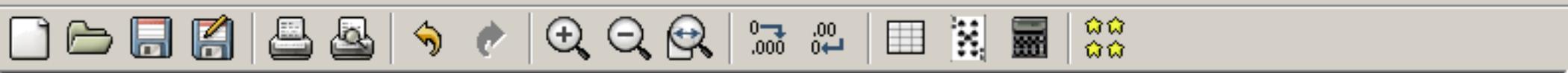
Bob



Outcome payoffs

Label	Bob wins
Alice	0
Bob	0

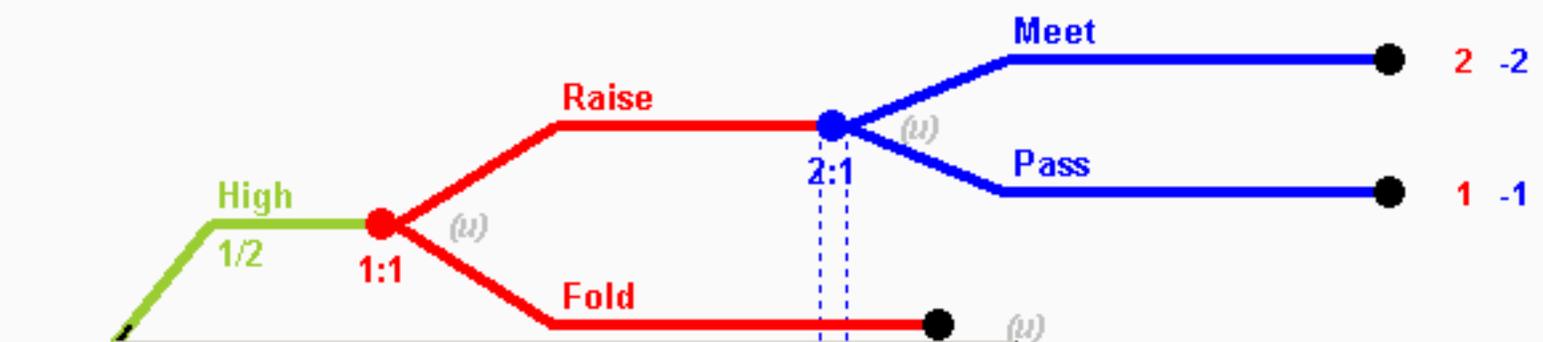
Cancel OK



Chance

Alice

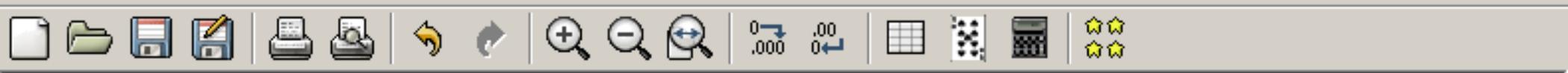
Bob



Outcome payoffs

Label	Bob wins
Alice	0
Bob	0

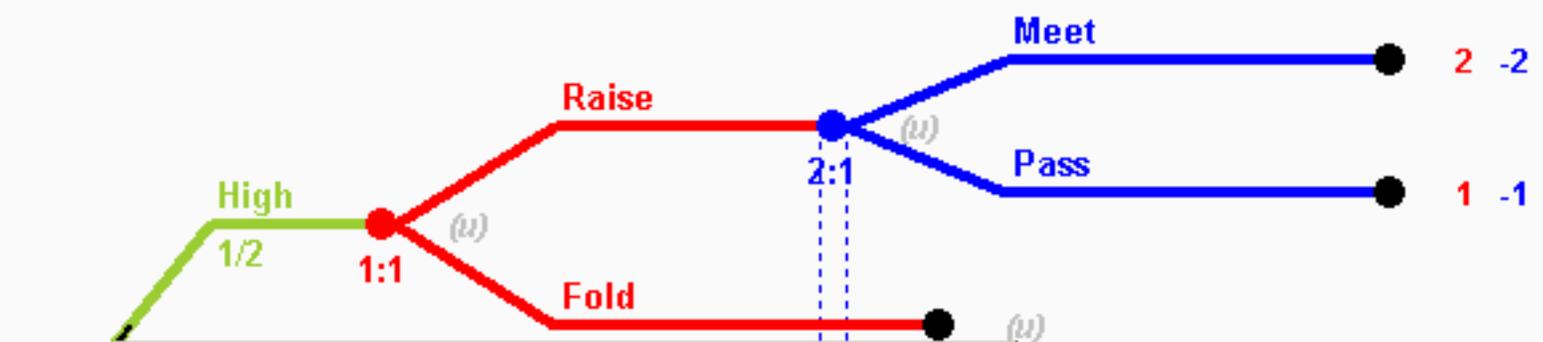
Cancel OK



Chance

Alice

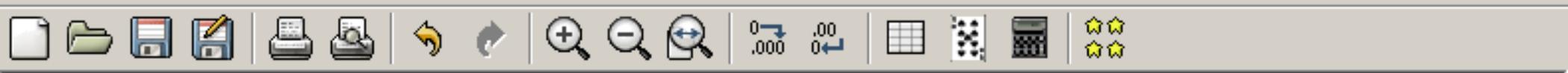
Bob



Outcome payoffs

Label	Bob wins
Alice	0
Bob	0

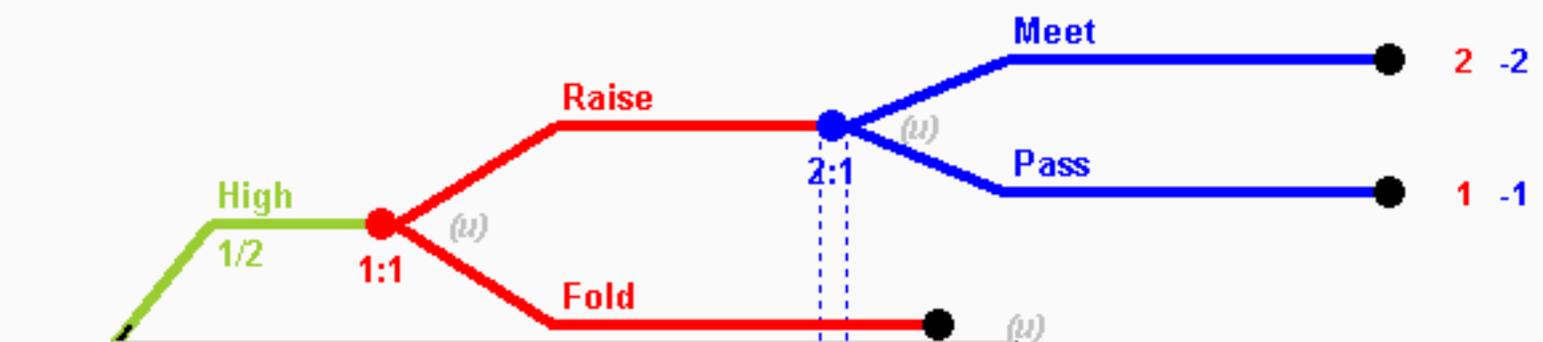
Cancel OK



Chance

Alice

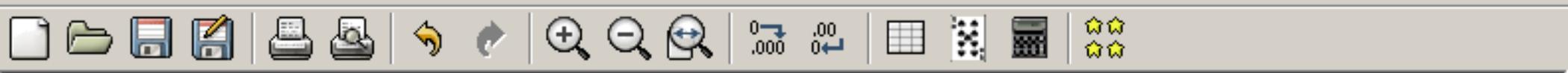
Bob



Outcome payoffs

Label	Bob wins
Alice	0
Bob	0

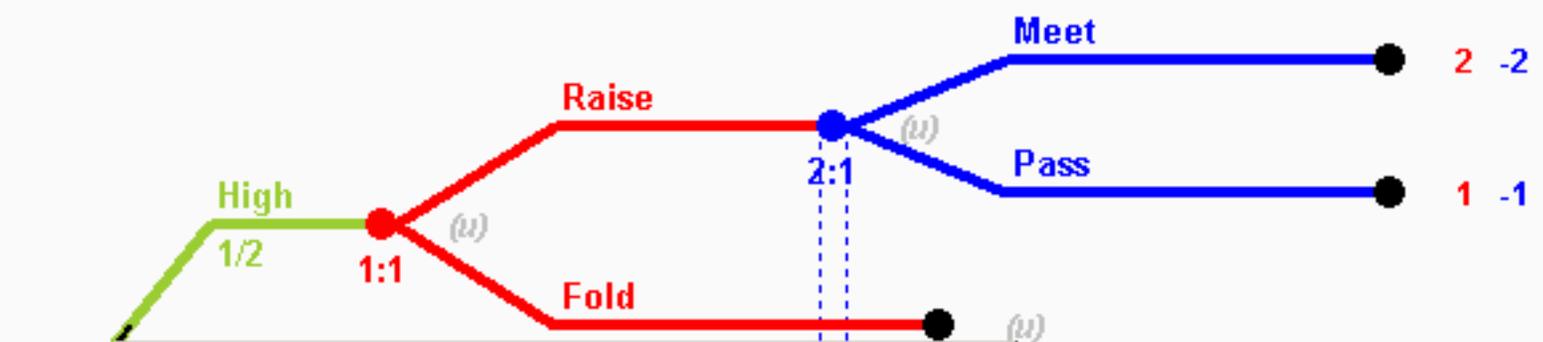
Cancel OK



Chance

Alice

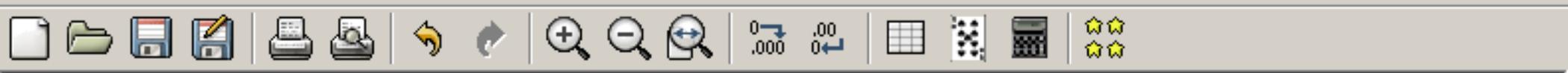
Bob



Outcome payoffs

Label	Bob wins
Alice	<input type="text" value="0"/>
Bob	<input type="text" value="0"/>

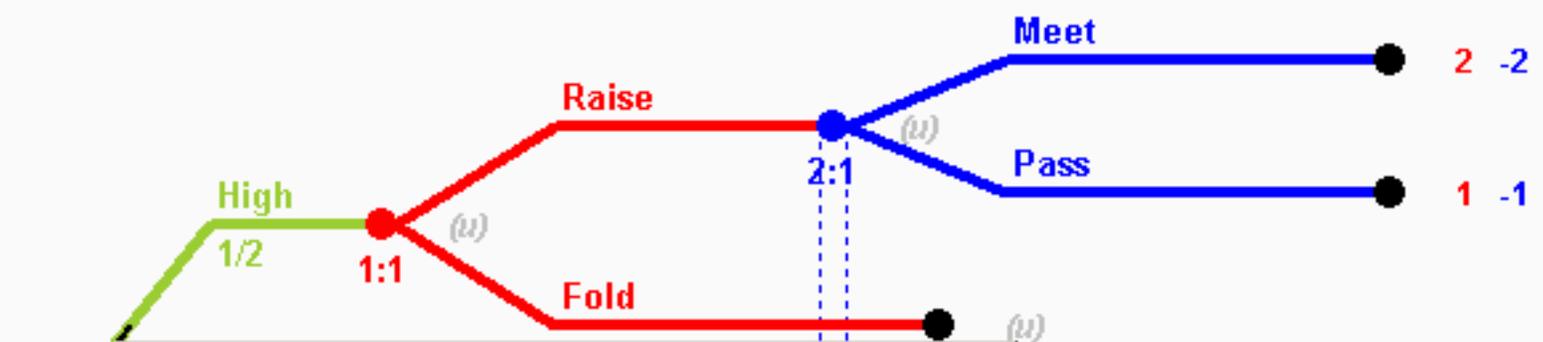
Cancel OK



Chance

Alice

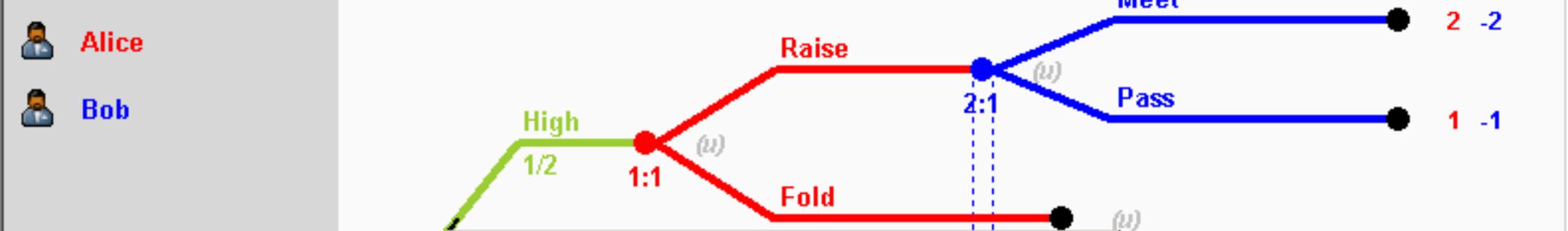
Bob



Outcome payoffs

Label	Bob wins
Alice	0
Bob	0

Cancel OK



Outcome payoffs

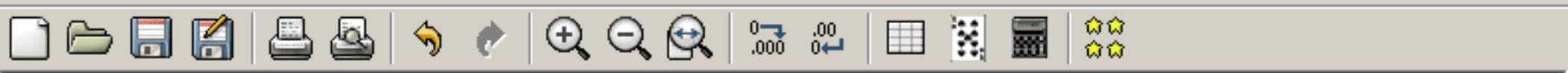
Label	Bob wins
Alice	-1
Bob	0

Cancel OK

Chance

Alice

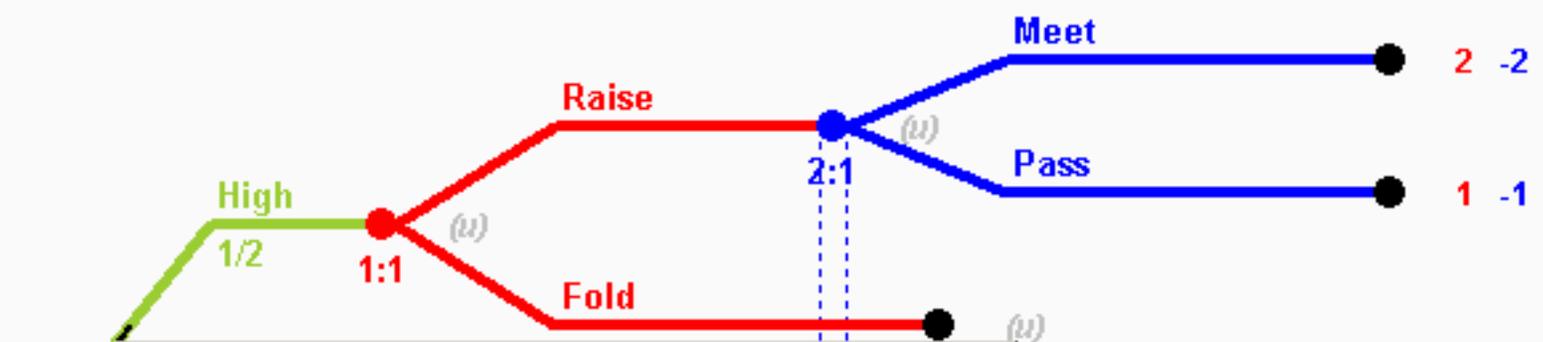
Bob



Chance

Alice

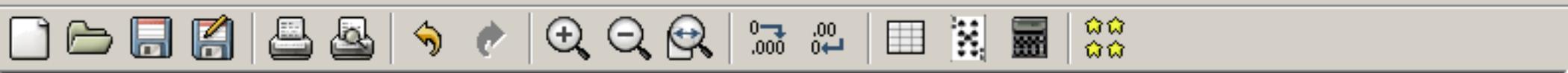
Bob



Outcome payoffs

Label	Bob wins
Alice	-1
Bob	0

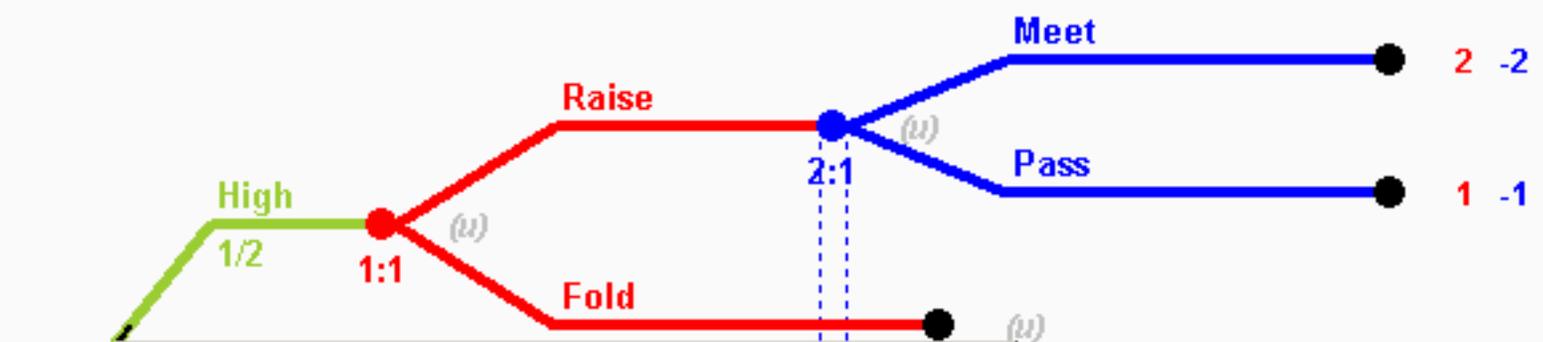
Cancel OK



Chance

Alice

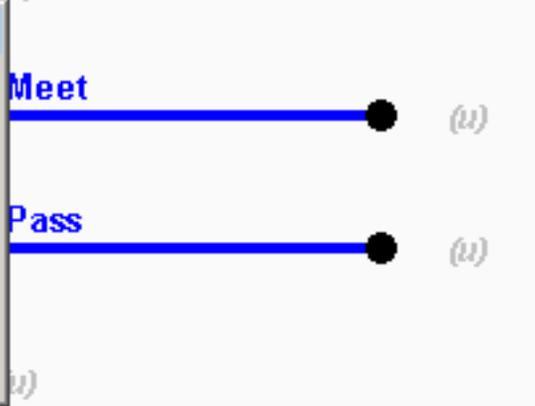
Bob

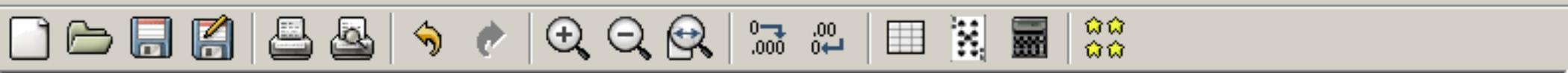


Outcome payoffs

Label	Bob wins
Alice	-1
Bob	0

Cancel OK

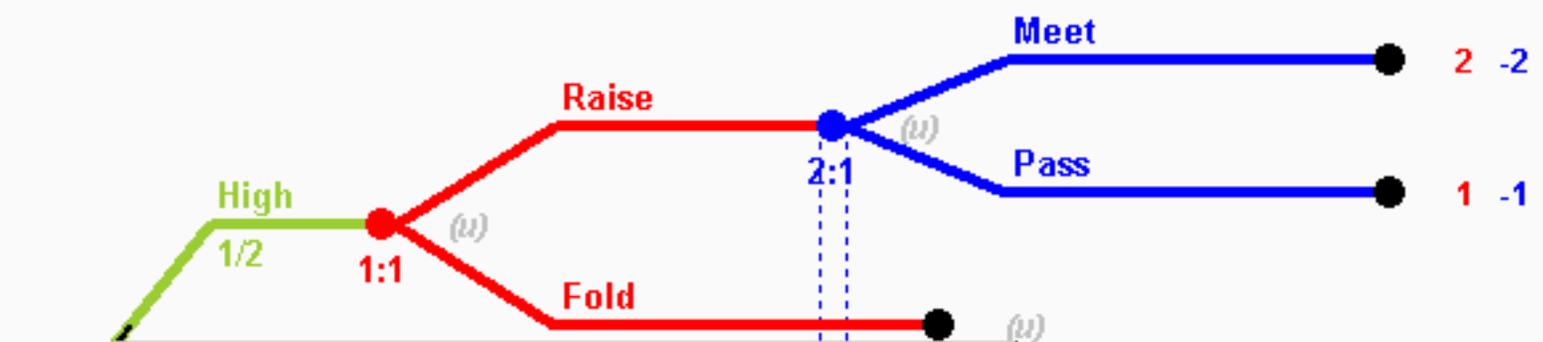




Chance

Alice

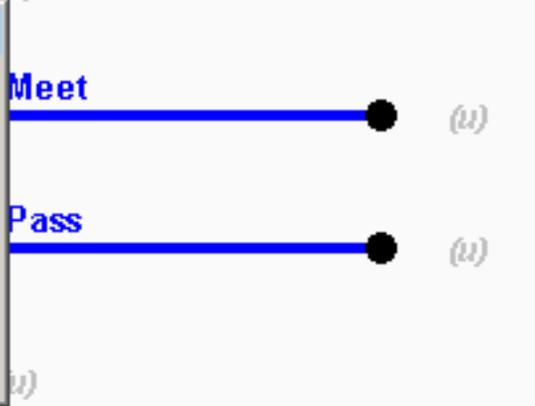
Bob

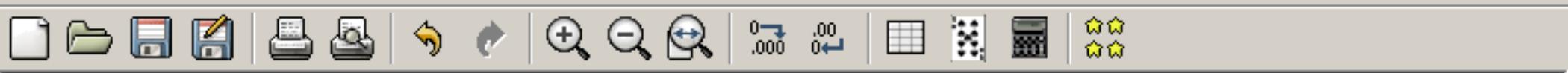


Outcome payoffs

Label	Bob wins
Alice	-1
Bob	0

Cancel OK

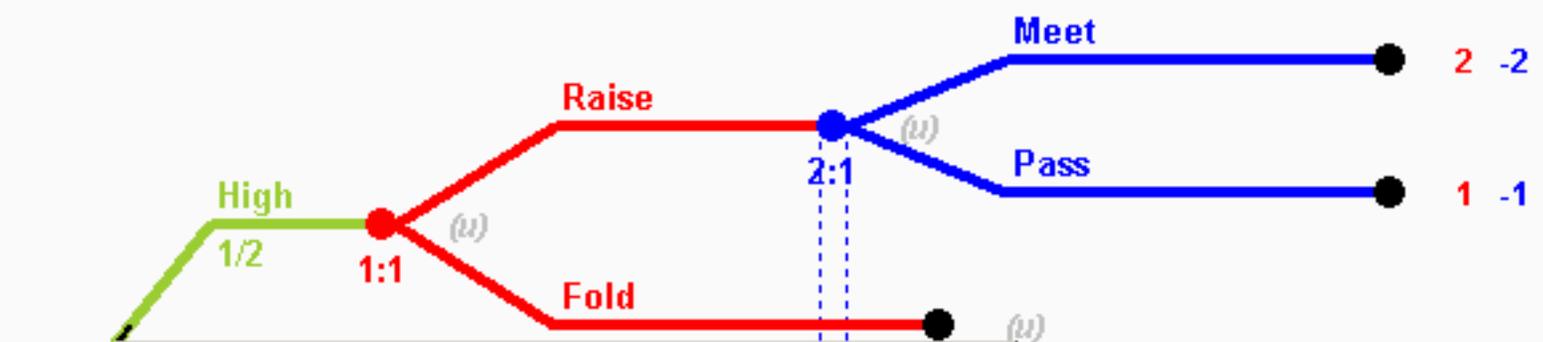




Chance

Alice

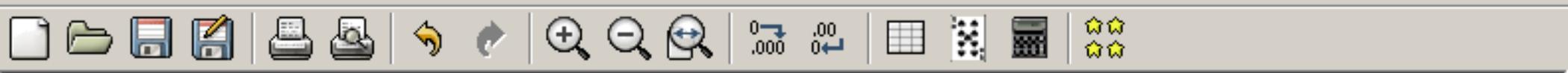
Bob



Outcome payoffs

Label	Bob wins
Alice	-1
Bob	0

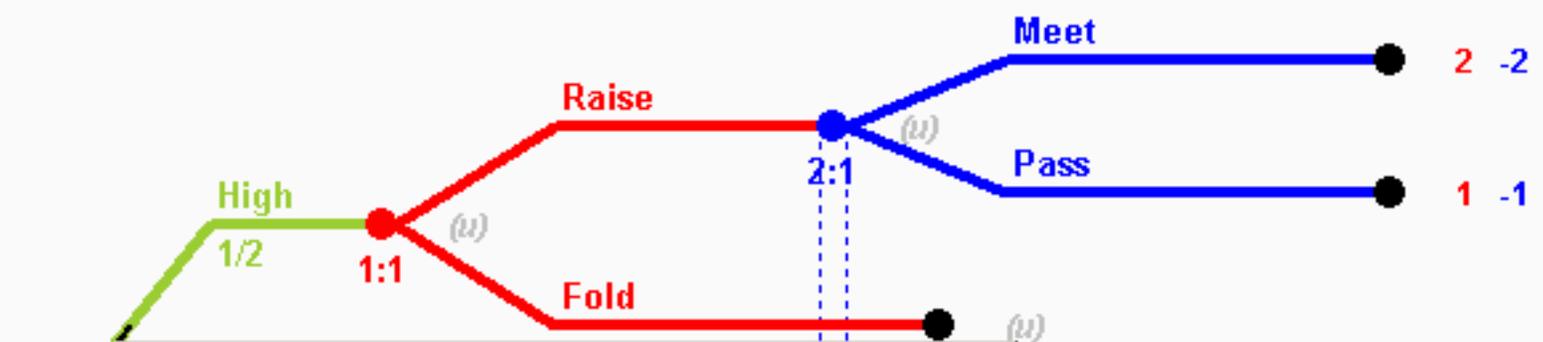
Cancel OK



Chance

Alice

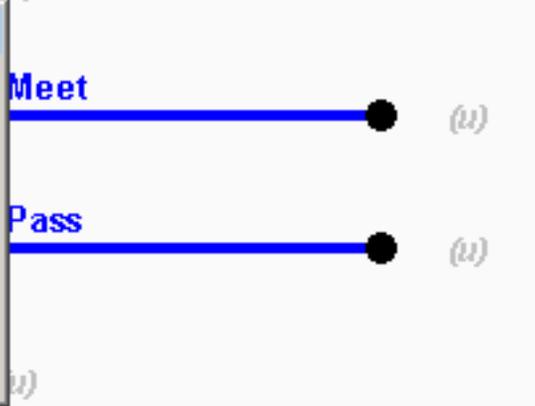
Bob



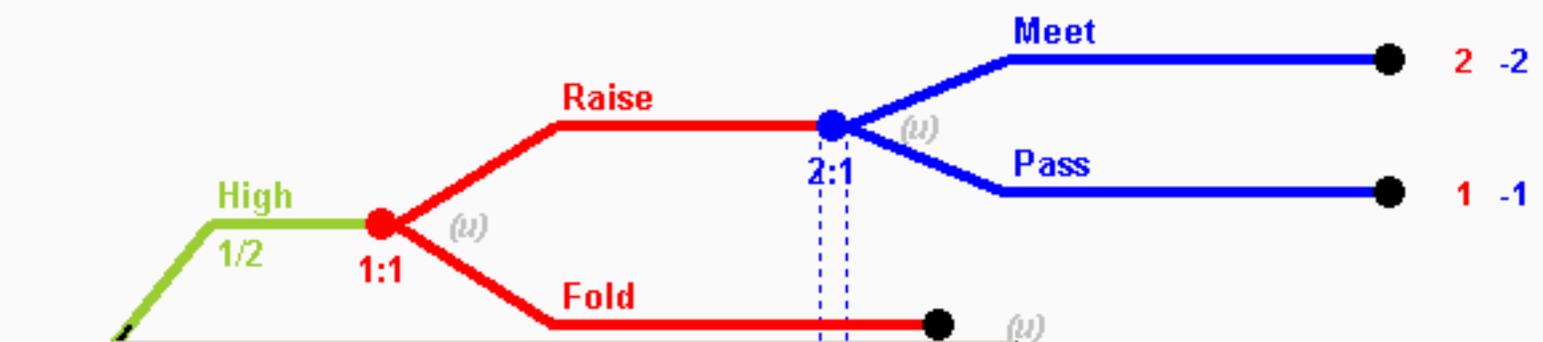
Outcome payoffs

Label	Bob wins
Alice	-1
Bob	

Cancel OK



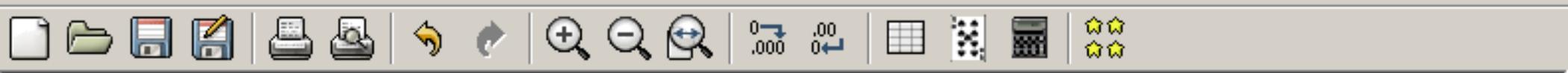
Chance
Alice
Bob



Outcome payoffs

Label	Bob wins
Alice	-1
Bob	1

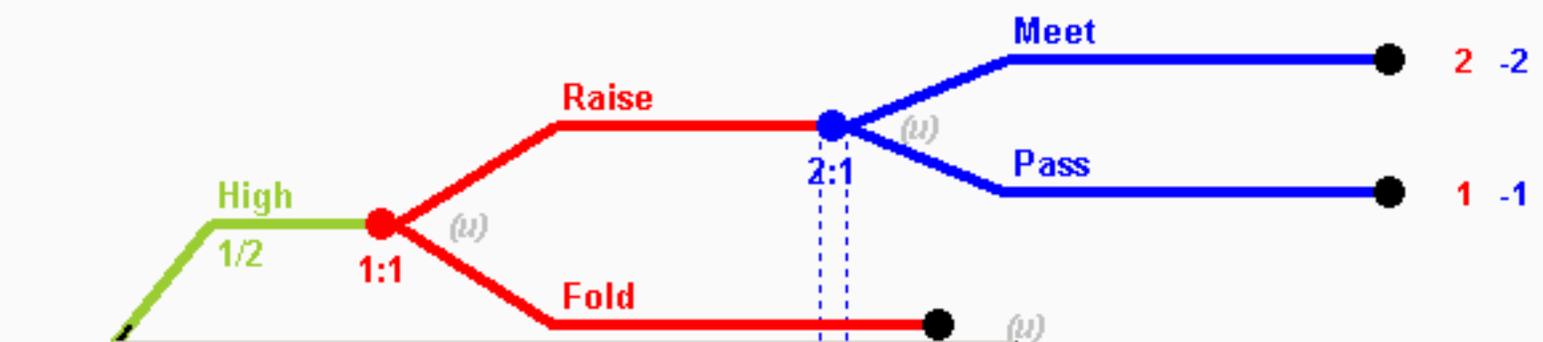
Cancel OK



Chance

Alice

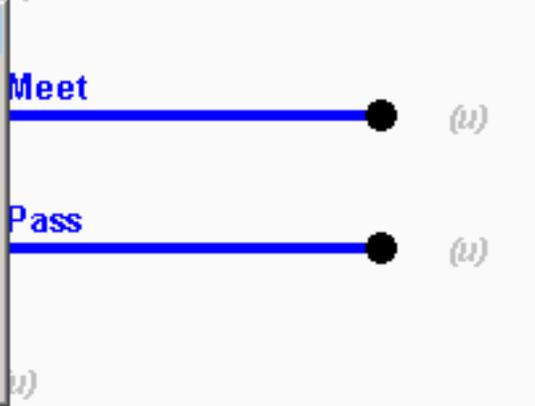
Bob

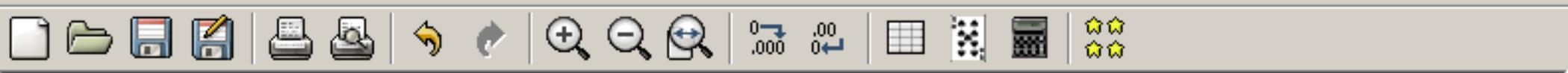


Outcome payoffs

Label	Bob wins
Alice	-1
Bob	1

Cancel OK

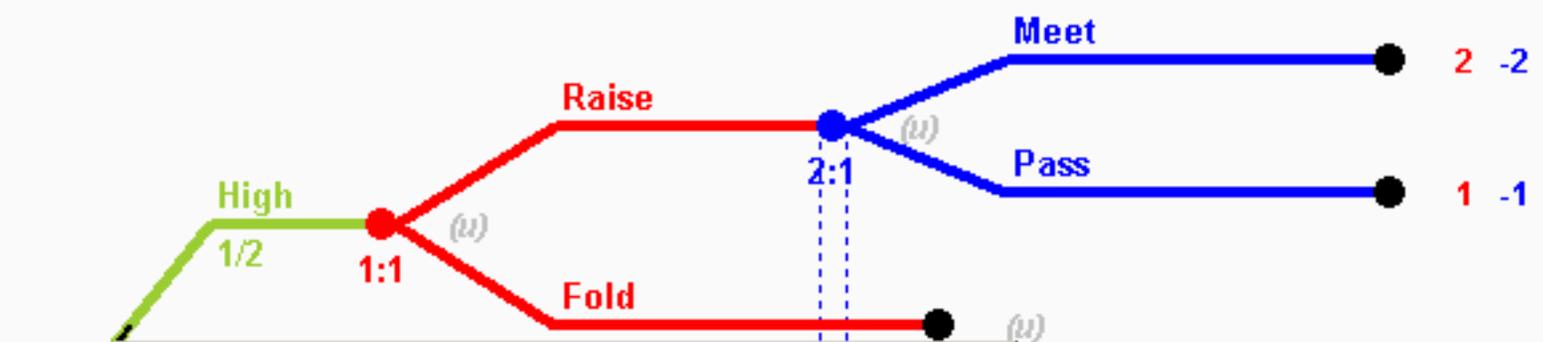




Chance

Alice

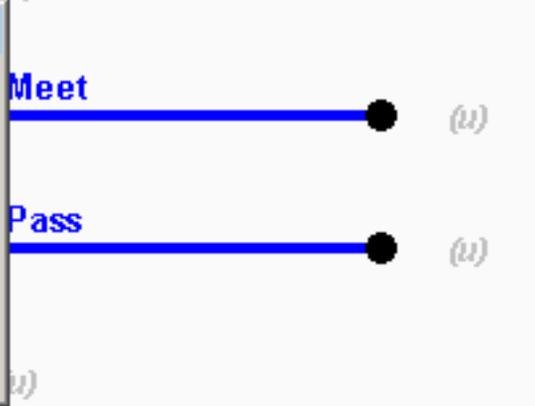
Bob



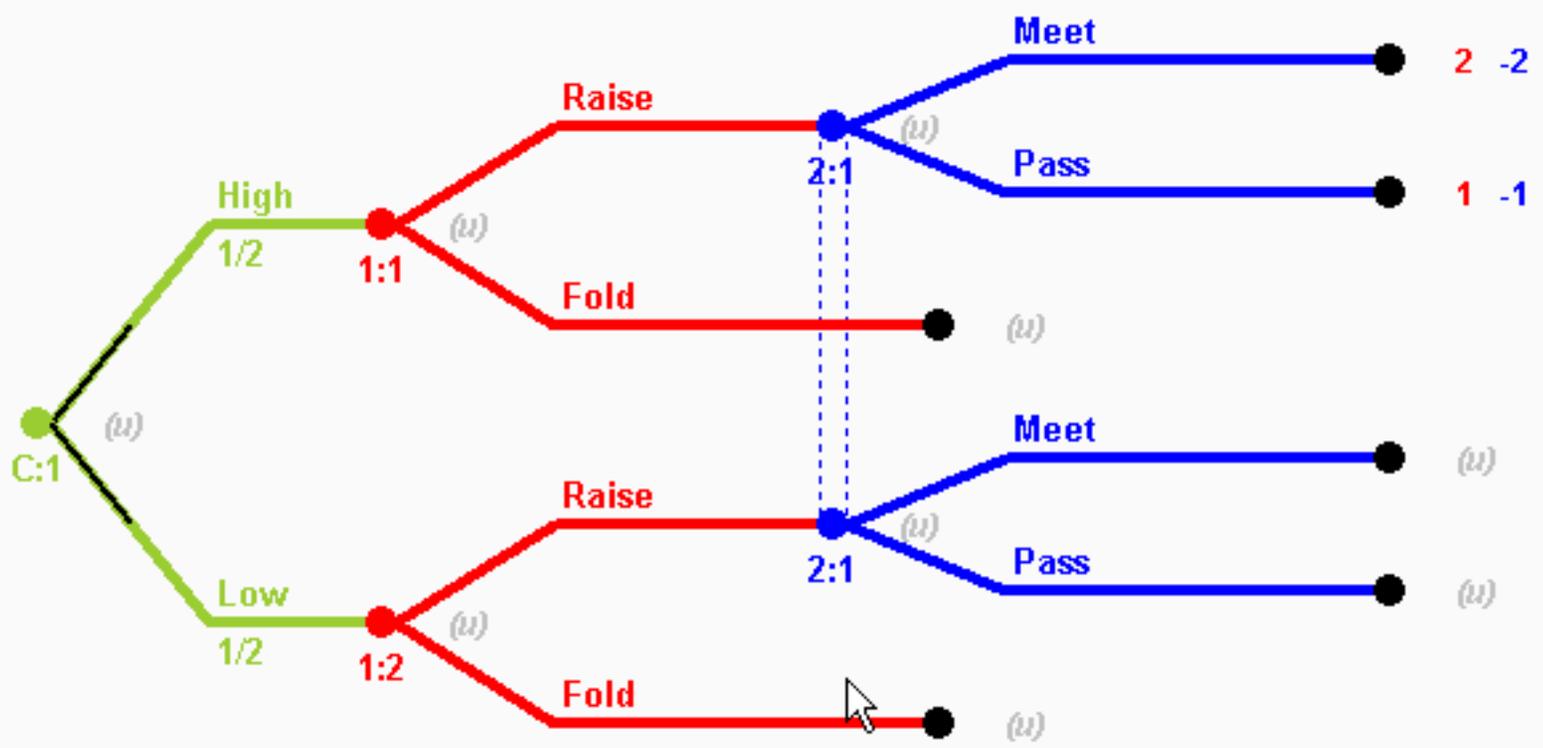
Outcome payoffs

Label	Bob wins
Alice	-1
Bob	1

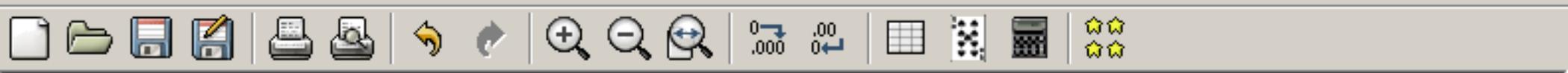
Cancel OK



Chance
Alice
Bob



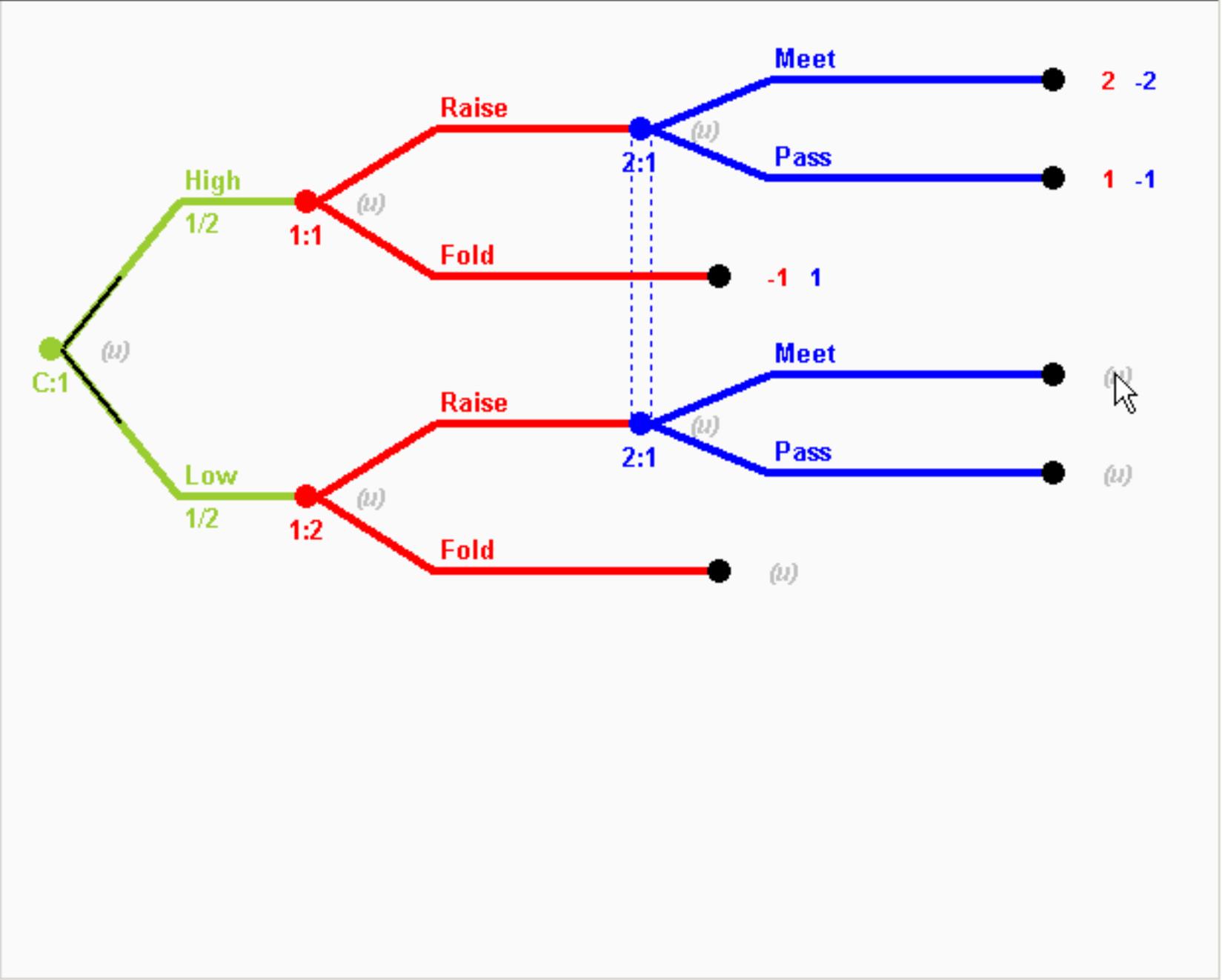
And, finally, if Alice gets a low card and raises, and Bob meets her, Bob wins, giving him a gain of two dollars for the game, and a loss of two dollars for Alice.

