

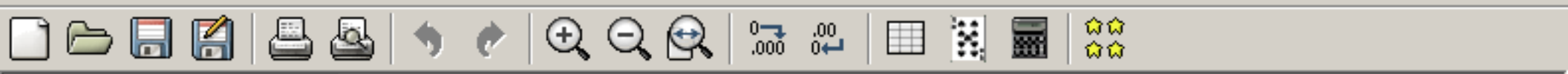
 **Chance**

 **Player 1**

 **Player 2**

● (u)

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**

● (u)

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**

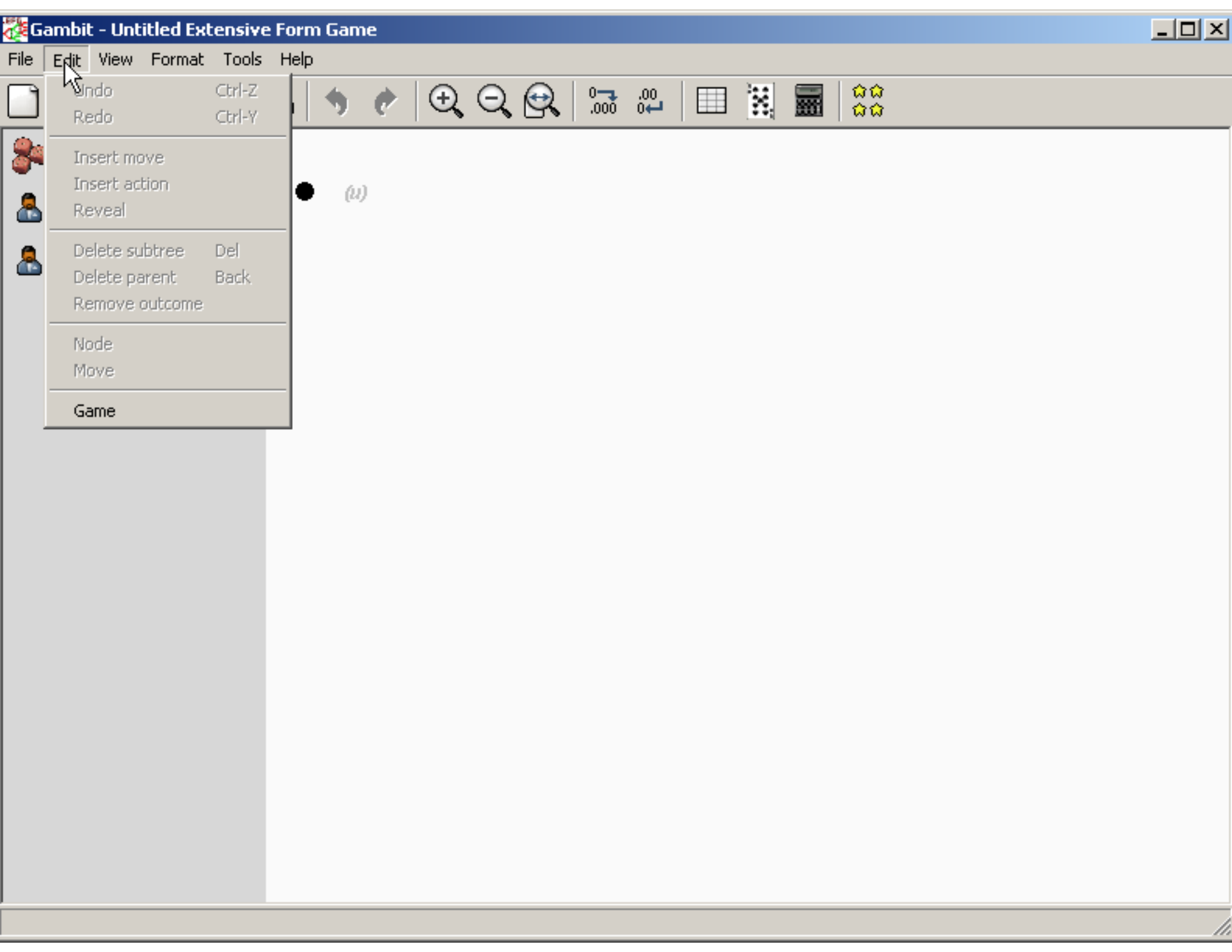
 **Player 2**





● (u)



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

● (u)