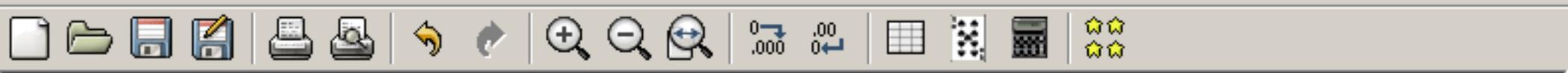


Chance

Alice

Bob

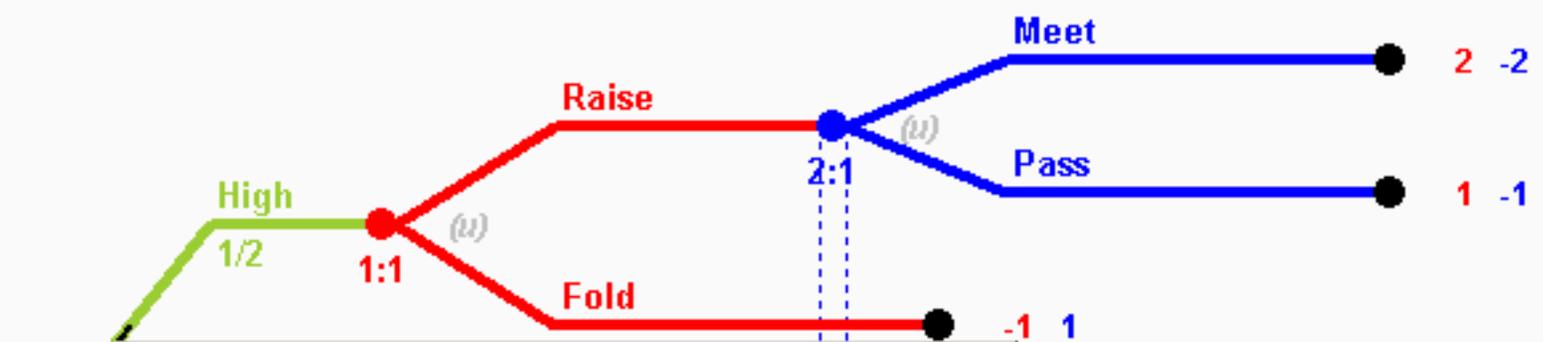




Chance

Alice

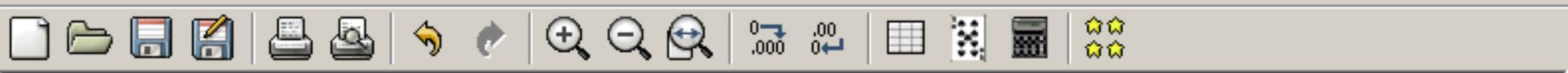
Bob



Outcome payoffs

Label	Outcome 4
Alice	0
Bob	0

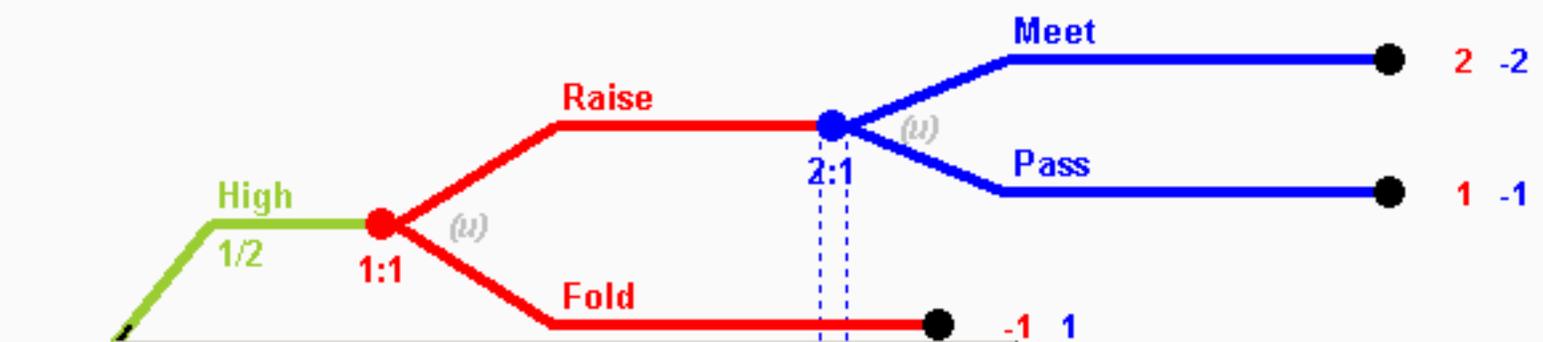
Cancel OK



Chance

Alice

Bob

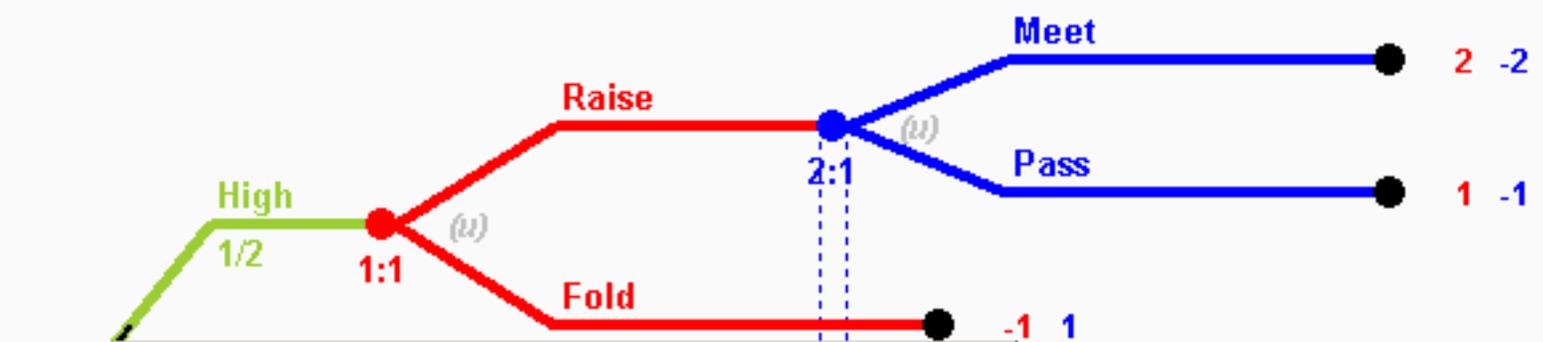


Outcome payoffs

Label	Outcome 1
Alice	0
Bob	0

Cancel OK

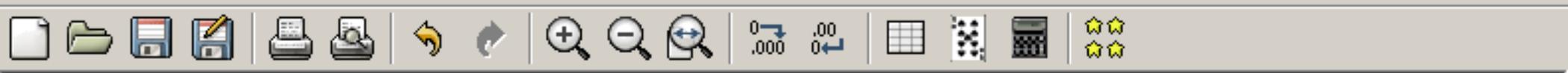
Chance
Alice
Bob



Outcome payoffs

Label	Outcome 4
Alice	0
Bob	0

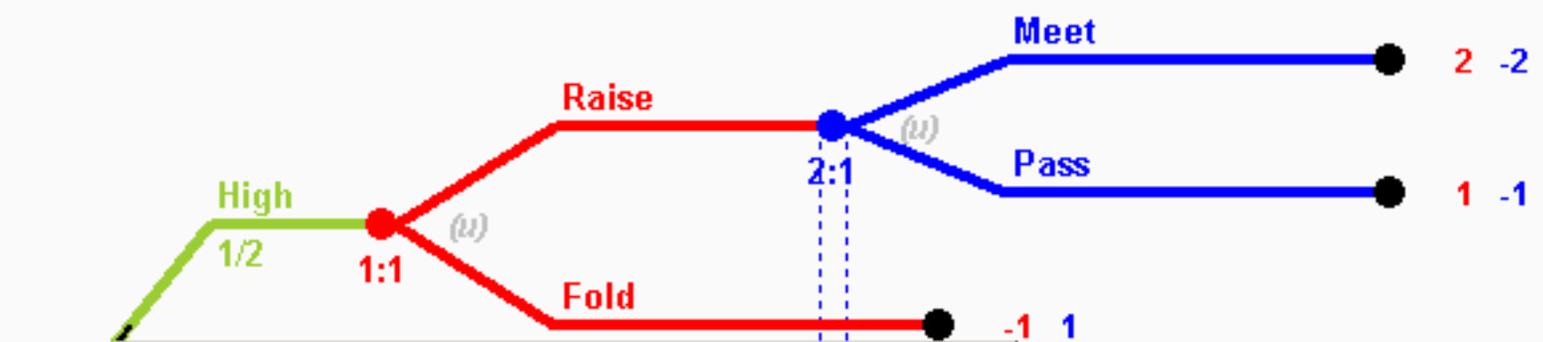
Cancel OK



Chance

Alice

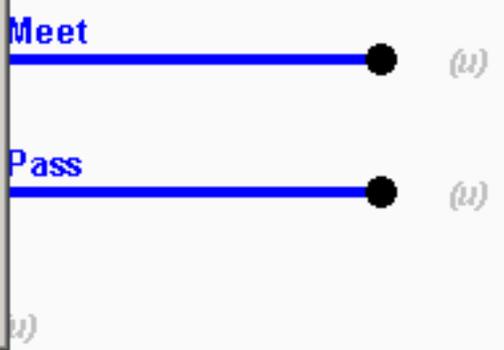
Bob

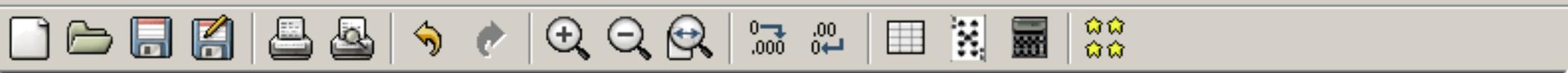


Outcome payoffs

Label	B
Alice	0
Bob	0

Cancel OK

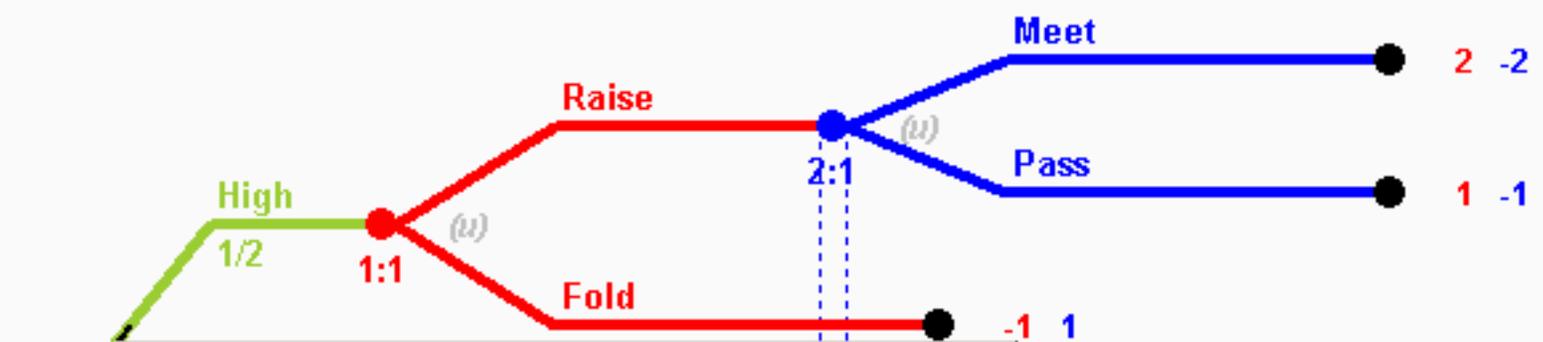




Chance

Alice

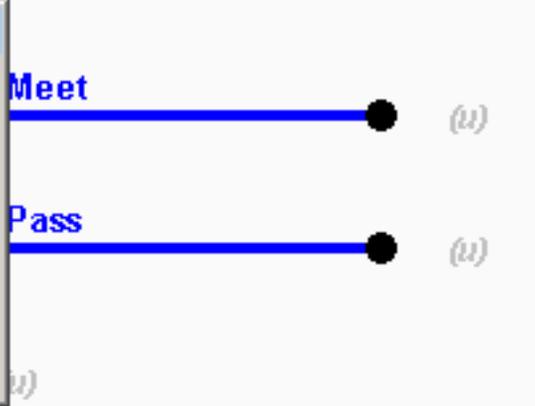
Bob

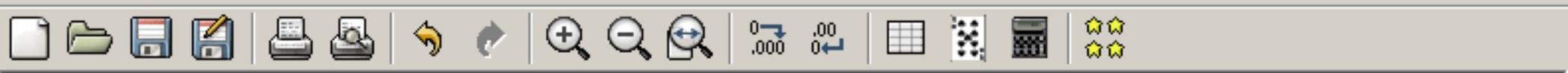


Outcome payoffs

Label	Bob
Alice	0
Bob	0

Cancel OK

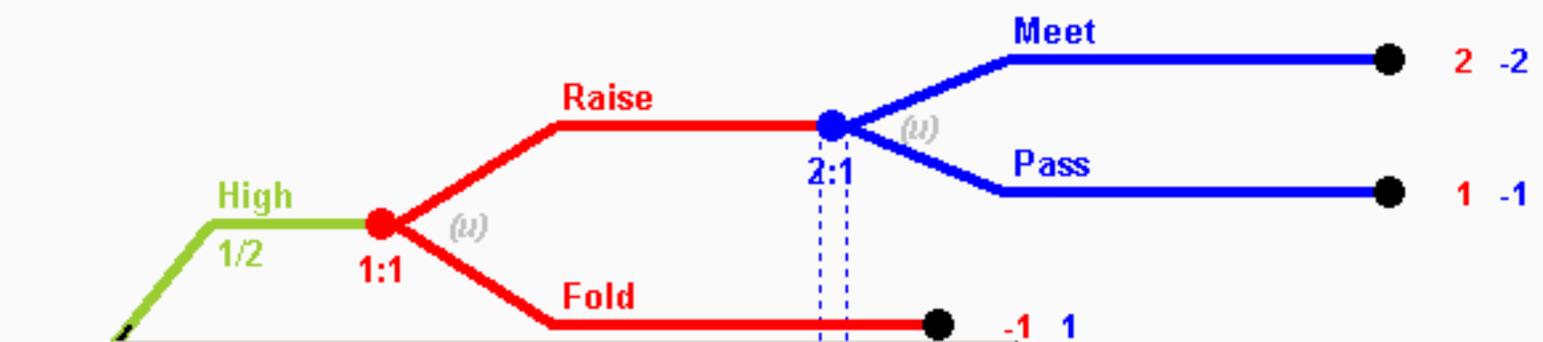




Chance

Alice

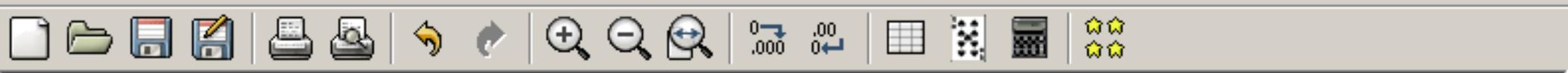
Bob



Outcome payoffs

Label	Bob
Alice	0
Bob	0

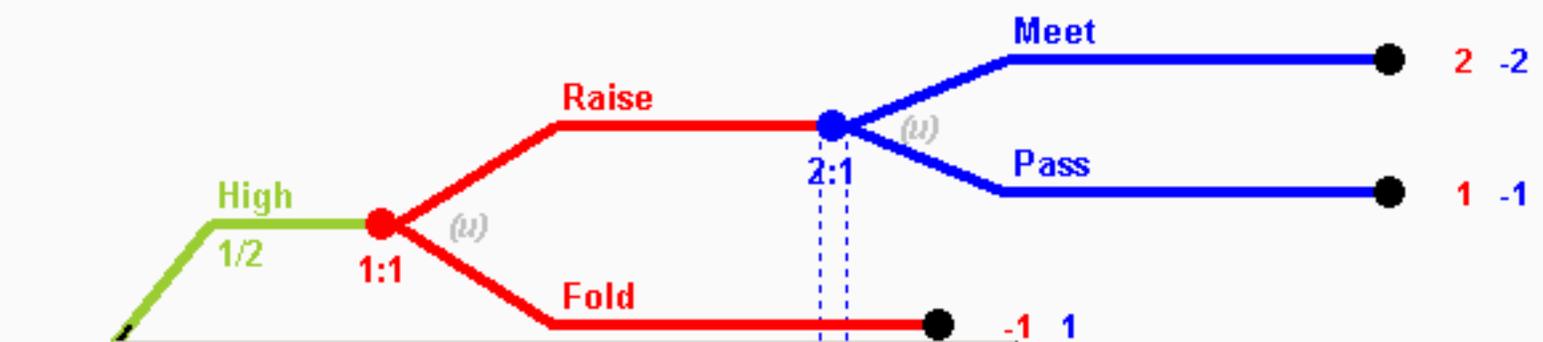
Cancel OK



Chance

Alice

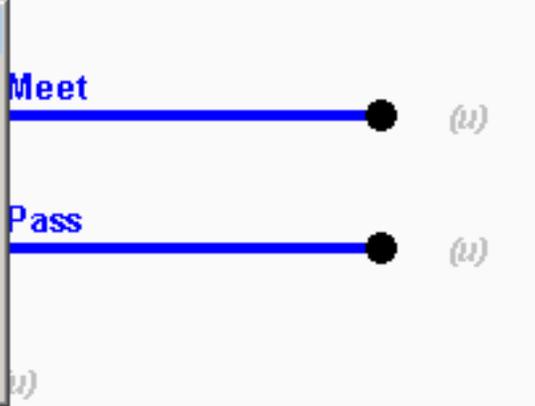
Bob

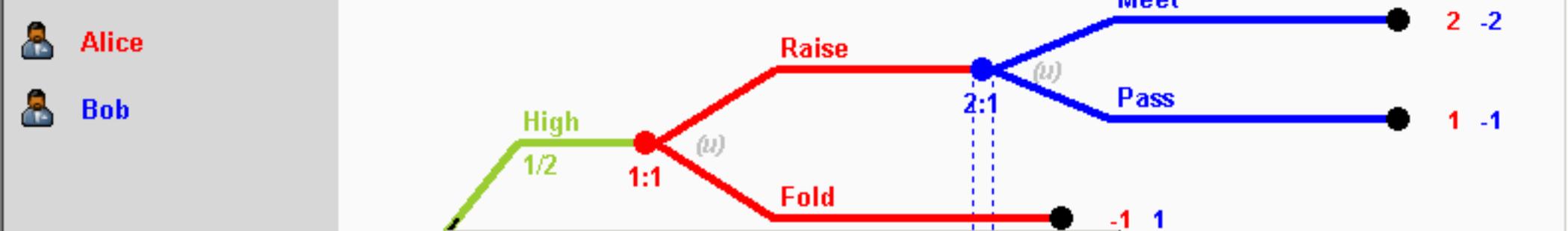


Outcome payoffs

Label	Bob
Alice	0
Bob	0

Cancel OK





Outcome payoffs

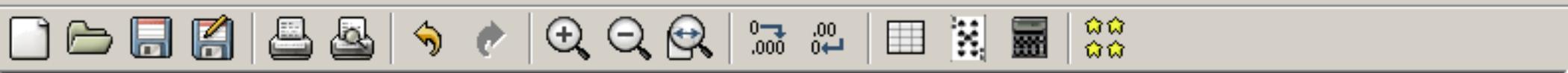
Label	Bob w
Alice	0
Bob	0

Cancel OK

Chance

Alice

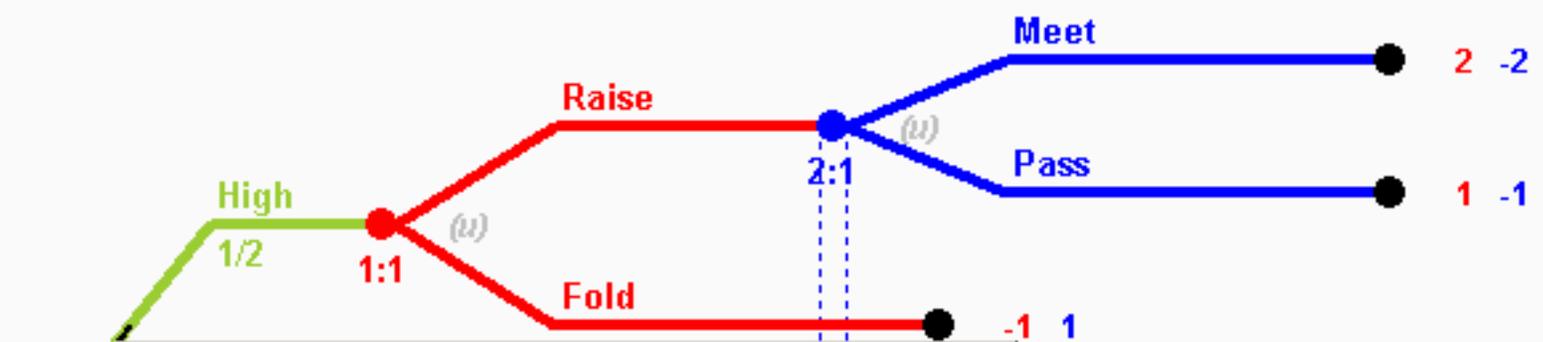
Bob



Chance

Alice

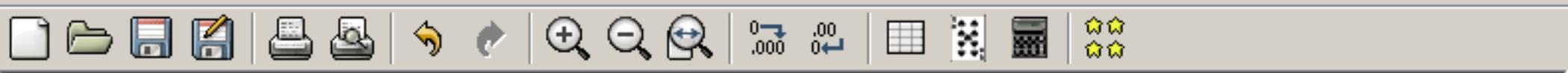
Bob



Outcome payoffs

Label	Bob win
Alice	0
Bob	0

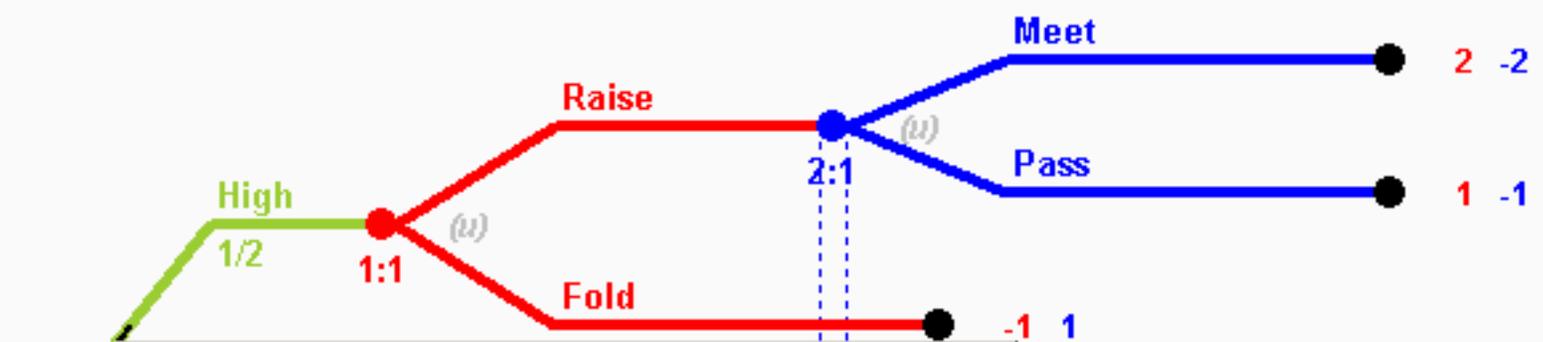
Cancel OK



Chance

Alice

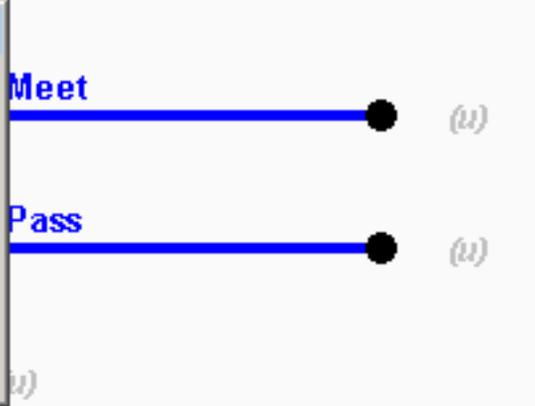
Bob

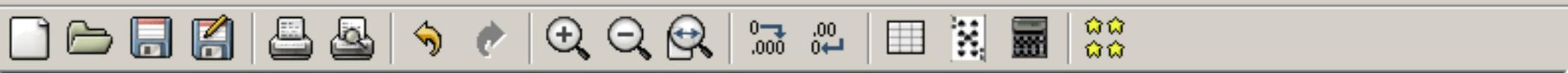


Outcome payoffs

Label	Bob win
Alice	0
Bob	0

Cancel OK

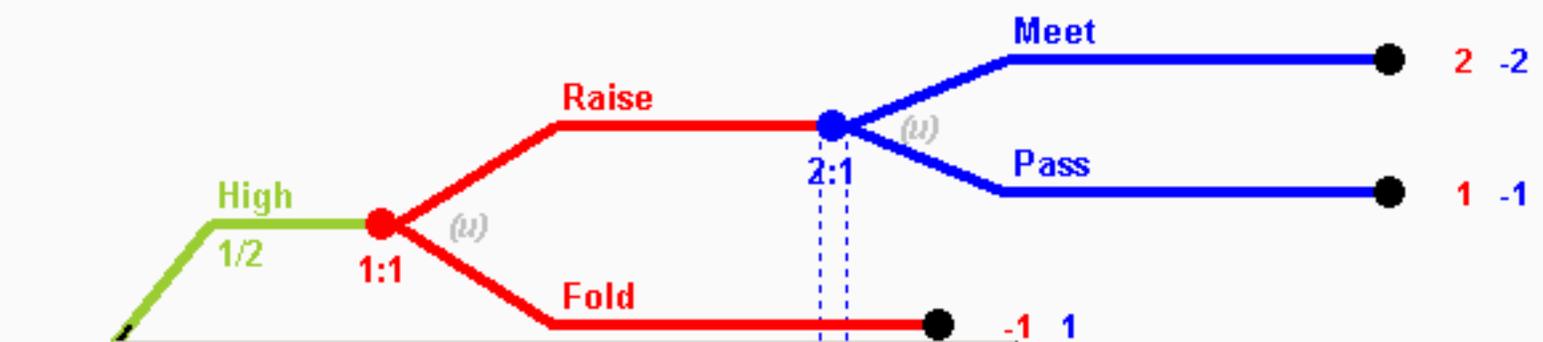




Chance

Alice

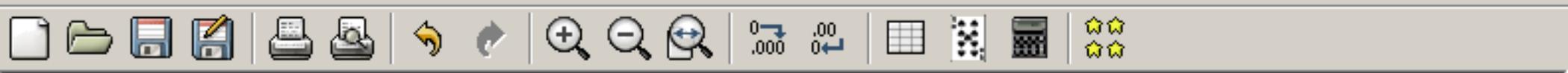
Bob



Outcome payoffs

Label	Bob wins
Alice	0
Bob	0

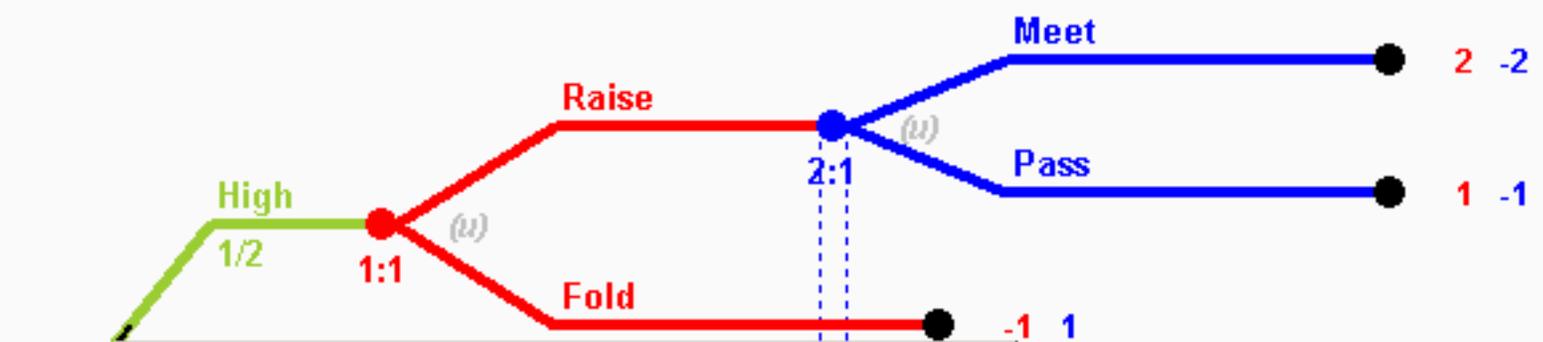
Cancel OK



Chance

Alice

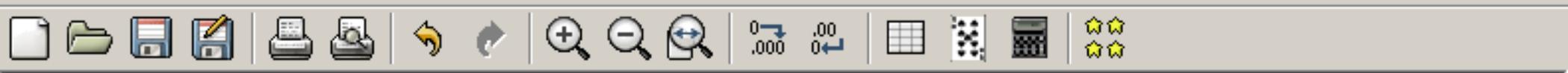
Bob



Outcome payoffs

Label	Bob wins
Alice	0
Bob	0

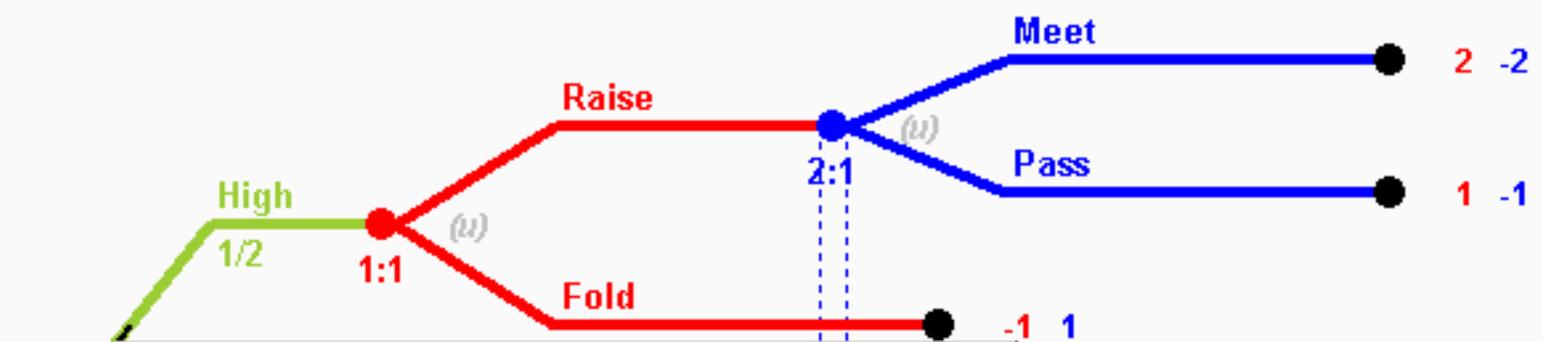
Cancel OK



Chance

Alice

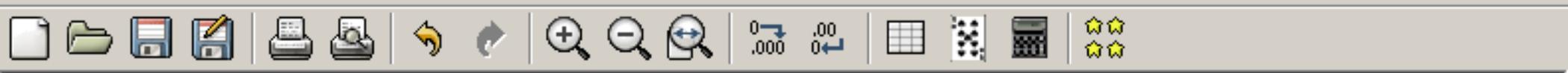
Bob



Outcome payoffs

Label	Bob wins b
Alice	0
Bob	0

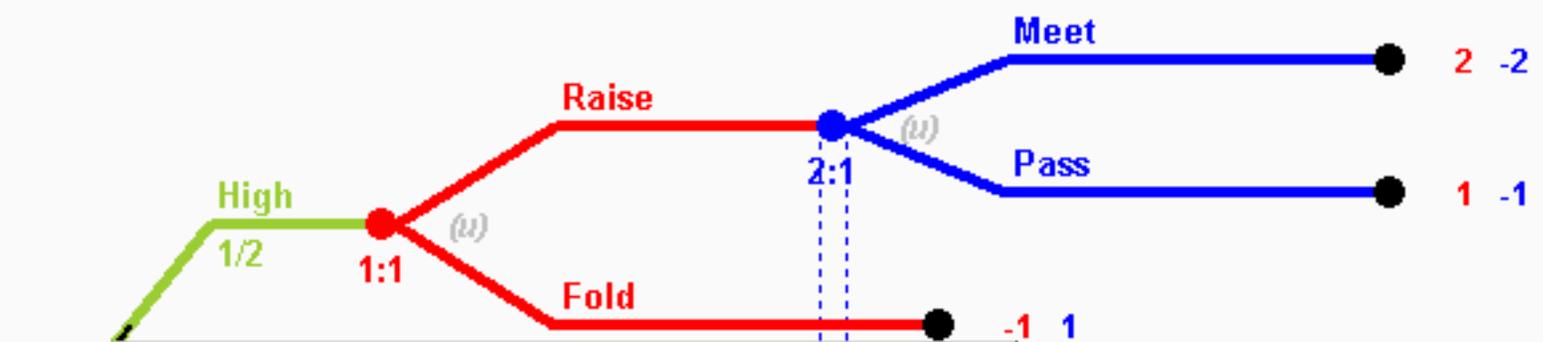
Cancel OK



Chance

Alice

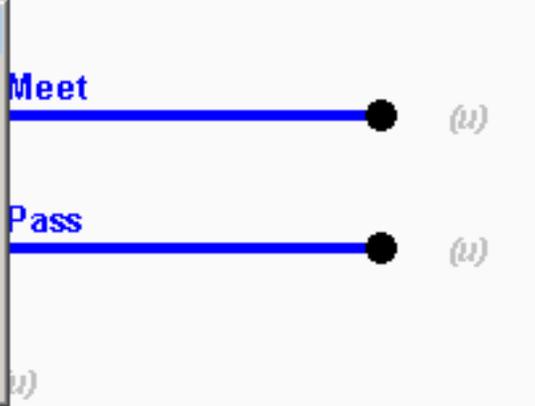
Bob

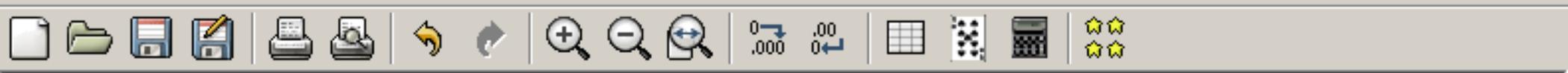


Outcome payoffs

Label	Bob wins b
Alice	0
Bob	0

Cancel OK

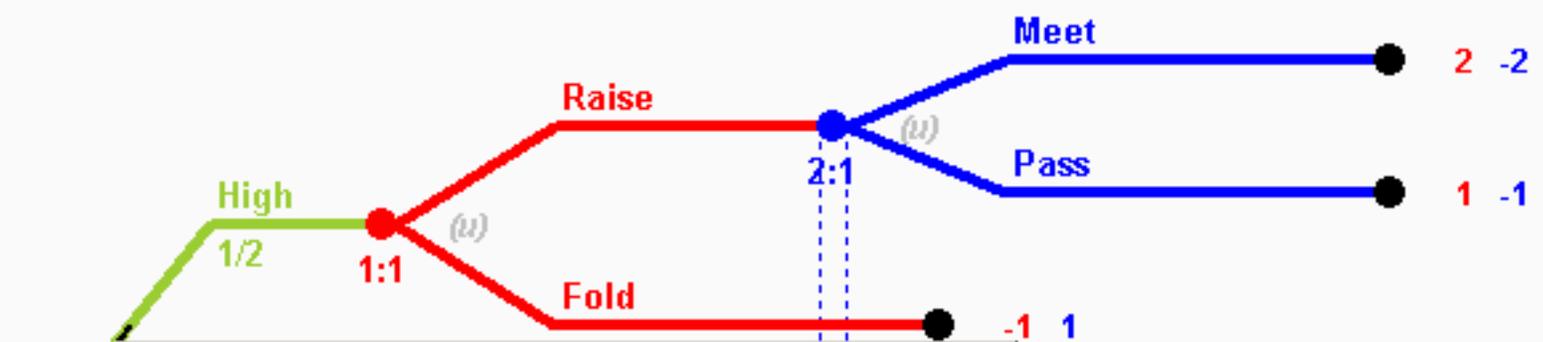




Chance

Alice

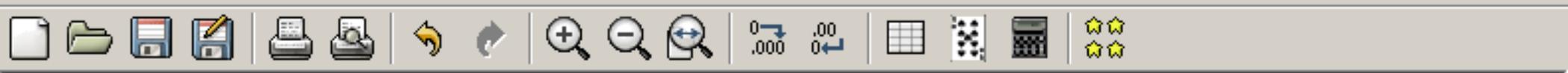
Bob



Outcome payoffs

Label	Bob wins big
Alice	0
Bob	0

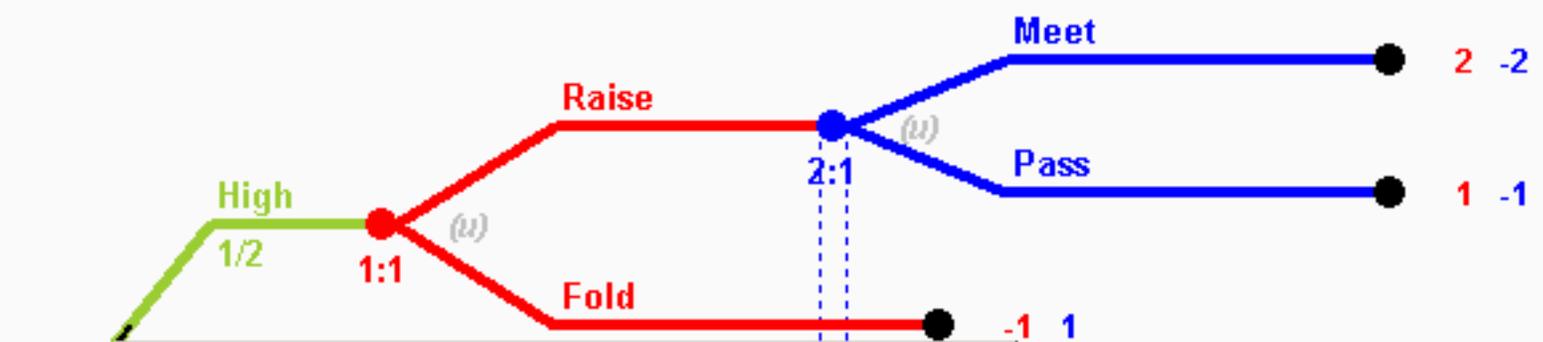
Cancel OK



Chance

Alice

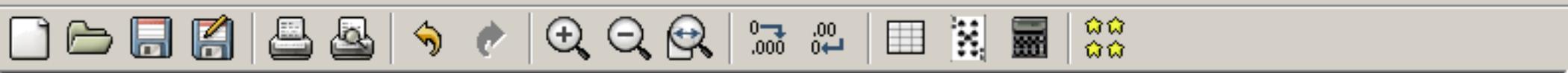
Bob



Outcome payoffs

Label	Bob wins big
Alice	0
Bob	0

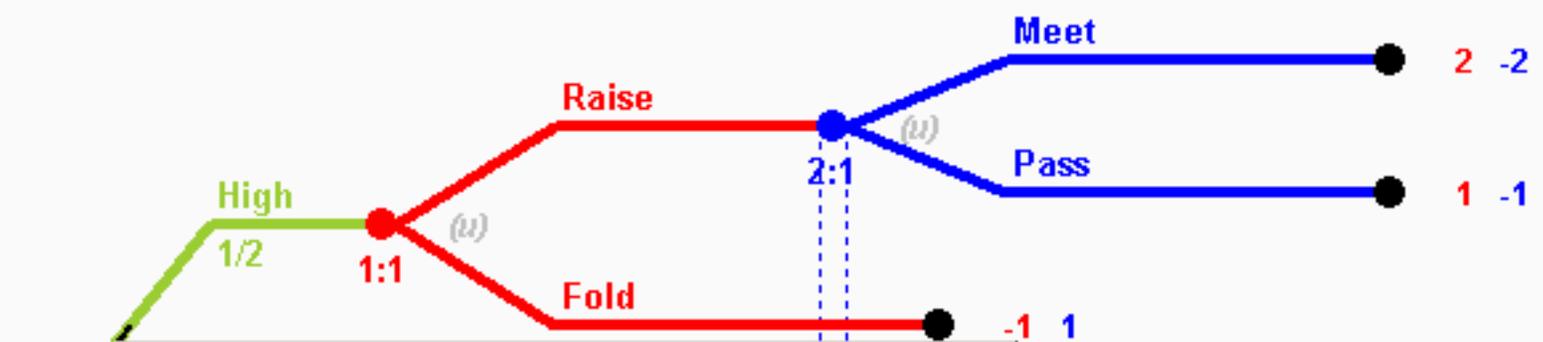
Cancel OK



Chance

Alice

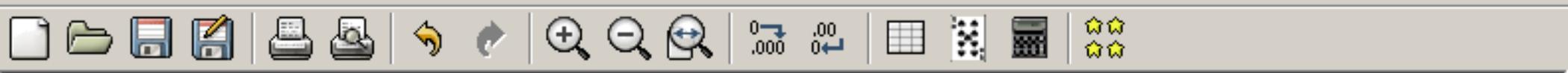
Bob



Outcome payoffs

Label	Bob wins big
Alice	0
Bob	0

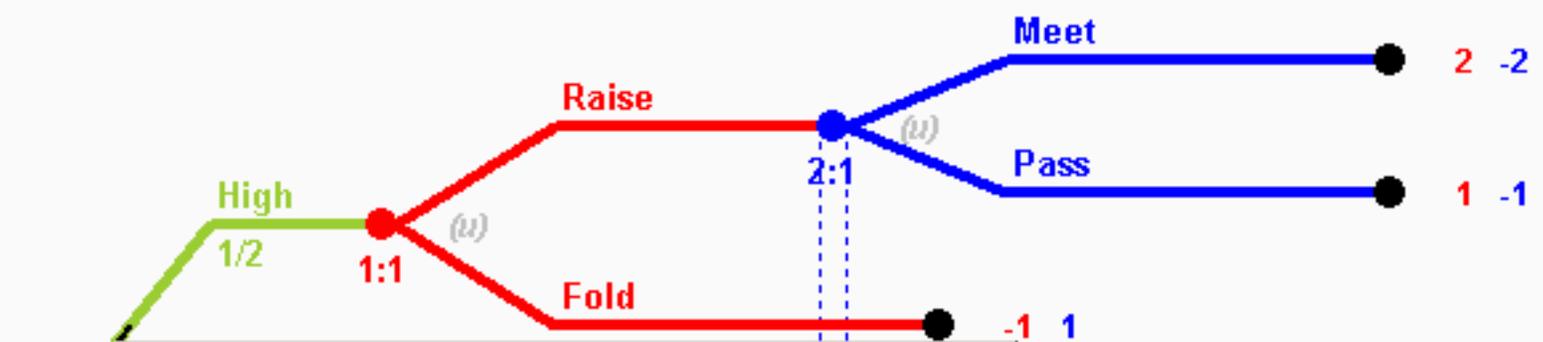
Cancel OK



Chance

Alice

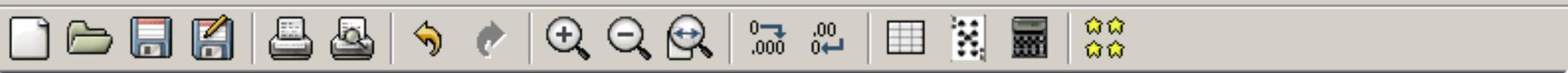
Bob



Outcome payoffs

Label	Bob wins big
Alice	<input type="text" value="0"/>
Bob	<input type="text" value="0"/>

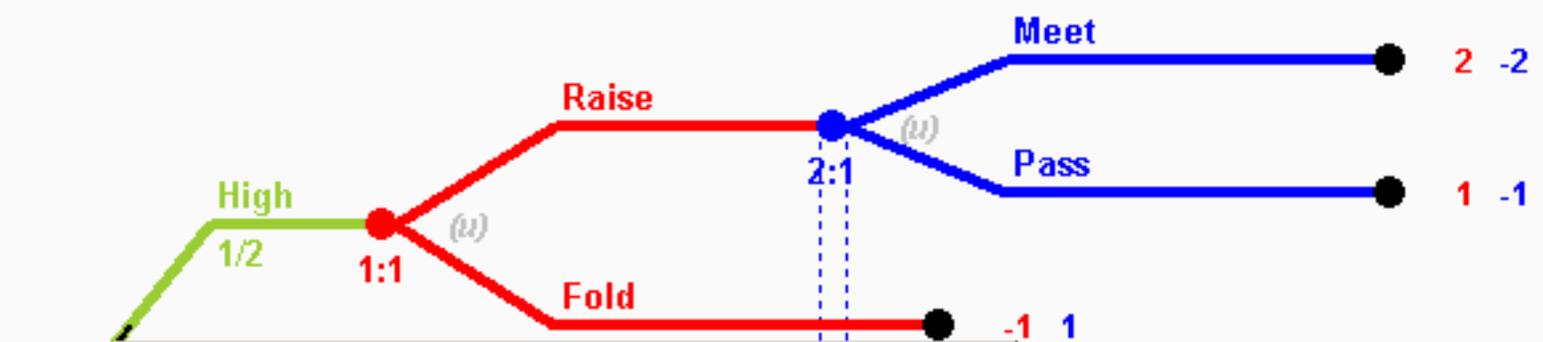
Cancel OK



Chance

Alice

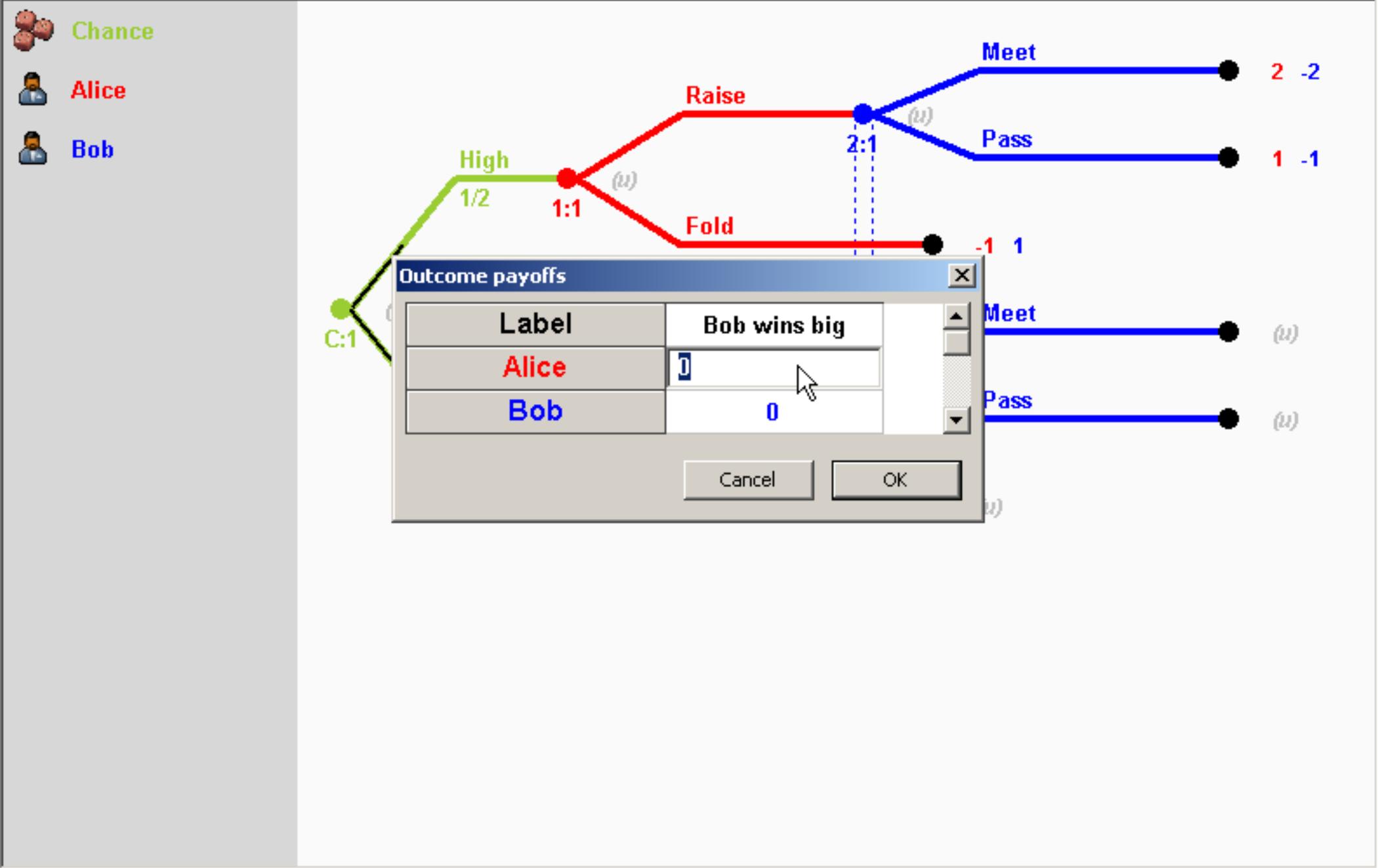
Bob

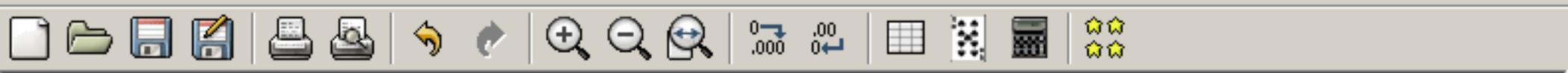


Outcome payoffs

Label	Bob wins big
Alice	<input type="text" value="0"/>
Bob	<input type="text" value="0"/>

Cancel OK

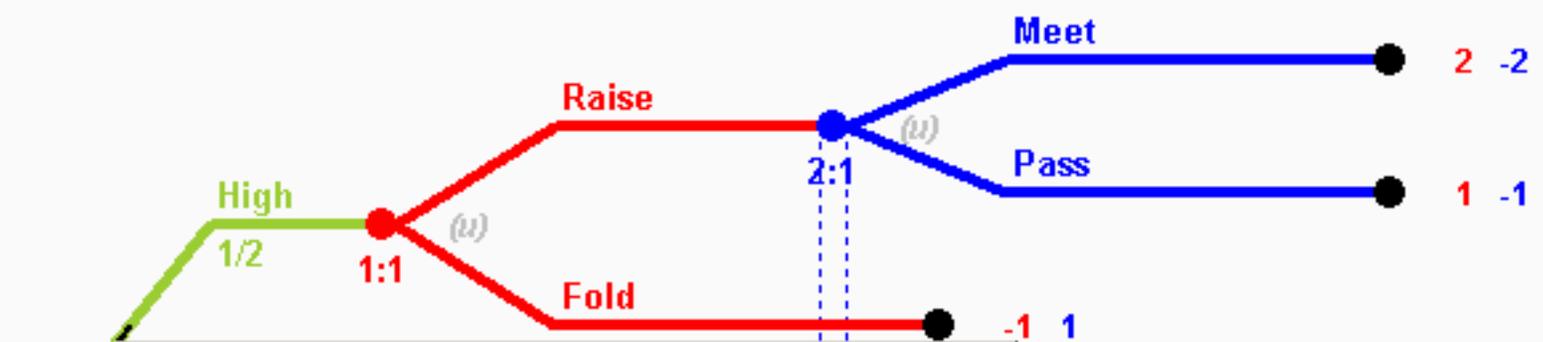




Chance

Alice

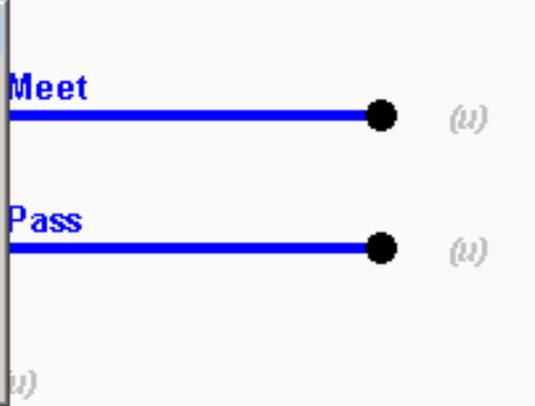
Bob

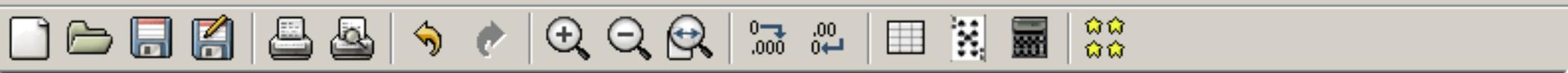


Outcome payoffs

Label	Bob wins big
Alice	-1
Bob	0

Cancel OK

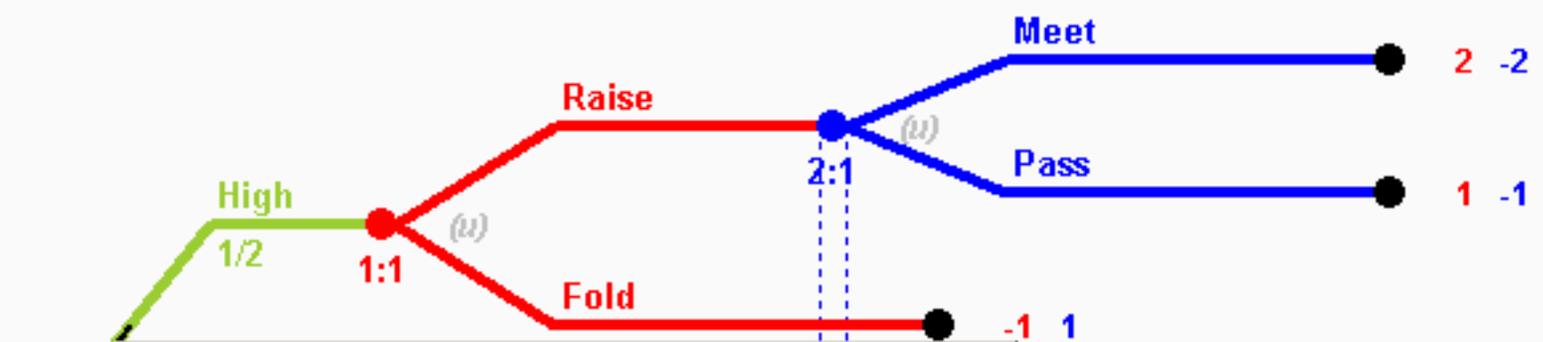




Chance

Alice

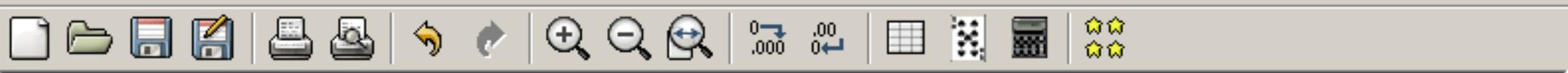
Bob



Outcome payoffs

Label	Bob wins big
Alice	-2
Bob	0

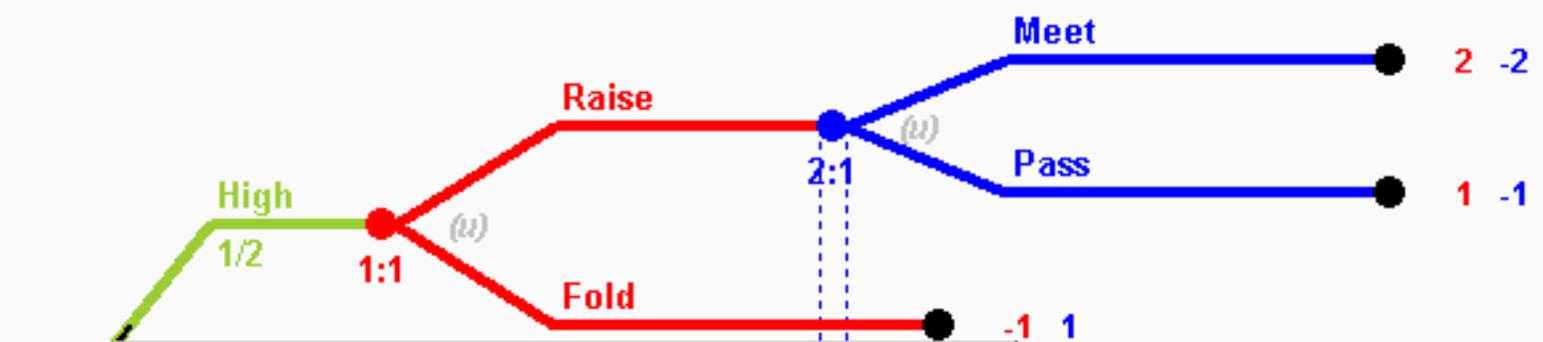
Cancel OK



Chance

Alice

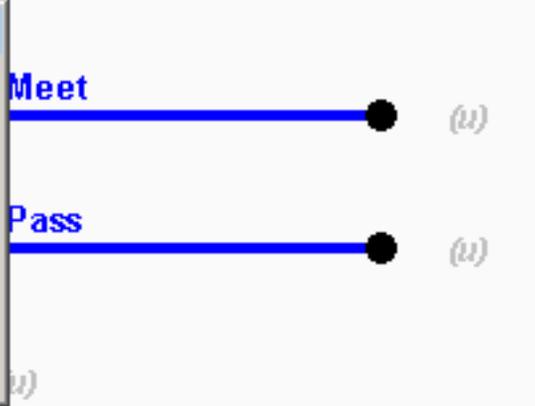
Bob

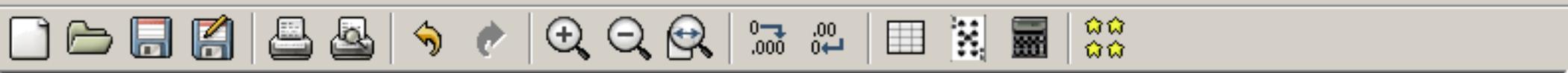


Outcome payoffs

Label	Bob wins big
Alice	-2
Bob	0

Cancel OK

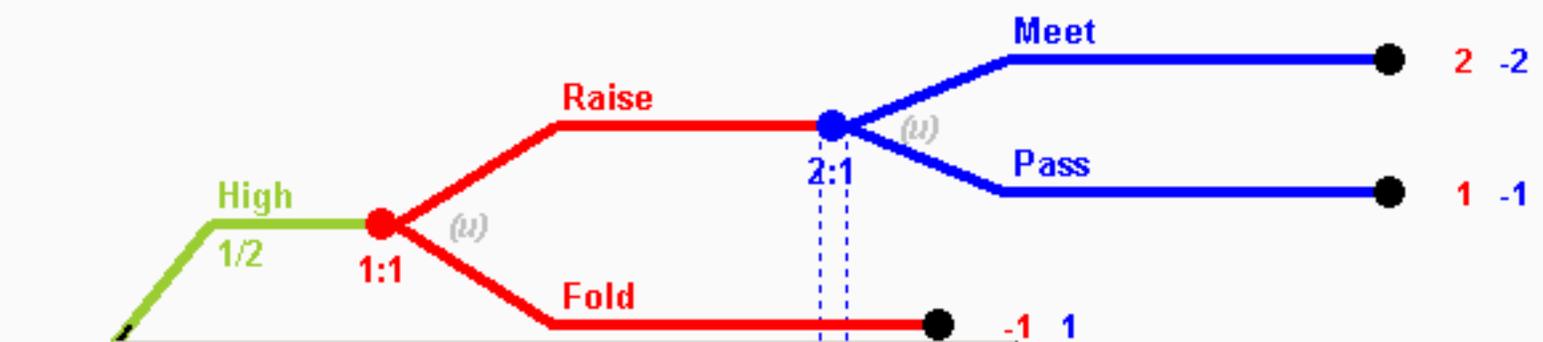




Chance

Alice

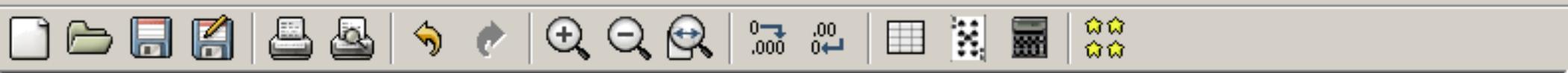
Bob



Outcome payoffs

Label	Bob wins big
Alice	-2
Bob	0

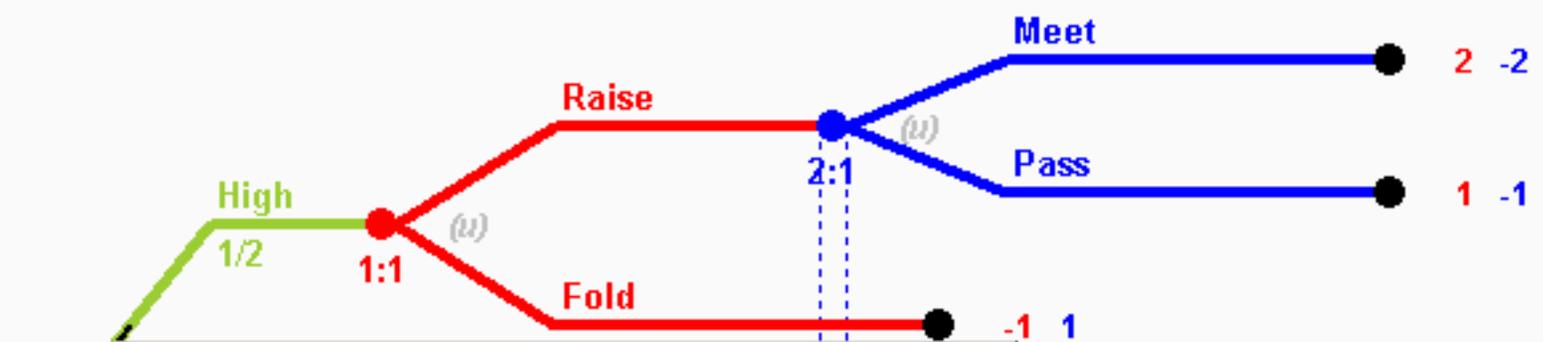
Cancel OK



Chance

Alice

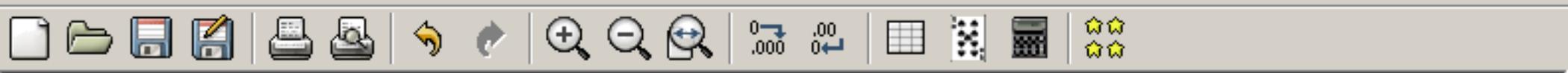
Bob



Outcome payoffs

Label	Bob wins big
Alice	-2
Bob	0

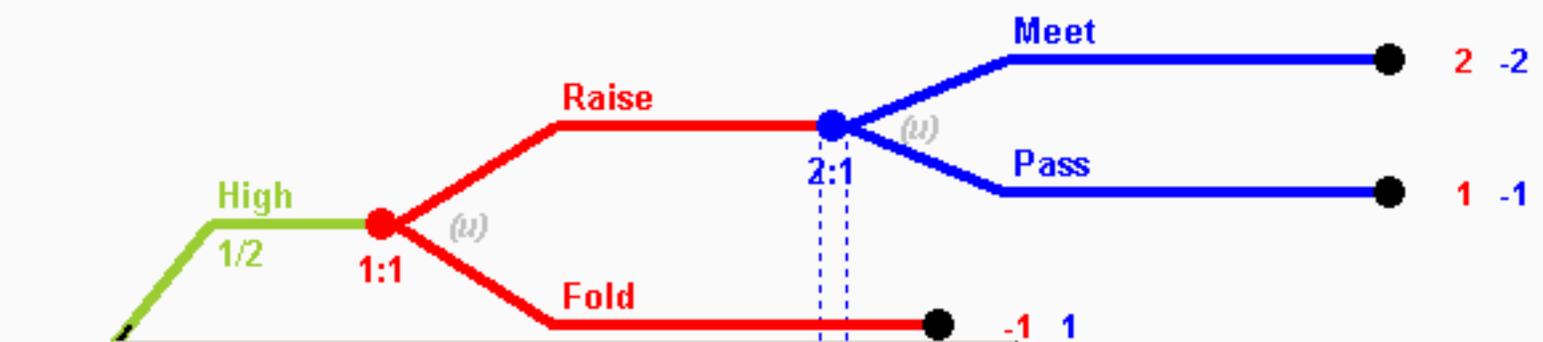
Cancel OK



Chance

Alice

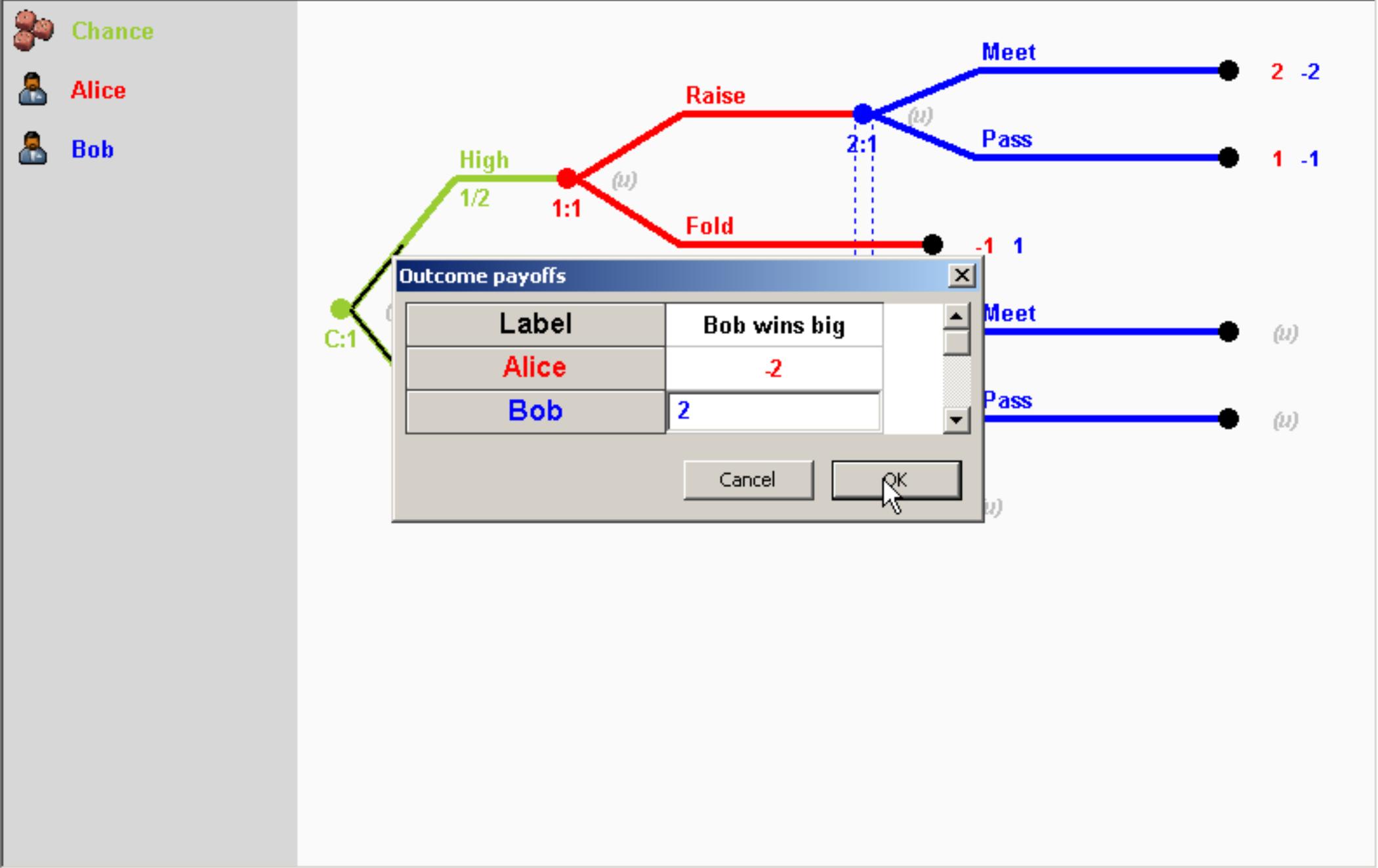
Bob

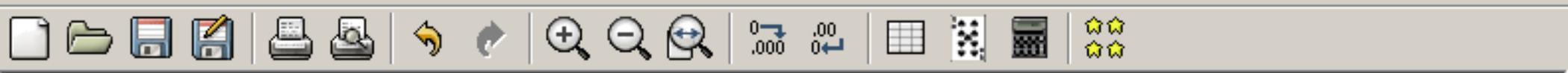


Outcome payoffs

Label	Bob wins big
Alice	-2
Bob	1

Cancel OK

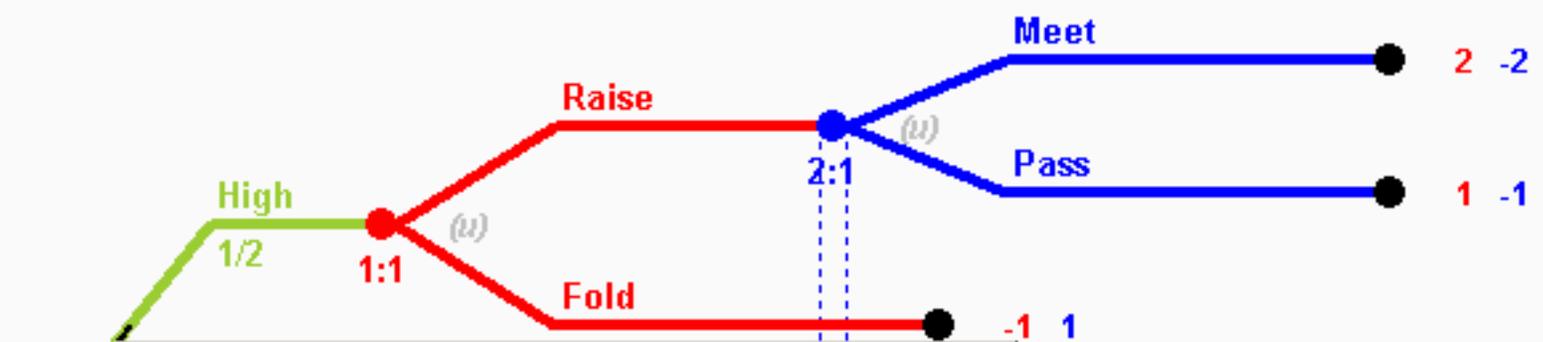




Chance

Alice

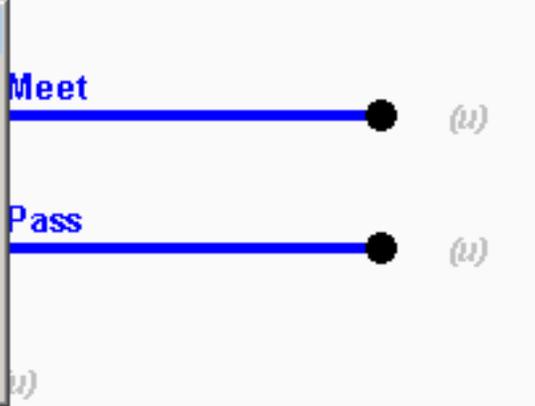
Bob



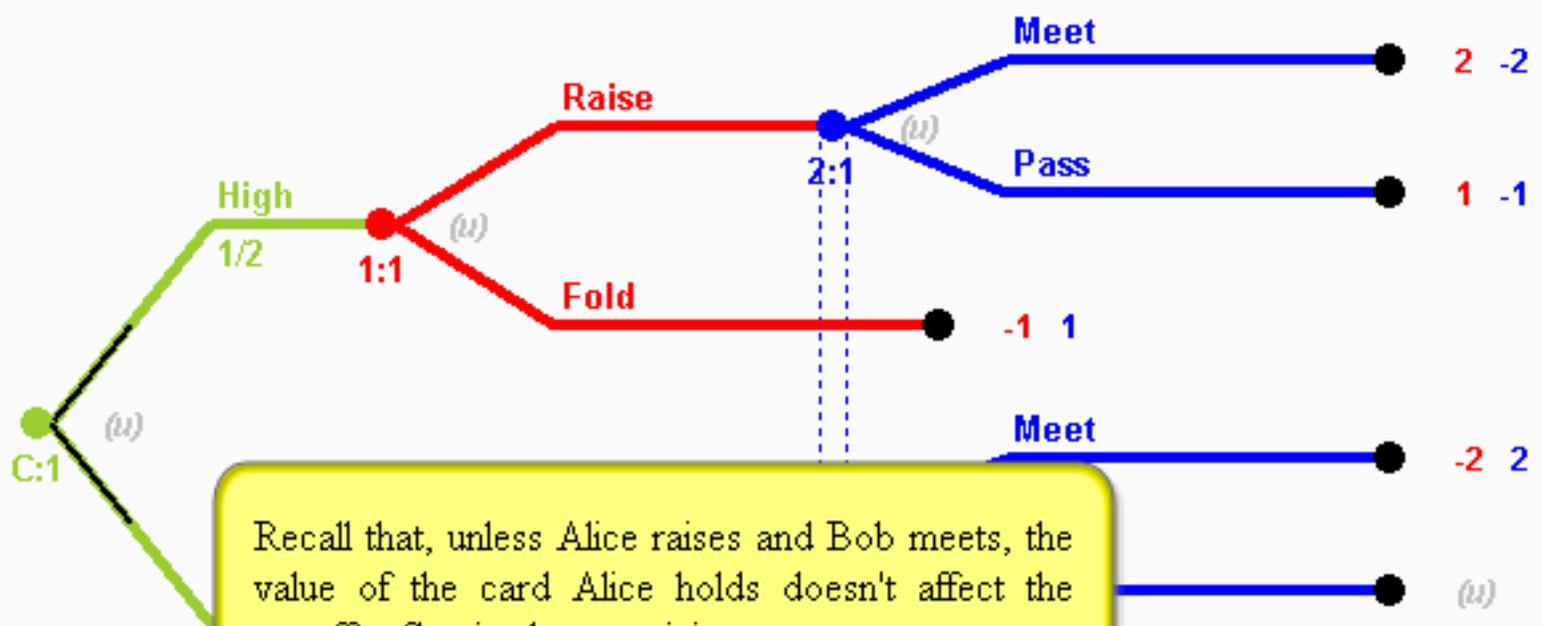
Outcome payoffs

Label	Bob wins big
Alice	-2
Bob	2

Cancel OK

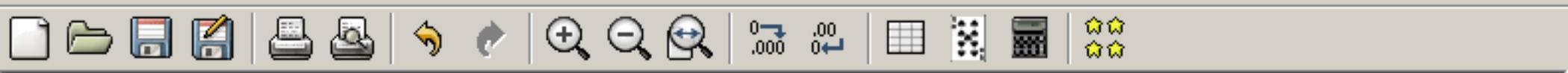


Chance
Alice
Bob



Recall that, unless Alice raises and Bob meets, the value of the card Alice holds doesn't affect the payoffs. So, in the remaining two cases, we can copy the payoffs from nodes where we already created them.

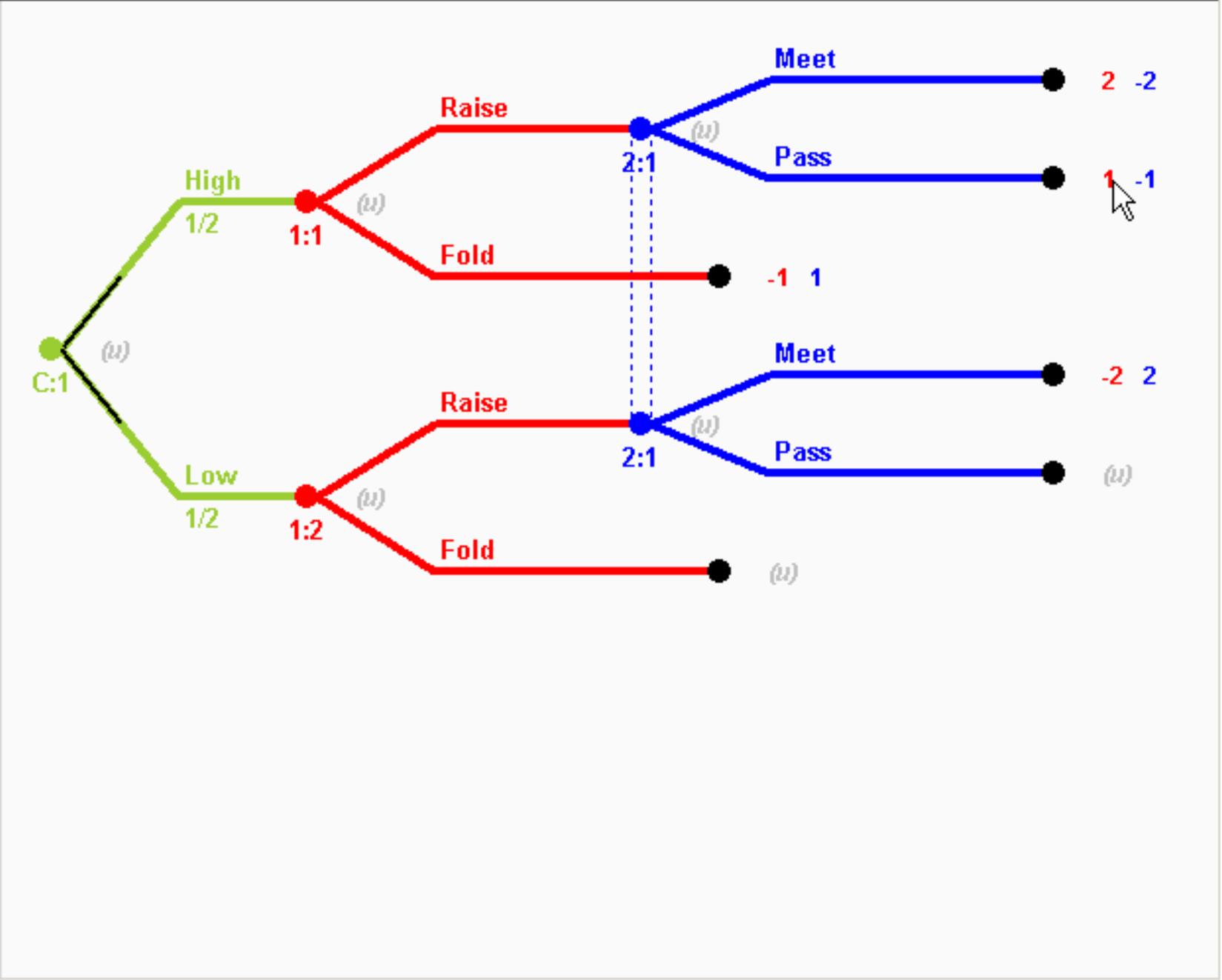
Payoffs can be copied by holding down the control key on the keyboard while dragging from the payoffs to be copied to the node where the payoffs should also be assigned. We now do this for both the remaining cases.



Chance

Alice

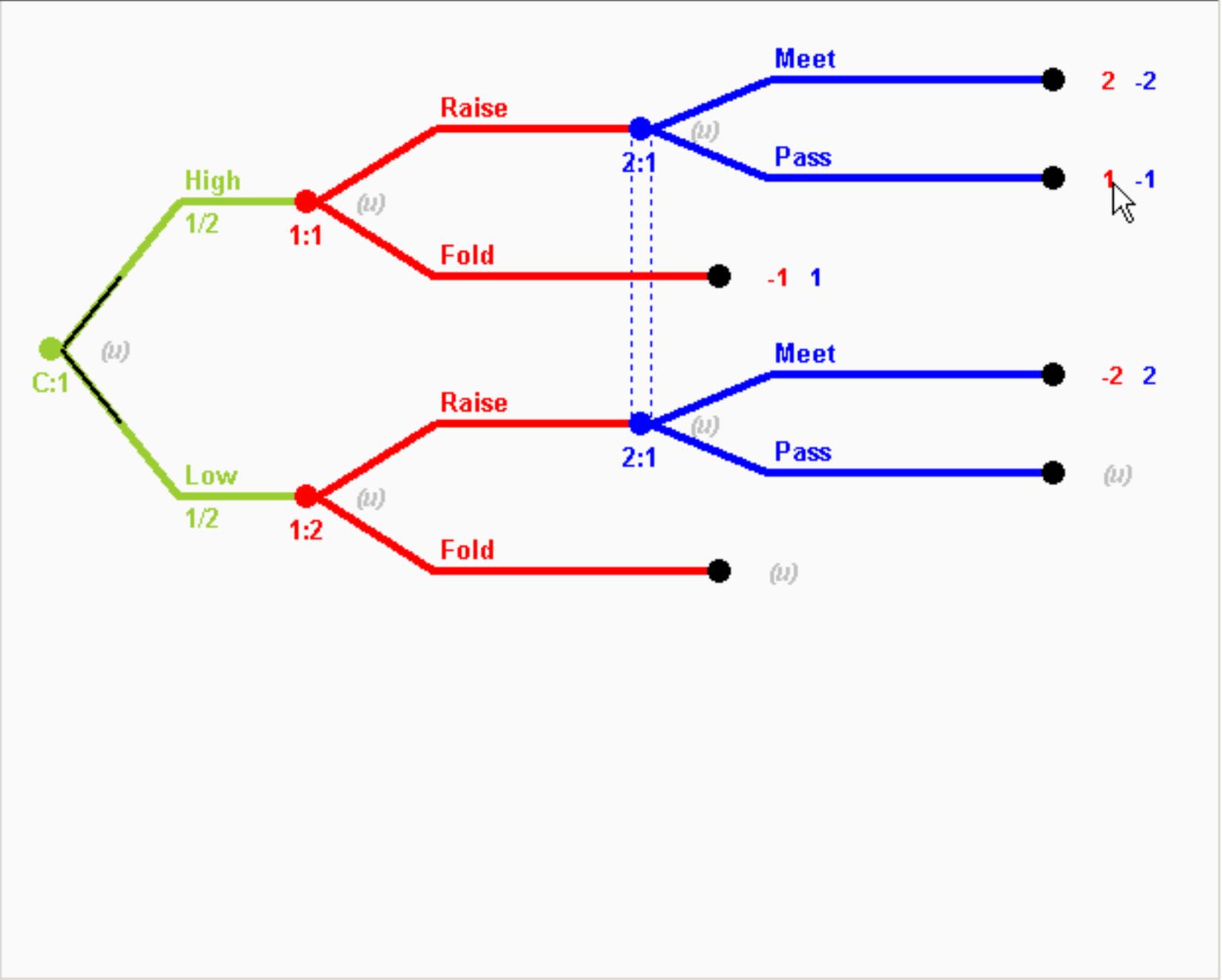
Bob

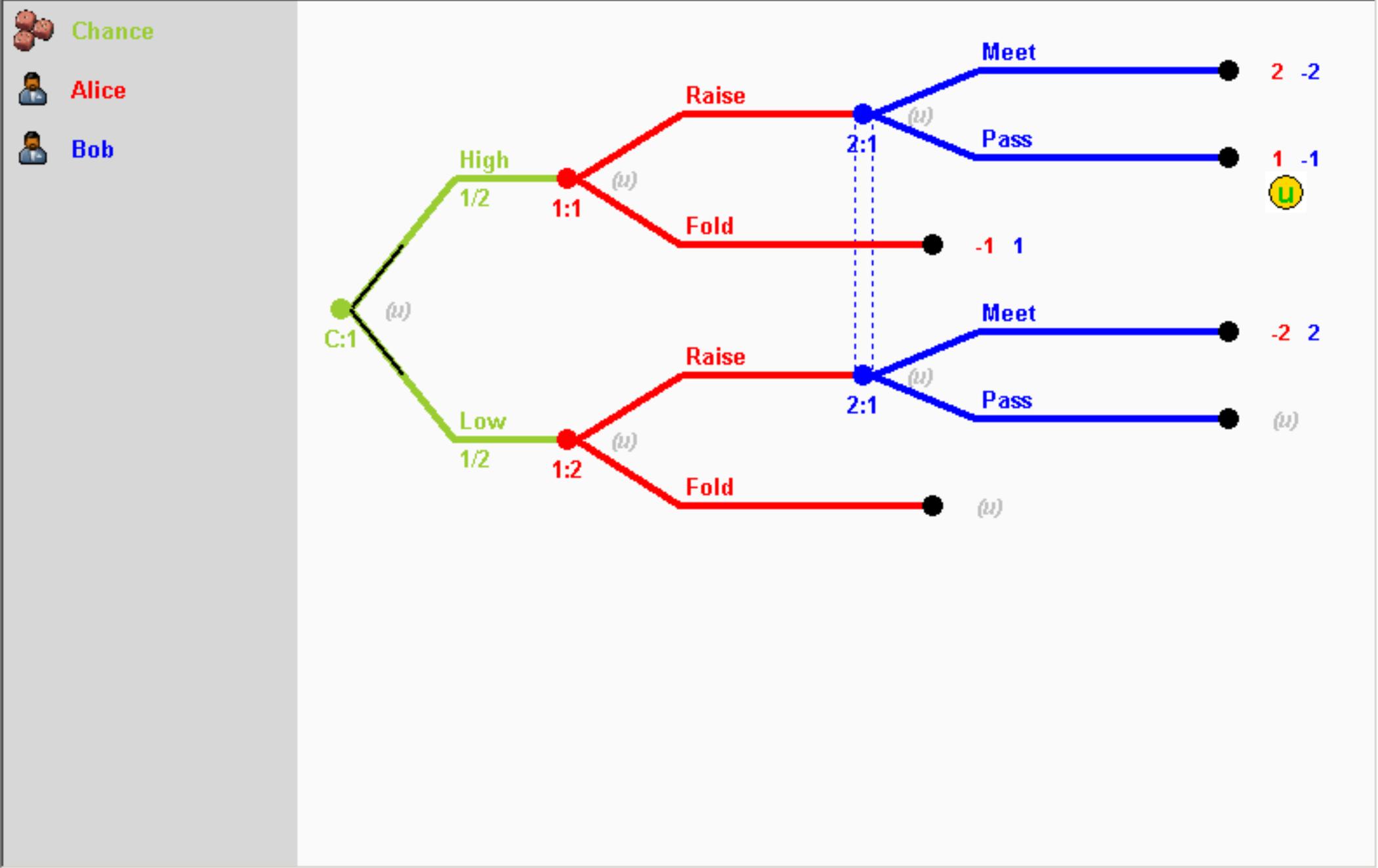
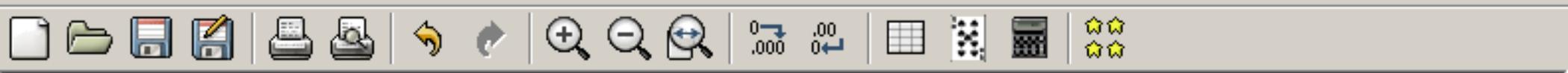