Undo
Redo

Insert move
Insert action
Reveal

Delete subtree
Delete parent
Remove outcome

Node
Move

Game

Ctrl-Z

Ctrl-Y

Del

Back

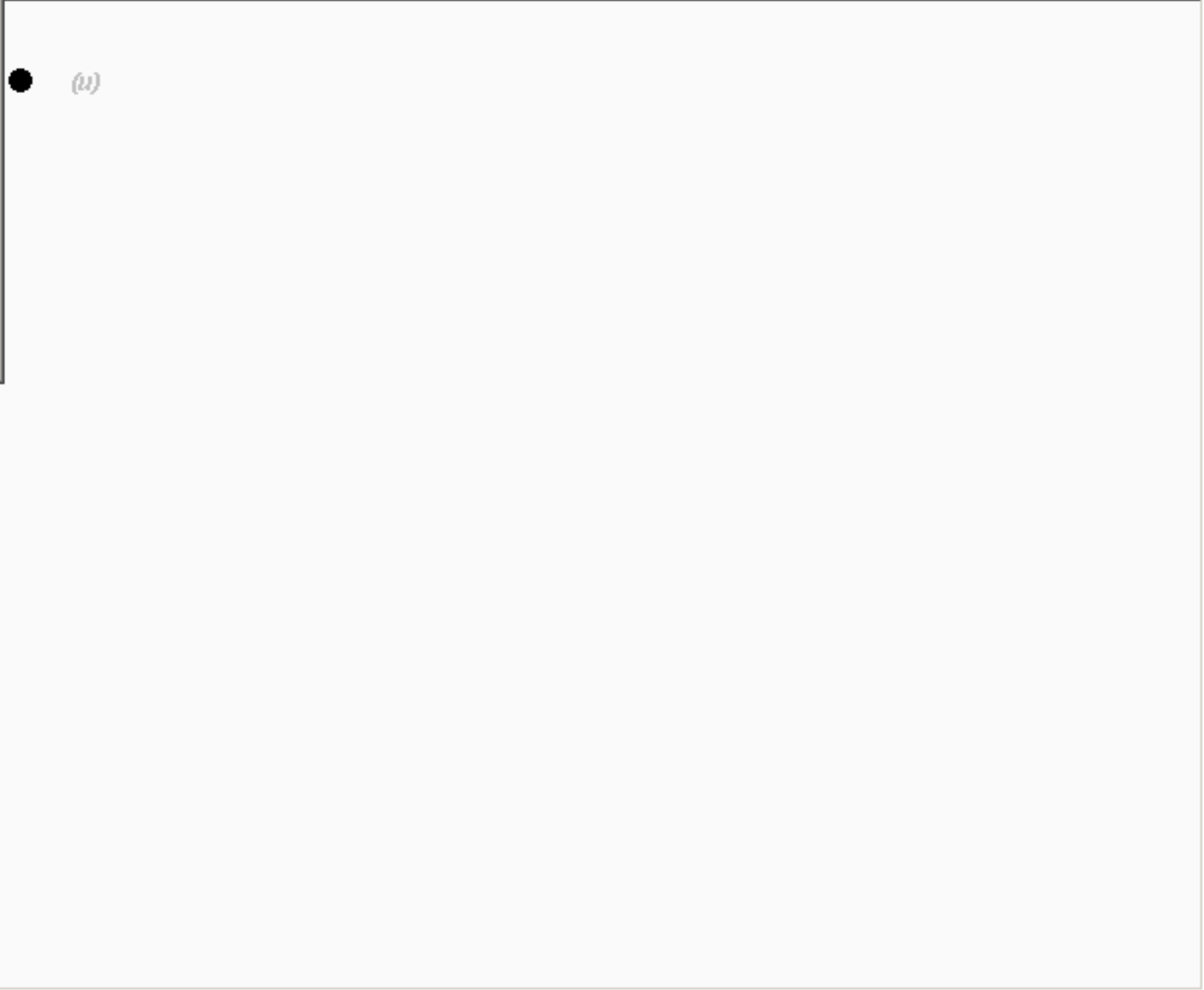


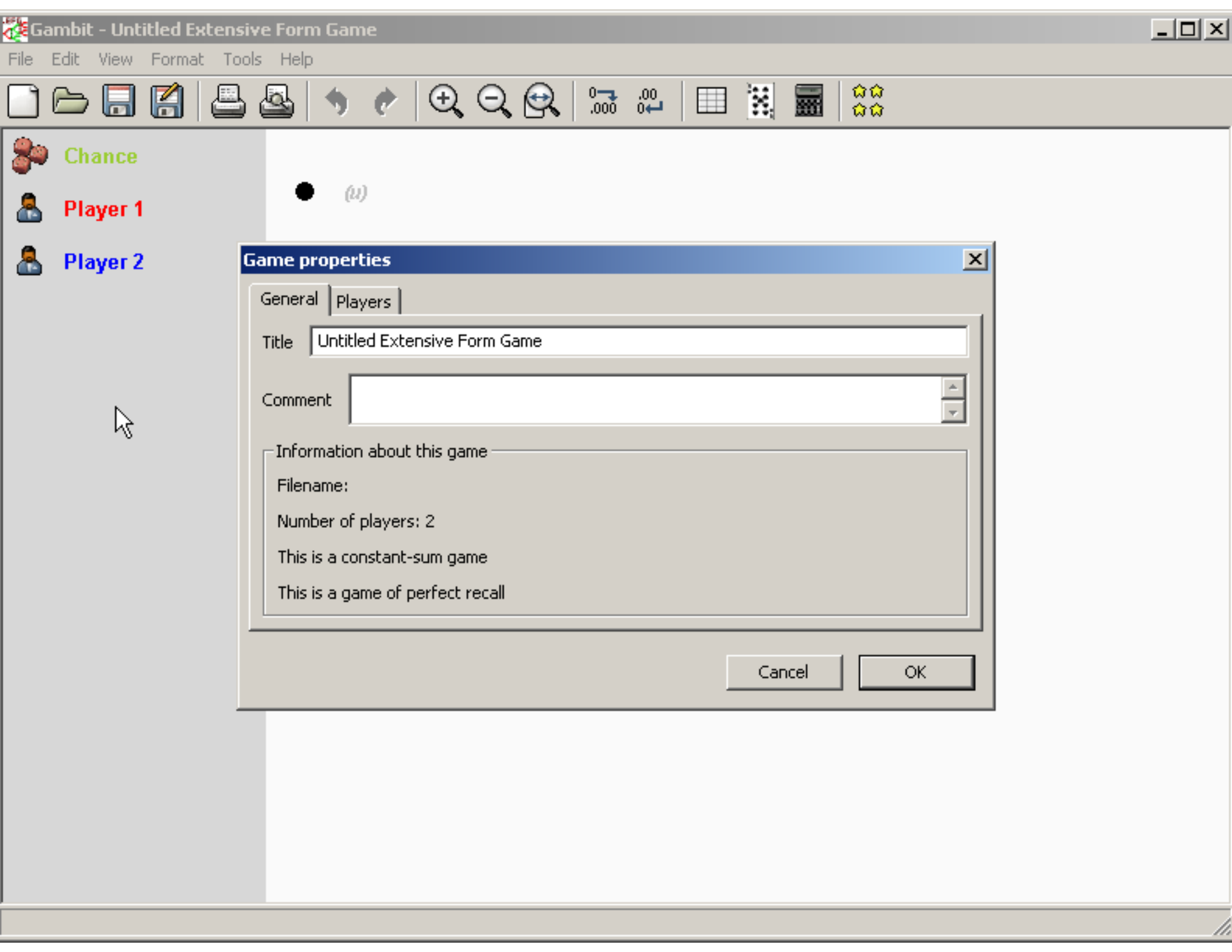