Chance

Alice

Bob

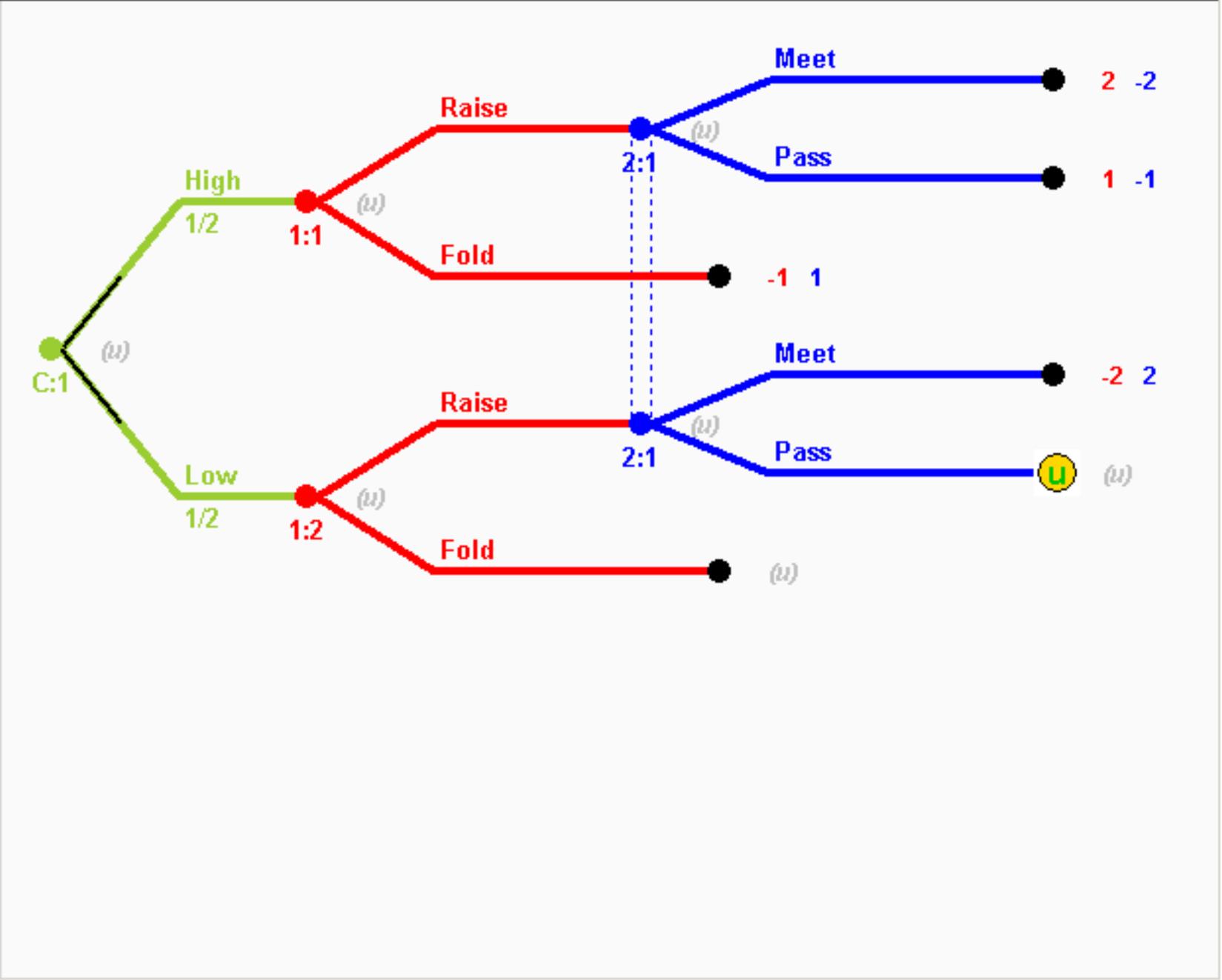




Chance

Alice

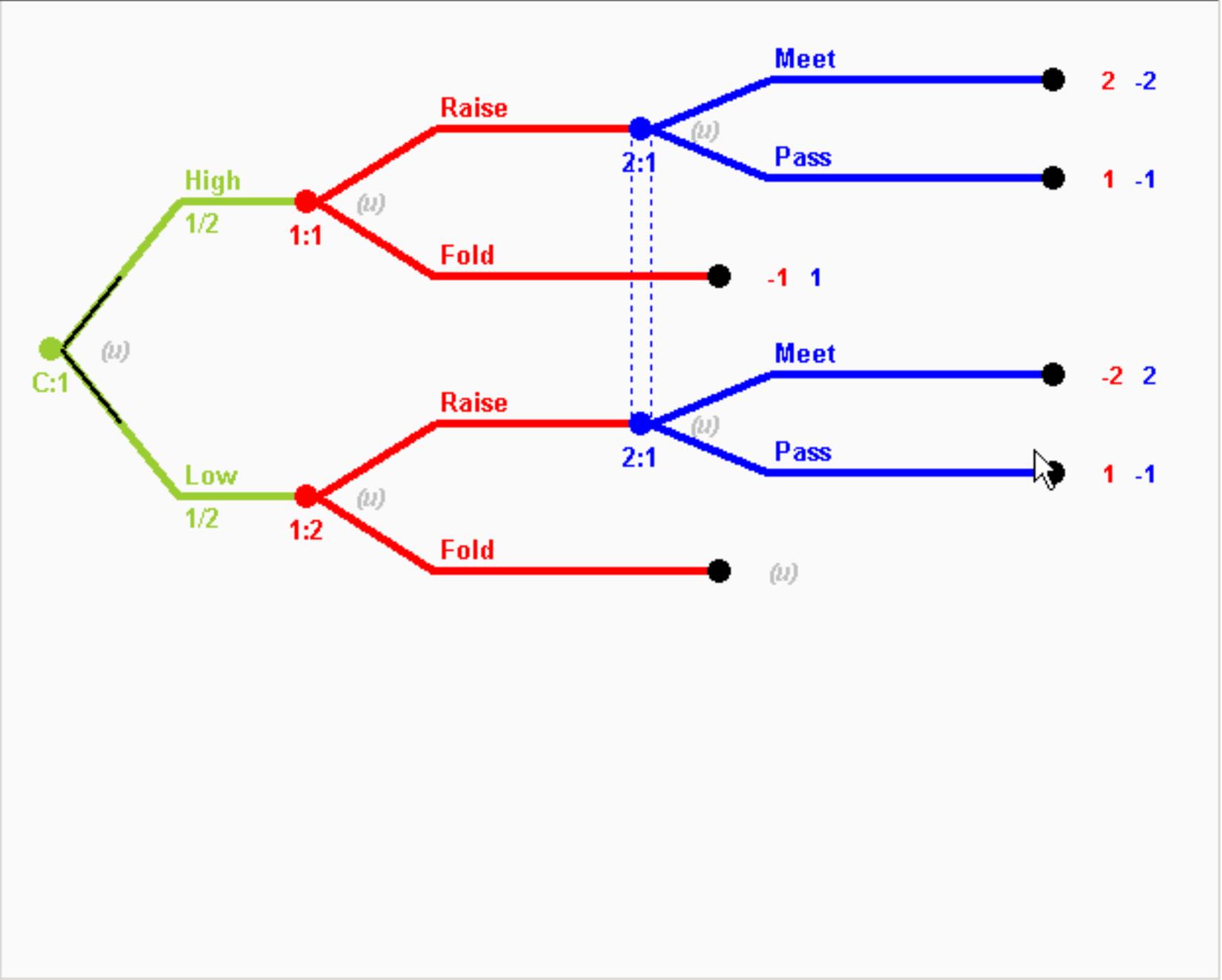
Bob

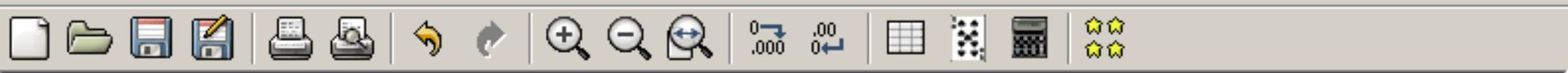


Chance

Alice

Bob

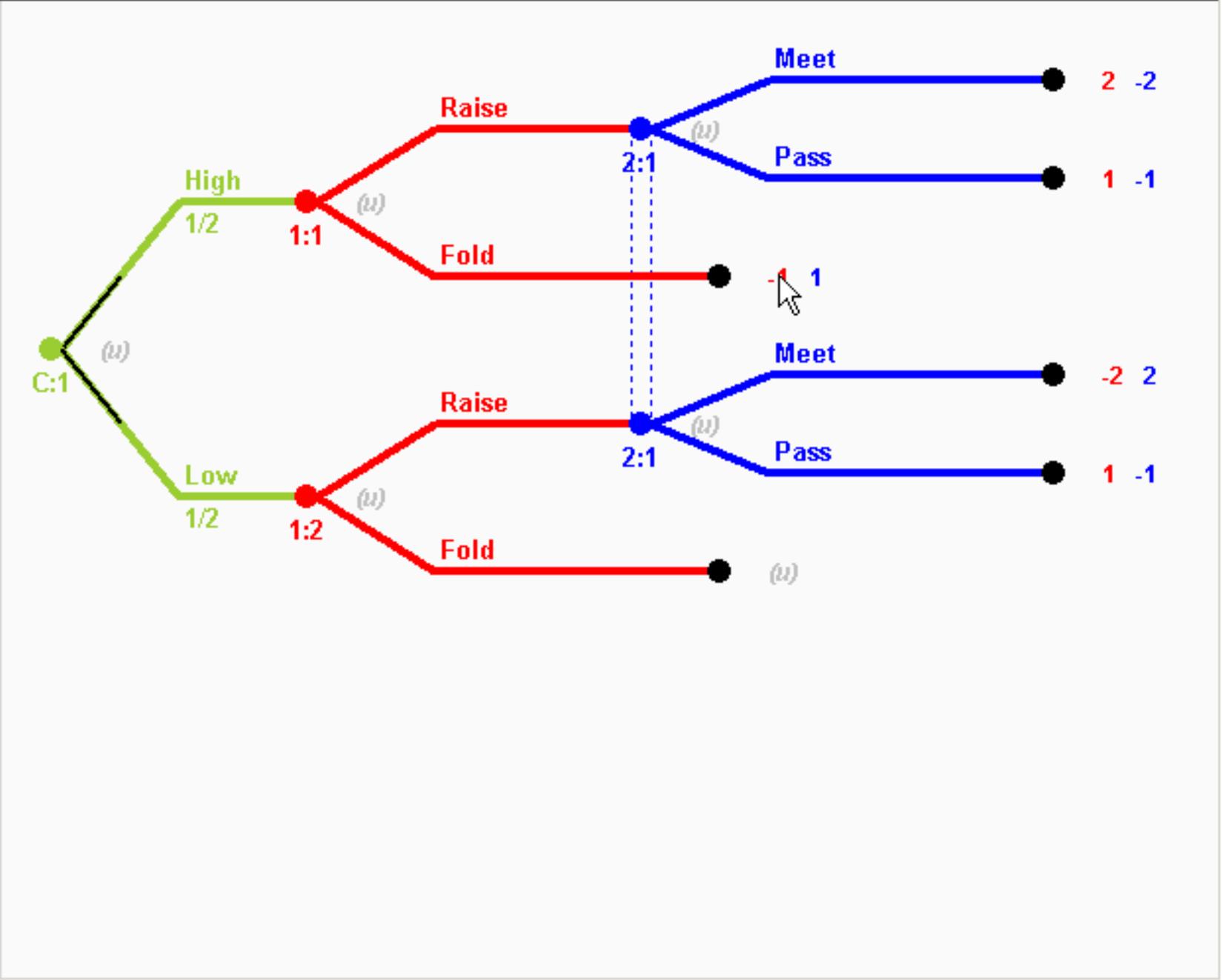




Chance

Alice

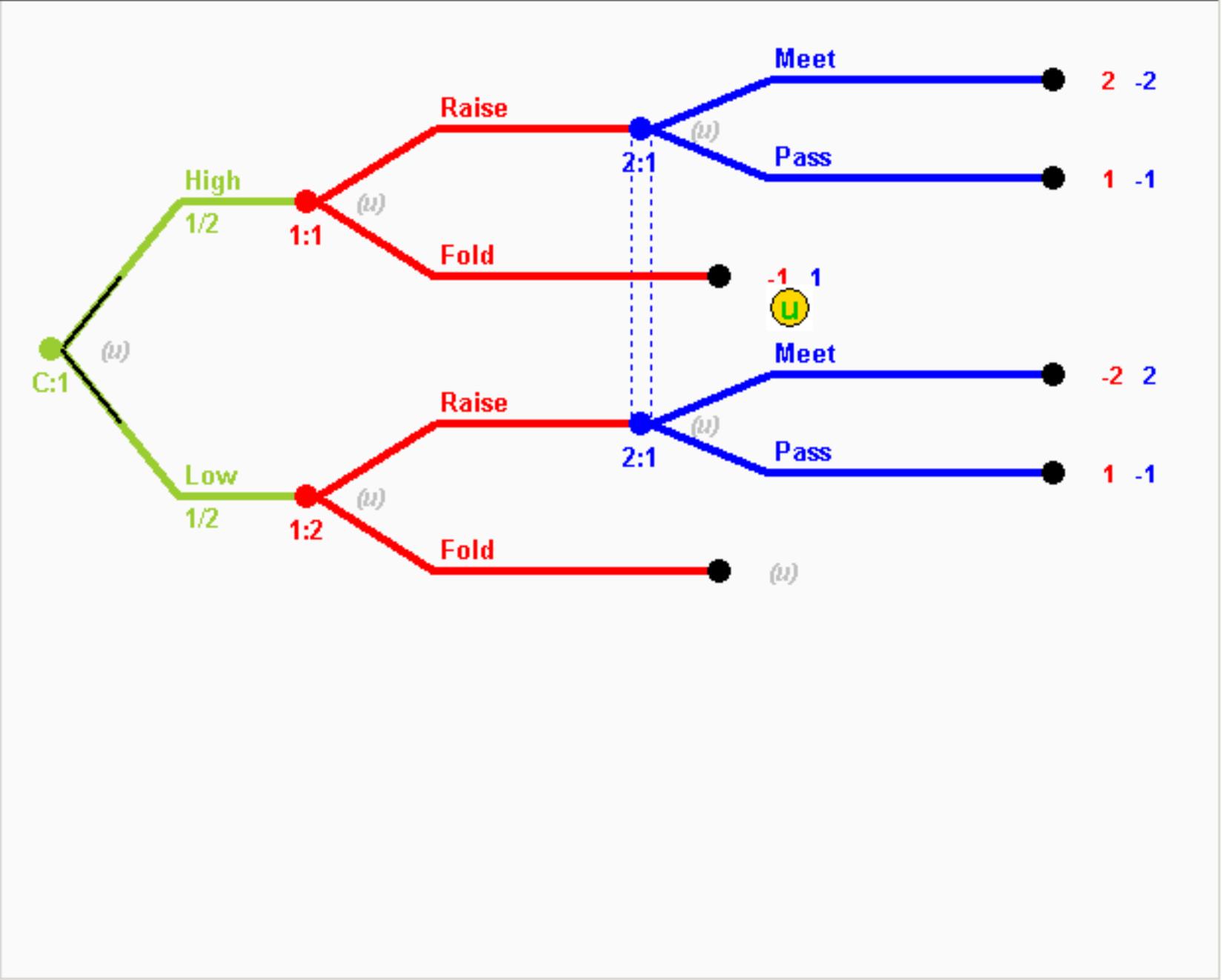
Bob

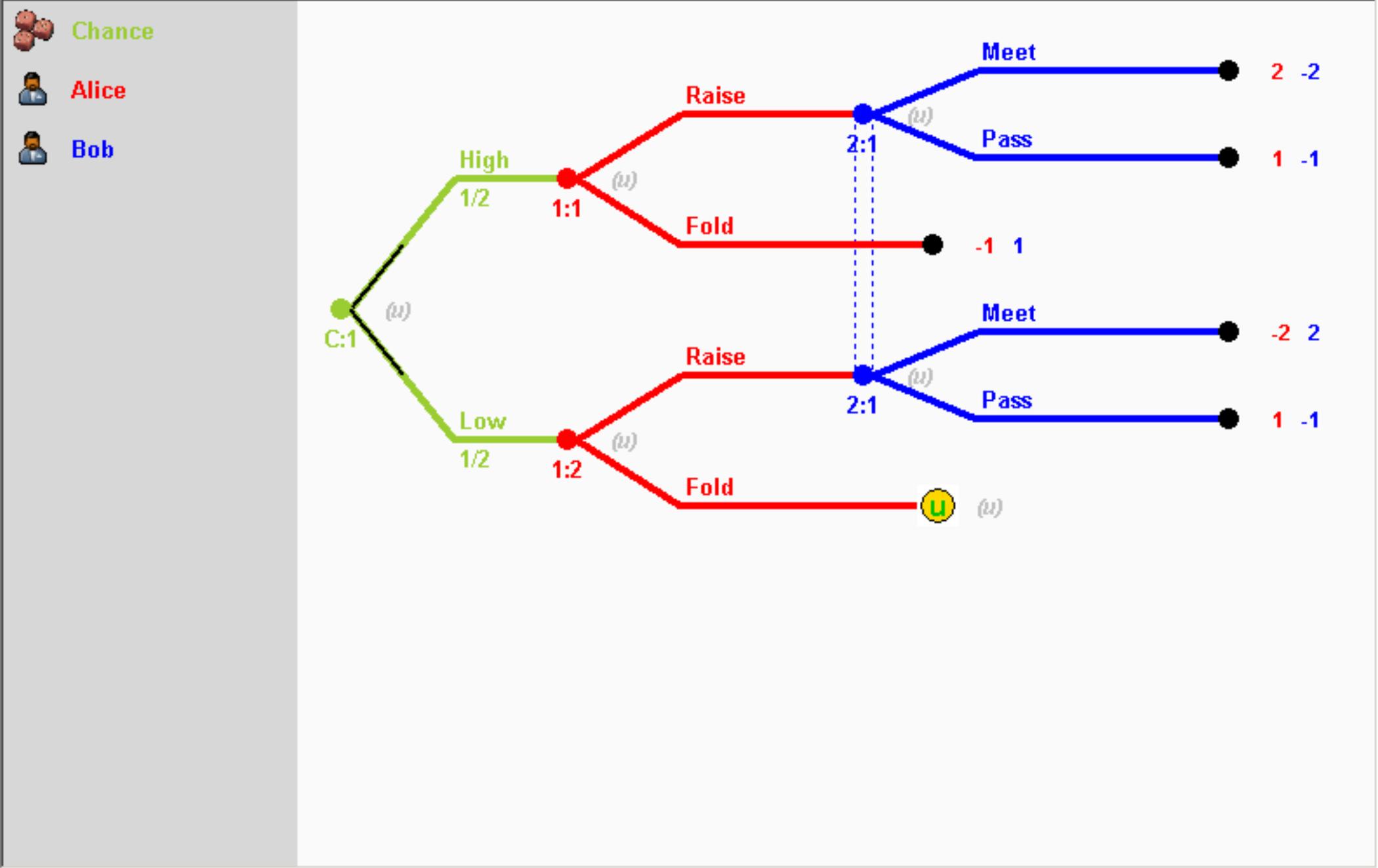


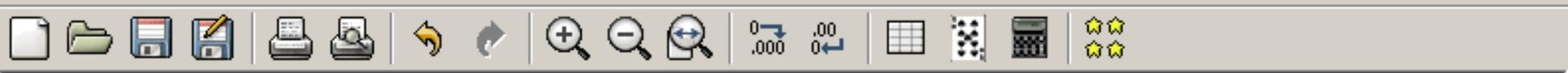
Chance

Alice

Bob



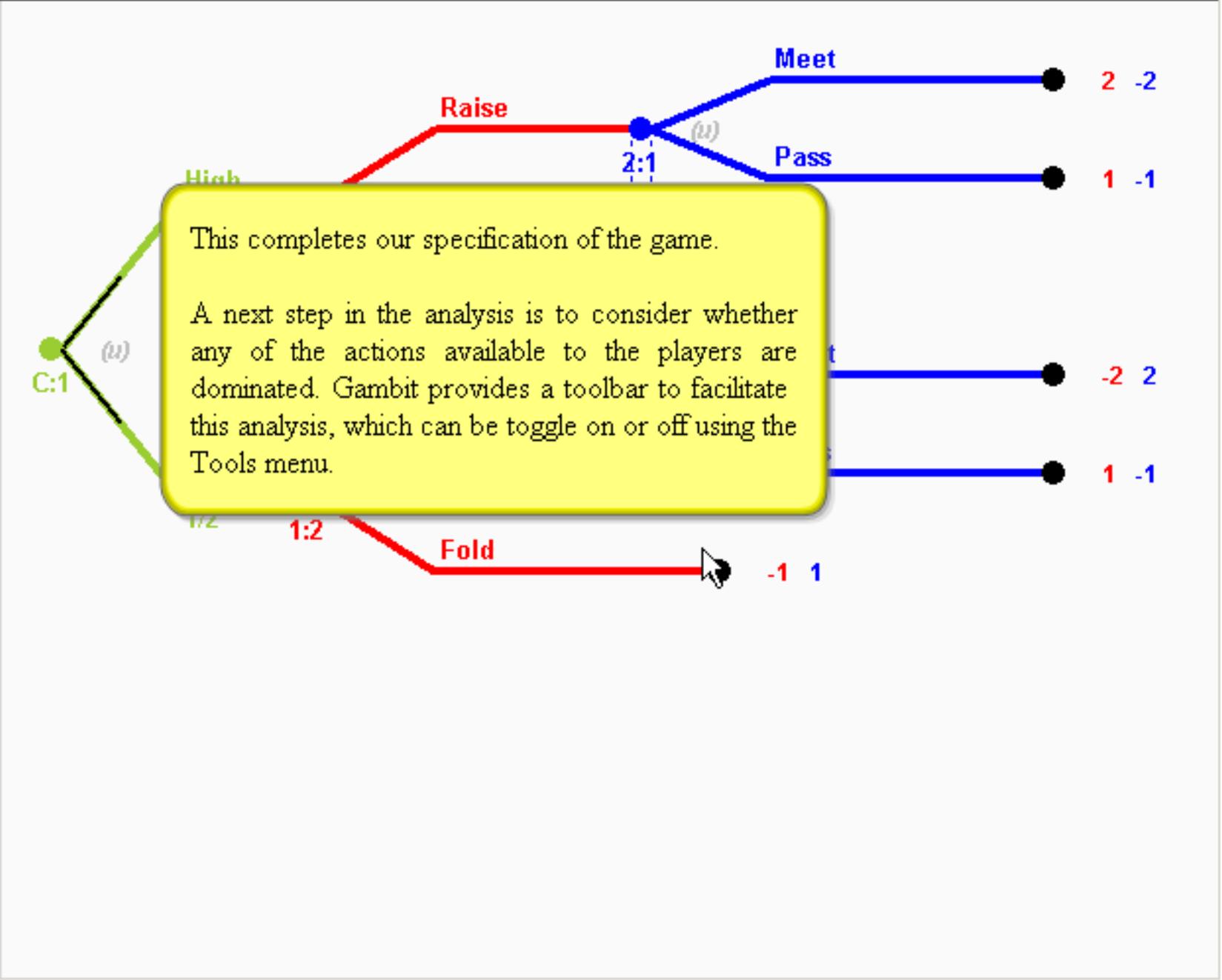


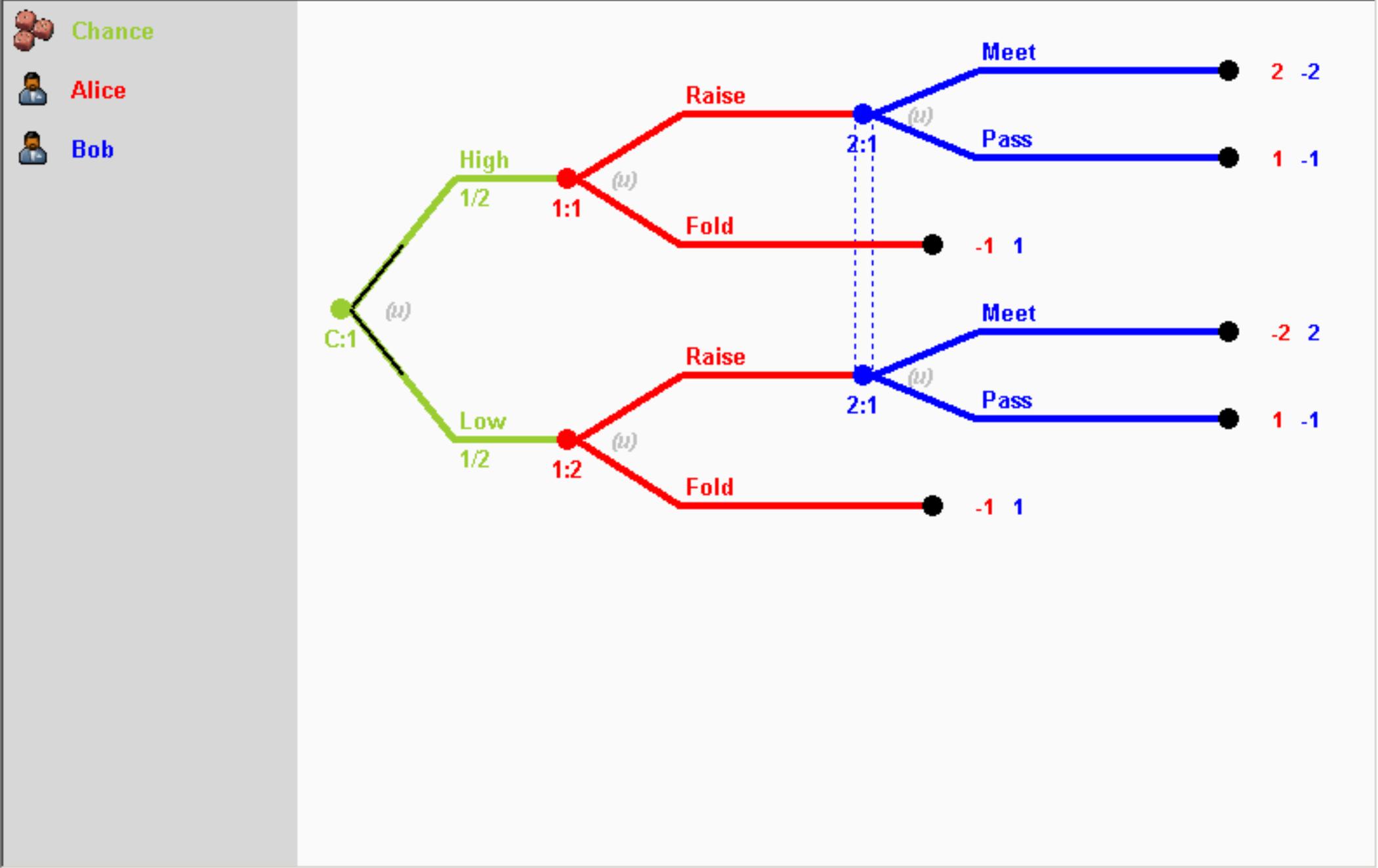


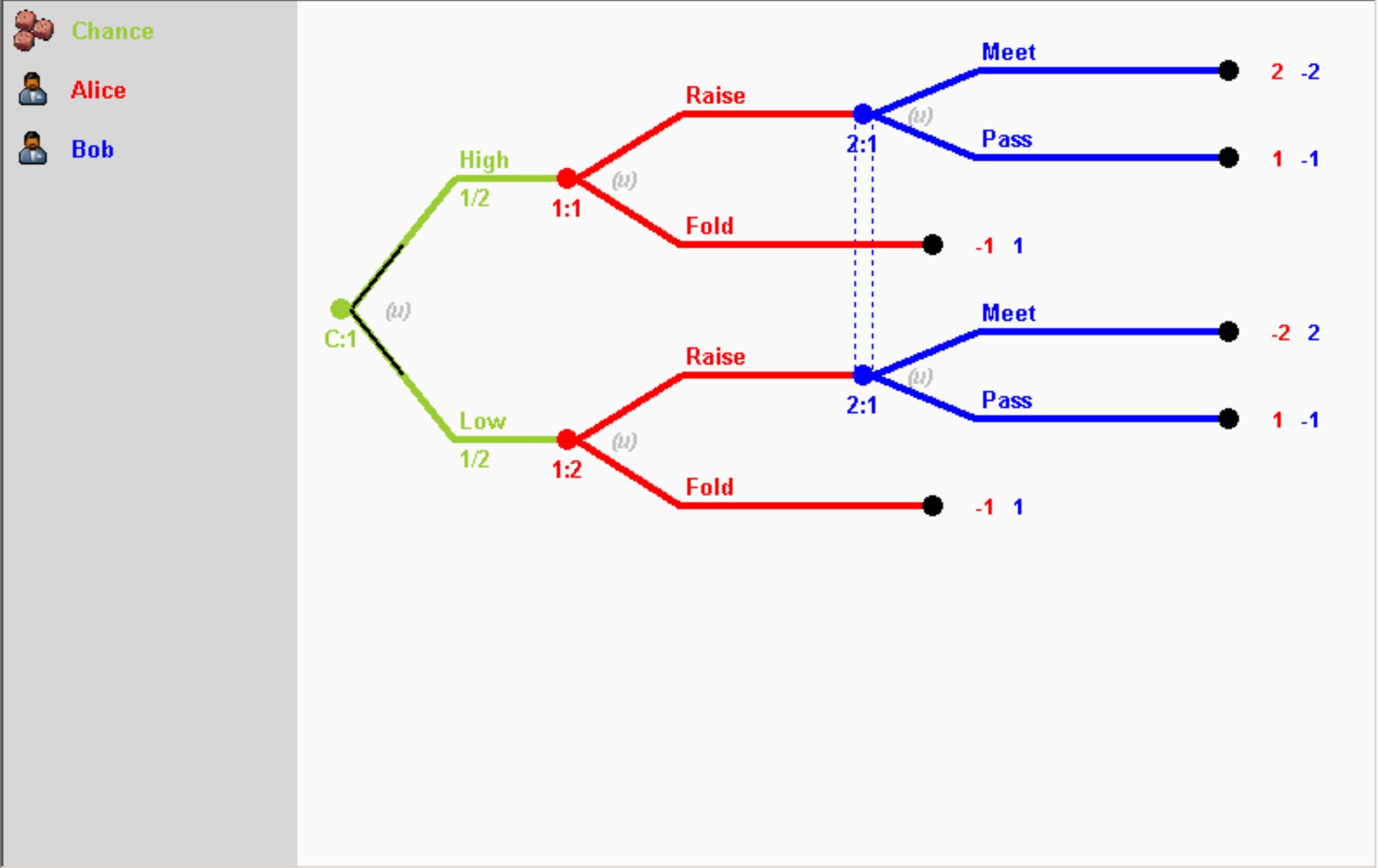
Chance

Alice

Bob







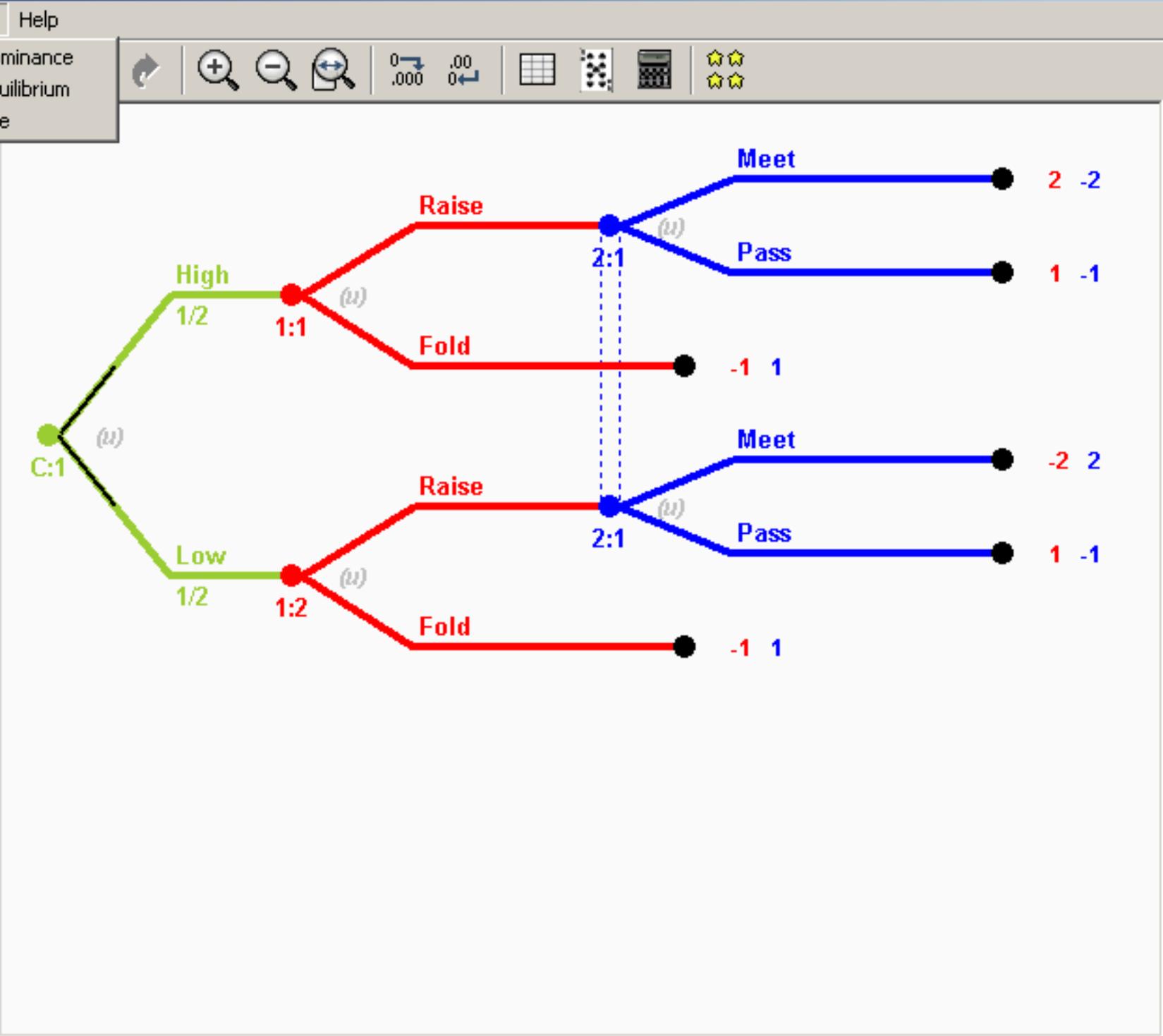
File Edit View Format Tools Help

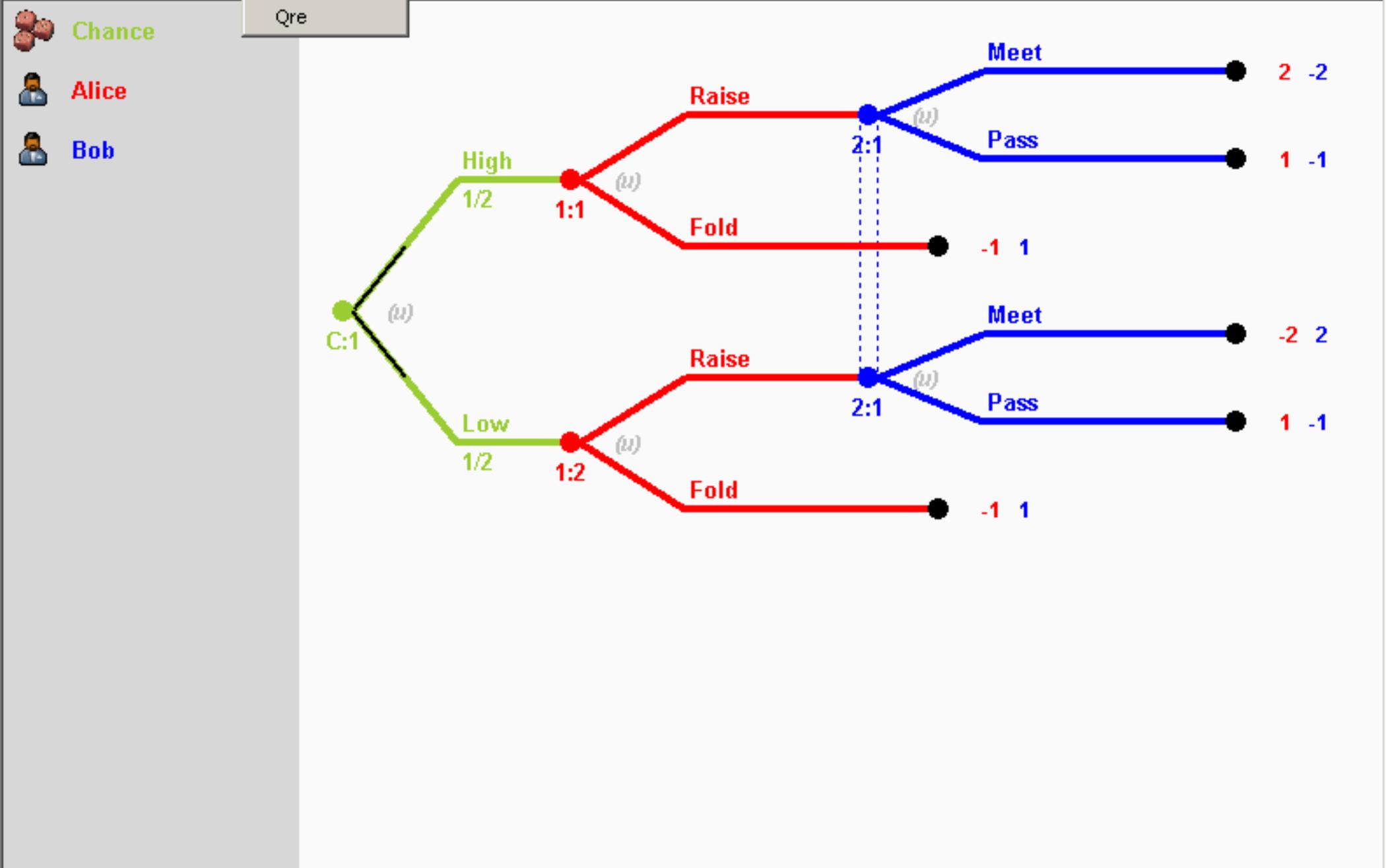
- Dominance
- Equilibrium
- Qre

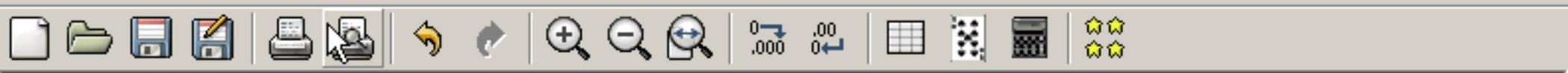
Chance

Alice

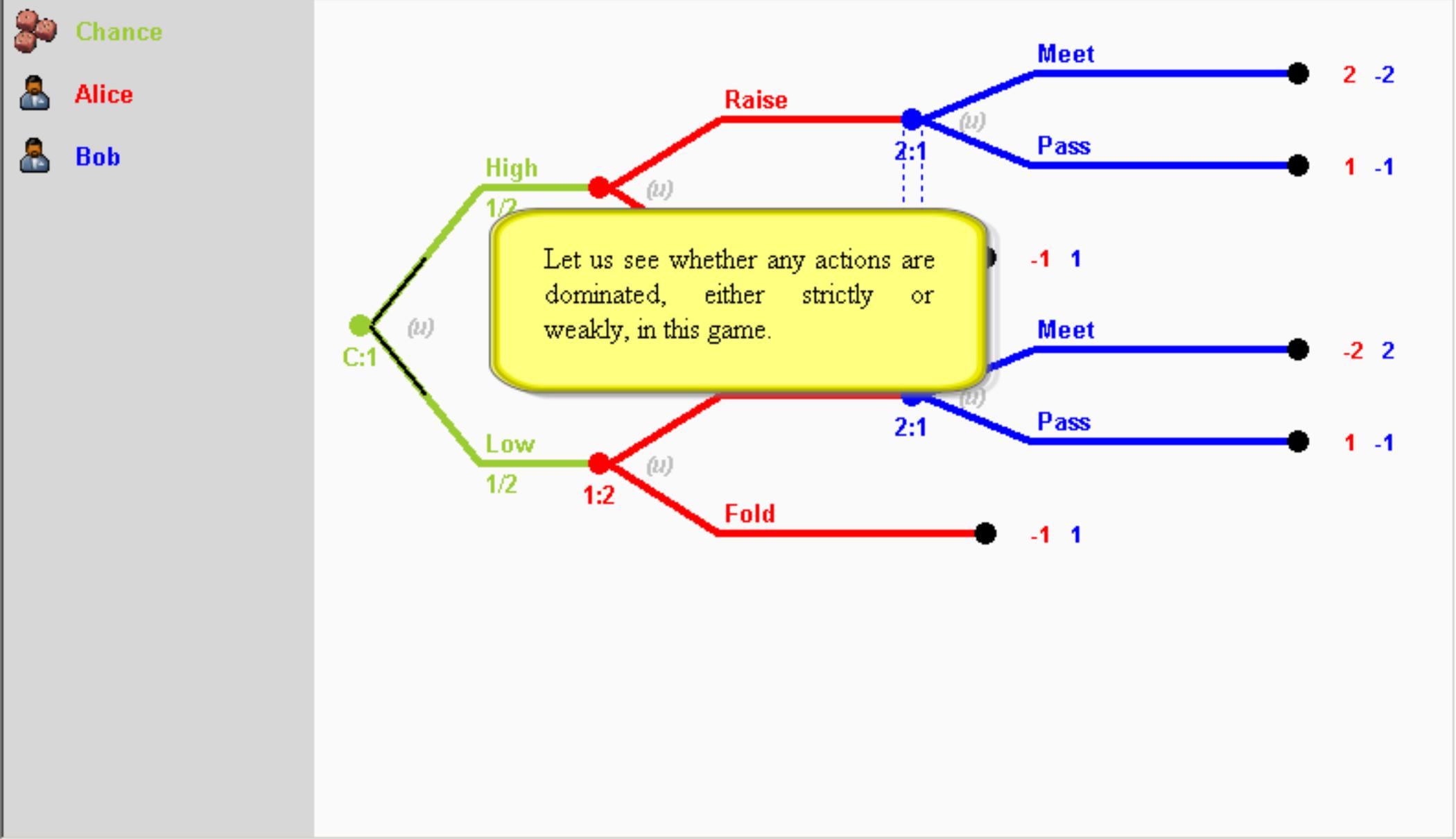
Bob

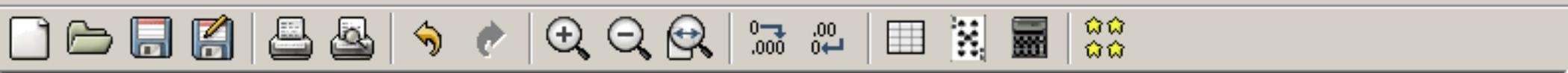






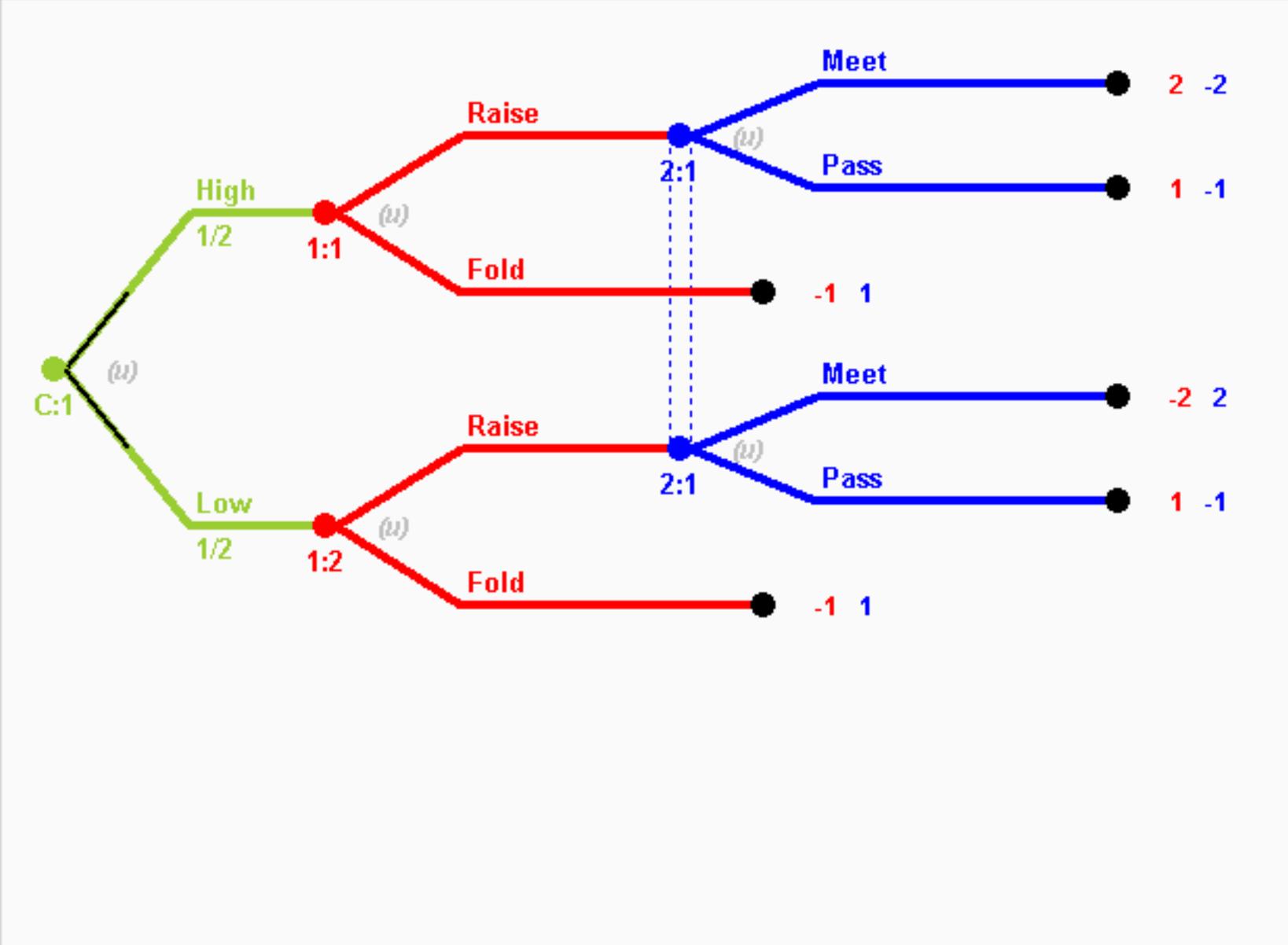
Hide actions which are dominated: All actions shown Show only reachable nodes

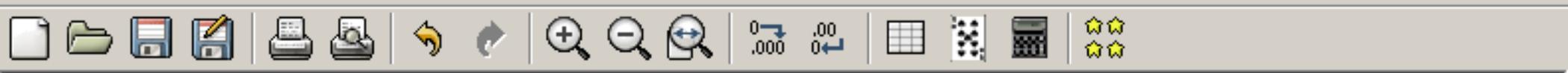




Hide actions which are dominated: All actions shown Show only reachable nodes

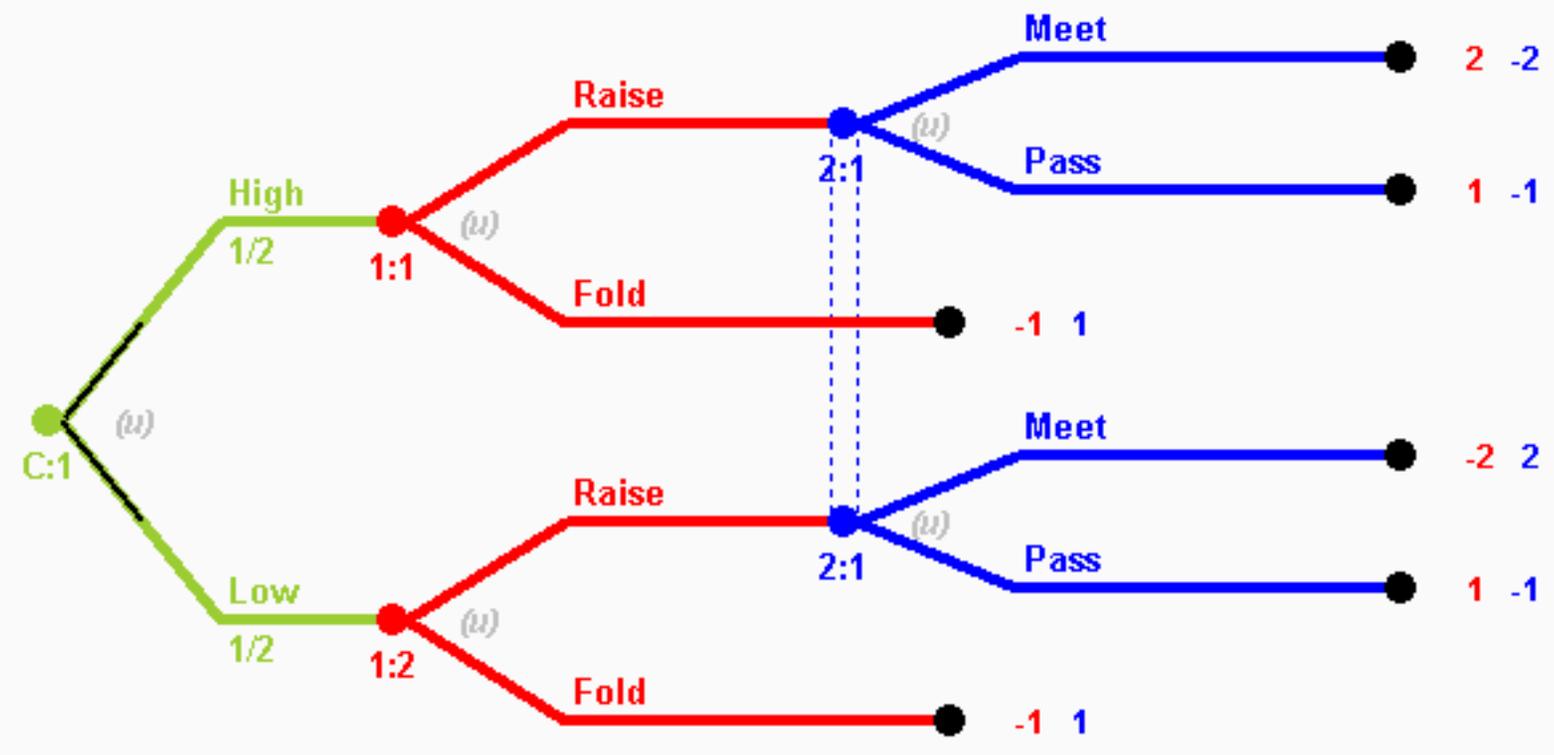
- Chance**
- Alice**
- Bob**

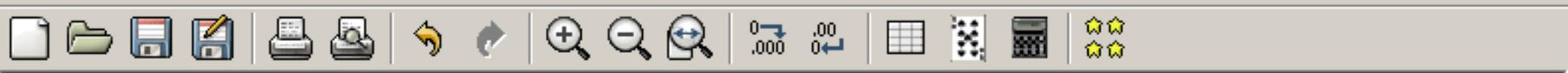




Hide actions which are dominated: All actions shown Show only reachable nodes

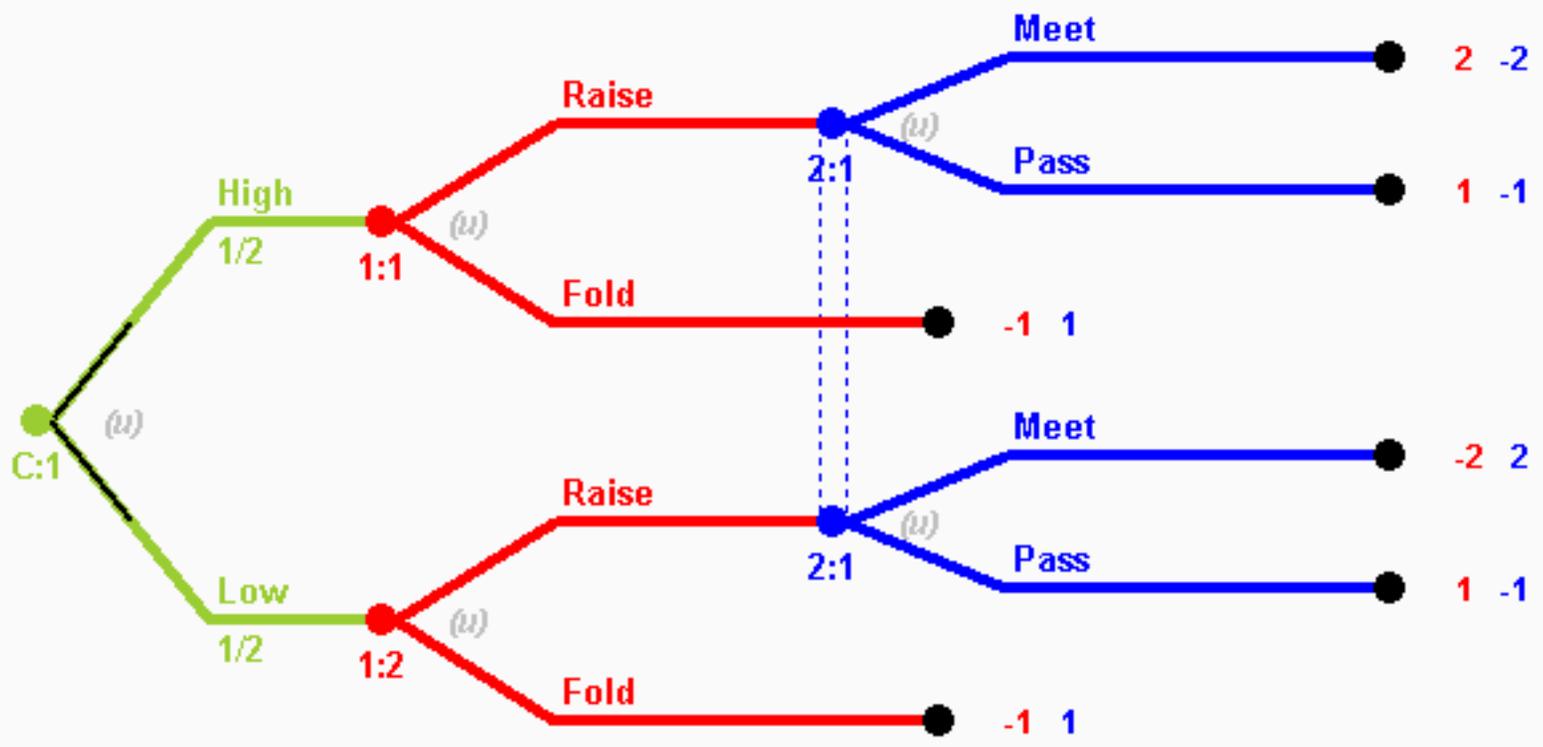
- Chance**
- Alice**
- Bob**

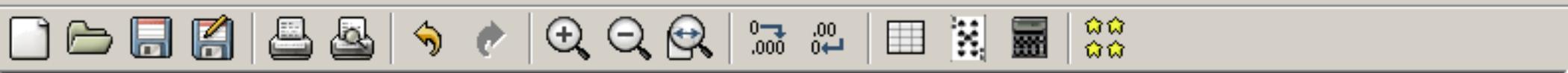




Hide actions which are dominated: All actions shown Show only reachable nodes

- Chance**
- Alice**
- Bob**

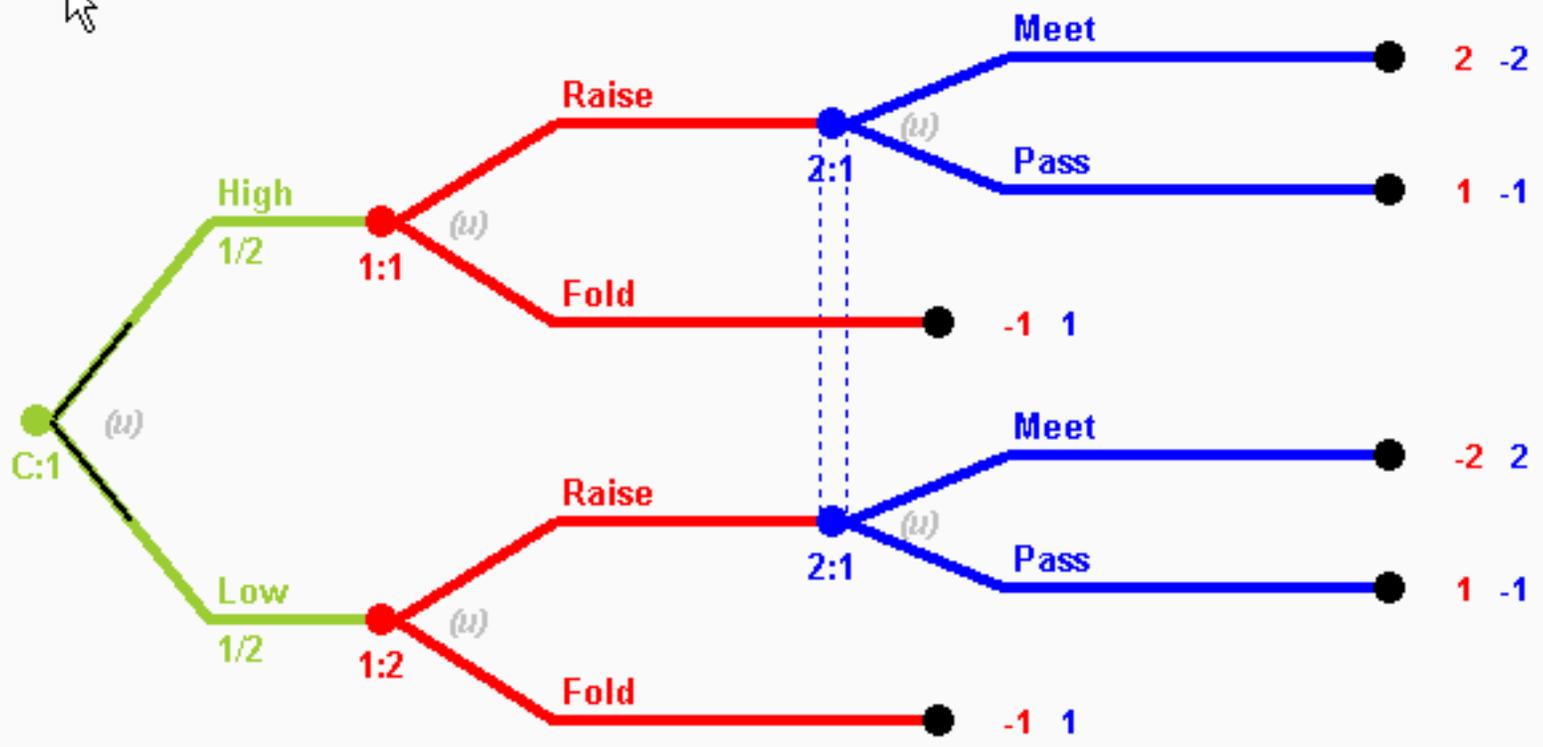


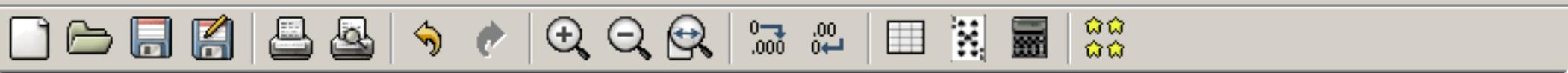


Hide actions which are strictly dominated: ← ← All actions shown → → Show only reachable nodes

- Chance**
- Alice**
- Bob**

strictly
strictly
strictly or weakly

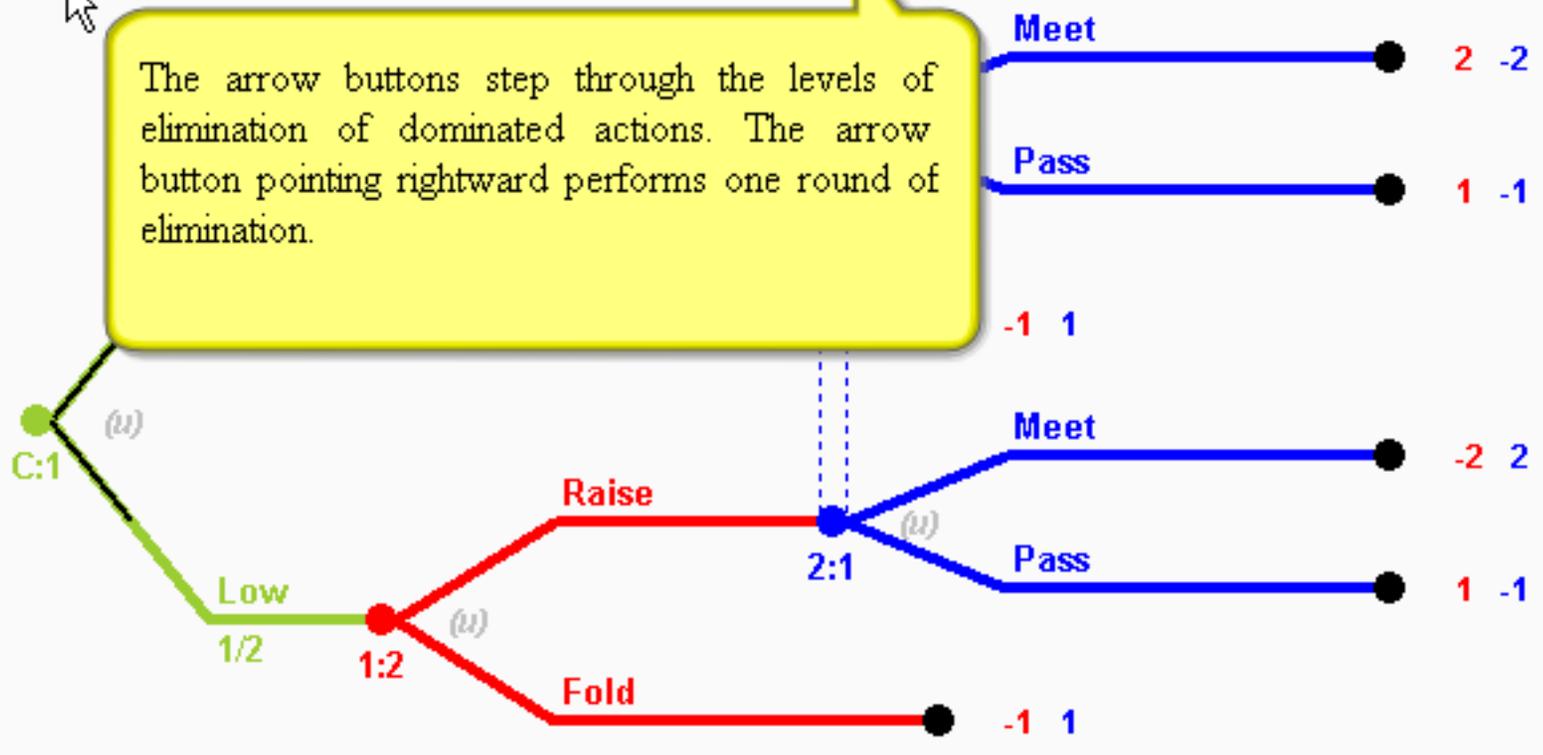


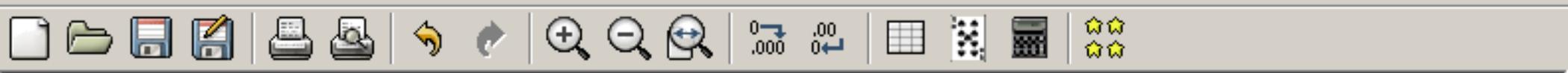


Hide actions which are **strictly or weakly** dominated: All actions shown Show only reachable nodes

- Chance**
- Alice**
- Bob**

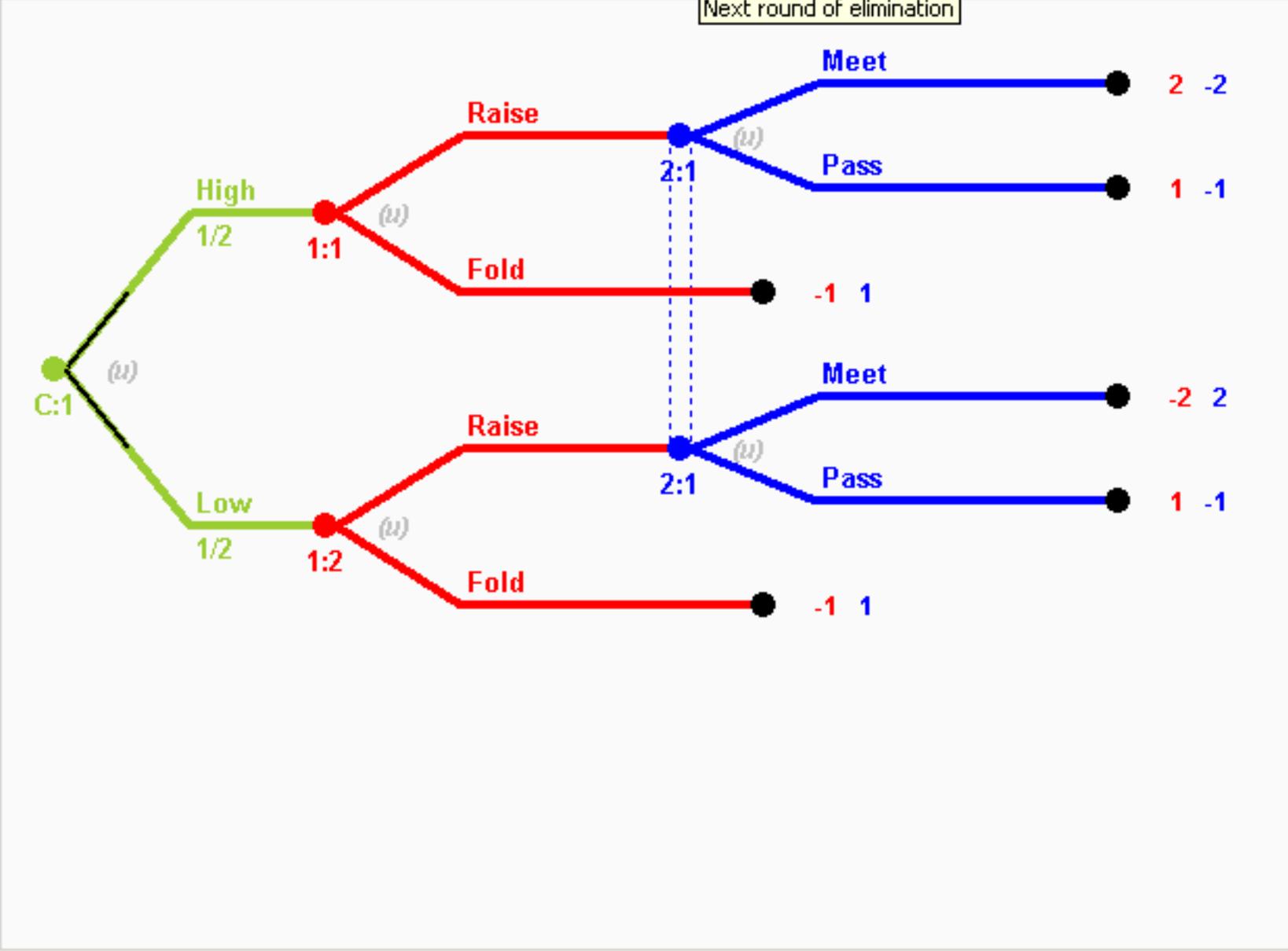
The arrow buttons step through the levels of elimination of dominated actions. The arrow button pointing rightward performs one round of elimination.



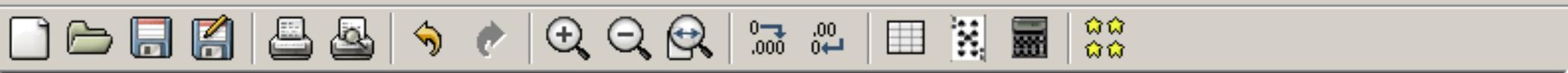


Hide actions which are **strictly or weakly** dominated: All actions shown Show only reachable nodes

- Chance**
- Alice**
- Bob**

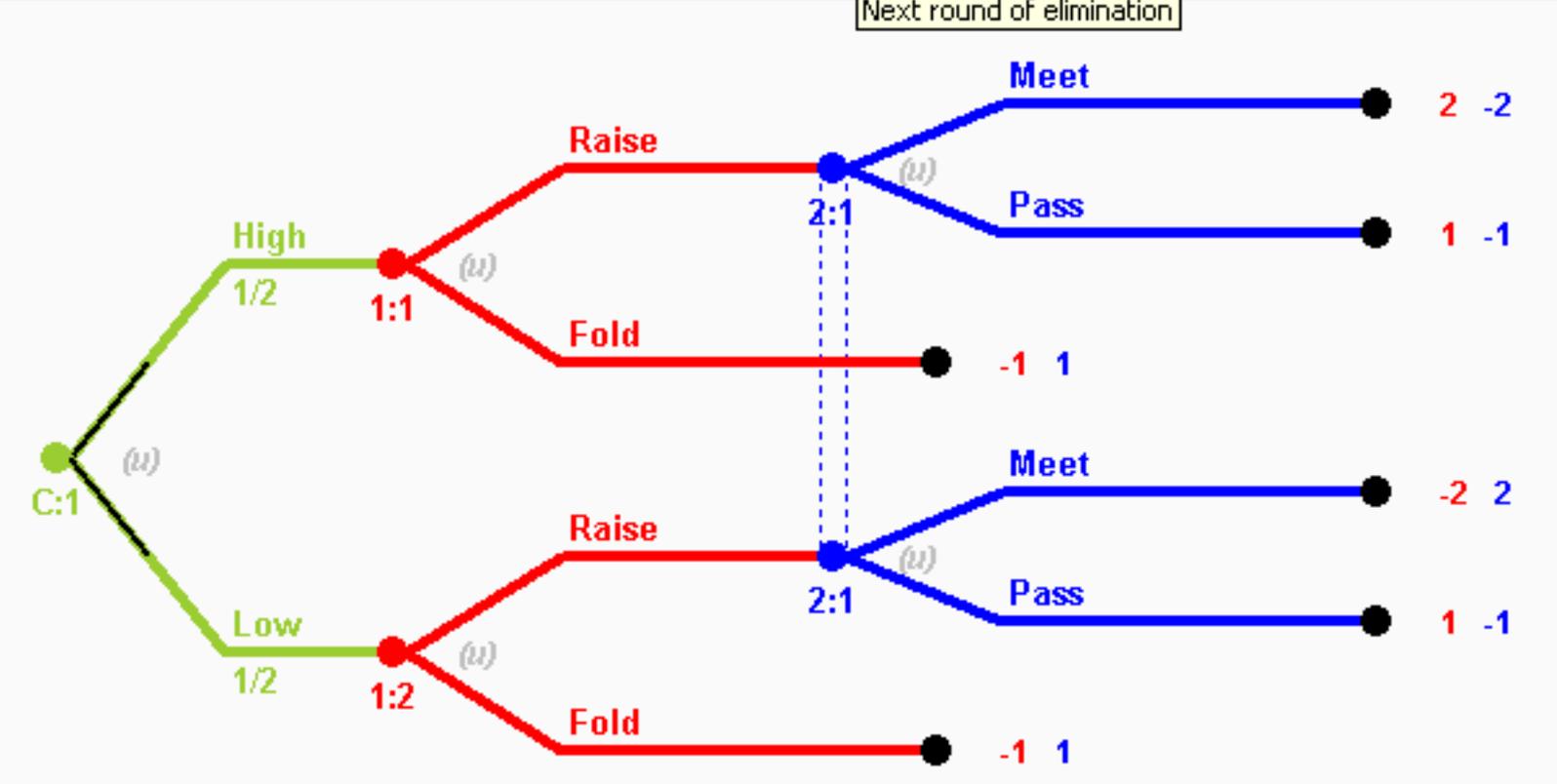


Next round of elimination

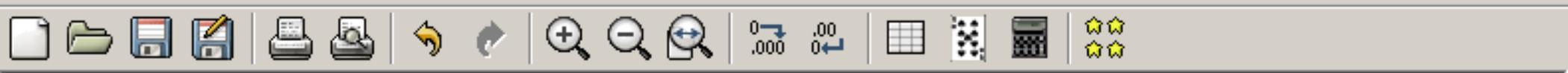


Hide actions which are dominated: All actions shown Show only reachable nodes

- Chance**
- Alice**
- Bob**

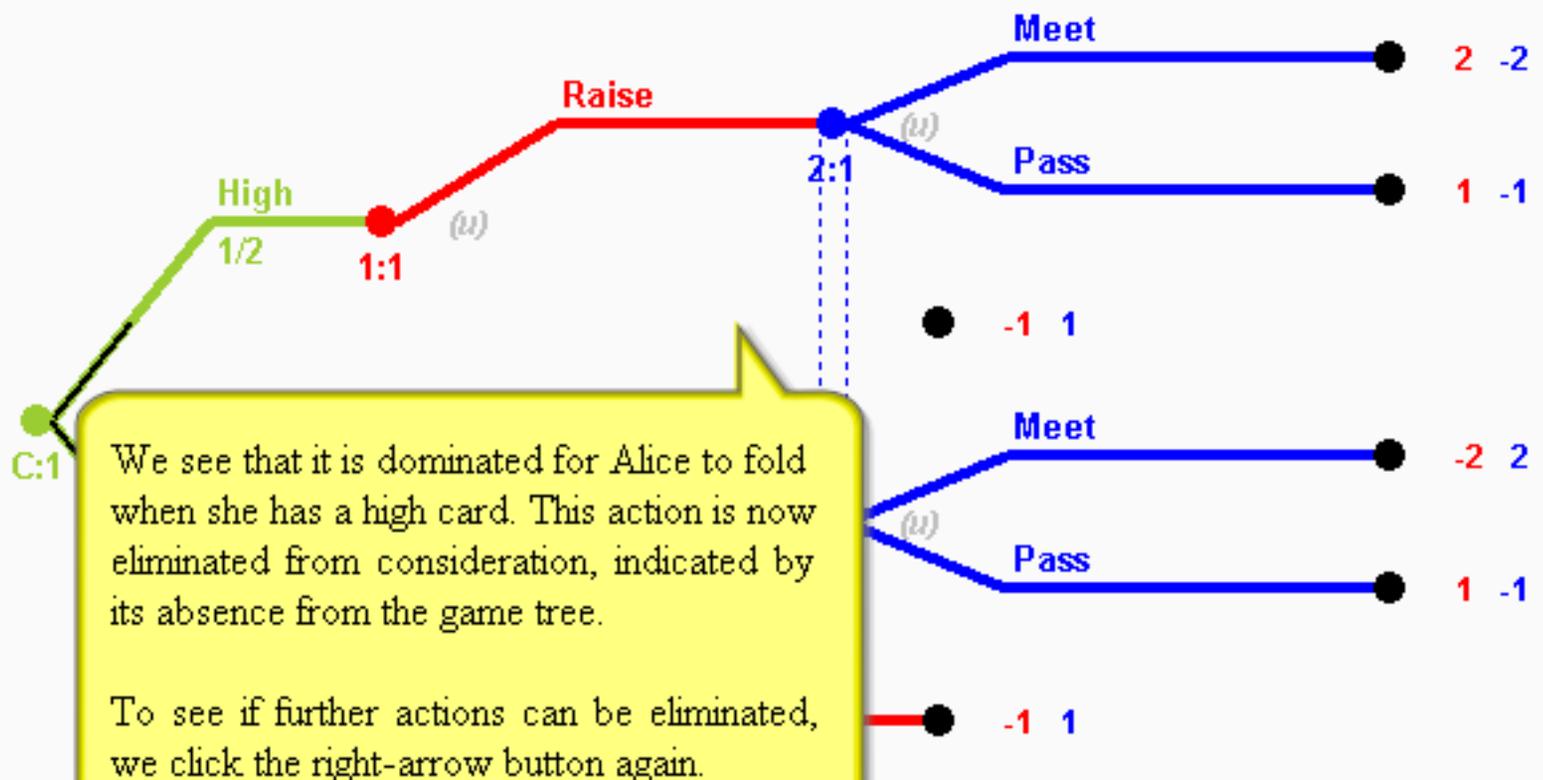


Next round of elimination



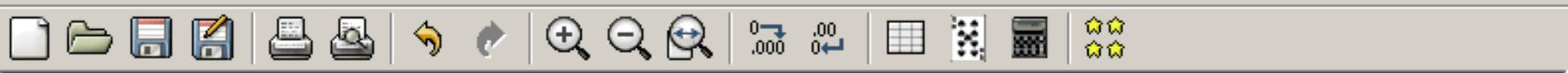
Hide actions which are dominated: Eliminated 1 level Show only reachable nodes

Chance
Alice
Bob

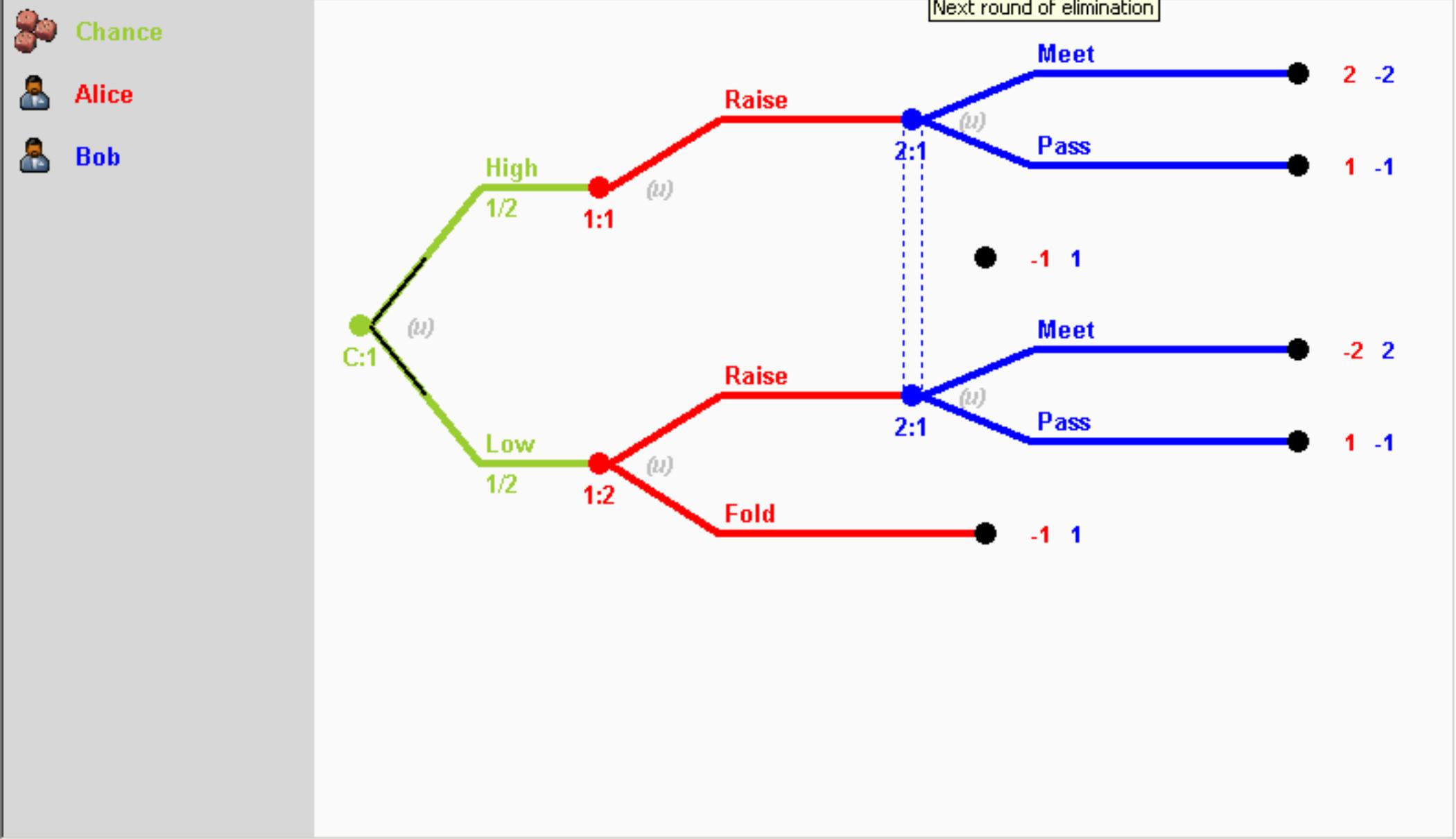


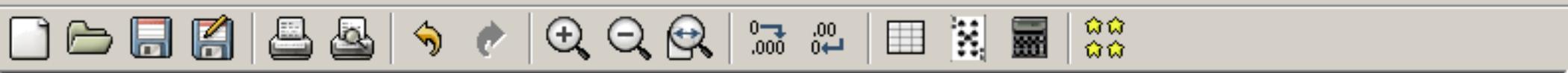
We see that it is dominated for Alice to fold when she has a high card. This action is now eliminated from consideration, indicated by its absence from the game tree.

To see if further actions can be eliminated, we click the right-arrow button again.



Hide actions which are dominated: Eliminated 1 level Show only reachable nodes





Hide actions which are dominated: Eliminated 1 level Show only reachable nodes

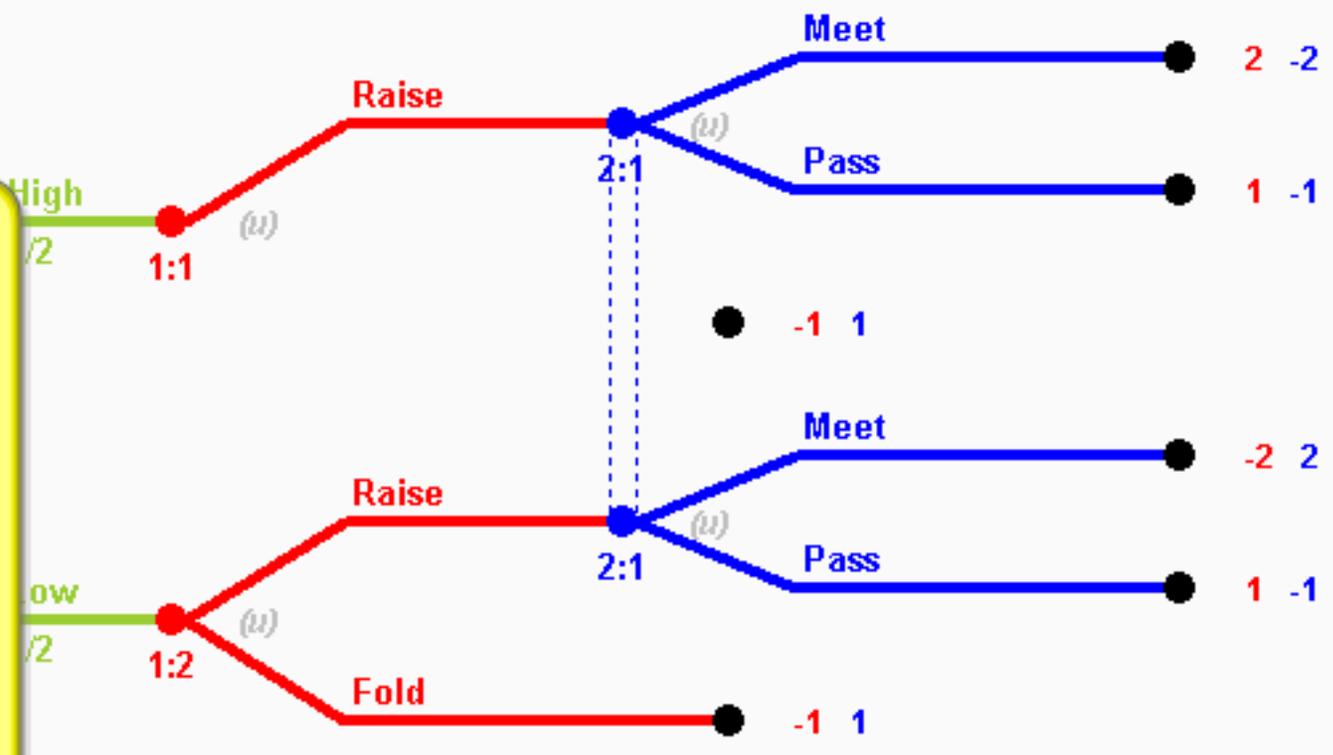
Chance

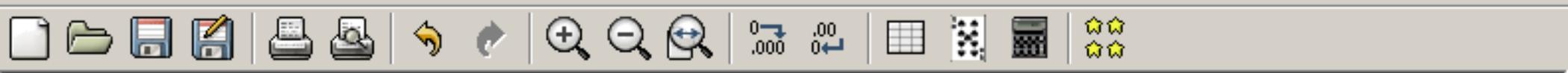
Alice

Bob

No further actions are removed from the tree; thus, we have reached the end of the elimination process. The right arrow button is now disabled on the toolbar to indicate this.

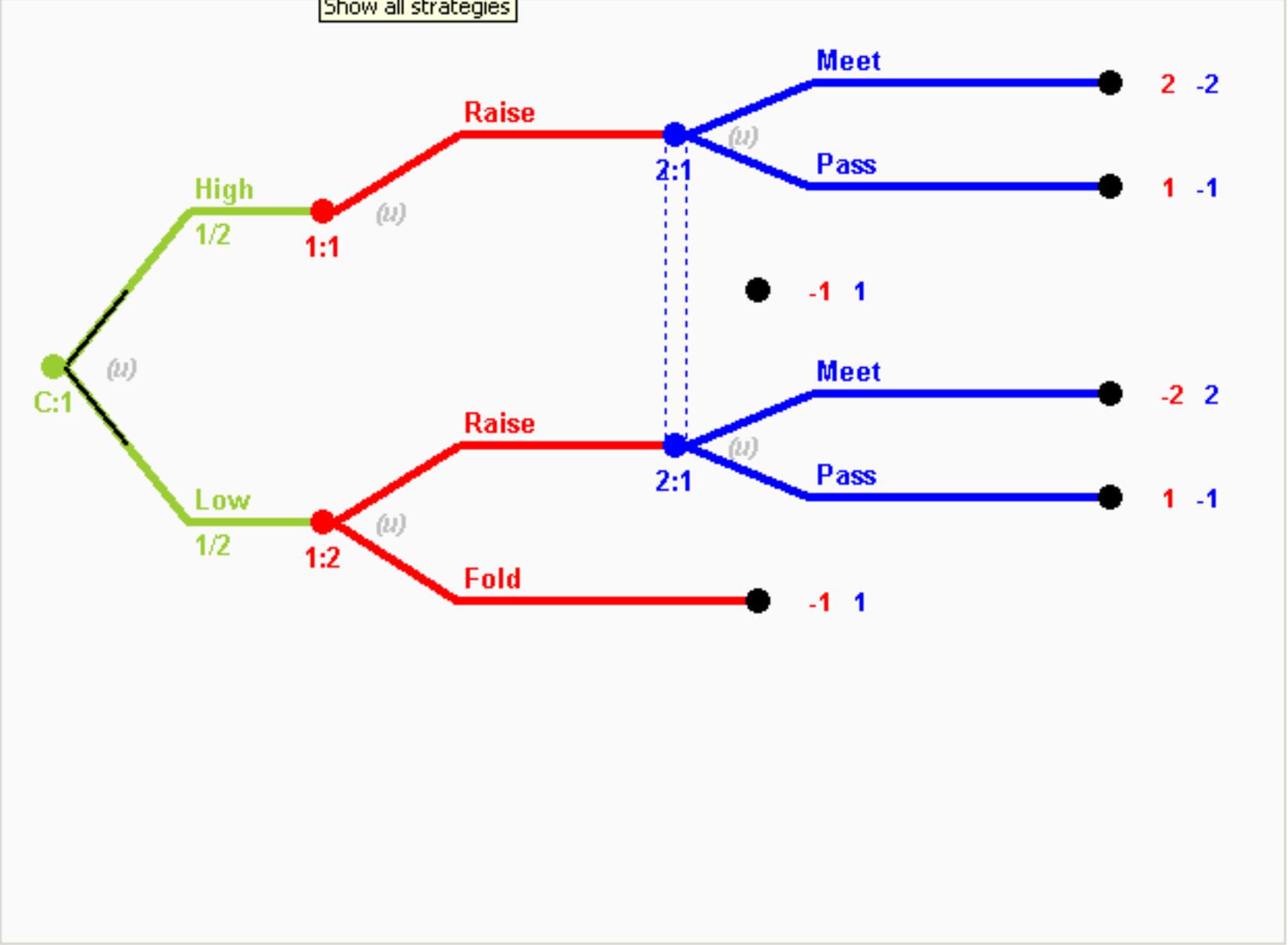
The left arrow button, similarly, would undo one step of the elimination process. The other arrow buttons jump to the beginning and the end of the process. We now restore the game in full on the screen by jumping to the beginning.