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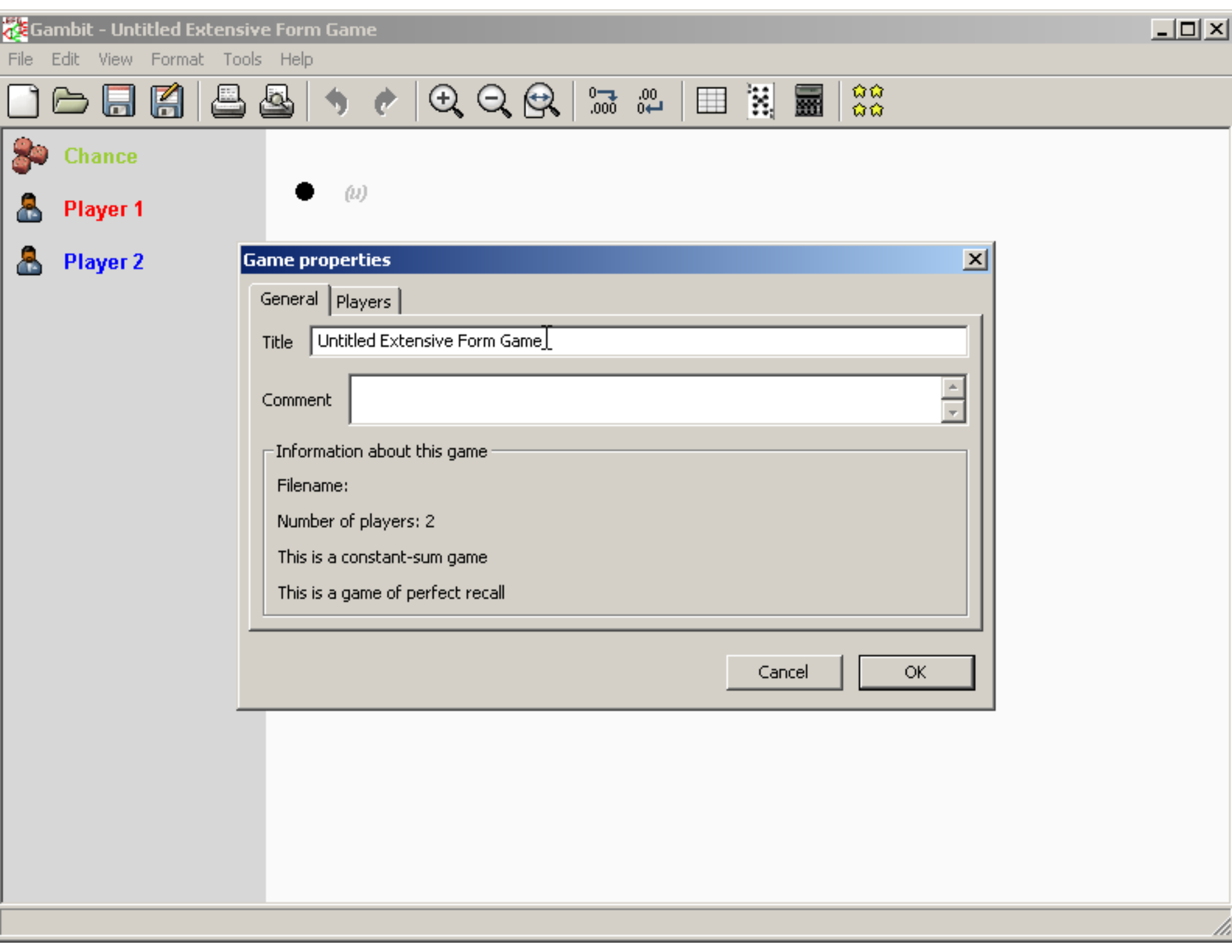
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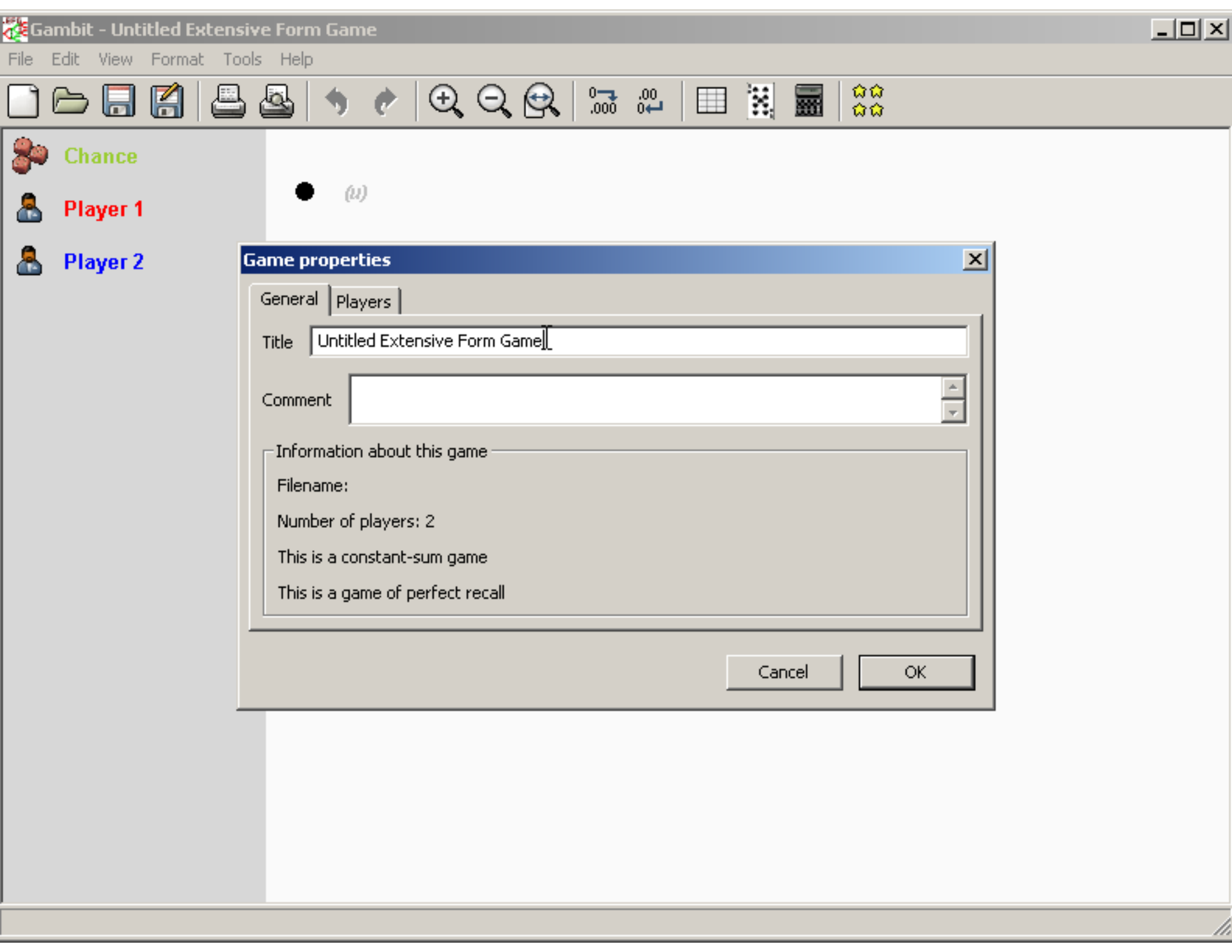


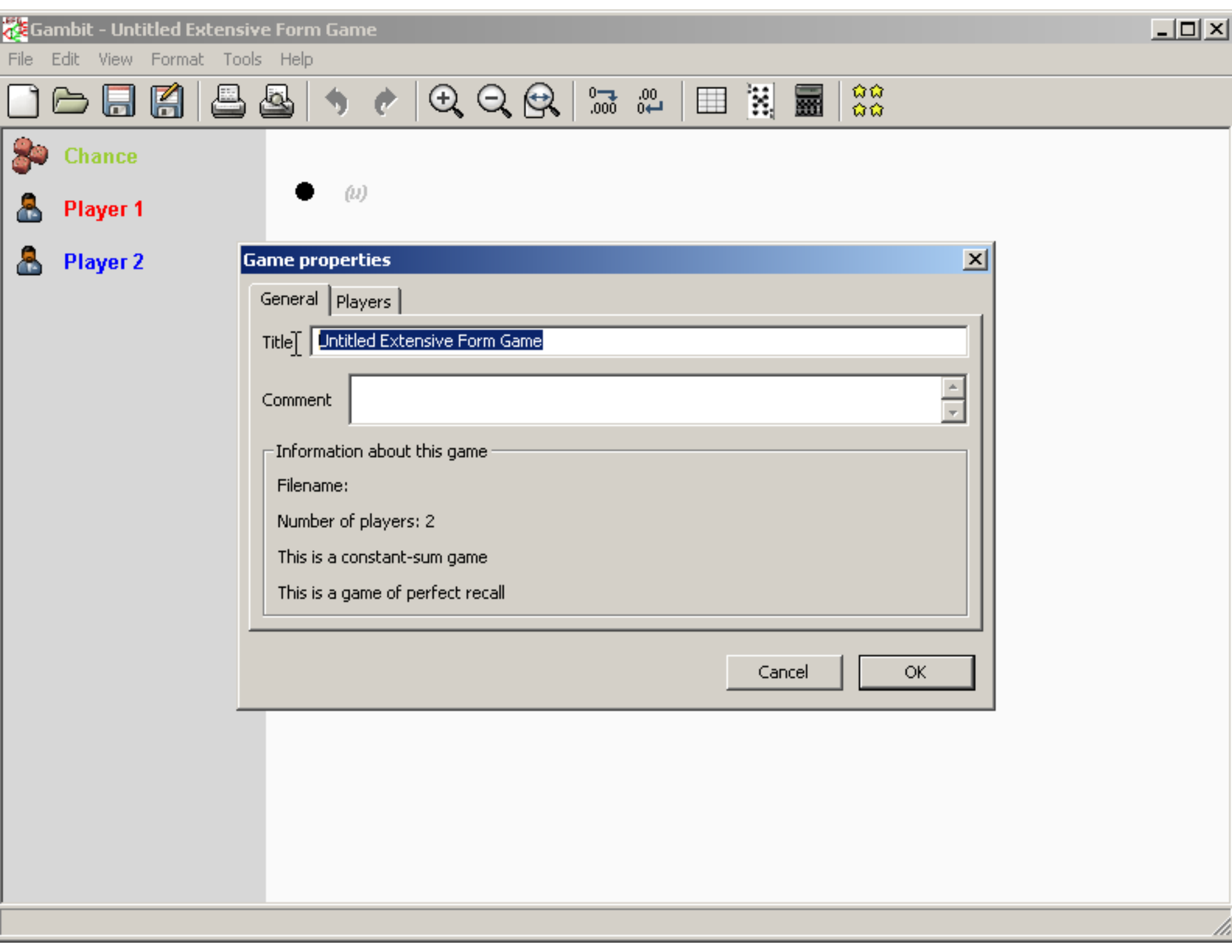
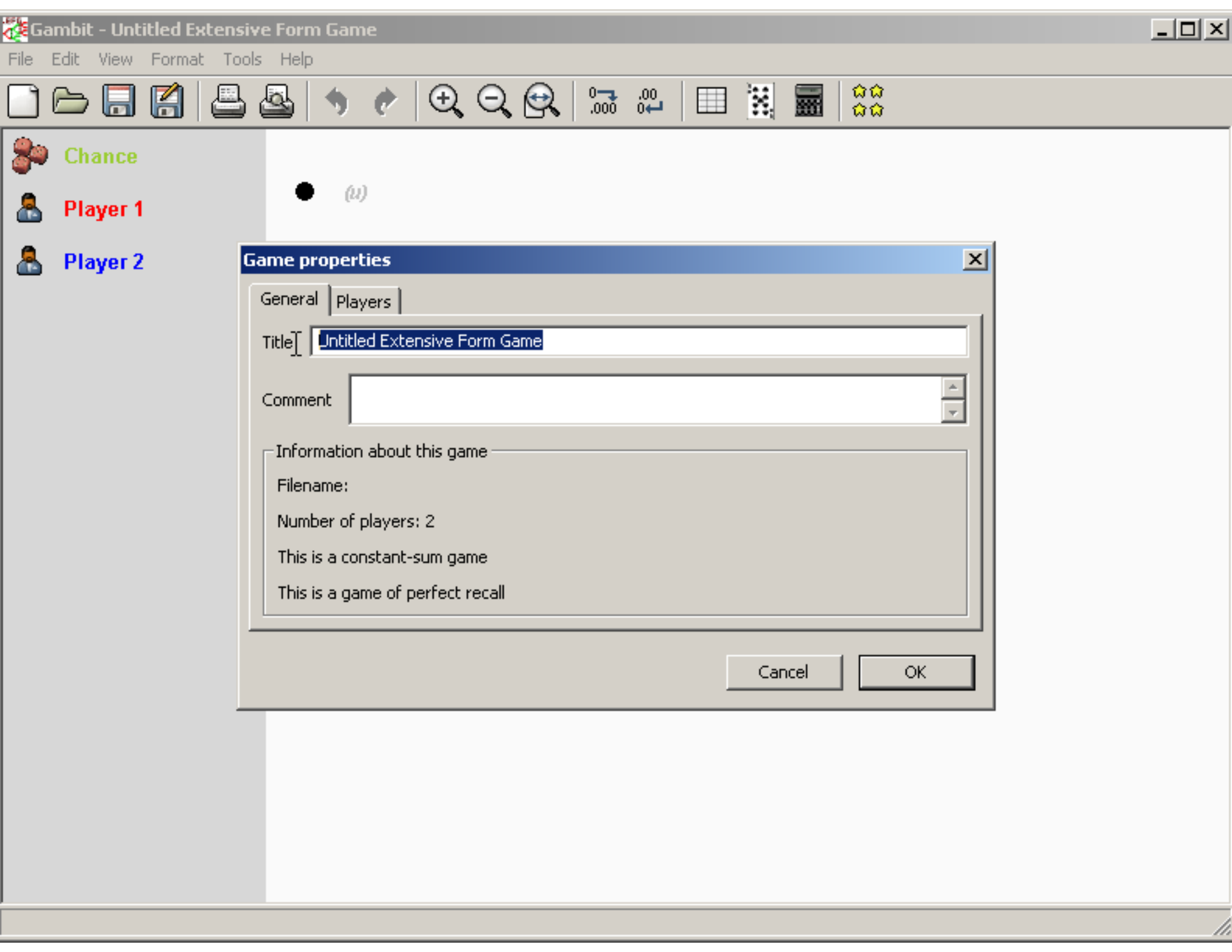
☆☆
☆☆

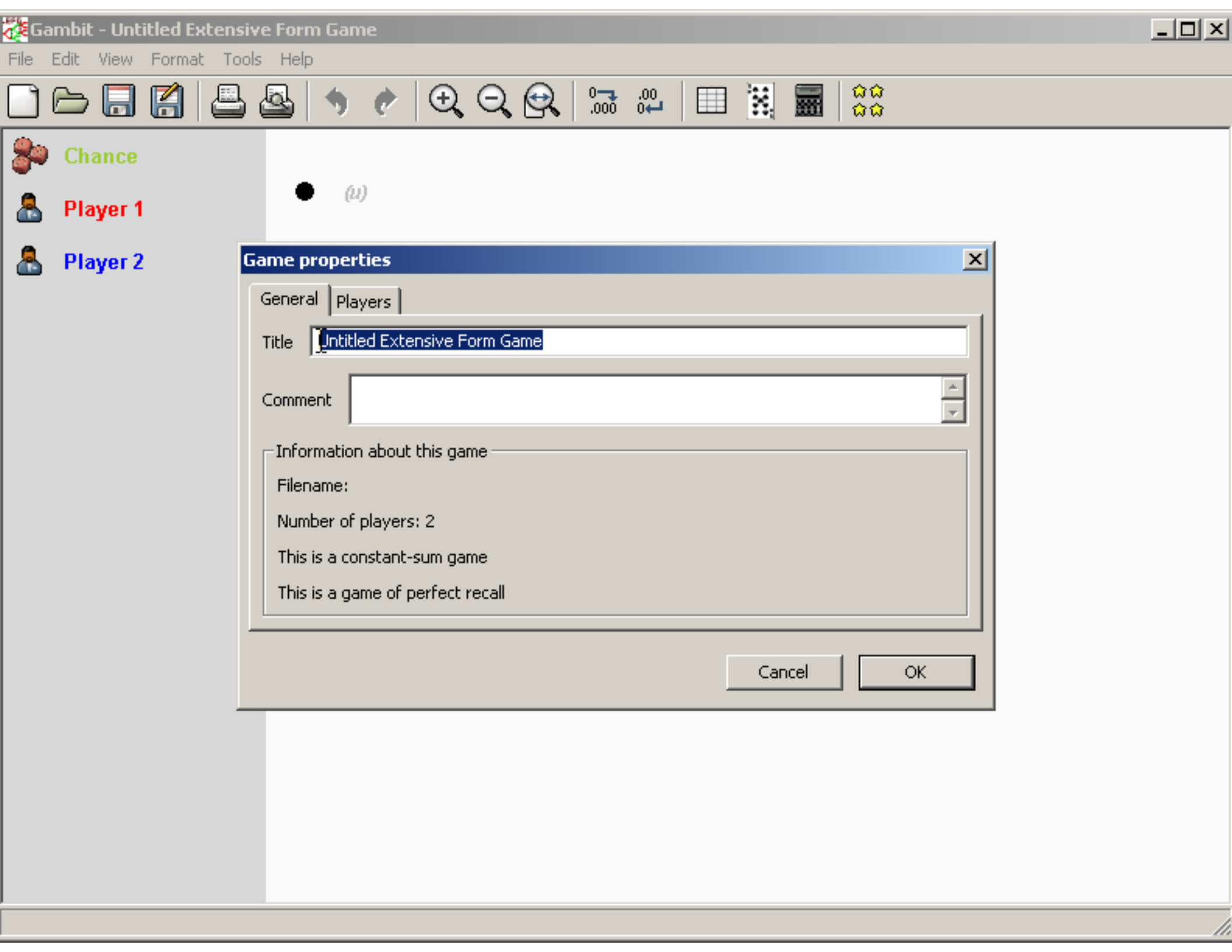


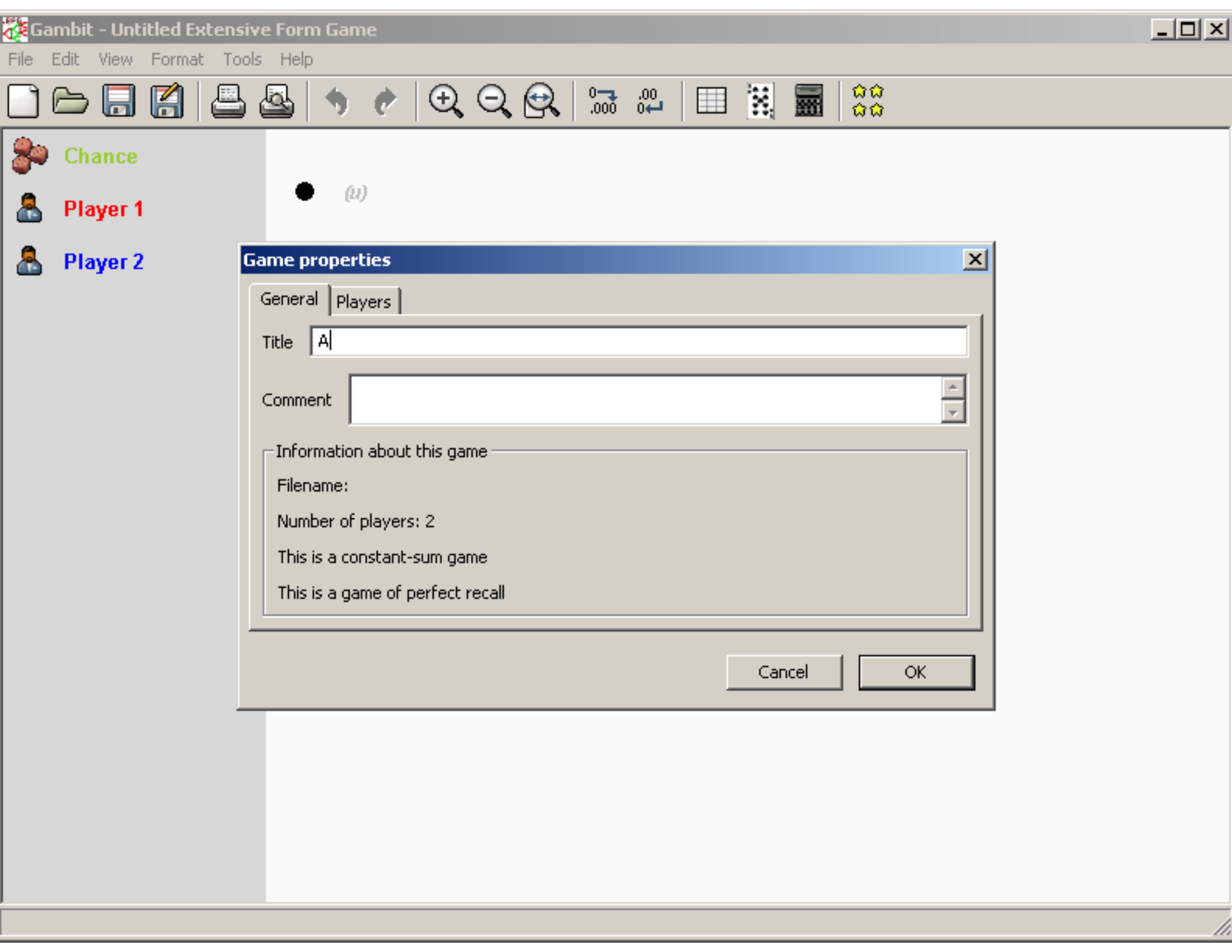


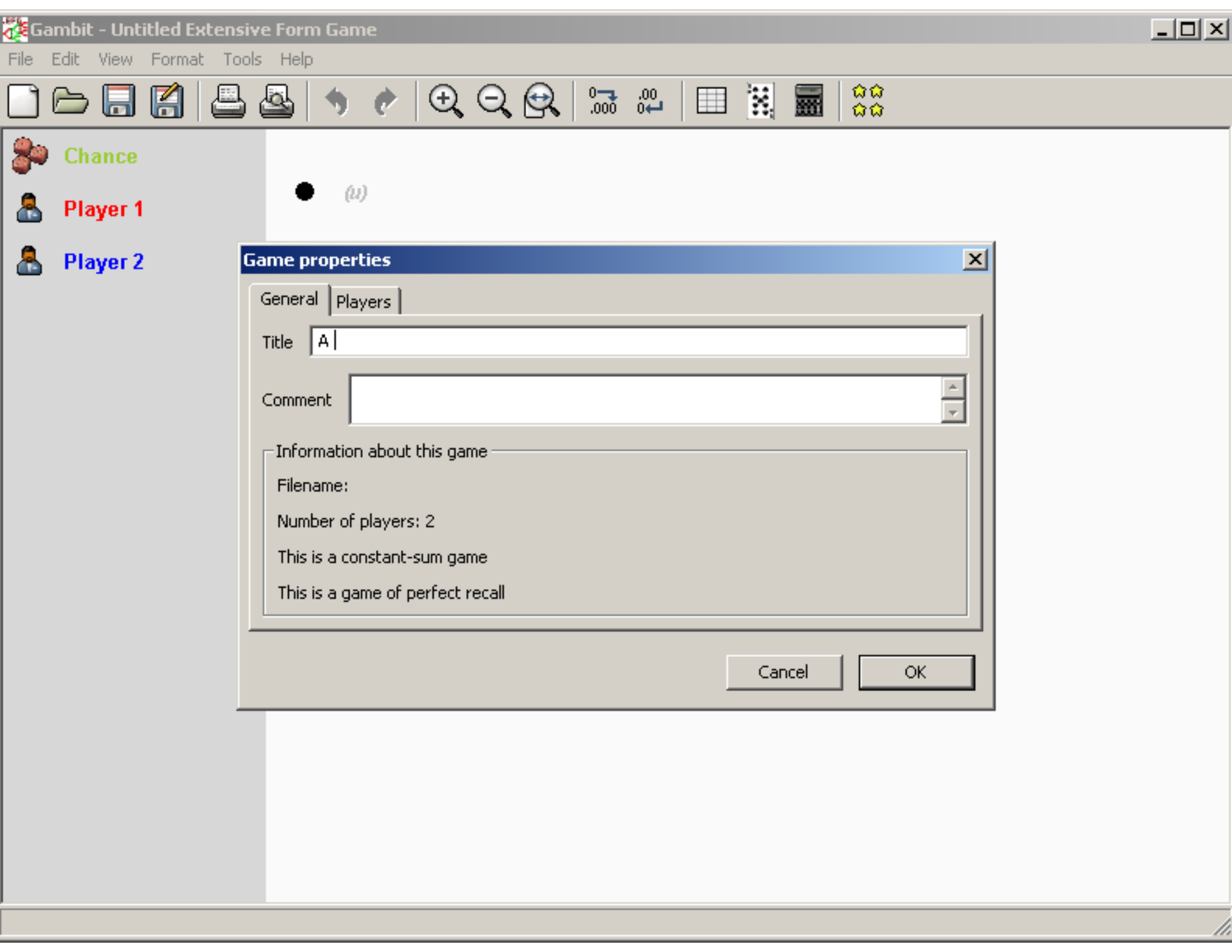
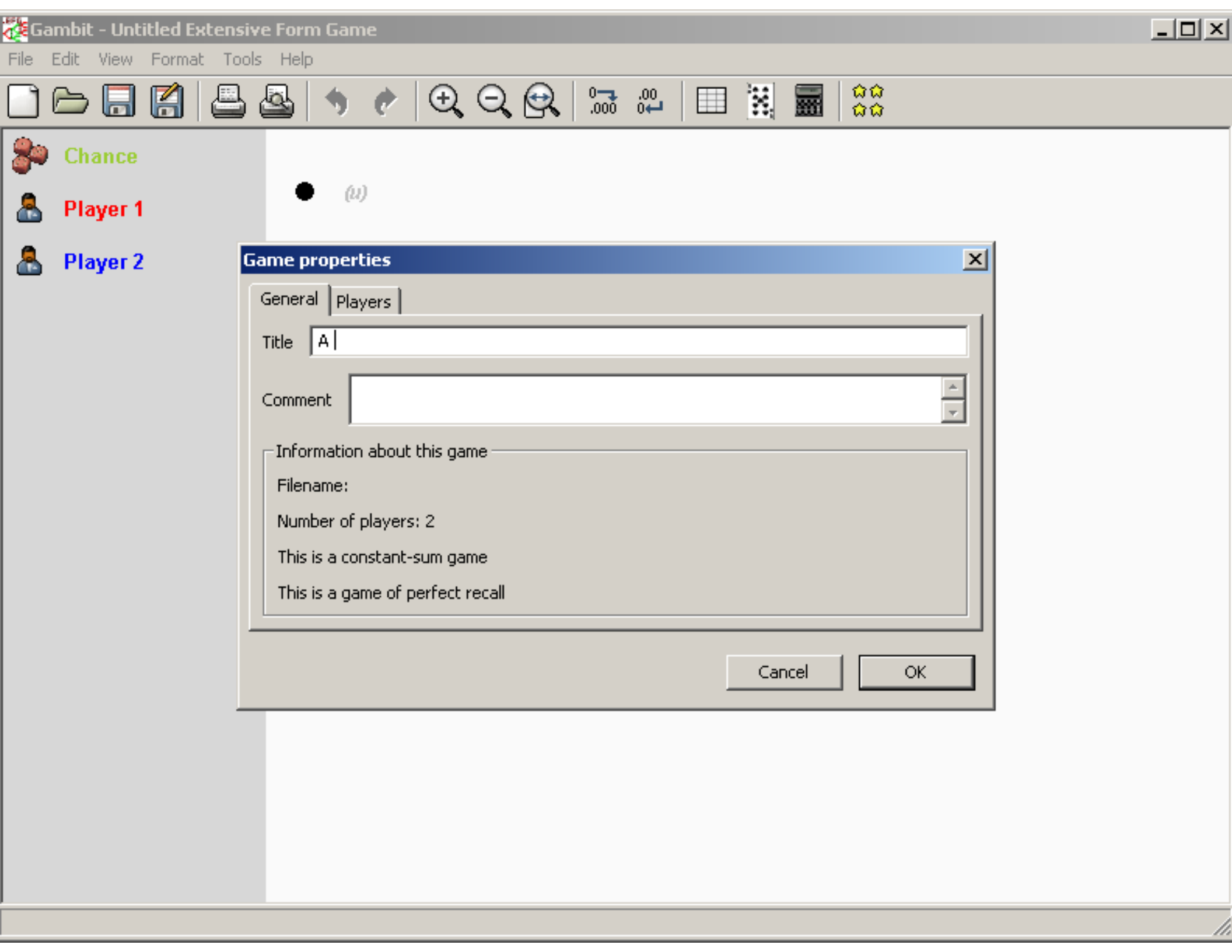