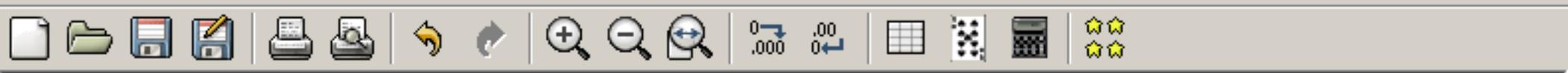




Hide actions which are dominated: Show only reachable nodes

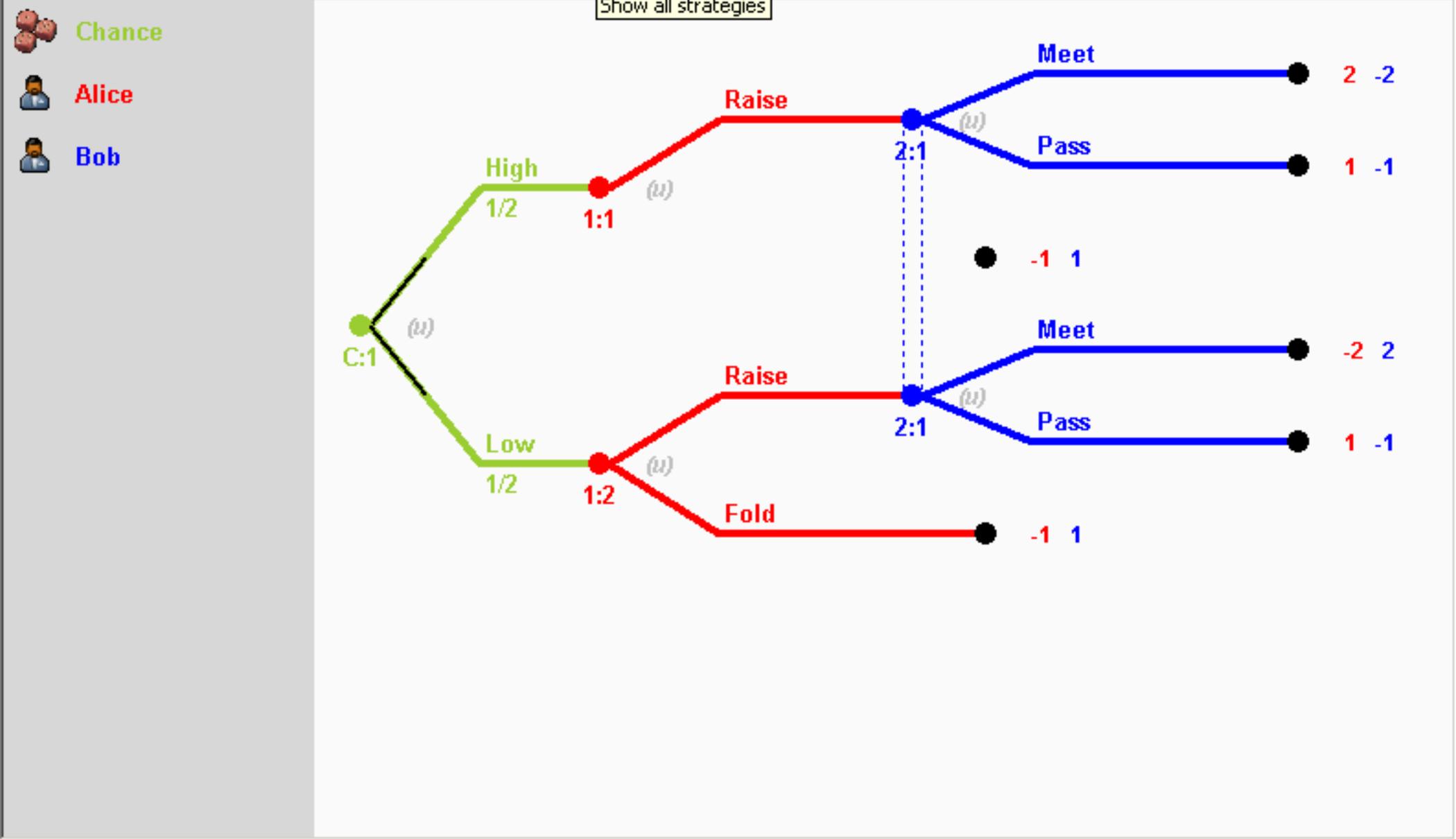
- Chance**
- Alice**
- Bob**

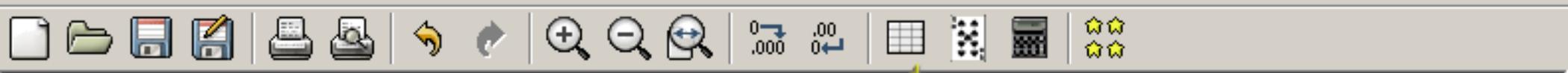




Hide actions which are dominated: Show only reachable nodes

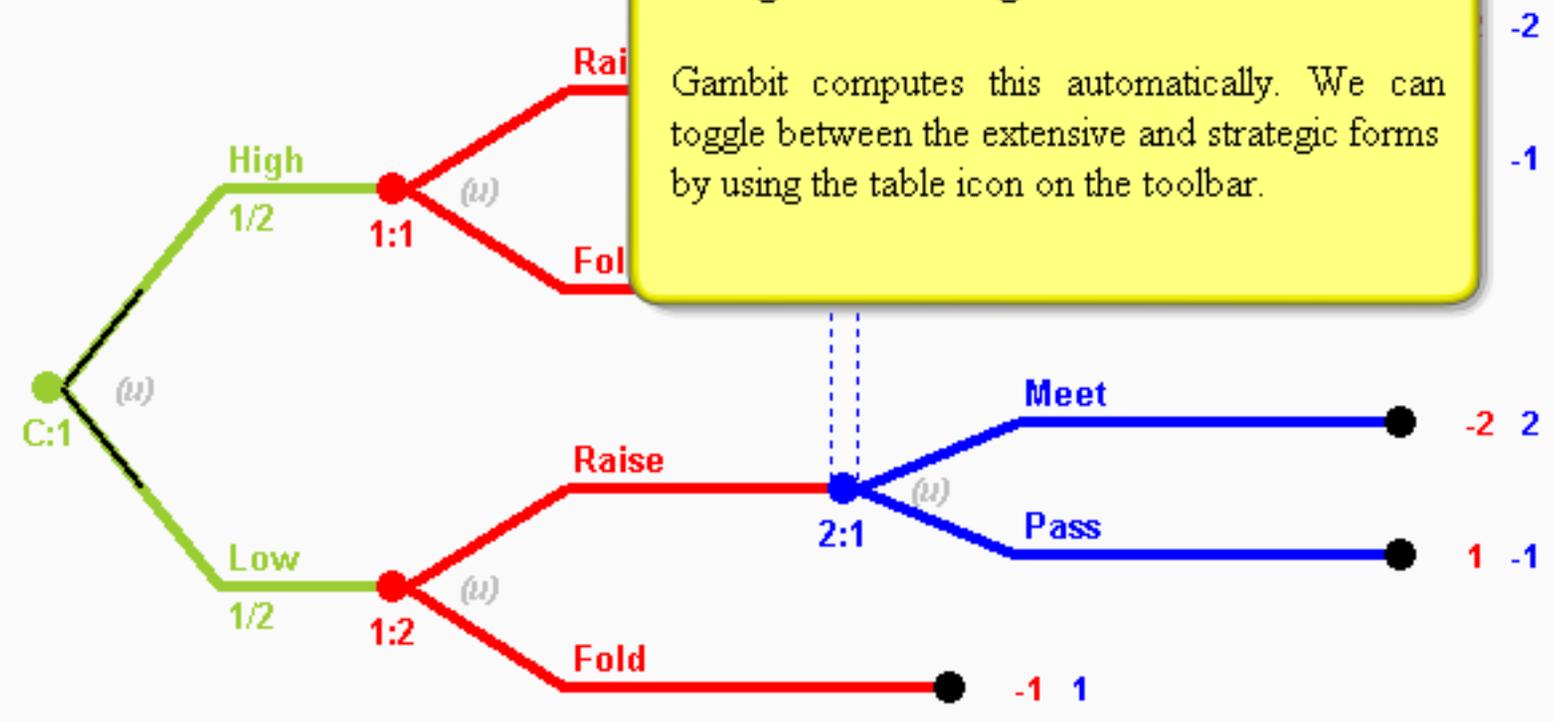
Buttons:





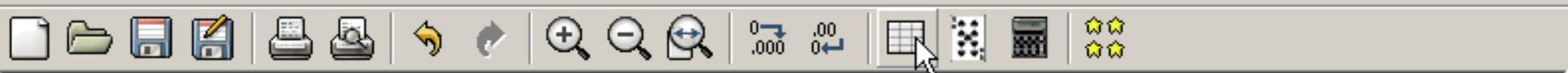
Hide actions which are dominated: All actions Show only reachable nodes

- Chance**
- Alice**
- Bob**

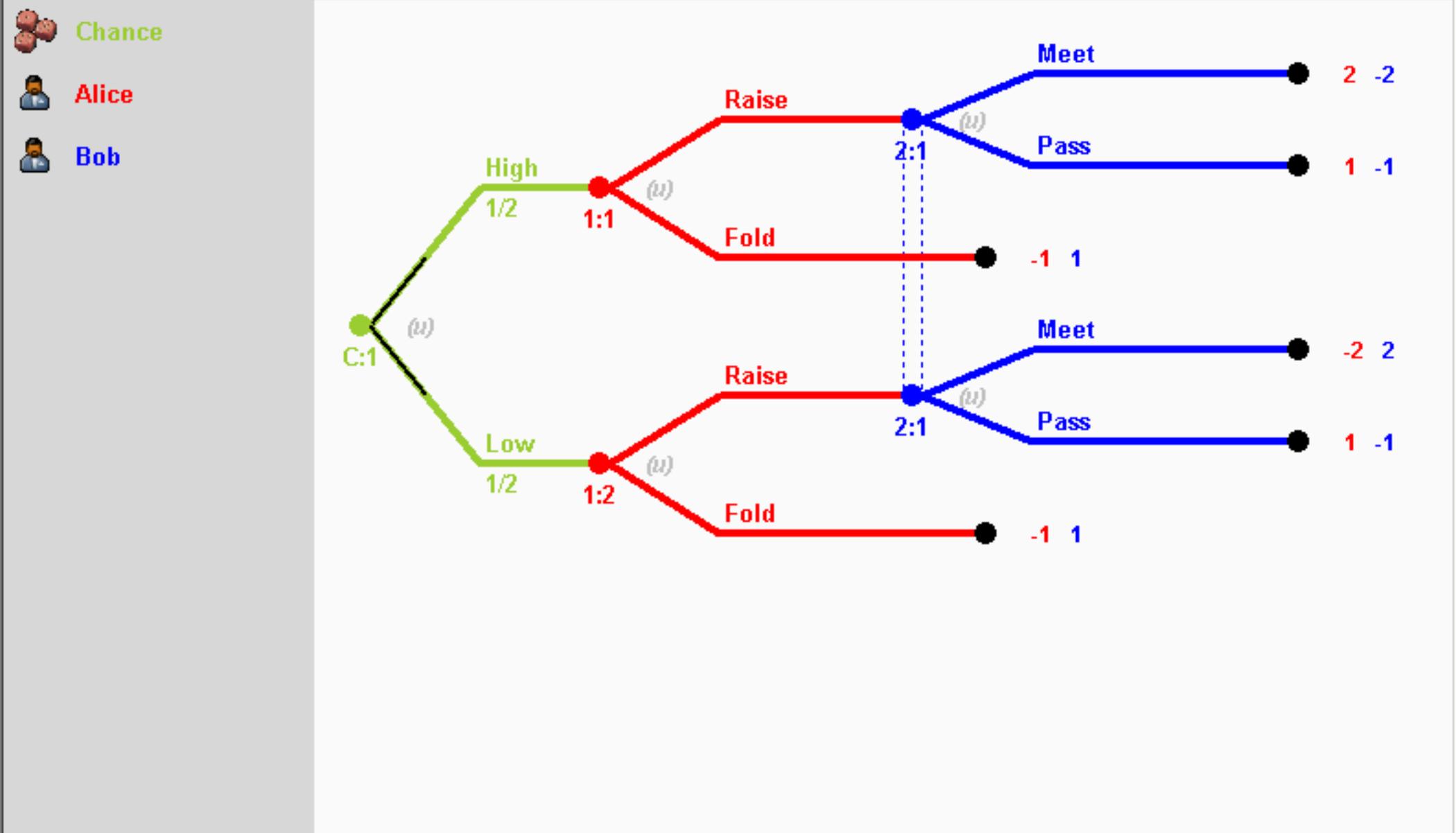


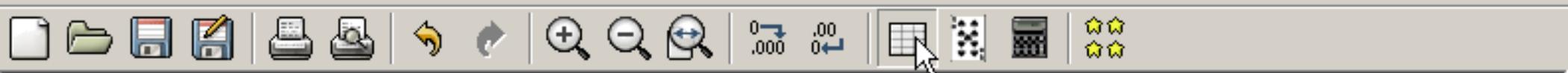
Next, we might be interested in the reduced strategic form of the game.

Gambit computes this automatically. We can toggle between the extensive and strategic forms by using the table icon on the toolbar.

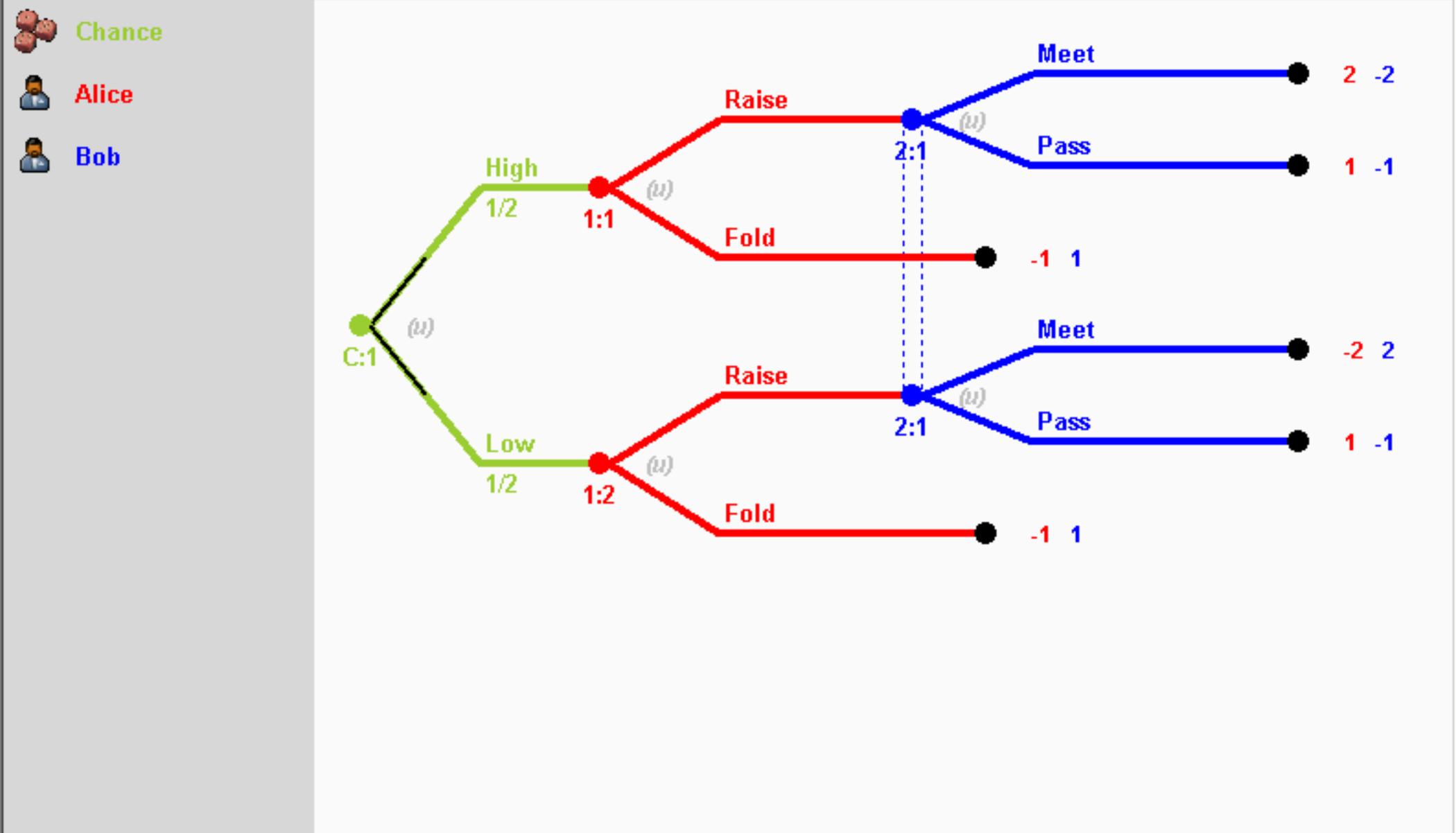


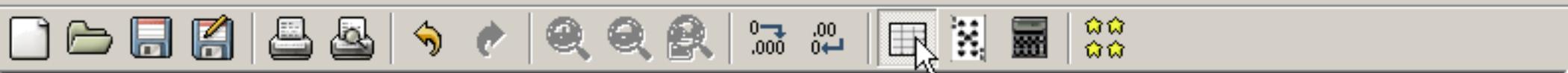
Hide actions which are dominated: All actions shown Show only reachable nodes





Hide actions which are dominated: All actions shown Show only reachable nodes





Hide strategies which are **strictly** dominated: All strategies shown

Alice

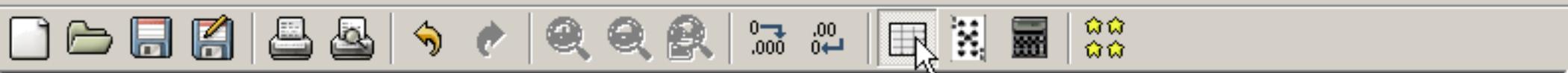
11

Bob

1

		Bob			
		1		2	
Alice	11	0	0	1	-1
	12	$\frac{1}{2}$	$-\frac{1}{2}$	0	0
	21	$-\frac{3}{2}$	$\frac{3}{2}$	0	0
	22	-1	1	-1	1

Gambit uses a shorthand to summarize strategies. For Alice, each strategy lists the action she takes at each of her information sets. Thus, this strategy corresponds to her taking her second action (fold) at her first information set (when she has the high card), and her taking her first action (raise) at her second information set (when she has the low card).



Hide strategies which are **strictly** dominated: All strategies shown

Alice

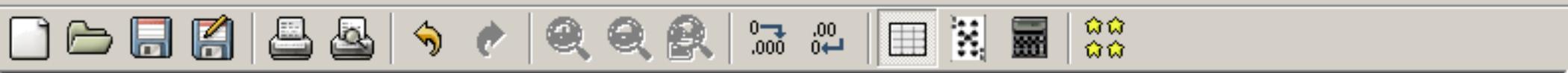
11

Bob

1

		Bob			
		1		2	
Alice	11	0	0	1	-1
	12	$\frac{1}{2}$	$-\frac{1}{2}$	0	0
	21	$-\frac{3}{2}$	$\frac{3}{2}$	0	0
	22	-1	1	-1	1

Let's repeat the dominance analysis on the strategic form. The dominance toolbar works analogously on the strategic form as it did in the extensive form.



Hide strategies which are **strictly** dominated: All strategies shown

Alice

11

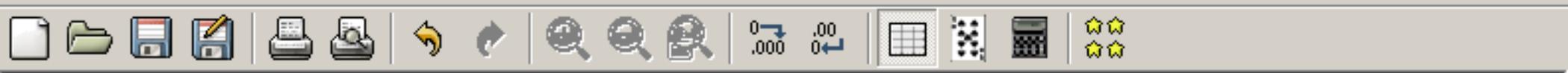
Bob

1

Bob

	1	2		
11	0 0	1 -1		
12	$\frac{1}{2}$ $-\frac{1}{2}$	0 0		
21	$-\frac{3}{2}$ $\frac{3}{2}$	0 0		
22	-1 1	-1 1		

Alice



Hide strategies which are dominated: All strategies shown

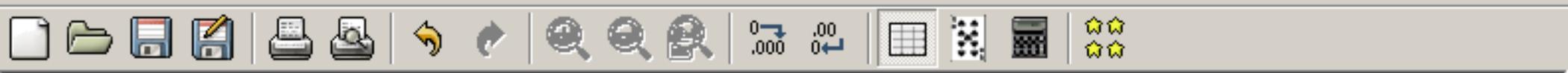
Alice

Bob

Alice

	1	2
11	0 0	1 -1
12	$\frac{1}{2}$ $-\frac{1}{2}$	0 0
21	$-\frac{3}{2}$ $\frac{3}{2}$	0 0
22	-1 1	-1 1

Bob



Hide strategies which are dominated: All strategies shown

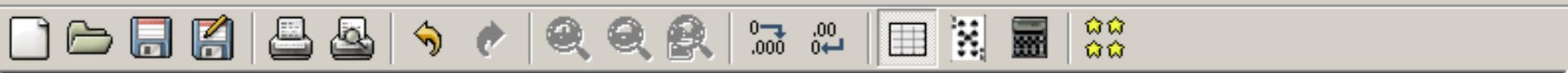
Alice

Bob

		1	2	
11	0	0	1	-1
12	$\frac{1}{2}$	$-\frac{1}{2}$	0	0
21	$-\frac{3}{2}$	$\frac{3}{2}$	0	0
22	-1	1	-1	1

Alice

Bob



Hide strategies which are dominated: All strategies shown

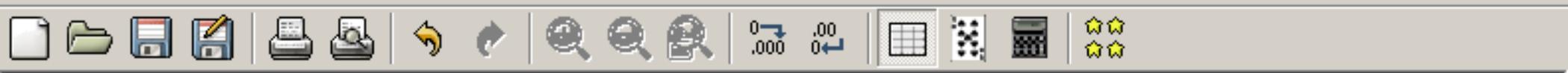
Alice

Bob

		1	2	
11	0	0	1	-1
12	$\frac{1}{2}$	$-\frac{1}{2}$	0	0
21	$-\frac{3}{2}$	$\frac{3}{2}$	0	0
22	-1	1	-1	1

Alice

Bob



Hide strategies which are dominated: All strategies shown

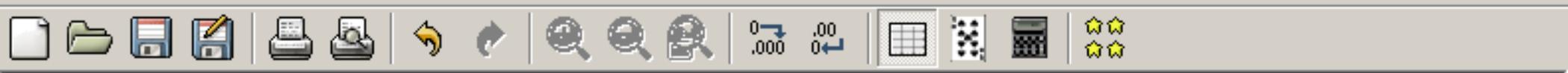
Alice

Bob

Alice

		1	2	
11	0	0	1	-1
12	$\frac{1}{2}$	$-\frac{1}{2}$	0	0
21	$-\frac{3}{2}$	$\frac{3}{2}$	0	0
22	-1	1	-1	1

Bob



Hide strategies which are **strictly or weakly** dominated: All strategies shown

Alice

11

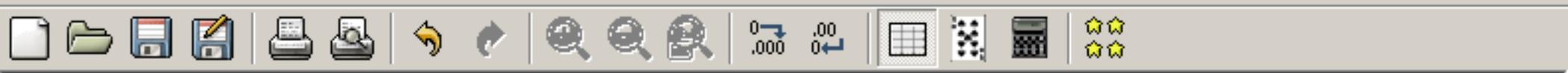
Bob

1

Bob Next round of elimination

	1	2		
11	0 0	1 -1		
12	$\frac{1}{2}$ $-\frac{1}{2}$	0 0		
21	$-\frac{3}{2}$ $\frac{3}{2}$	0 0		
22	-1 1	-1 1		

Alice



Hide strategies which are dominated: All strategies shown

Alice

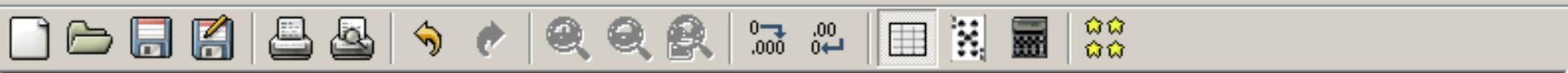
Bob

Bob

		1		2	
11		0	0	1	-1
12		$\frac{1}{2}$	$-\frac{1}{2}$	0	0
21		$-\frac{3}{2}$	$\frac{3}{2}$	0	0
22		-1	1	-1	1

Next round of elimination

Alice



Hide strategies which are dominated: Eliminated 1 level

Alice

11

Bob

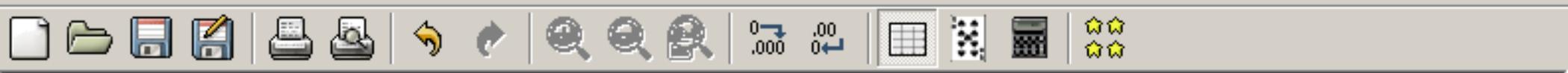
1

	1	2
11	0 0	1 -1
12	$\frac{1}{2}$ $-\frac{1}{2}$	0 0

Bob Next round of elimination

Alice

Observe that Alice's strategies "21" and "22" have been eliminated. Recall that these both involve Alice playing her second action, fold, at her first information set, when she has the high card. This is the action we earlier determined to be dominated.



Hide strategies which are dominated:   Eliminated 1 level  

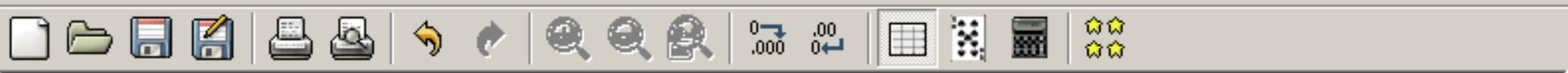
 **Alice**

 **Bob**

Alice

	1	2
11	0 0	1 -1
12	$\frac{1}{2}$ $-\frac{1}{2}$	0 0

Bob



Hide strategies which are dominated: Eliminated 1 level Next round of elimination

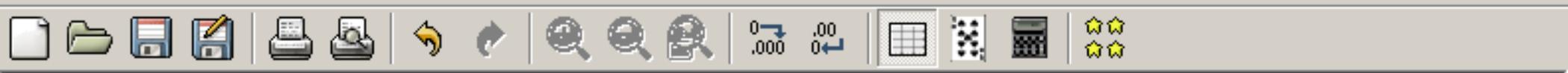
Alice

Bob

Alice

	1	2
11	0 0	1 -1
12	$\frac{1}{2}$ $-\frac{1}{2}$	0 0

Bob



Hide strategies which are dominated: Eliminated 1 level

Alice

11

Bob

1

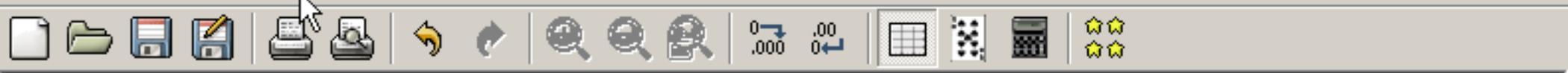
Bob

	1	2
11	0 0	1 -1
12	$\frac{1}{2}$ $-\frac{1}{2}$	0 0

Alice

No more strategies have been removed, so we have come to the end of the elimination process. We will now hide the dominance toolbar.

It should be noted that this elimination toolbar is entirely for the benefit of the analyst. Gambit automatically takes advantage of dominance information where appropriate in computing equilibria.

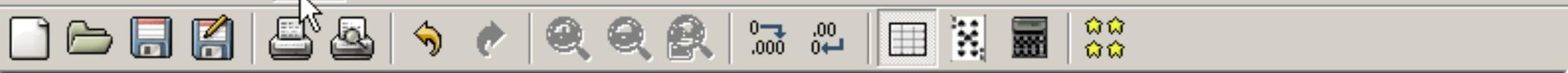


Hide strategies which are dominated: Eliminated 1 level

Alice

Bob

		Bob			
		1		2	
Alice	11	0	0	1	-1
	12	$\frac{1}{2}$	$-\frac{1}{2}$	0	0



Hide strategies which are dominated: Eliminated 1 level

Alice

11

Bob

1

		Bob			
		1		2	
Alice	11	0	0	1	-1
	12	$\frac{1}{2}$	$-\frac{1}{2}$	0	0

Tools menu: Dominance, Equilibrium, Qre
Toolbar: Undo, Redo, Find, Find Next, Find Previous, Currency, Percent, Grid, Board, Calculator, Stars

Hide strategies which are dominated: Eliminated 1 level

Alice

Bob

		Bob			
		1		2	
Alice	11	0	0	1	-1
	12	$\frac{1}{2}$	$-\frac{1}{2}$	0	0

File Edit View Format Tools Help
✓ Dominance
Equilibrium
Qre

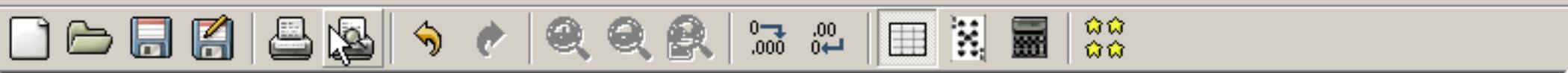
0 .000 .00 0
Eliminated 1 level

Hide strategies which are strictly or weakly dominated: [Left Arrow] [Left Arrow] Eliminated 1 level [Right Arrow] [Right Arrow]

Alice
11

Bob
1

		Bob			
		1		2	
Alice	11	0	0	1	-1
	12	$\frac{1}{2}$	$-\frac{1}{2}$	0	0



Alice

11

Bob

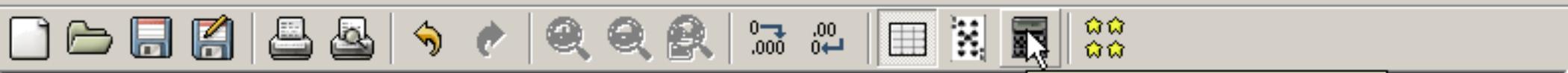
1

Alice

Bob

	1	2
11	0 0	1 -1
12	$\frac{1}{2}$ $-\frac{1}{2}$	0 0
21	$-\frac{3}{2}$ $\frac{3}{2}$	0 0
22	-1 1	-1 1

Speaking of which, what are the Nash equilibria of this game? The algorithms for finding these are available by clicking on the calculator button on the toolbar.



Alice

11

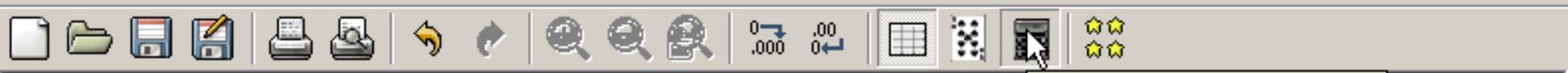
Bob

1

	1	2
11	0 0	1 -1
12	$\frac{1}{2}$ $-\frac{1}{2}$	0 0
21	$-\frac{3}{2}$ $\frac{3}{2}$	0 0
22	-1 1	-1 1

Bob Compute Nash equilibria of this game

Alice



Alice

11

Bob

1

Bob

	1	2
11	0 0	1 -1
12	$\frac{1}{2}$ $-\frac{1}{2}$	0 0
21	$-\frac{3}{2}$ $\frac{3}{2}$	0 0
22	-1 1	-1 1

Alice



Alice
11

Bob
1

	1	2
11	0 0	1 -1
12	$\frac{1}{2}$ $-\frac{1}{2}$	0 0
21	$-\frac{3}{2}$ $\frac{3}{2}$	0 0
22		

Alice

Compute Nash equilibria

Compute all Nash equilibria

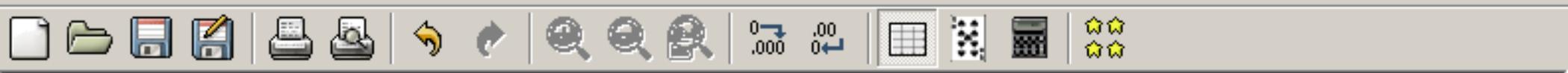
with Gambit's recommended method

using the extensive game

Cancel OK

There are many methods for finding Nash equilibria, each with their own strengths and weaknesses. Furthermore, for some games special methods are available that are more efficient.

To get started, though, you don't have to worry about this, since Gambit provides "recommended" methods which typically work well. Simply select the number of equilibria you want to find. Here, let's find all of them.



Alice

11

Bob

1

Bob

	1	2
11	0 0	1 -1
12	$\frac{1}{2}$ $-\frac{1}{2}$	0 0
21	$-\frac{3}{2}$ $\frac{3}{2}$	0 0
22		

Compute Nash equilibria

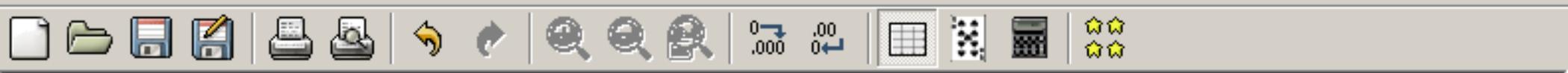
Compute all Nash equilibria

with Gambit's recommended method

using the extensive game

Cancel OK

Alice



Alice

11

Bob

1

Bob

	1	2
11	0 0	1 -1
12	$\frac{1}{2}$ $-\frac{1}{2}$	0 0
21	$-\frac{3}{2}$ $\frac{3}{2}$	0 0
22		

Compute Nash equilibria

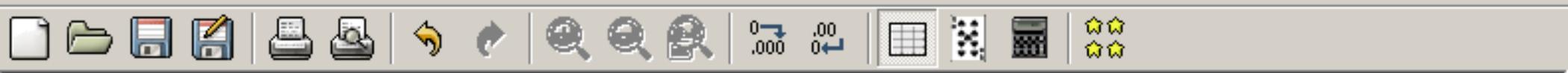
Compute all Nash equilibria

with Gambit's recommended method

using the extensive game

Cancel OK

Alice



Alice
11 (0.3333)
Payoff: 0.3333

Bob
1 (-0.3333)
Payoff: -0.3333

Rob

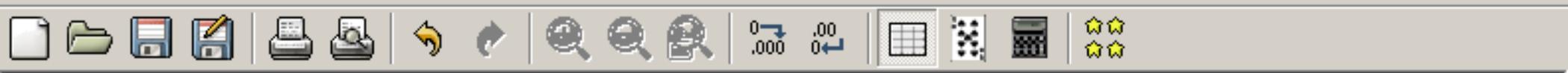
Computing Nash equilibria

The computation has completed. Number of equilibria found so far: 1

#	Liap Value	1: 11	1: 12	1: 21	1: 22	2: 1	2: 2
1	0.0000	0.3333	0.6667	0	0	0.6667	0.3333

Almost immediately, the computation completes, and presents us with one strategy profile, which is the unique Nash equilibrium of this game.

OK



Alice
11 (0.3333)
Payoff: 0.3333

Bob
1 (-0.3333)
Payoff: -0.3333

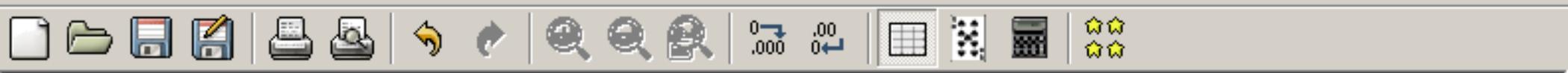
Rob

Computing Nash equilibria

The computation has completed. Number of equilibria found so far: 1

#	Liap Value	1: 11	1: 12	1: 21	1: 22	2: 1	2: 2
1	0.0000	0.3333	0.6667	0	0	0.6667	0.3333

OK



Alice
11 (0.3333)
Payoff: 0.3333

Bob
1 (-0.3333)
Payoff: -0.3333

Rob

Computing Nash equilibria

The computation has completed. Number of equilibria found so far: 1

#	Liap Value	1: 11	1: 12	1: 21	1: 22	2: 1	2: 2
1	0.0000	0.3333	0.6667	0	0	0.6667	0.3333

OK



Alice
 11 (0.3333)
 Payoff: 0.3333

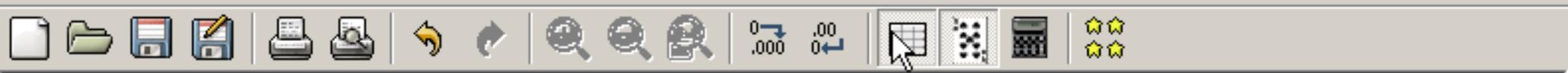
Bob
 1 (-0.3333)
 Payoff: -0.3333

Notice that the player panel has updated to indicate the payoffs the players receive in this equilibrium. Alice can expect to gain about 33 cents per game, and Bob can expect to lose about 33 cents per game.

To interpret the strategies better, let's look at them converted back into strategies on the extensive form. To do this, toggle off the table tool on the toolbar.

#	Liap Value	1: 11	1: 12	1: 21	1: 22	2: 1	2: 2
1	0.0000	0.3333	0.6667	0	0	0.6667	0.3333





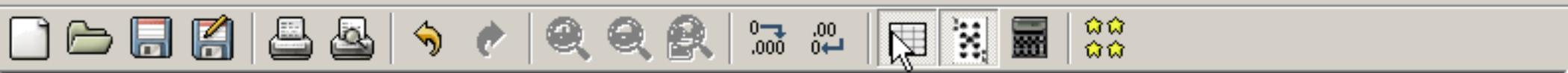
Alice
 11 (0.3333)
 Payoff: 0.3333

Bob
 1 (-0.3333)
 Payoff: -0.3333

		Bob	
		1	2
Alice	11	0 0	1 -1
	12	$\frac{1}{2}$ $-\frac{1}{2}$	0 0
	21	$-\frac{3}{2}$ $\frac{3}{2}$	0 0
	22	-1 1	-1 1

View the strategic form of the game

#	Liap Value	1: 11	1: 12	1: 21	1: 22	2: 1	2: 2
1	0.0000	0.3333	0.6667	0	0	0.6667	0.3333



Alice
 11 (0.3333)
 Payoff: 0.3333

Bob
 1 (-0.3333)
 Payoff: -0.3333

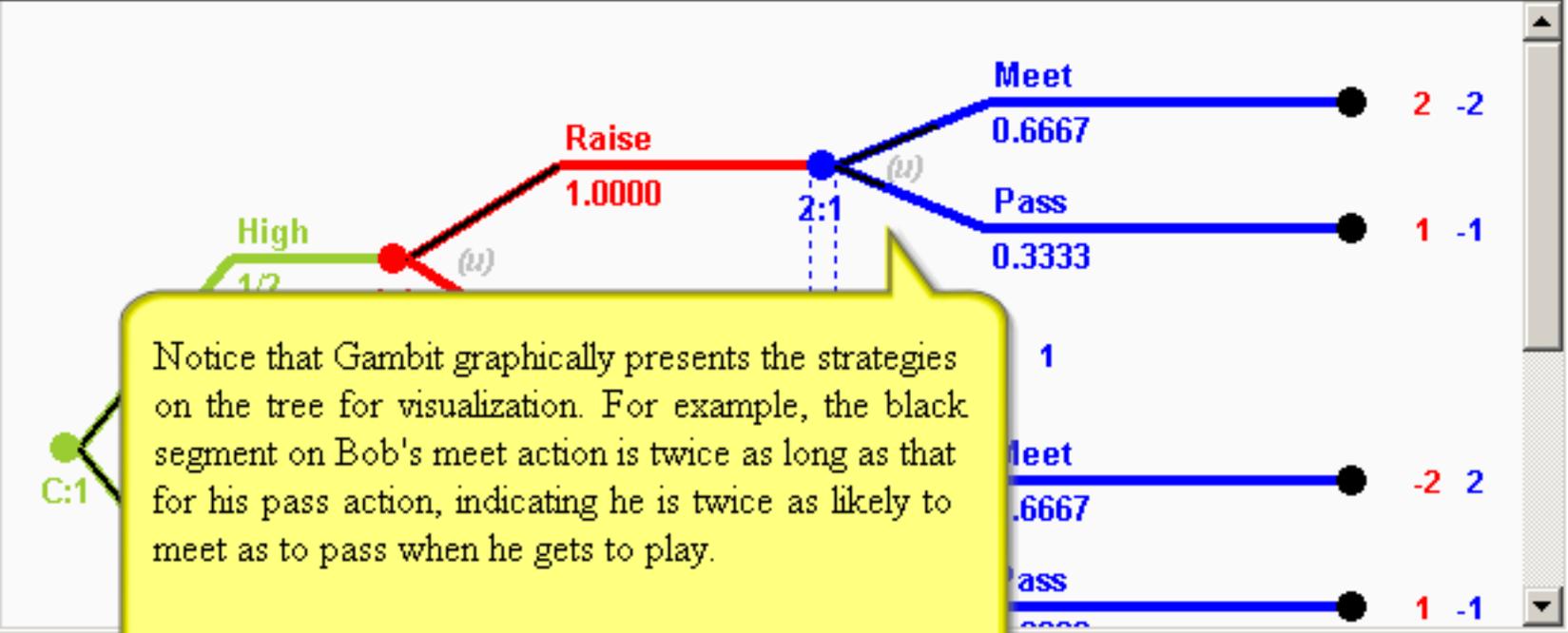
		Bob			
		1		2	
Alice	11	0	0	1	-1
	12	$\frac{1}{2}$	$-\frac{1}{2}$	0	0
	21	$-\frac{3}{2}$	$\frac{3}{2}$	0	0
	22	-1	1	-1	1

#	Liap Value	1: 11	1: 12	1: 21	1: 22	2: 1	2: 2
1	0.0000	0.3333	0.6667	0	0	0.6667	0.3333

Chance

Alice
Payoff: 0.3333

Bob
Payoff: -0.3333



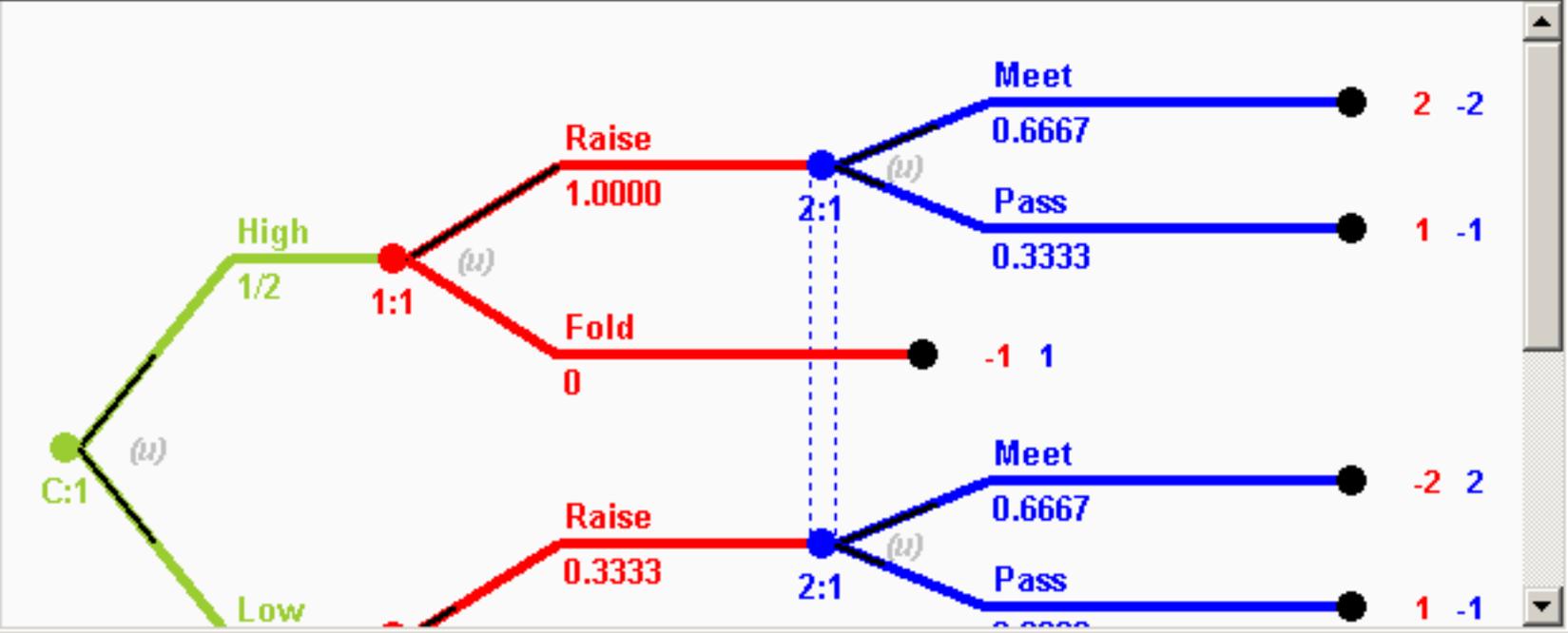
Notice that Gambit graphically presents the strategies on the tree for visualization. For example, the black segment on Bob's meet action is twice as long as that for his pass action, indicating he is twice as likely to meet as to pass when he gets to play.