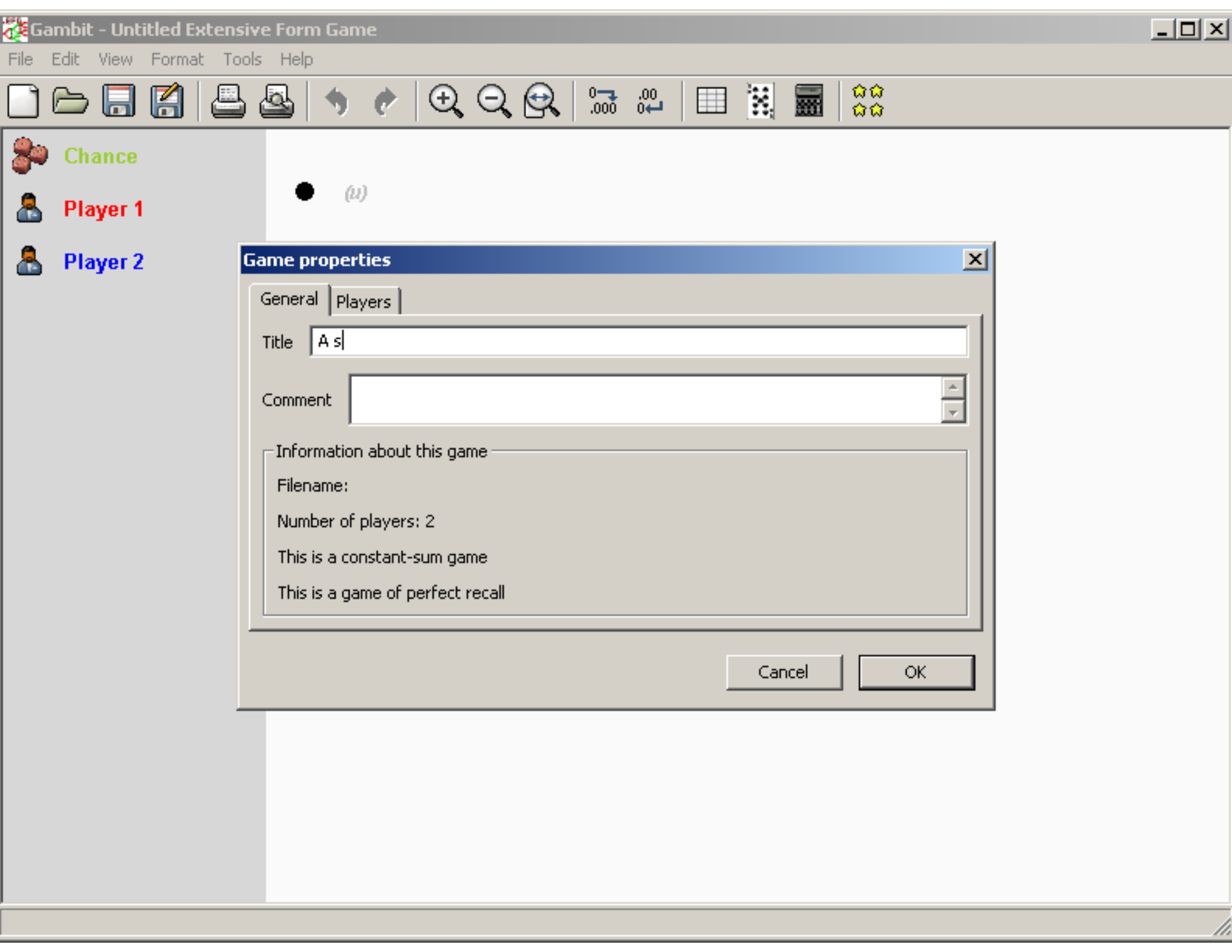


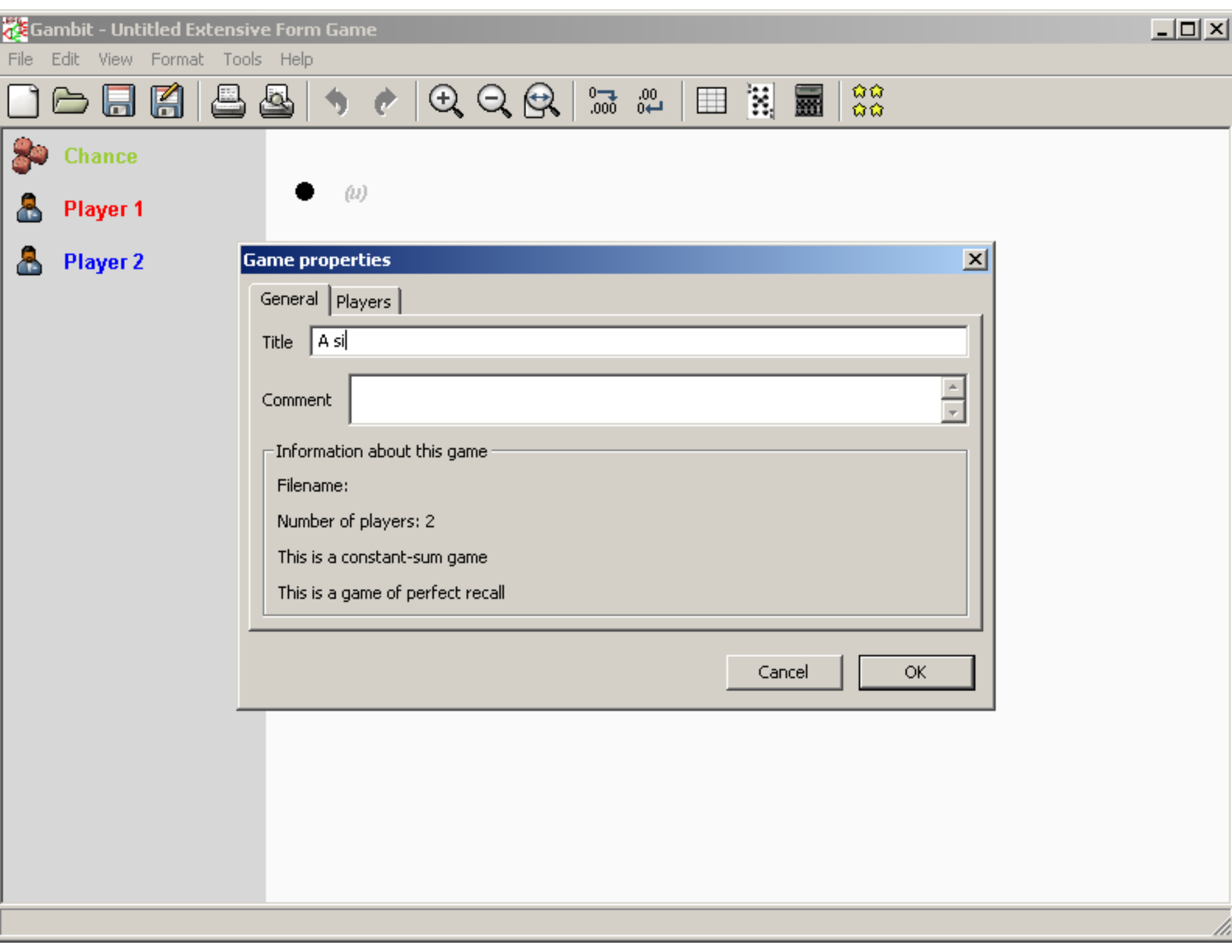


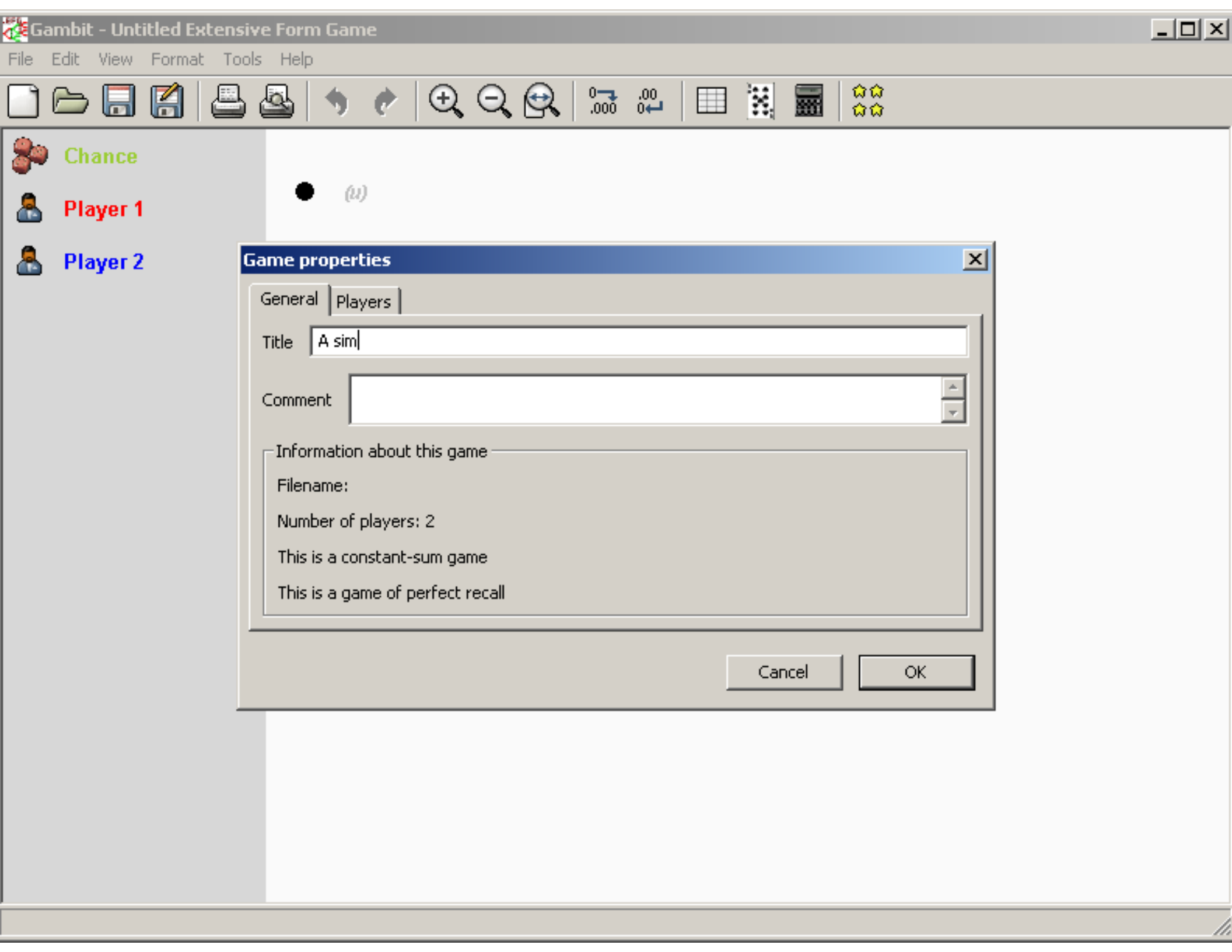


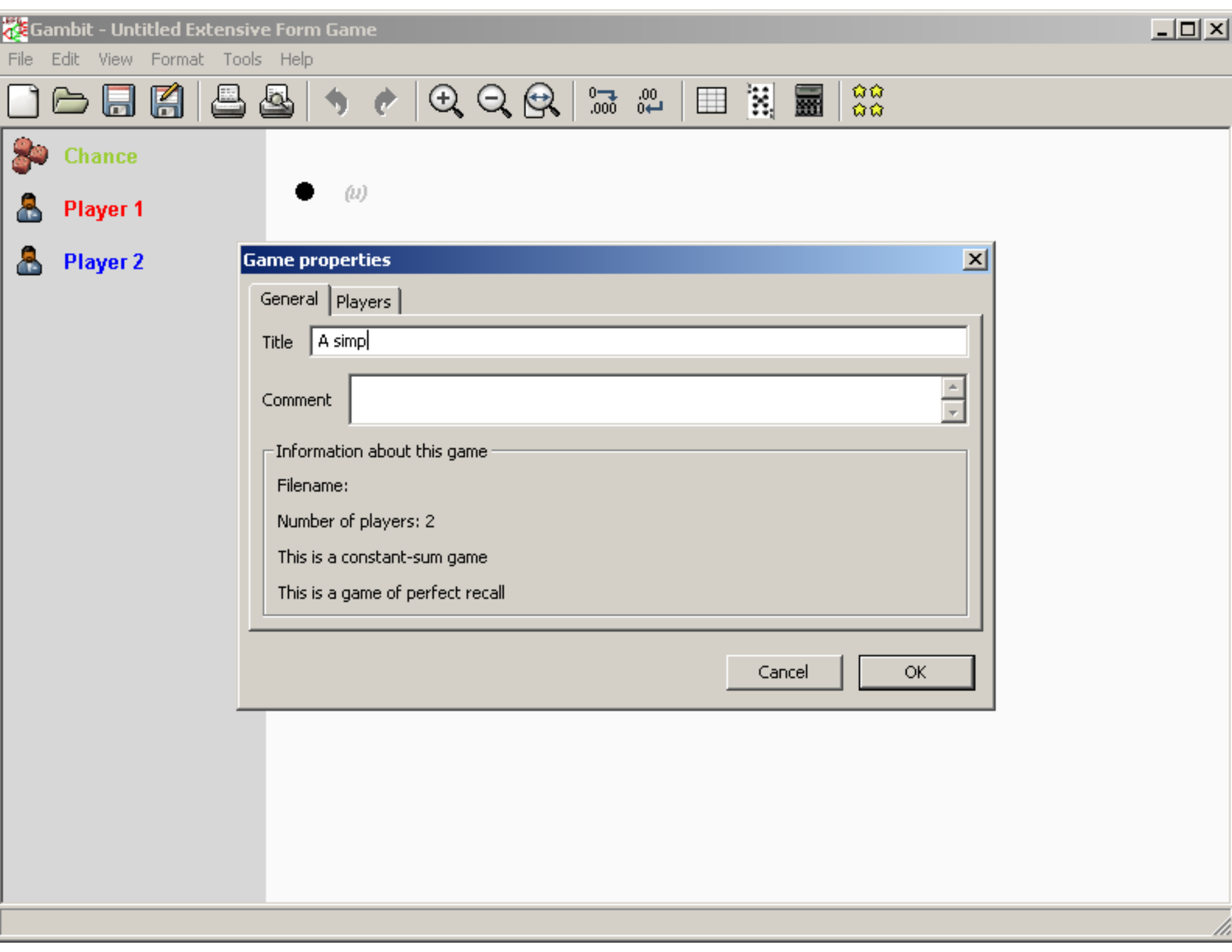













-  Chance
-  Player 1
-  Player 2

● (u)

Game properties



General Players

Title

A simpl

Comment

Information about this game

Filename:

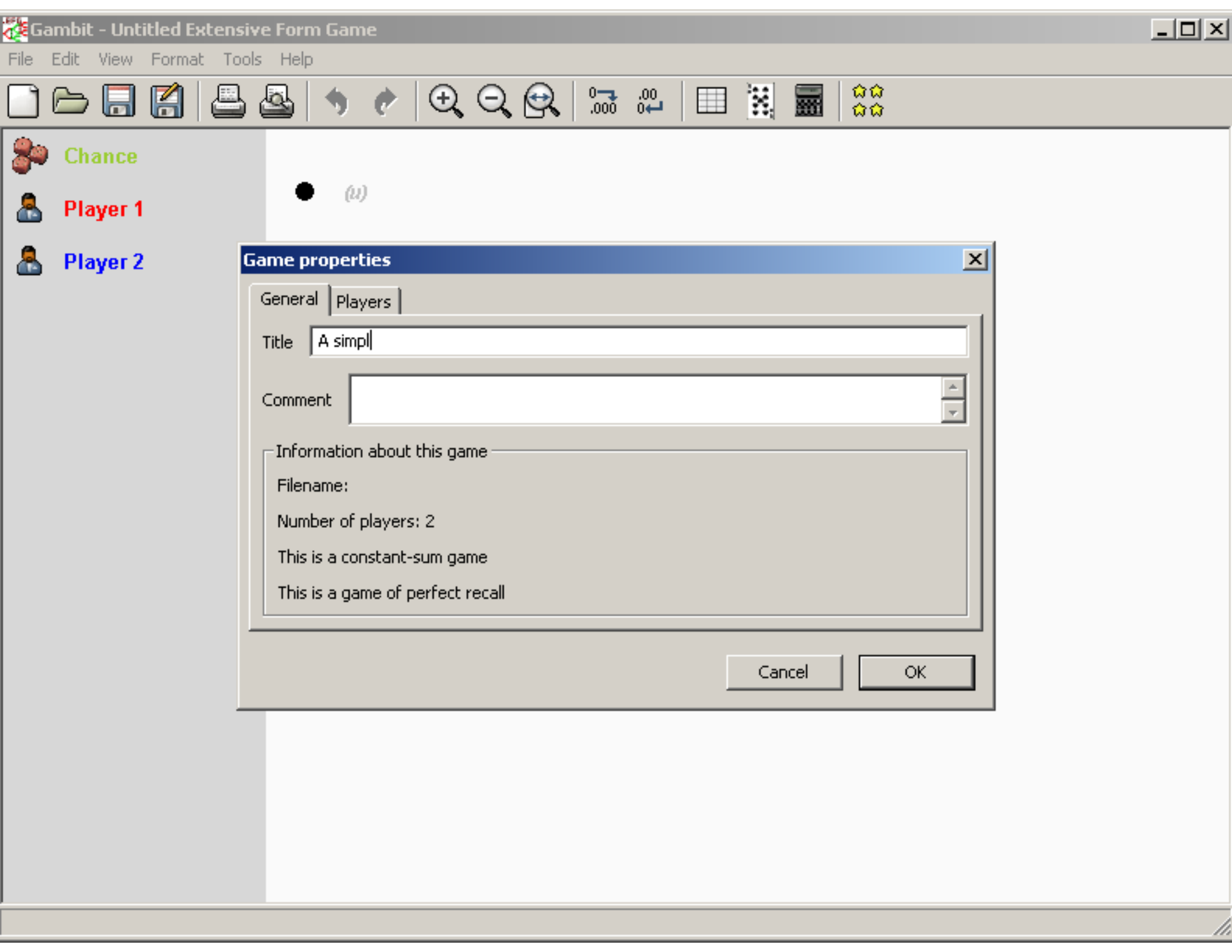
Number of players: 2

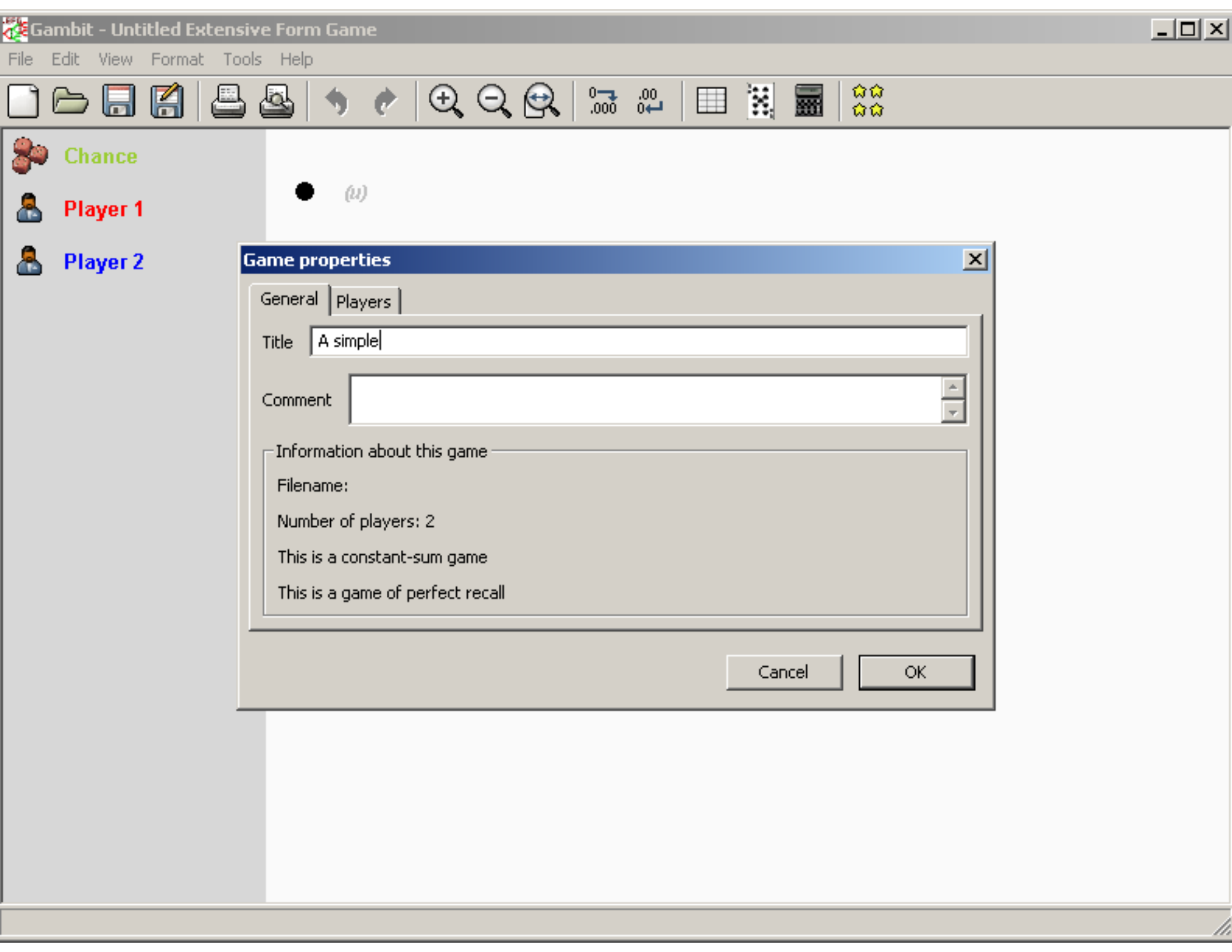
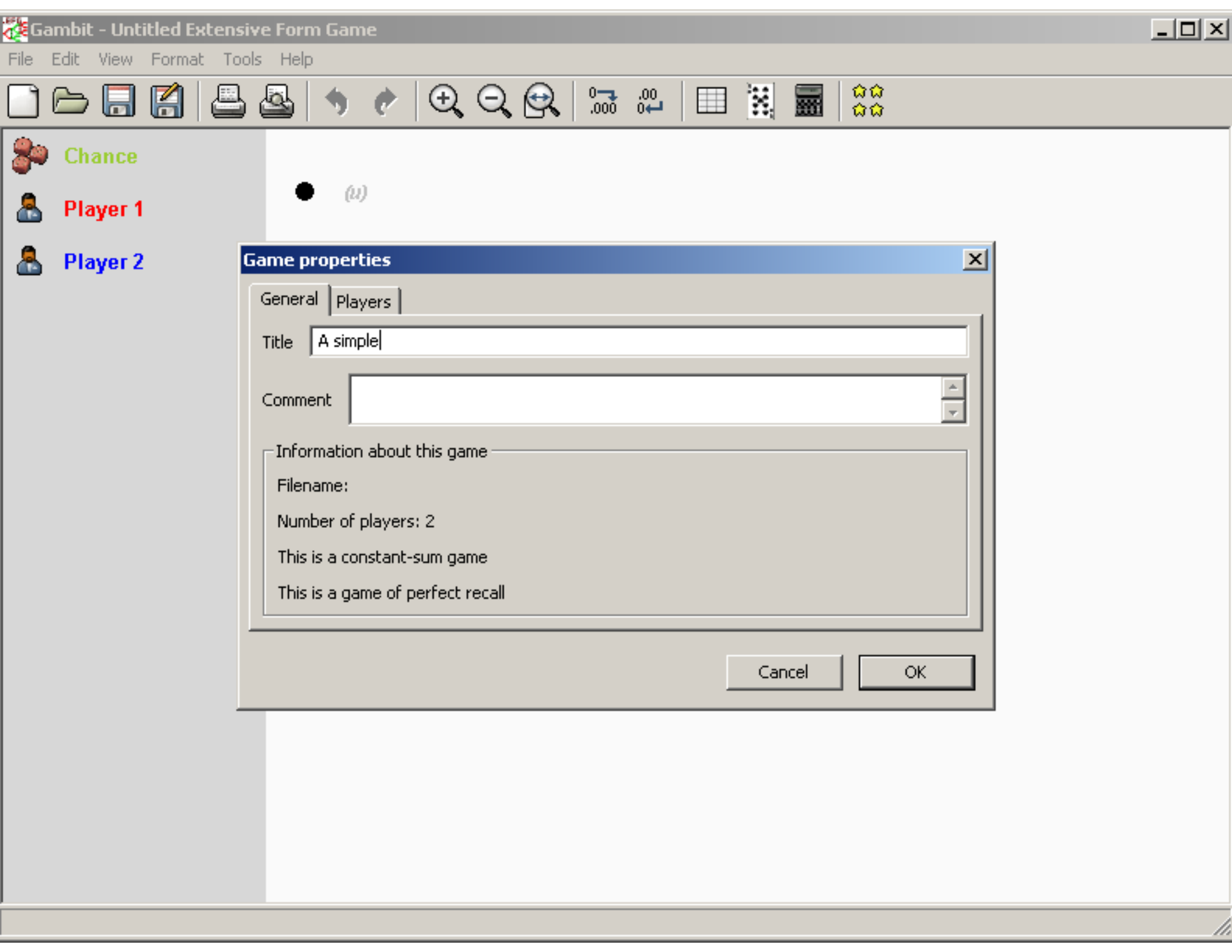
This is a constant-sum game

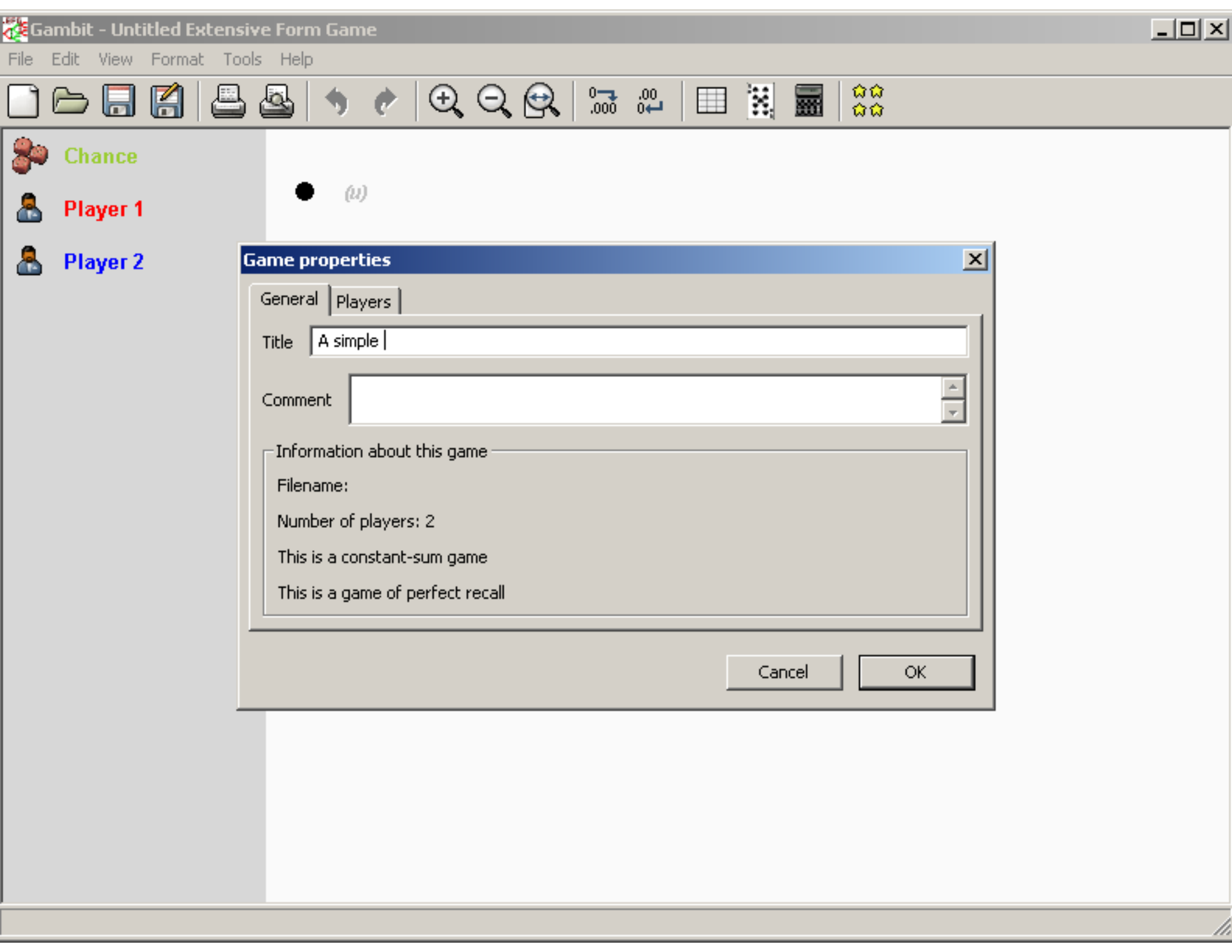
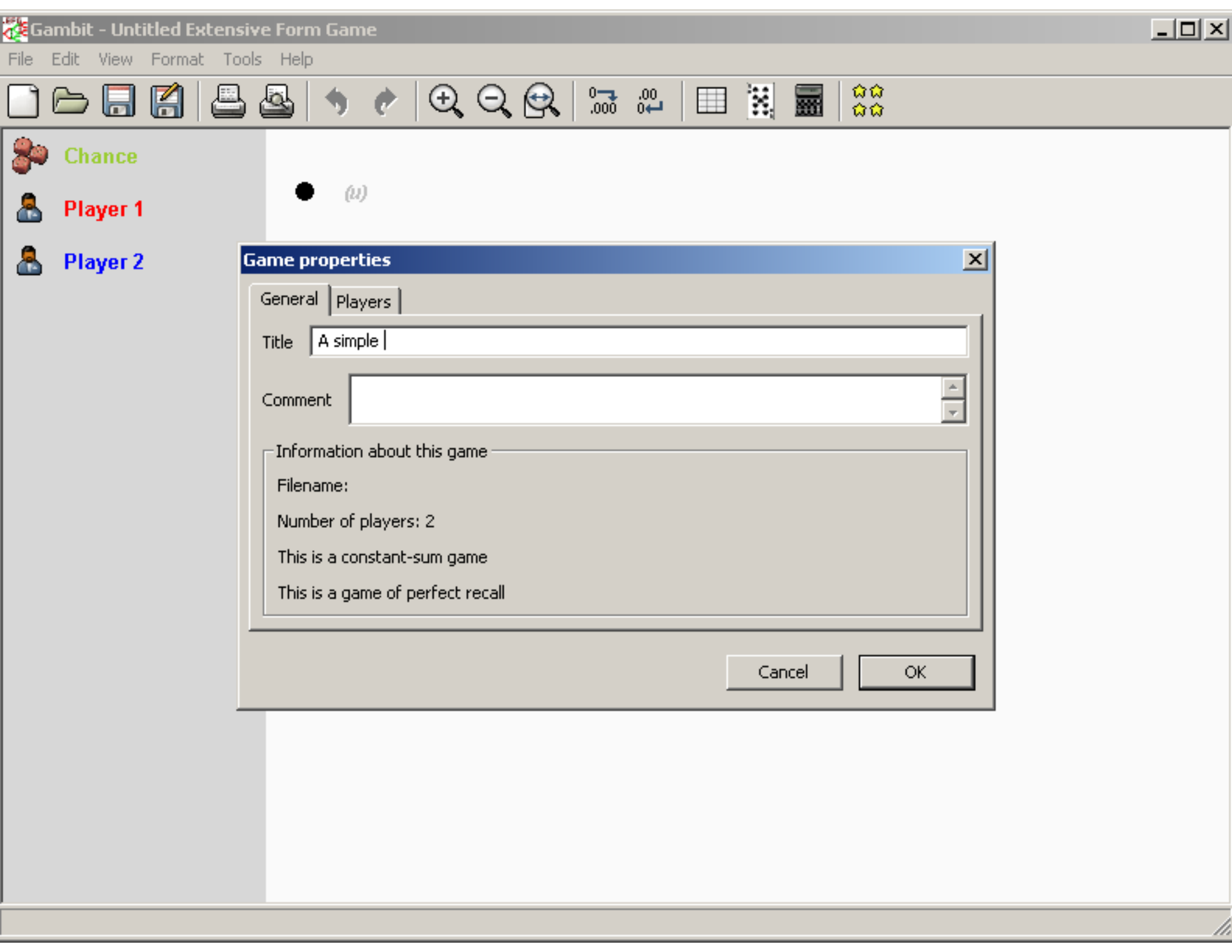
This is a game of perfect recall