#	Liap Value	1: Raise	1: Fold	2: Meet	2: Pass
1	0.0000	1.0000	0	0.3333	0.6667

Chance

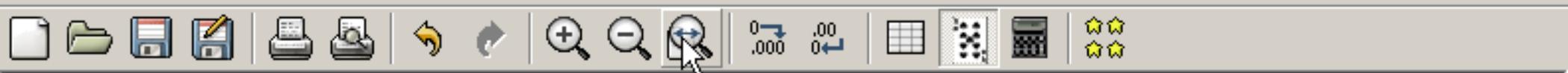
Alice
Payoff: 0.3333

Bob
Payoff: -0.3333



#	Liap Value	1: Raise	1: Fold	2:
1	0.0000	1.0000	0	

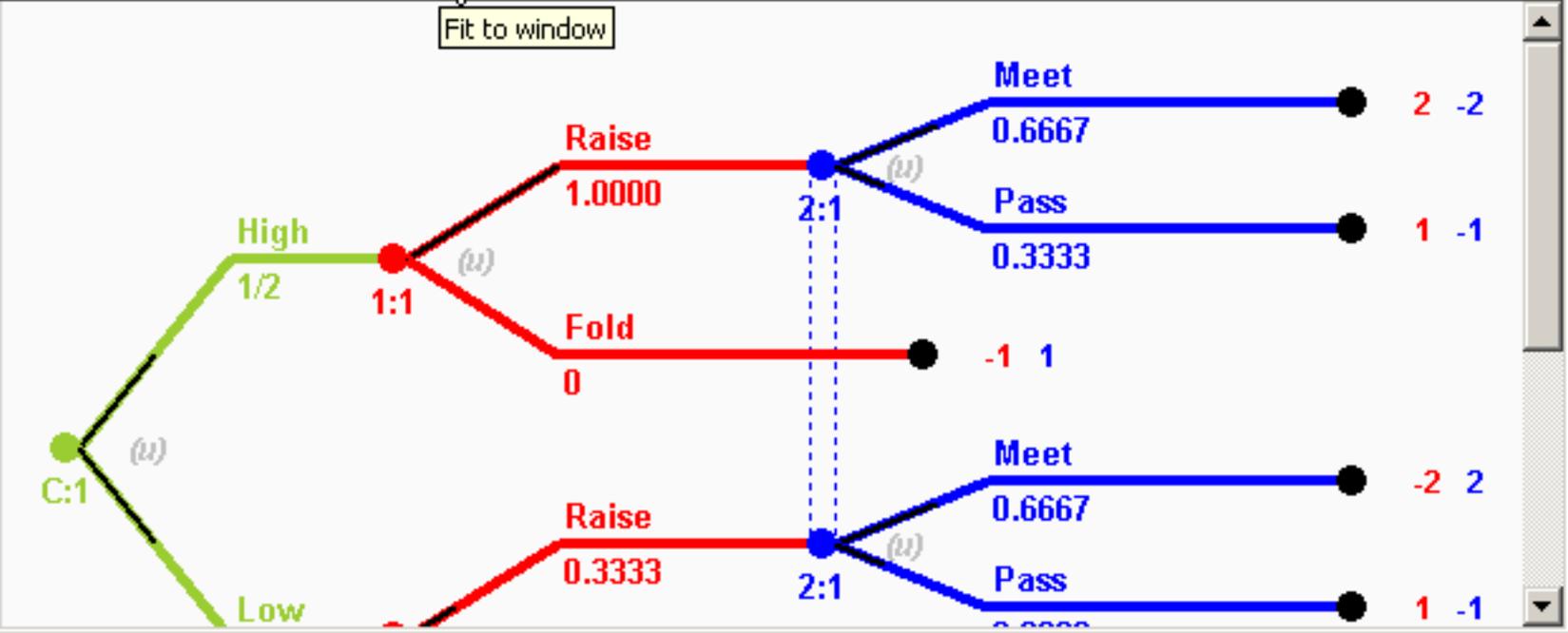
With the addition of the list of equilibria, we can't quite see the whole game tree. We could drag the sash separating the windows to resize them. Or, we can zoom out on the game tree to fit it into the space we have. We'll do the latter here.



Chance

Alice
Payoff: 0.3333

Bob
Payoff: -0.3333

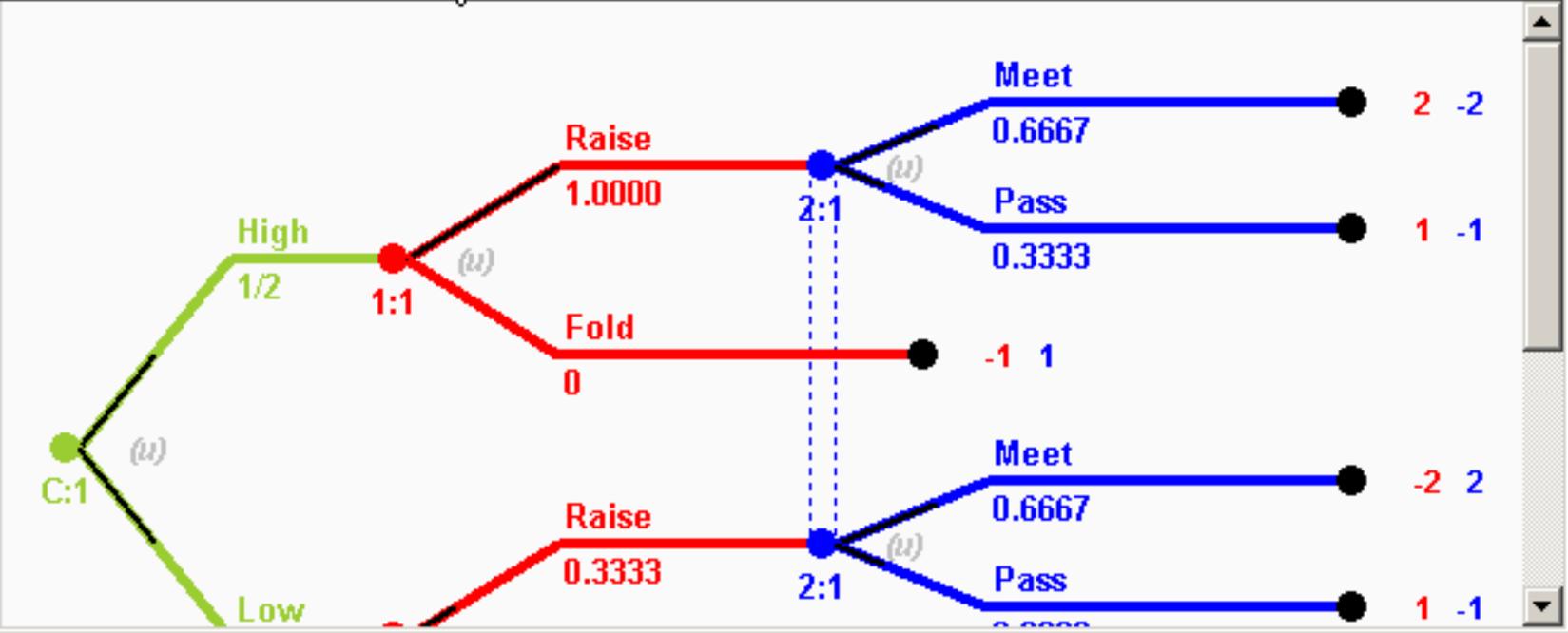


#	Liap Value	1: Raise	1: Fold	2: Raise	2: Fold	1: Meet	1: Pass
1	0.0000	1.0000	0	0.3333	0.6667	0.6667	0.3333

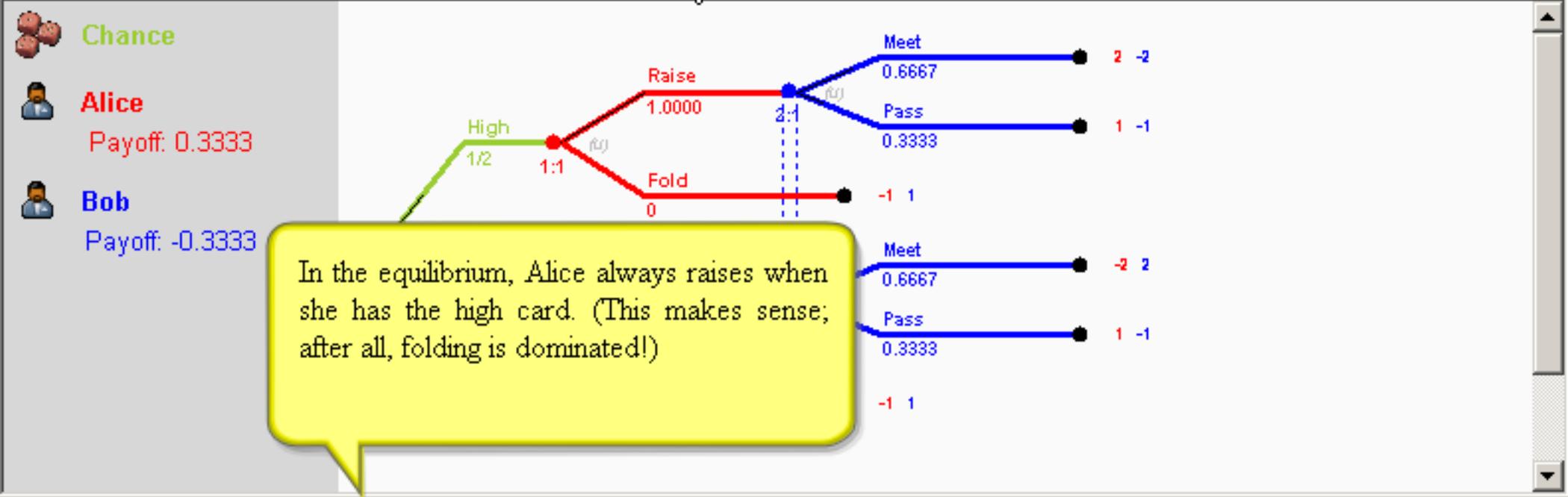
Chance

Alice
Payoff: 0.3333

Bob
Payoff: -0.3333



#	Liap Value	1: Raise	1: Fold	2: Raise	2: Fold	1: Meet	1: Pass
1	0.0000	1.0000	0	0.3333	0.6667	0.6667	0.3333

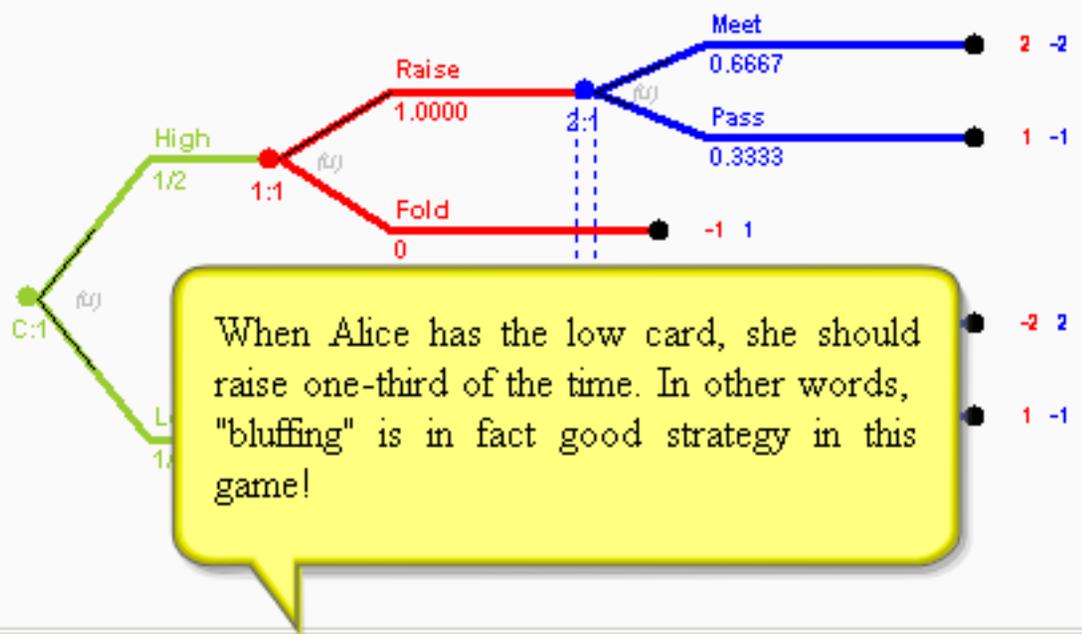


#	Liap Value	1: Raise	1: Fold	2: Raise	2: Fold	1: Meet	1: Pass
1	0.0000	1.0000	0	0.3333	0.6667	0.6667	0.3333

Chance

Alice
Payoff: 0.3333

Bob
Payoff: -0.3333



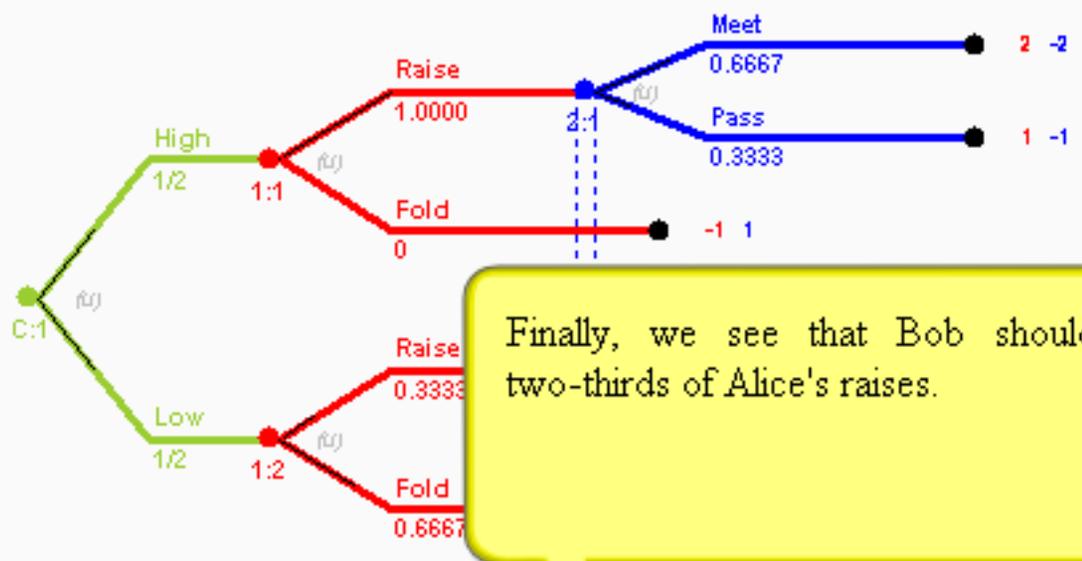
When Alice has the low card, she should raise one-third of the time. In other words, "bluffing" is in fact good strategy in this game!

#	Liap Value	1: Raise	1: Fold	2: Raise	2: Fold	1: Meet	1: Pass
1	0.0000	1.0000	0	0.3333	0.6667	0.6667	0.3333

Chance

Alice
Payoff: 0.3333

Bob
Payoff: -0.3333



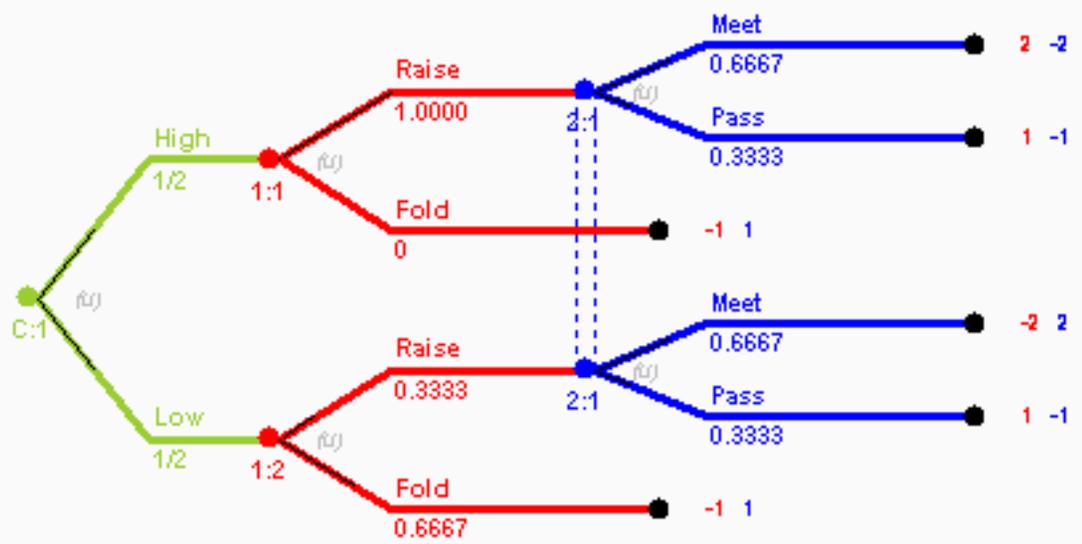
Finally, we see that Bob should meet two-thirds of Alice's raises.

#	Liap Value	1: Raise	1: Fold	2: Raise	2: Fold	1: Meet	1: Pass
1	0.0000	1.0000	0	0.3333	0.6667	0.6667	0.3333

Chance

Alice
Payoff: 0.3333

Bob
Payoff: -0.3333



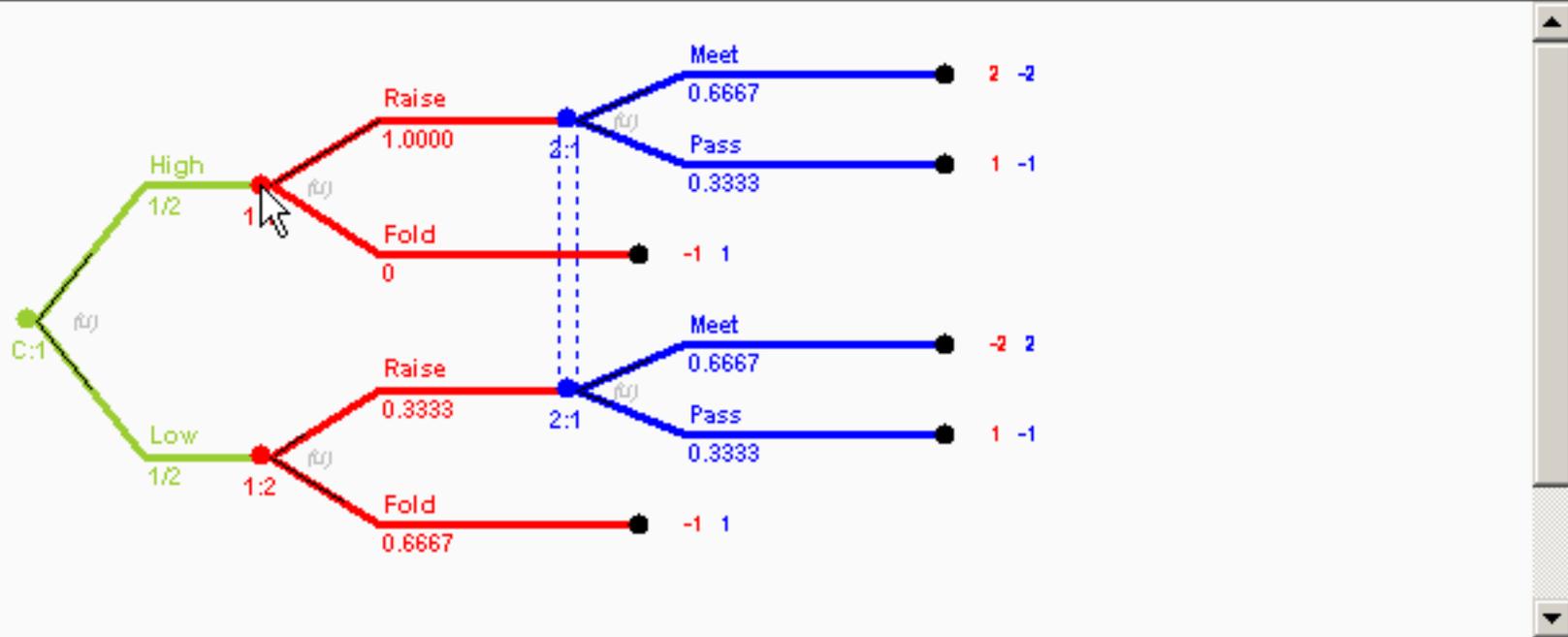
#	Liap Value	1: Raise	1: Fold
1	0.0000	1.0000	0

We can navigate around the game tree to get a better idea of how the play of the game proceeds. Click on any node to get more information.

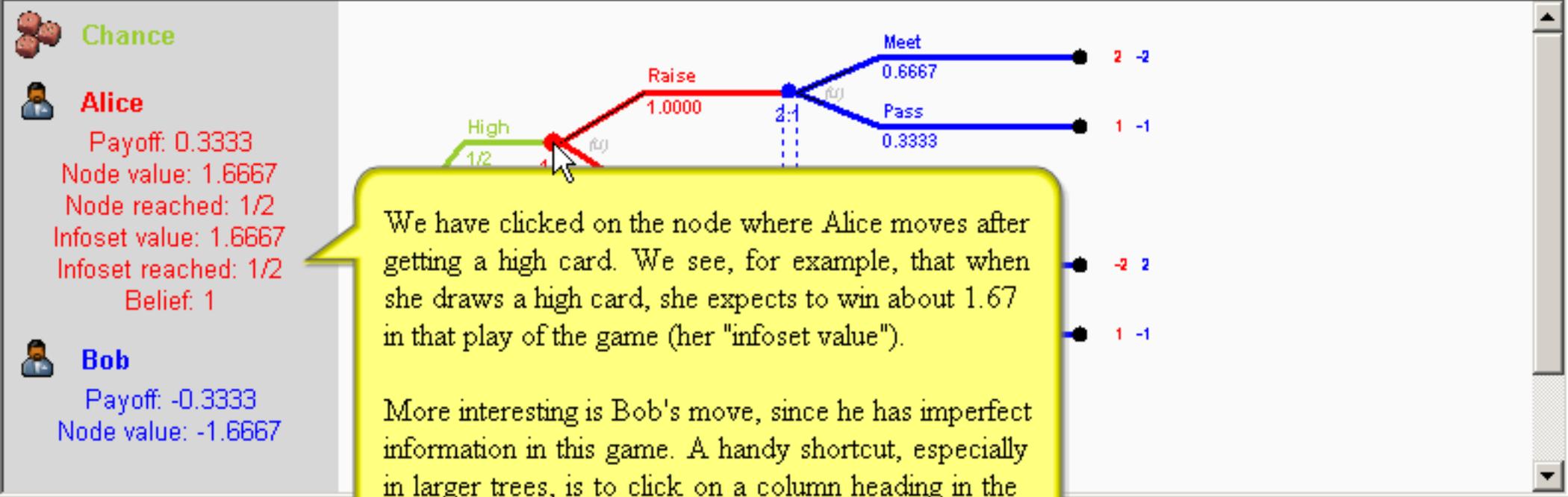
Chance

Alice
Payoff: 0.3333

Bob
Payoff: -0.3333



#	Liap Value	1: Raise	1: Fold	2: Raise	2: Fold	1: Meet	1: Pass
1	0.0000	1.0000	0	0.3333	0.6667	0.6667	0.3333



Chance

Alice
 Payoff: 0.3333
 Node value: 1.6667
 Node reached: 1/2
 Infoset value: 1.6667
 Infoset reached: 1/2
 Belief: 1

Bob
 Payoff: -0.3333
 Node value: -1.6667

We have clicked on the node where Alice moves after getting a high card. We see, for example, that when she draws a high card, she expects to win about 1.67 in that play of the game (her "infoset value").

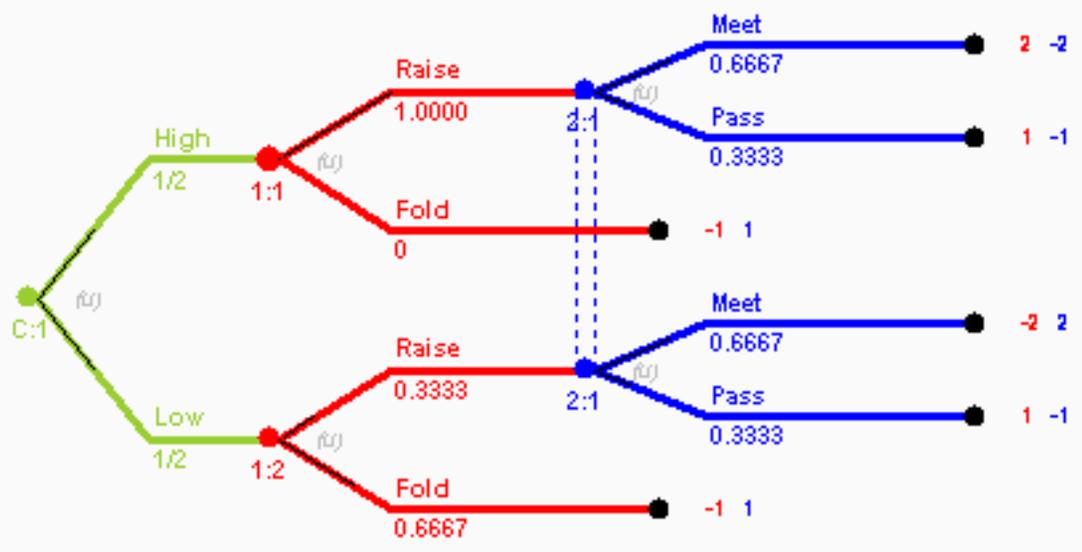
More interesting is Bob's move, since he has imperfect information in this game. A handy shortcut, especially in larger trees, is to click on a column heading in the profile list. This selects the first node in the corresponding information set.

#	Liap Value	1: Raise
1	0.0000	1.0000

Chance

Alice
 Payoff: 0.3333
 Node value: 1.6667
 Node reached: 1/2
 Infoset value: 1.6667
 Infoset reached: 1/2
 Belief: 1

Bob
 Payoff: -0.3333
 Node value: -1.6667

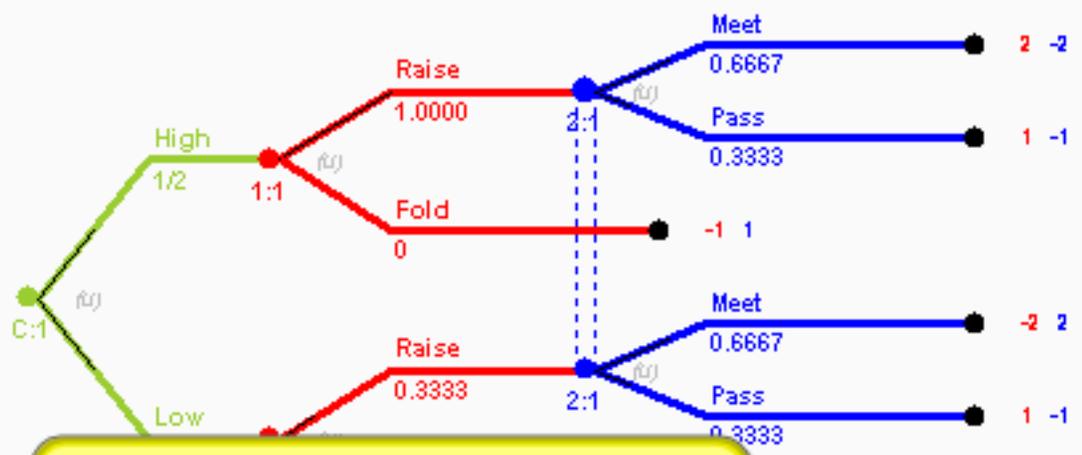


#	Liap Value	1: Raise	1: Fold	2: Raise	2: Fold	1: Meet	1: Pass
1	0.0000	1.0000	0	0.3333	0.6667	0.6667	0.3333

Chance

Alice
 Payoff: 0.3333
 Node value: 1.6667

Bob
 Payoff: -0.3333
 Node value: -1.6667
 Node reached: 0.5000
 Infoset value: -1.0000
 Infoset reached: 0.6667
 Belief: 0.7500



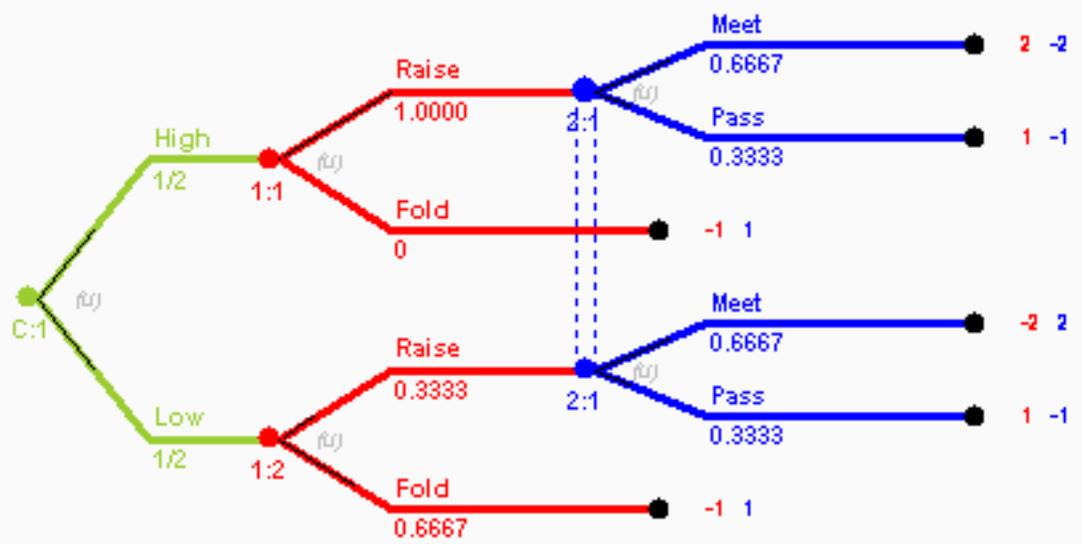
At the top node in Bob's information set, Bob places a belief of .75. That is to say, conditional on Alice raising, Bob believes there is a three-fourths chance he is actually at the top node in his information set, or, in other words, a three-fourths chance that Alice has the high card.

#	Liap Value	1: Raise
1	0.0000	1.0000

Chance

Alice
 Payoff: 0.3333
 Node value: 1.6667

Bob
 Payoff: -0.3333
 Node value: -1.6667
 Node reached: 0.5000
 Infoset value: -1.0000
 Infoset reached: 0.6667
 Belief: 0.7500



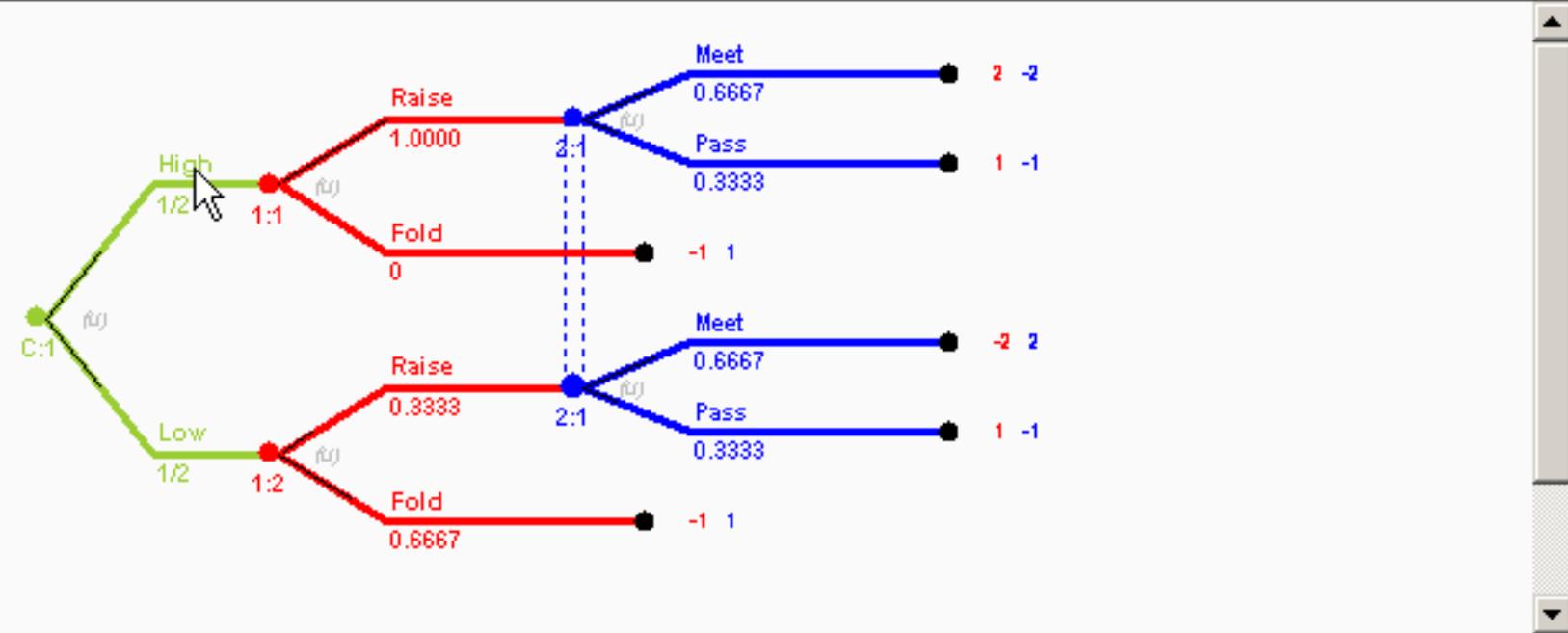
Once we have the game built, we can play around with parameters to see how strategies change. For example, what if we change the rules so that Alice now has a two-thirds chance of drawing the high card?

#	Liap Value	1: Raise	1: Fold	2: Meet
1	0.0000	1.0000	0	0.3333

Chance

Alice
 Payoff: 0.3333
 Node value: -1.0000

Bob
 Payoff: -0.3333
 Node value: 1.0000
 Node reached: 0.1667
 Infoset value: -1.0000
 Infoset reached: 0.6667
 Belief: 0.2500

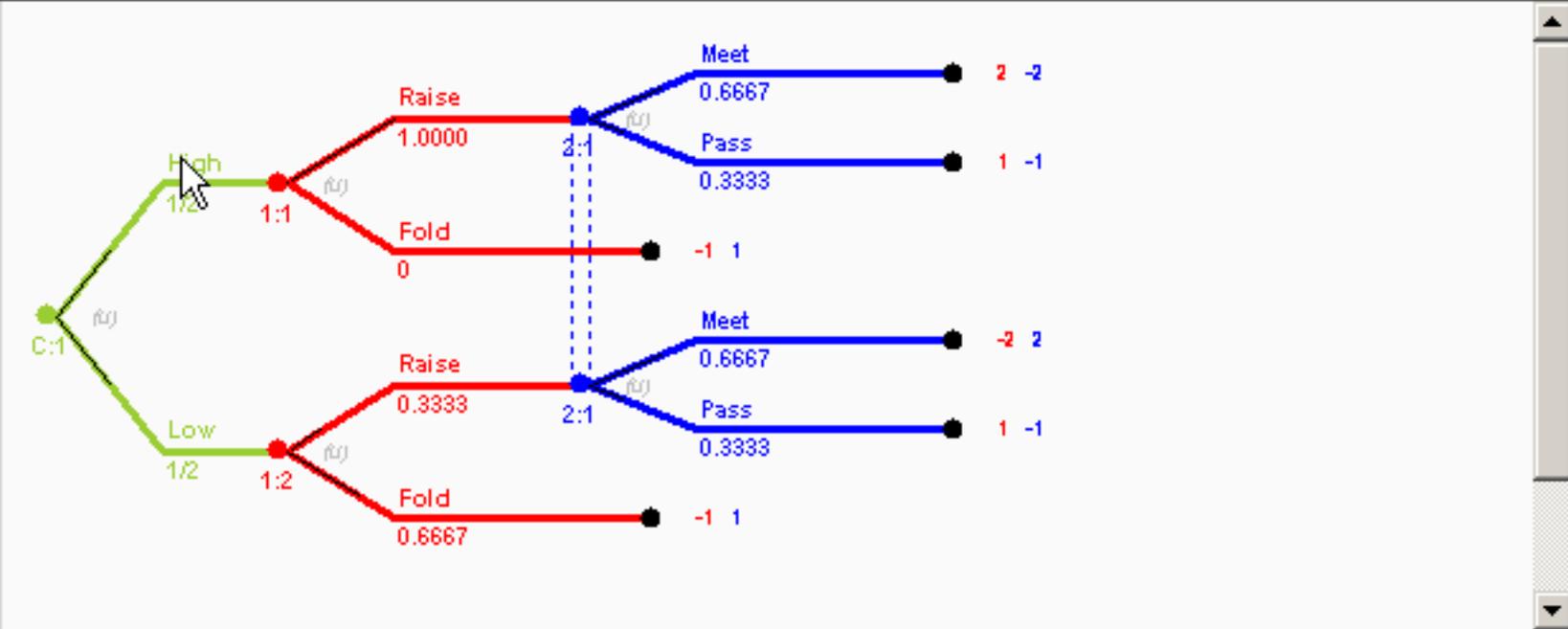


#	Liap Value	1: Raise	1: Fold	2: Raise	2: Fold	1: Meet	1: Pass
1	0.0000	1.0000	0	0.3333	0.6667	0.6667	0.3333

Chance

Alice
Payoff: 0.3333

Bob
Payoff: -0.3333
Node reached: 0.1667
Infoset value: -1.0000
Infoset reached: 0.6667
Belief: 0.2500



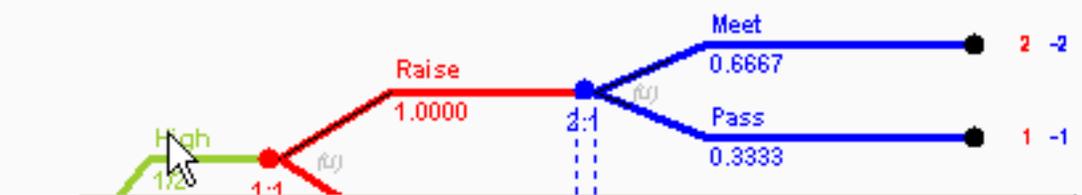
#	Liap Value	1: Raise	1: Fold	2: Raise	2: Fold	1: Meet	1: Pass
1	0.0000	1.0000	0	0.3333	0.6667	0.6667	0.3333



Chance

Alice
Payoff: 0.3333
Node value: 0.3333

Bob
Payoff: -0.3333
Node value: -0.3333



Move properties

Information set label:

Number of members: 1

Belongs to player:

Actions

	Label	Probability
1	High	1/2
2	Low	1/2

Cancel OK

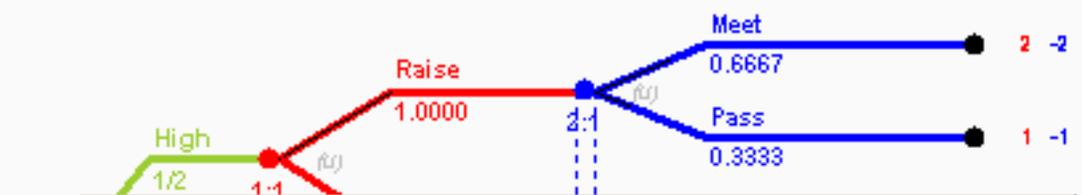
#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0



Chance

Alice
Payoff: 0.3333
Node value: 0.3333

Bob
Payoff: -0.3333
Node value: -0.3333



Move properties

Information set label:

Number of members: 1

Belongs to player:

Actions

	Label	Probability
1	High	$\frac{1}{2}$
2	Low	$\frac{1}{2}$

Cancel OK

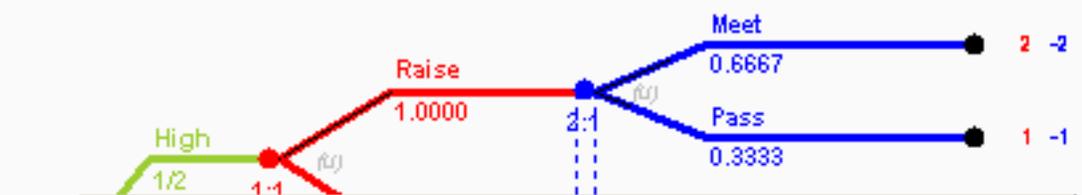
#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0



Chance

Alice
Payoff: 0.3333
Node value: 0.3333

Bob
Payoff: -0.3333
Node value: -0.3333



Move properties

Information set label:

Number of members: 1

Belongs to player:

Actions

	Label	Probability
1	High	$\frac{1}{2}$
2	Low	$\frac{1}{2}$

Cancel OK

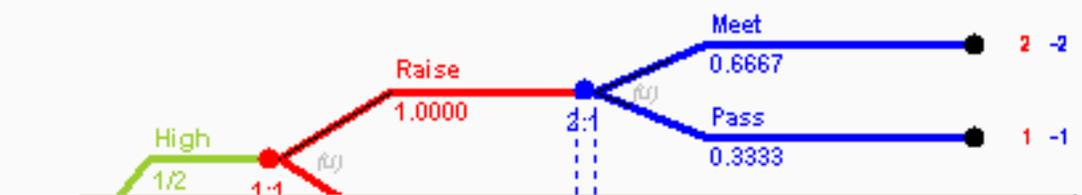
#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0



Chance

Alice
Payoff: 0.3333
Node value: 0.3333

Bob
Payoff: -0.3333
Node value: -0.3333



Move properties

Information set label:

Number of members: 1

Belongs to player:

Actions

	Label	Probability
1	High	$\frac{1}{2}$
2	Low	$\frac{1}{2}$

Cancel OK

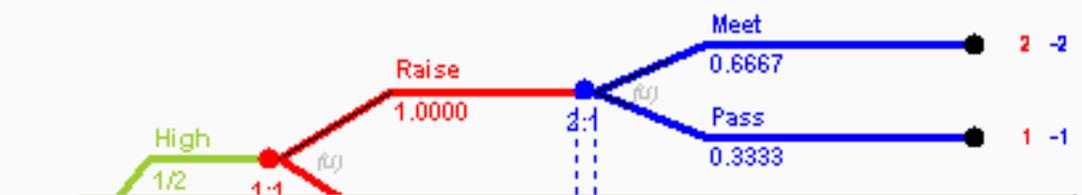
#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0



Chance

Alice
Payoff: 0.3333
Node value: 0.3333

Bob
Payoff: -0.3333
Node value: -0.3333



Move properties

Information set label:

Number of members: 1

Belongs to player:

Actions

	Label	Probability
1	High	<input type="text" value="1/2"/>
2	Low	$\frac{1}{2}$

Cancel OK

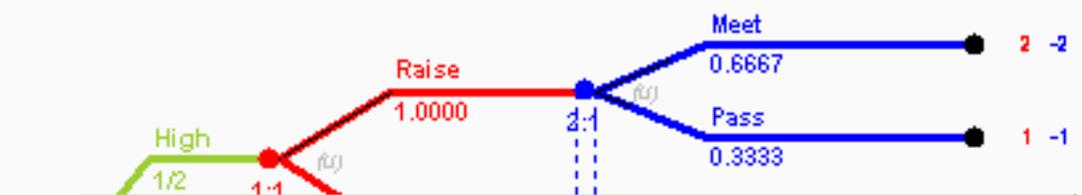
#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0



Chance

Alice
Payoff: 0.3333
Node value: 0.3333

Bob
Payoff: -0.3333
Node value: -0.3333



Move properties

Information set label:

Number of members: 1

Belongs to player:

Actions

	Label	Probability
1	High	2
2	Low	1/2

Cancel OK

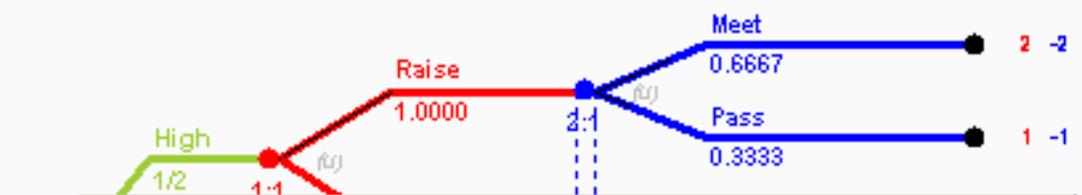
#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0



Chance

Alice
Payoff: 0.3333
Node value: 0.3333

Bob
Payoff: -0.3333
Node value: -0.3333



Move properties

Information set label:

Number of members: 1

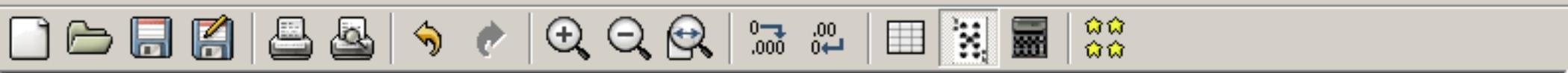
Belongs to player:

Actions

	Label	Probability
1	High	$\frac{2}{1}$
2	Low	$\frac{1}{2}$

Cancel OK

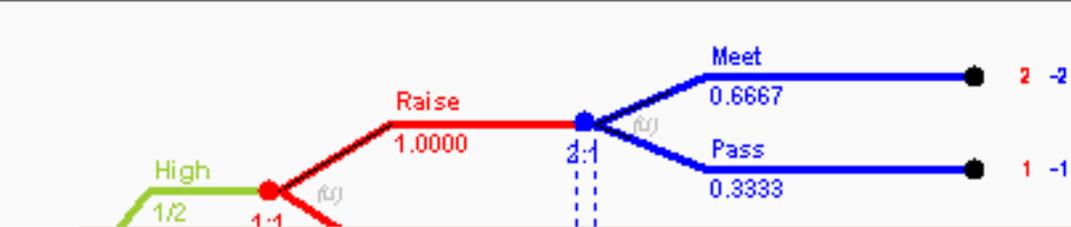
#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0



Chance

Alice
Payoff: 0.3333
Node value: 0.3333

Bob
Payoff: -0.3333
Node value: -0.3333



Move properties

Information set label:

Number of members: 1

Belongs to player:

Actions

	Label	Probability
1	High	<input type="text" value="2/3"/>
2	Low	<input type="text" value="1/2"/>

Cancel OK

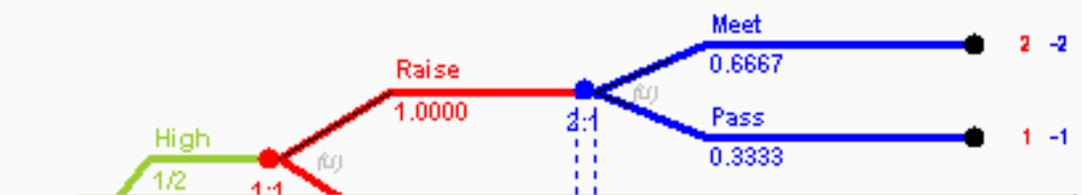
#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0



Chance

Alice
Payoff: 0.3333
Node value: 0.3333

Bob
Payoff: -0.3333
Node value: -0.3333



Move properties

Information set label:

Number of members: 1

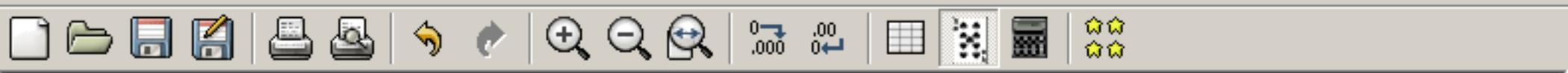
Belongs to player:

Actions

	Label	Probability
1	High	2/3
2	Low	1/2

Cancel OK

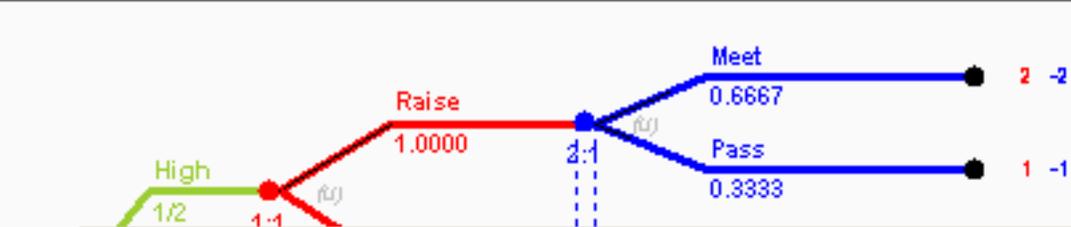
#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0



Chance

Alice
Payoff: 0.3333
Node value: 0.3333

Bob
Payoff: -0.3333
Node value: -0.3333



Move properties

Information set label:

Number of members: 1

Belongs to player:

Actions

	Label	Probability
1	High	<input type="text" value="2/3"/>
2	Low	<input type="text" value="1/2"/>

Cancel OK

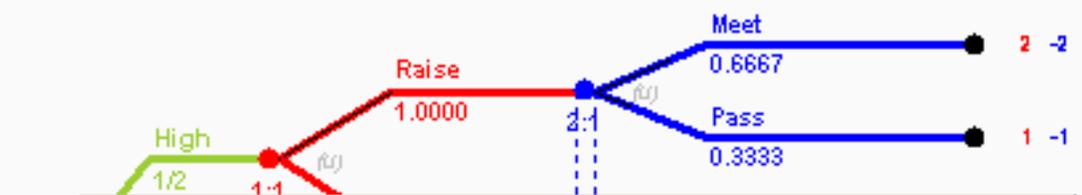
#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0



Chance

Alice
Payoff: 0.3333
Node value: 0.3333

Bob
Payoff: -0.3333
Node value: -0.3333



Move properties

Information set label:

Number of members: 1

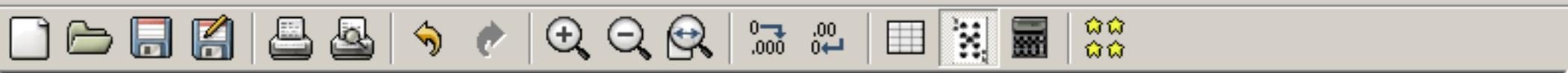
Belongs to player:

Actions

	Label	Probability
1	High	$\frac{2}{3}$
2	Low	$\frac{1}{2}$

Cancel OK

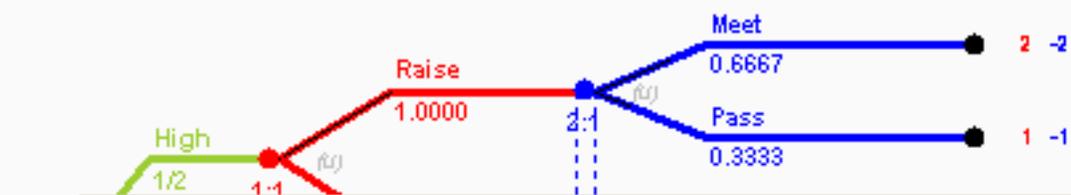
#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0



Chance

Alice
Payoff: 0.3333
Node value: 0.3333

Bob
Payoff: -0.3333
Node value: -0.3333



Move properties

Information set label:

Number of members: 1

Belongs to player:

Actions

	Label	Probability
1	High	$\frac{2}{3}$
2	Low	<input type="text" value="1/2"/>

Cancel OK

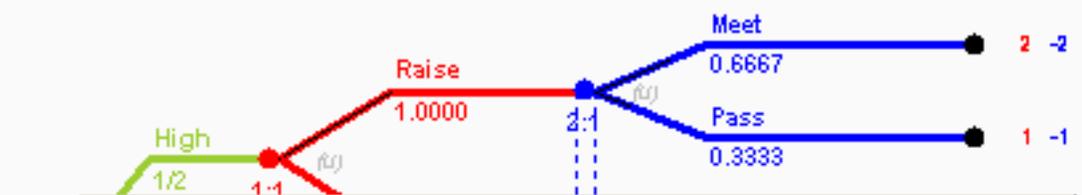
#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0



Chance

Alice
Payoff: 0.3333
Node value: 0.3333

Bob
Payoff: -0.3333
Node value: -0.3333



Move properties

Information set label:

Number of members: 1

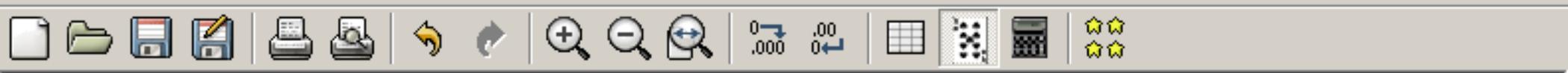
Belongs to player:

Actions

	Label	Probability
1	High	$\frac{2}{3}$
2	Low	<input type="text" value="1/2"/>

Cancel OK

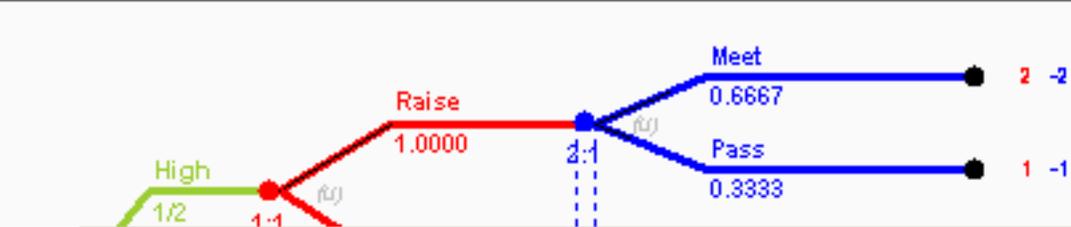
#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0



Chance

Alice
Payoff: 0.3333
Node value: 0.3333

Bob
Payoff: -0.3333
Node value: -0.3333



Move properties

Information set label:

Number of members: 1

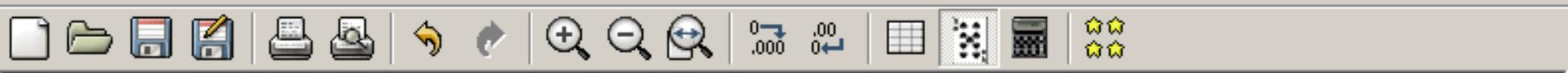
Belongs to player:

Actions

	Label	Probability
1	High	$\frac{2}{3}$
2	Low	<input type="text" value="1/3"/>

Cancel OK

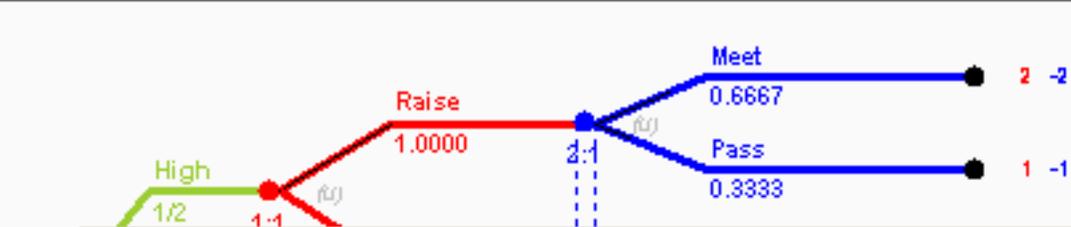
#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0



Chance

Alice
Payoff: 0.3333
Node value: 0.3333

Bob
Payoff: -0.3333
Node value: -0.3333



Move properties

Information set label:

Number of members: 1

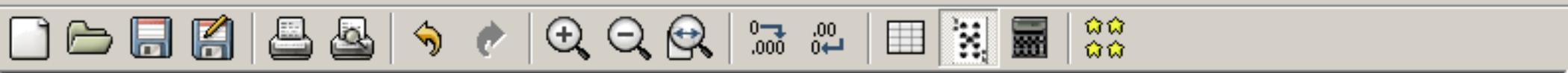
Belongs to player:

Actions

	Label	Probability
1	High	$\frac{2}{3}$
2	Low	$\frac{1}{3}$

Cancel OK

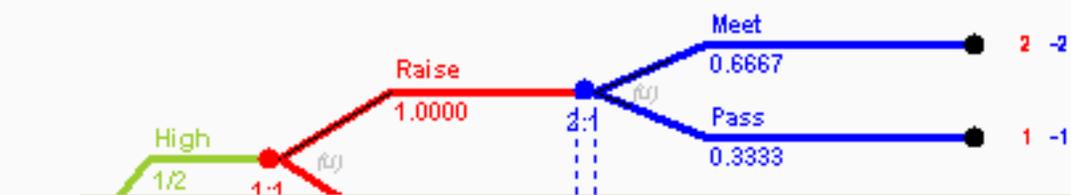
#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0



Chance

Alice
Payoff: 0.3333
Node value: 0.3333

Bob
Payoff: -0.3333
Node value: -0.3333



Move properties

Information set label:

Number of members: 1

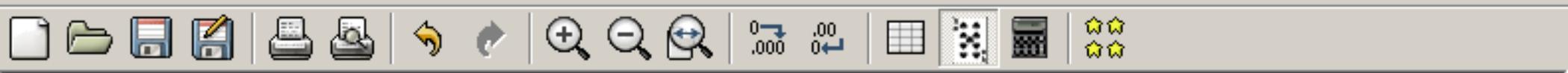
Belongs to player:

Actions

	Label	Probability
1	High	$\frac{2}{3}$
2	Low	$\frac{1}{3}$

Cancel

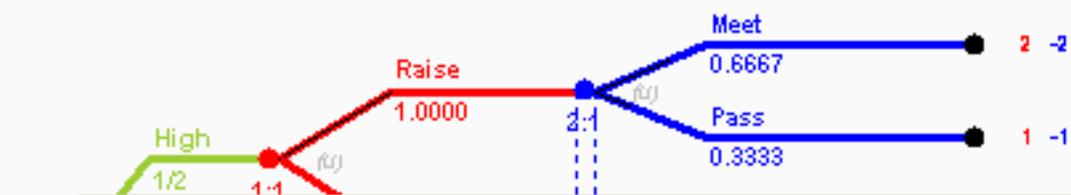
#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0



Chance

Alice
Payoff: 0.3333
Node value: 0.3333

Bob
Payoff: -0.3333
Node value: -0.3333



Move properties

Information set label:

Number of members: 1

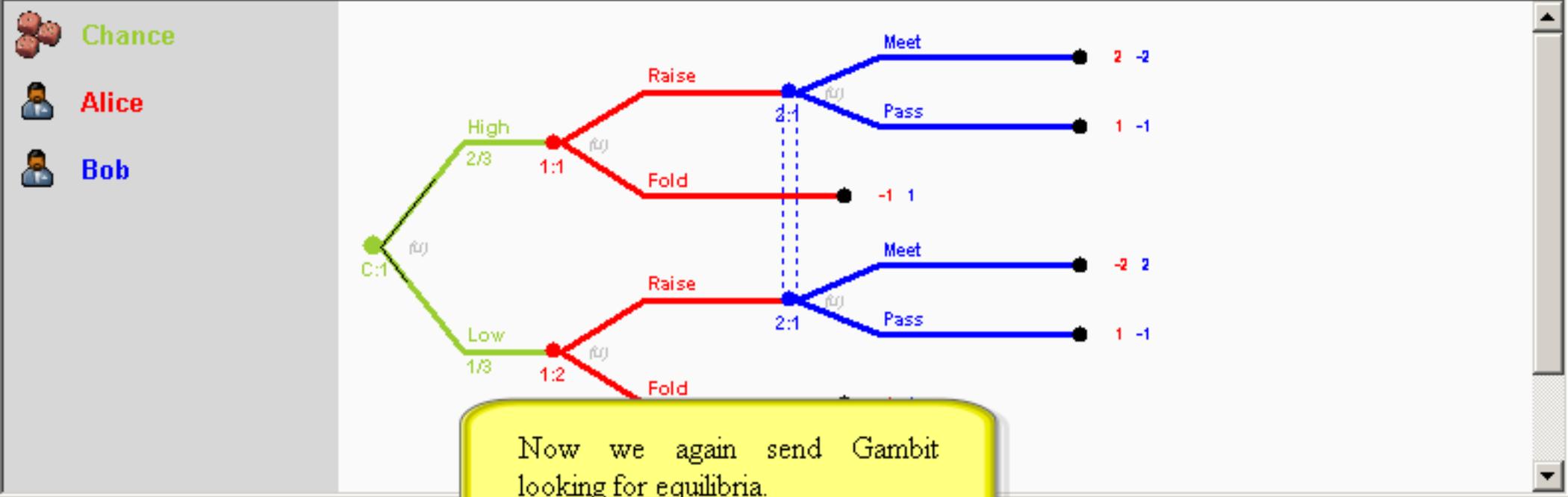
Belongs to player:

Actions

	Label	Probability
1	High	$\frac{2}{3}$
2	Low	$\frac{1}{3}$

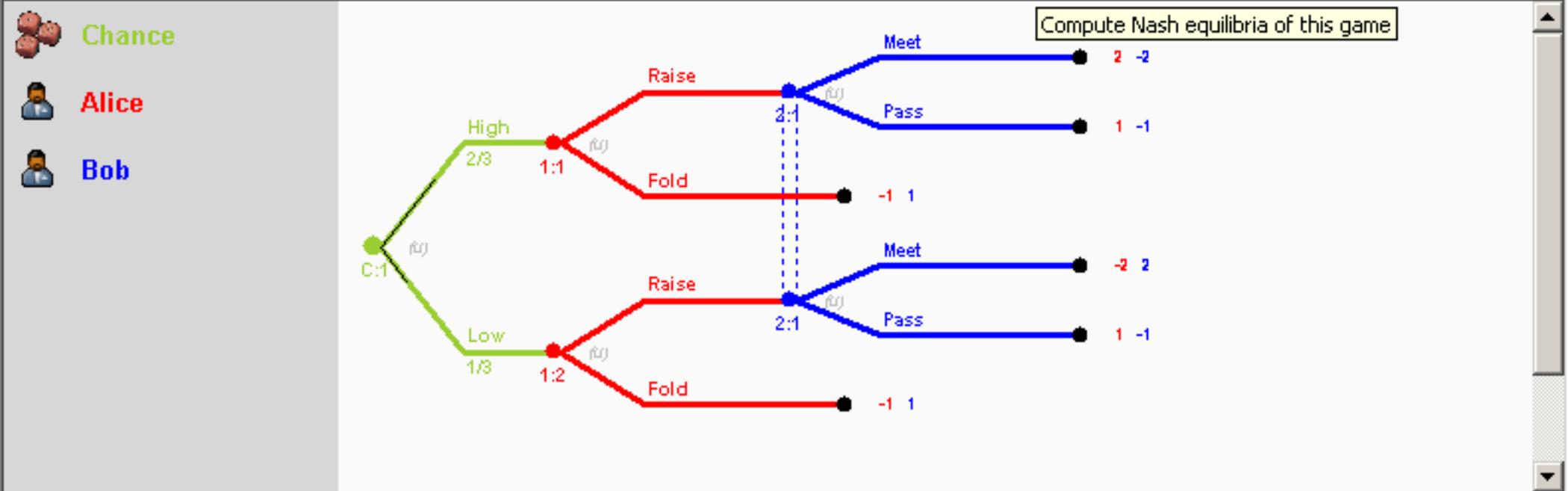
Cancel

#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0

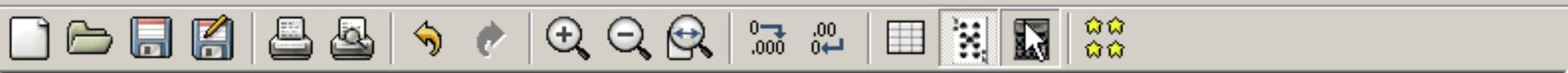


Now we again send Gambit looking for equilibria.

#	Liap Value	1: Raise	1: Fold



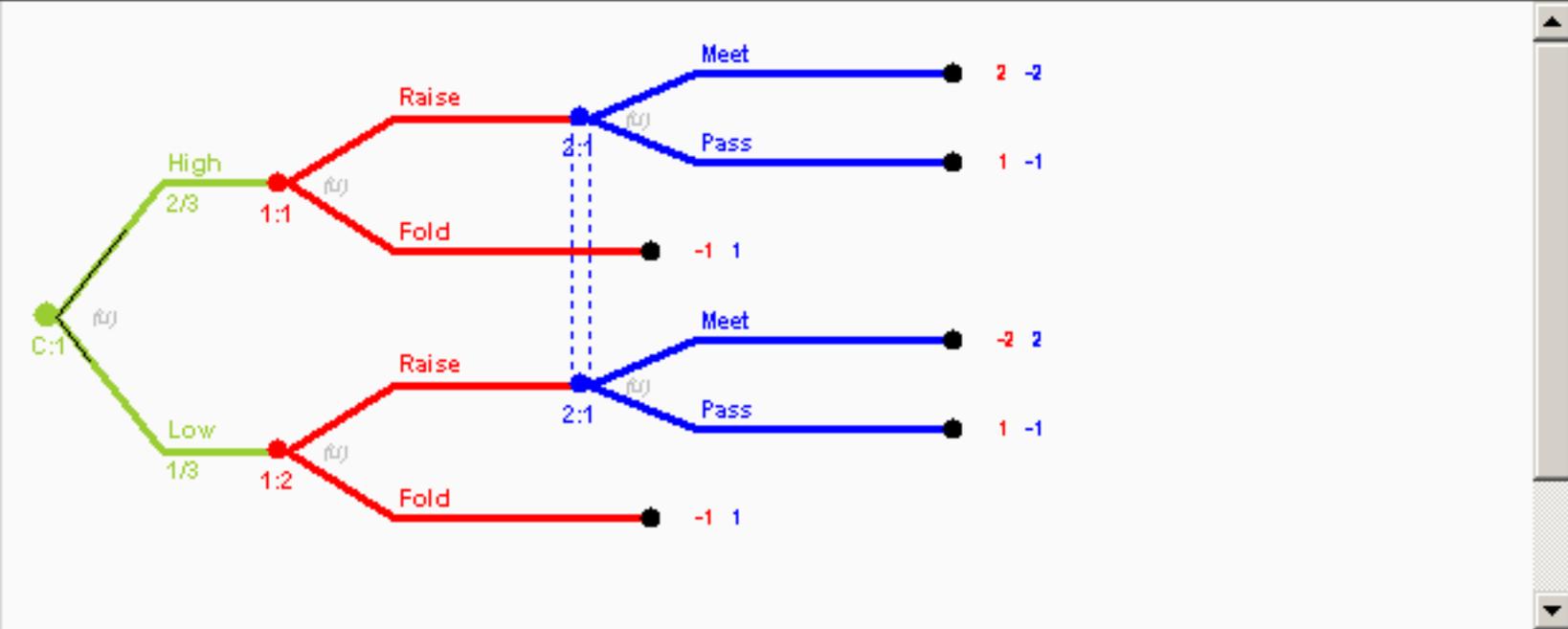
#	Liap Value	1: Raise	1: Fold	2: Raise	2: Fold	1: Meet	1: Pass



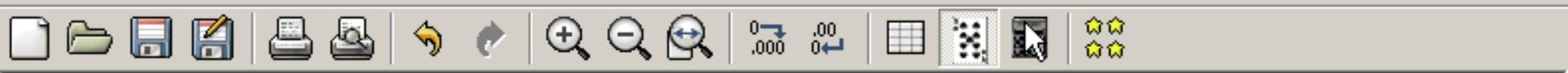
Chance

Alice

Bob



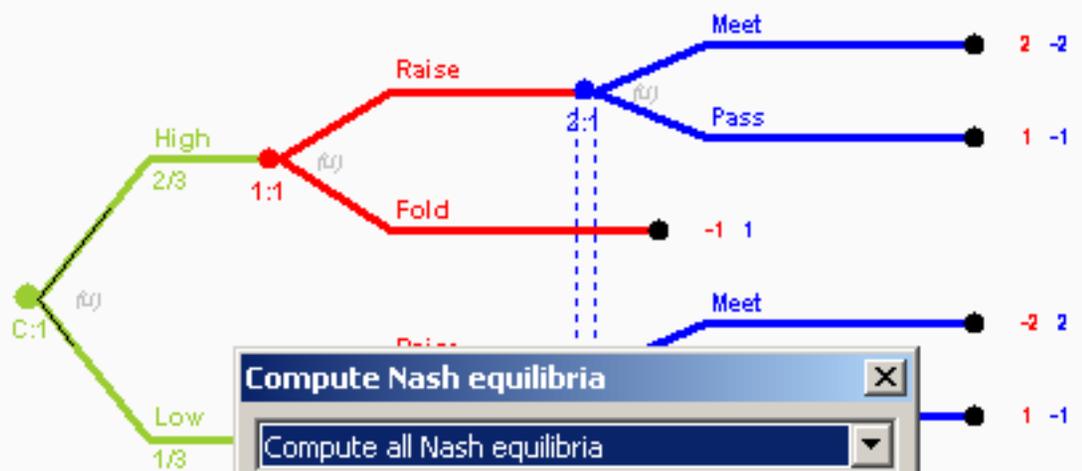
#	Liap Value	1: Raise	1: Fold	2: Raise	2: Fold	1: Meet	1: Pass



Chance

Alice

Bob



Compute Nash equilibria

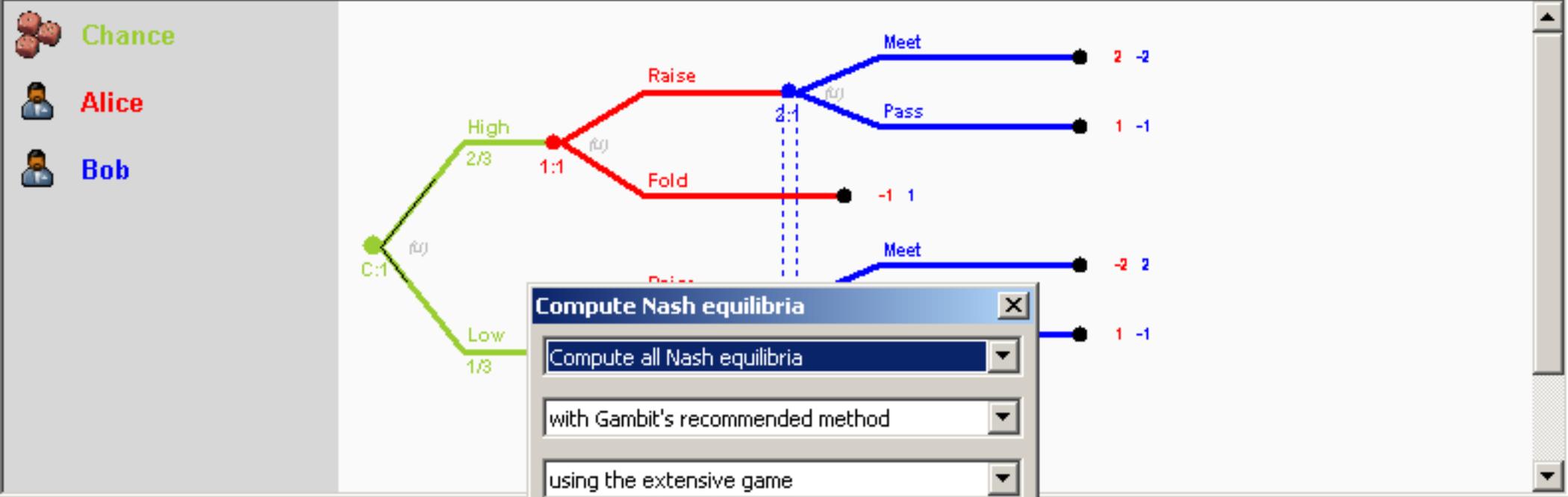
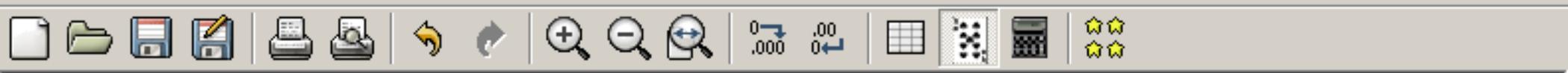
Compute all Nash equilibria

with Gambit's recommended method

using the extensive game

Cancel OK

#	Liap Value	1: Raise	1: Fold	2: Ra
---	------------	----------	---------	-------



Compute Nash equilibria

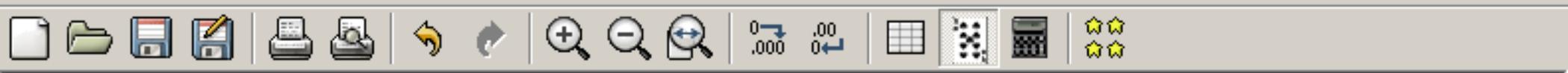
Compute all Nash equilibria

with Gambit's recommended method

using the extensive game

Cancel OK

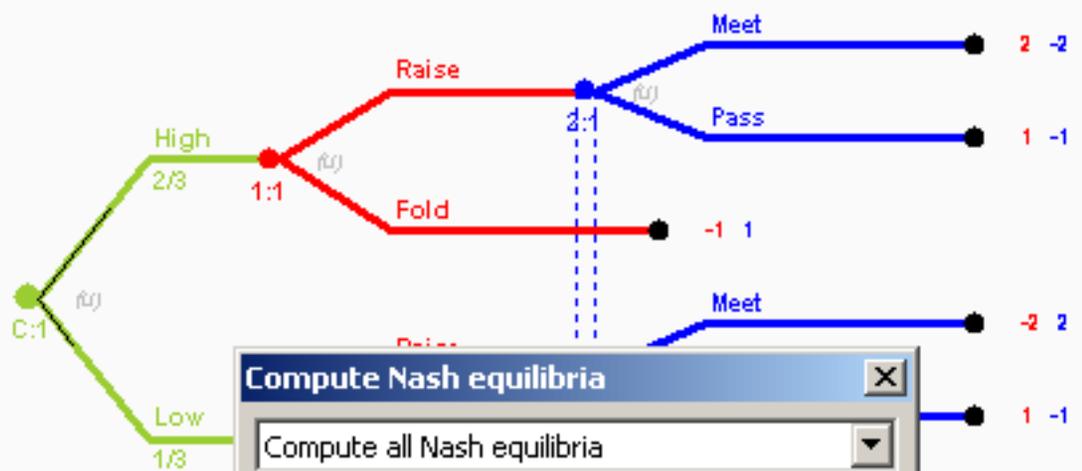
#	Liap Value	1: Raise	1: Fold	2: Ra
---	------------	----------	---------	-------



Chance

Alice

Bob



Compute Nash equilibria

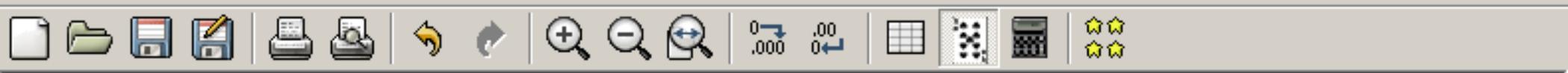
Compute all Nash equilibria

with Gambit's recommended method

using the extensive game

Cancel OK

#	Liap Value	1: Raise	1: Fold	2: Ra



Chance

Alice
Payoff: 0.7778
Node value: 0.7778

Bob
Payoff: -0.7778
Node value: -0.7778

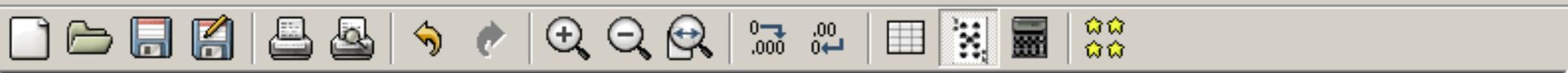
#	Liap Value	1:
1	0.0000	1

Computing Nash equilibria

The computation has completed. Number of equilibria found so far: 1

#	Liap Value	1: 11	1: 12	1: 21	1: 22	2: 1	2: 2
1	0.0000	0.6667	0.3333	0	0	0.6667	0.3333

OK



Chance

Alice
Payoff: 0.7778
Node value: 0.7778

Bob
Payoff: -0.7778
Node value: -0.7778

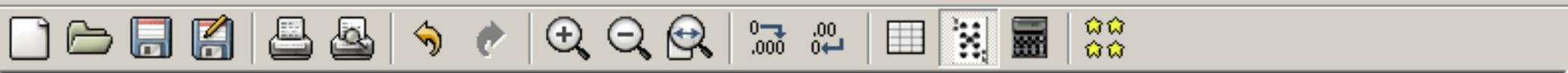
Computing Nash equilibria

The computation has completed. Number of equilibria found so far: 1

#	Liap Value	1: 11	1: 12	1: 21	1: 22	2: 1	2: 2
1	0.0000	0.6667	0.3333	0	0	0.6667	0.3333

OK

#	Liap Value	1:
1	0.0000	1



Chance

Alice
Payoff: 0.7778
Node value: 0.7778

Bob
Payoff: -0.7778
Node value: -0.7778

#	Liap Value	1:
1	0.0000	1

Computing Nash equilibria

The computation has completed. Number of equilibria found so far: 1

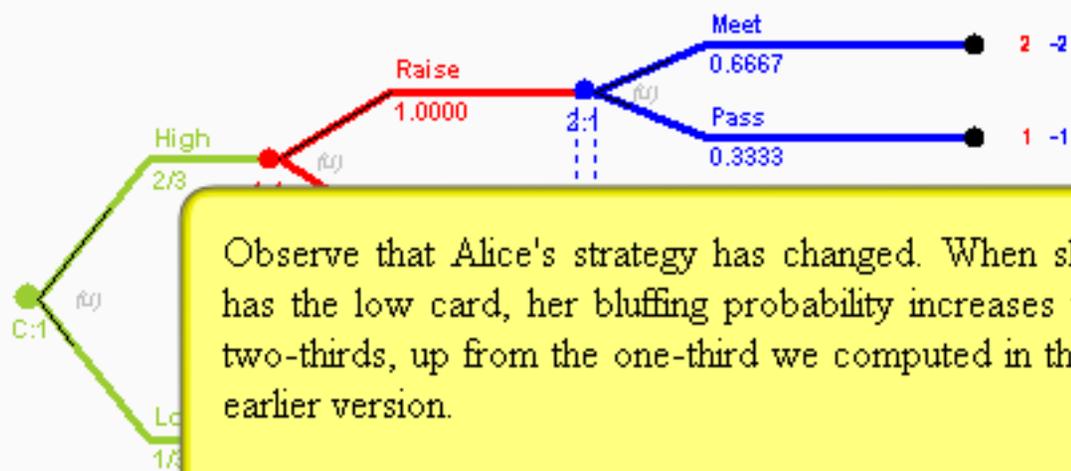
#	Liap Value	1: 11	1: 12	1: 21	1: 22	2: 1	2: 2
1	0.0000	0.6667	0.3333	0	0	0.6667	0.3333

OK

Chance

Alice
Payoff: 0.7778
Node value: 0.7778

Bob
Payoff: -0.7778
Node value: -0.7778



Observe that Alice's strategy has changed. When she has the low card, her bluffing probability increases to two-thirds, up from the one-third we computed in the earlier version.

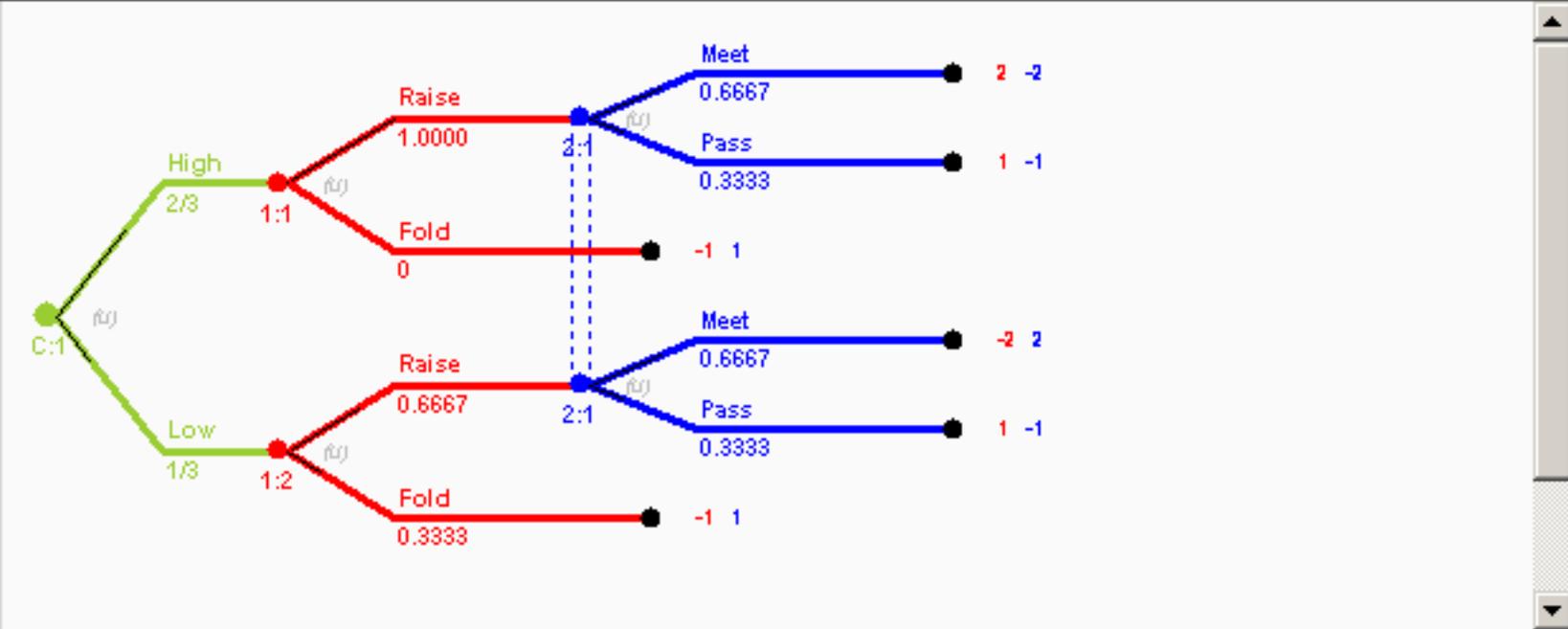
#	Liap Value	1: Raise	1: Fold	2: Raise	2: Fold	1: Meet	1: Pass
1	0.0000	1.0000	0	0.6667	0.3333	0.6667	0.3333



Chance

Alice
 Payoff: 0.7778
 Node value: 0.7778

Bob
 Payoff: -0.7778
 Node value: -0.7778



#	Liap Value	1: Raise	1: Fold	2: Raise	2: Fold	1: Meet	1: Pass
1	0.0000	1.0000	0	0.6667	0.3333	0.6667	0.3333



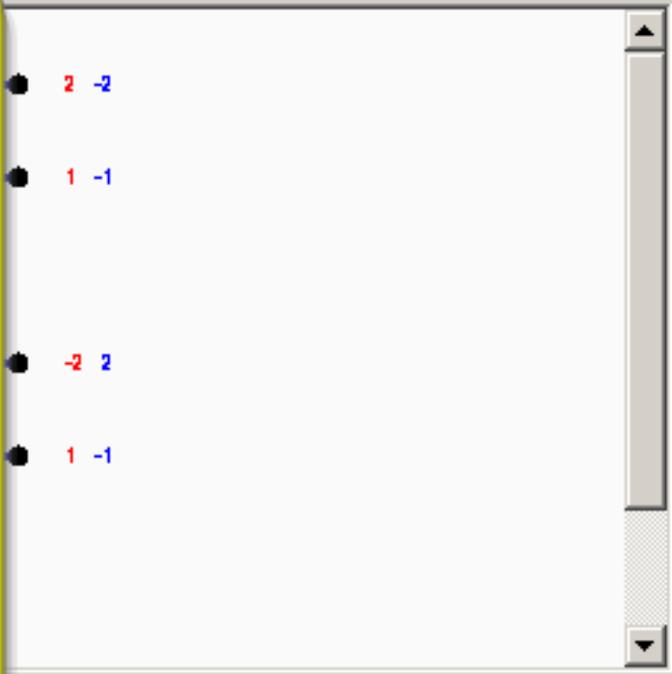
Chance

Alice
 Payoff: 0.7778
 Node value: 1.6667

Bob
 Payoff: -0.7778
 Node value: -1.6667
 Node reached: 0.6667
 Infoset value: -1.0000
 Infoset reached: 0.8889
 Belief: 0.7500

Bob's belief at his top node remains three-quarters. This quantity is crucial in this game, since it is this probability of Alice having a high card that exactly makes Bob indifferent between meeting and passing.

The game theorist's advice to Alice in this game is to play in such a way that Bob will think there is a three-fourths chance she has a high card, given that she raises. As we lower the probability of a bad hand, Alice should raise the frequency with which she bluffs to compensate, so that Bob will assess this desired probability.

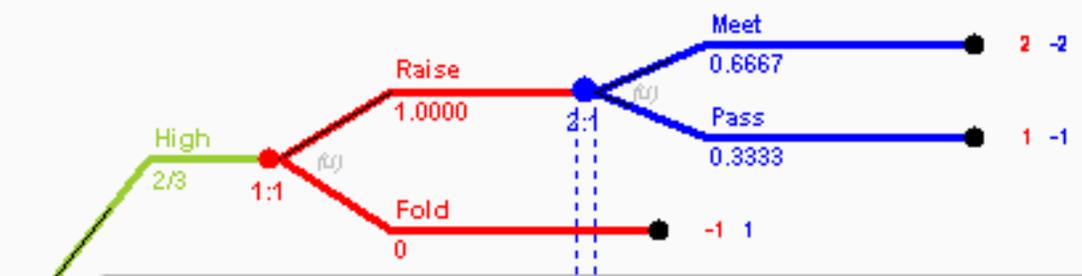


#	Liap Value	1: Raise	1: Fold	2: Raise	2: Fold	1: Meet	1: Pass
1	0.0000	1.0000	0	0.6667	0.3333	0.6667	0.3333

Chance

Alice
 Payoff: 0.7778
 Node value: 1.6667

Bob
 Payoff: -0.7778
 Node value: -1.6667
 Node reached: 0.6667
 Infoset value: -1.0000
 Infoset reached: 0.8889
 Belief: 0.7500



This concludes this tutorial on using Gambit.

You can view or download other tutorials from the Gambit website at

<http://econweb.tamu.edu/gambit>

Happy gaming!

#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0