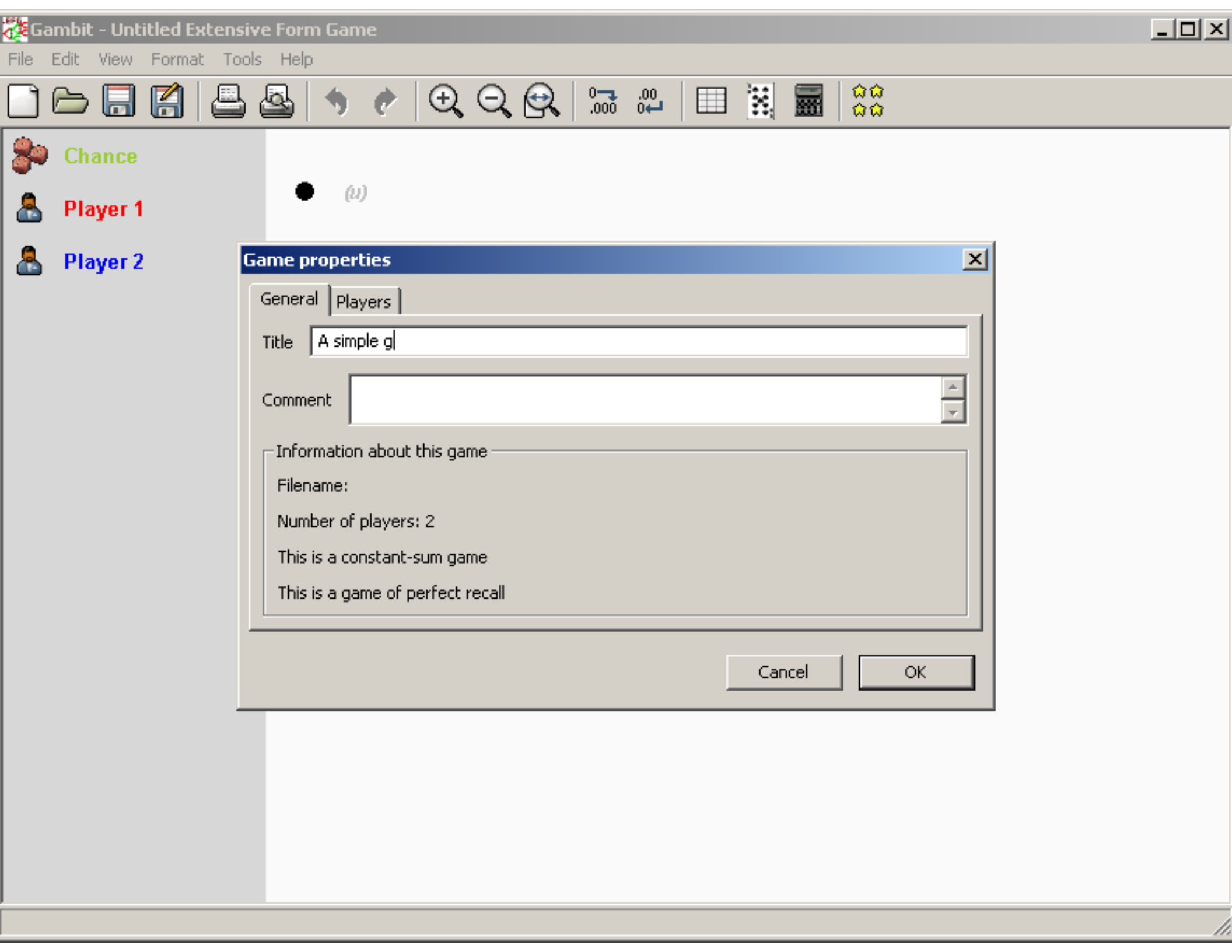
Cancel

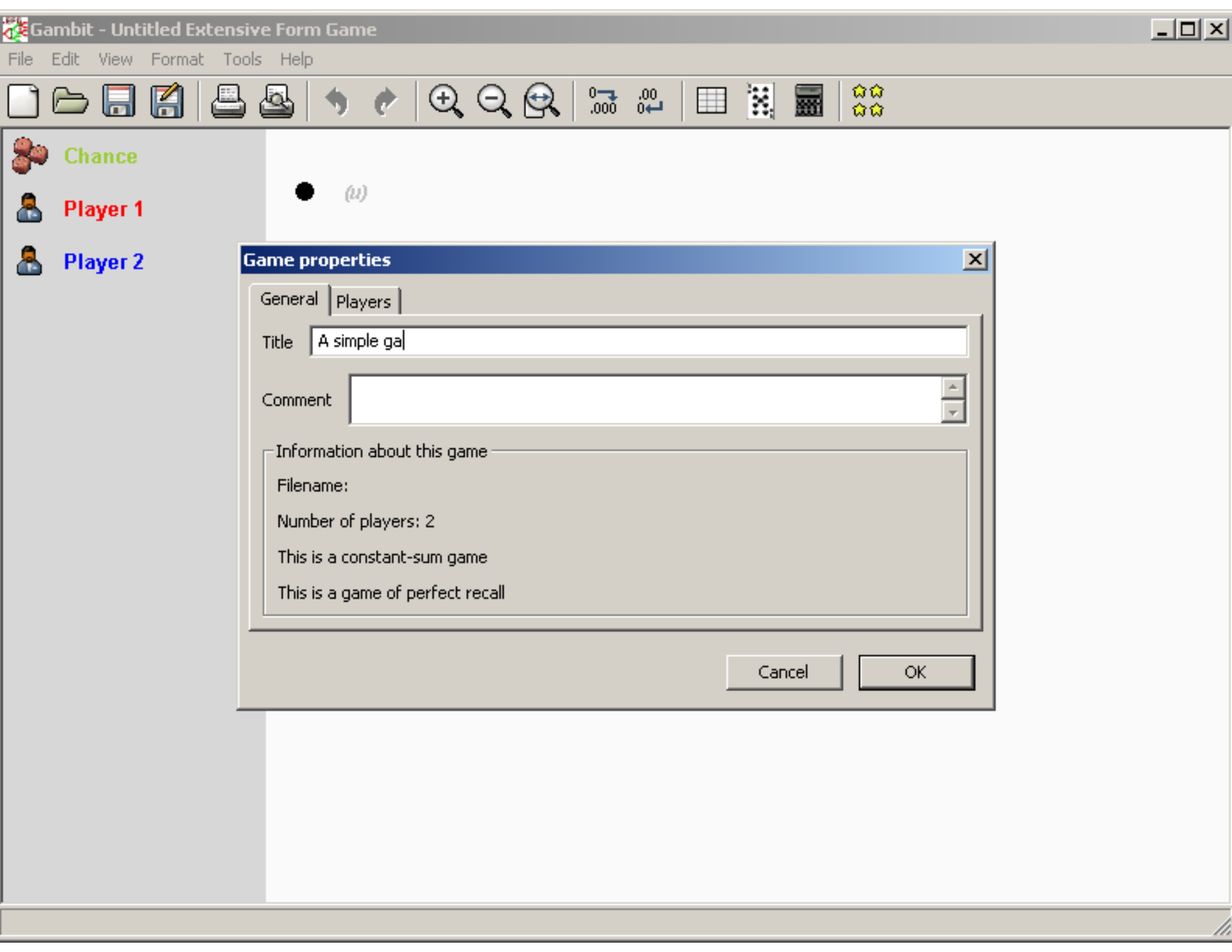
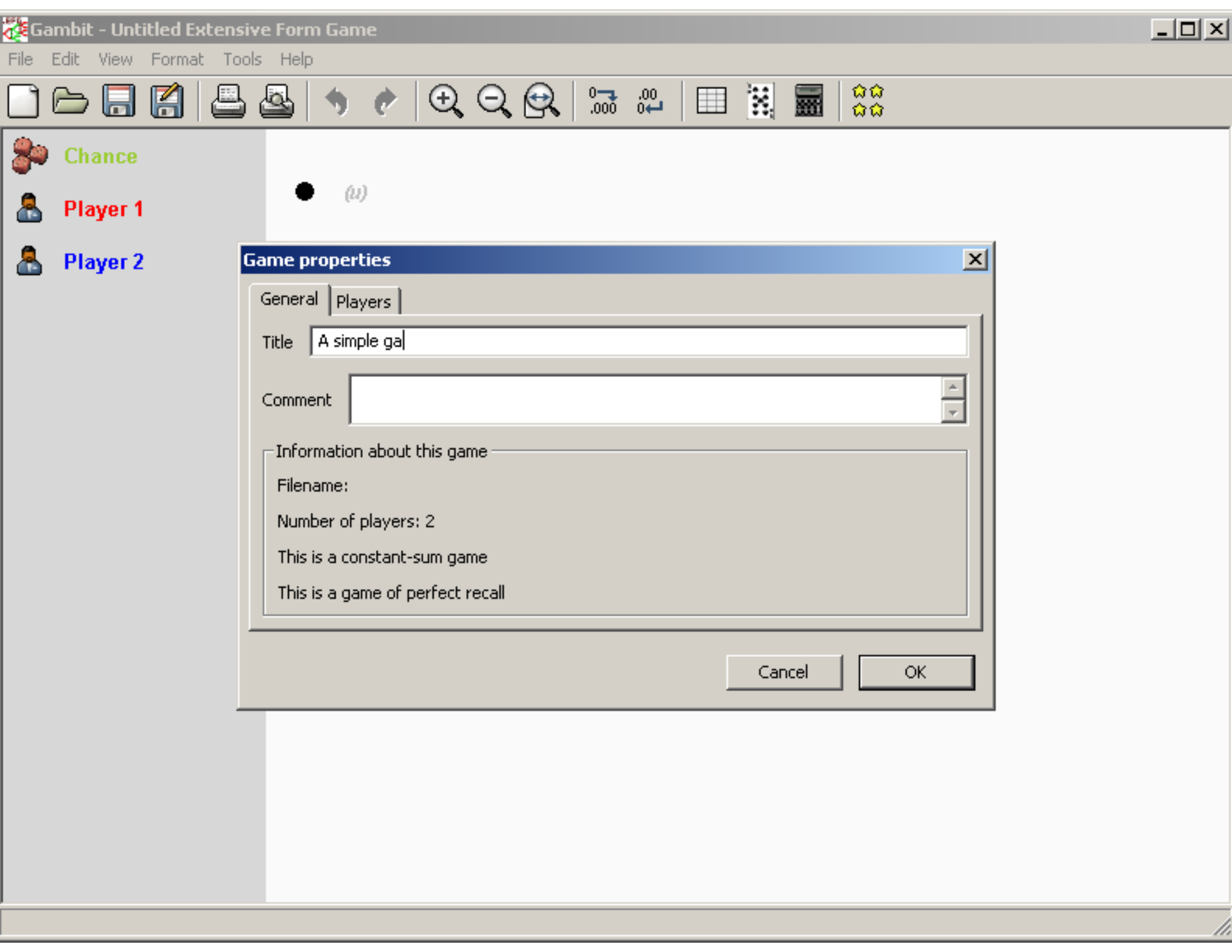
OK

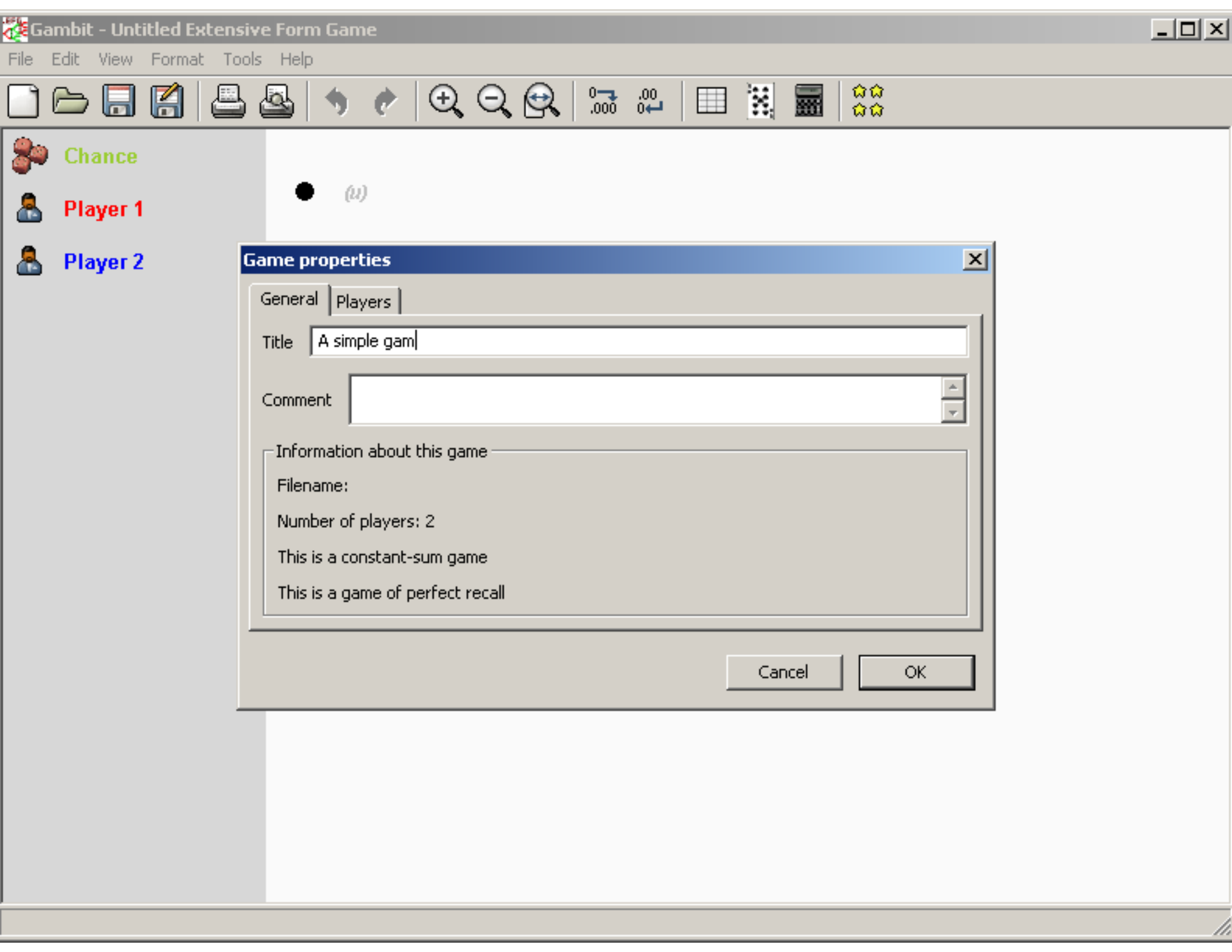


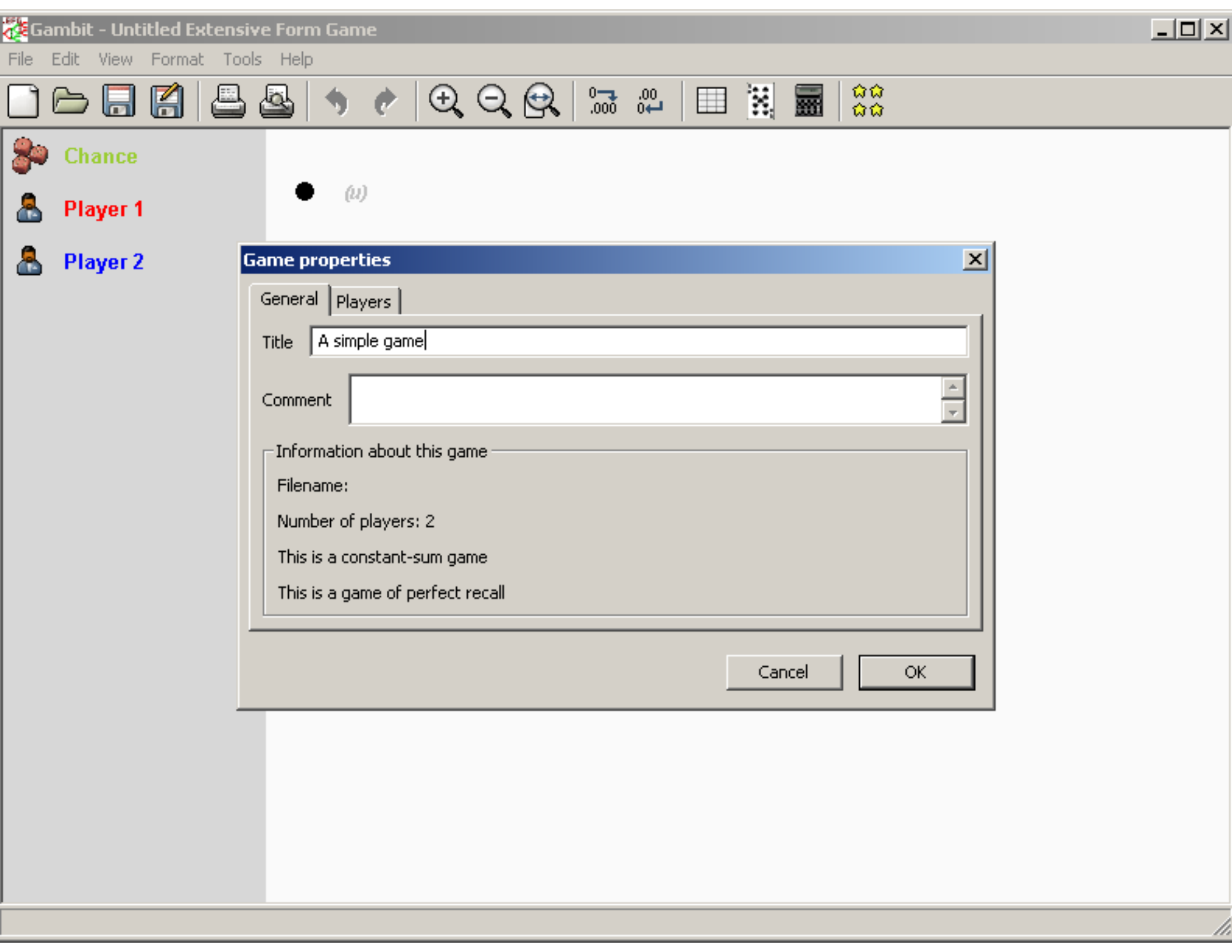


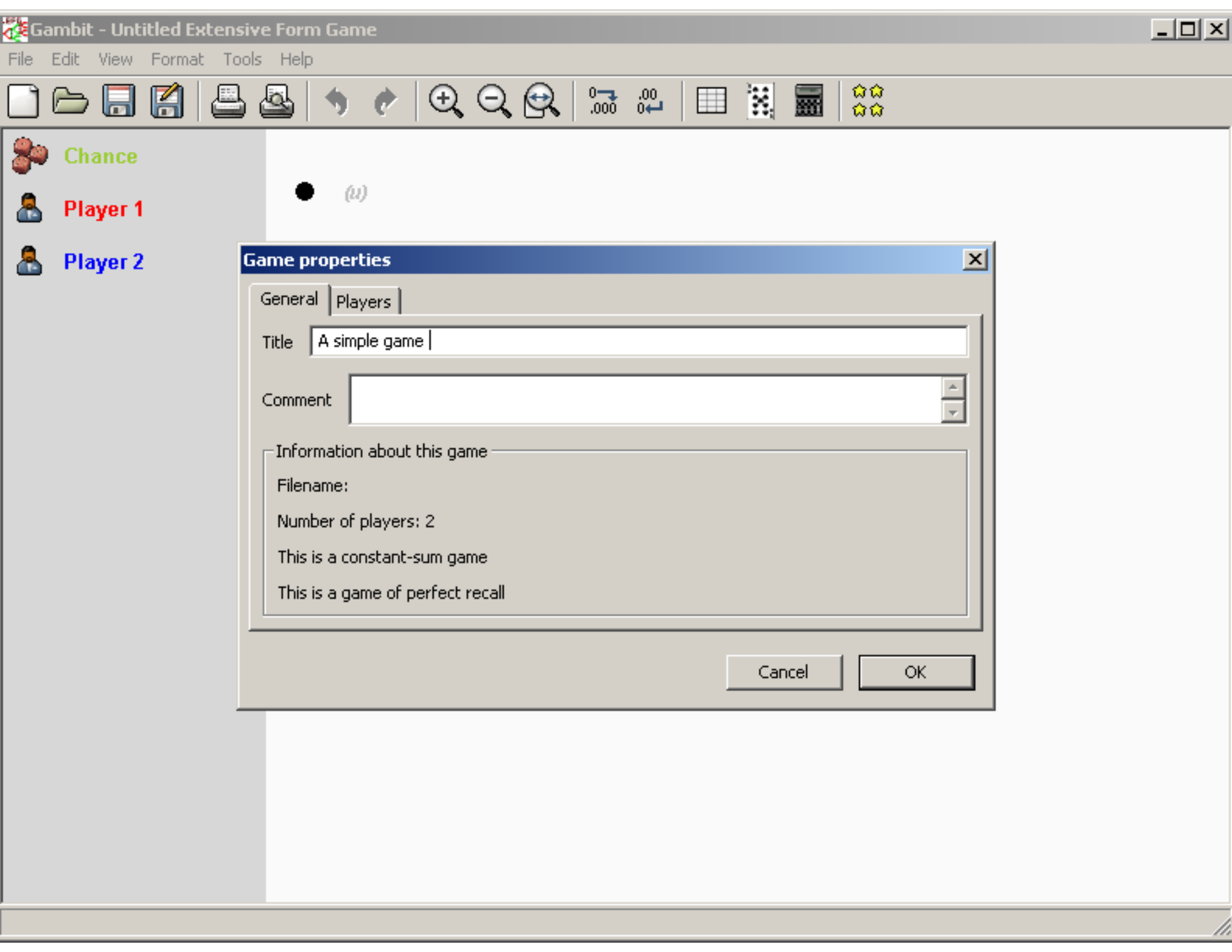
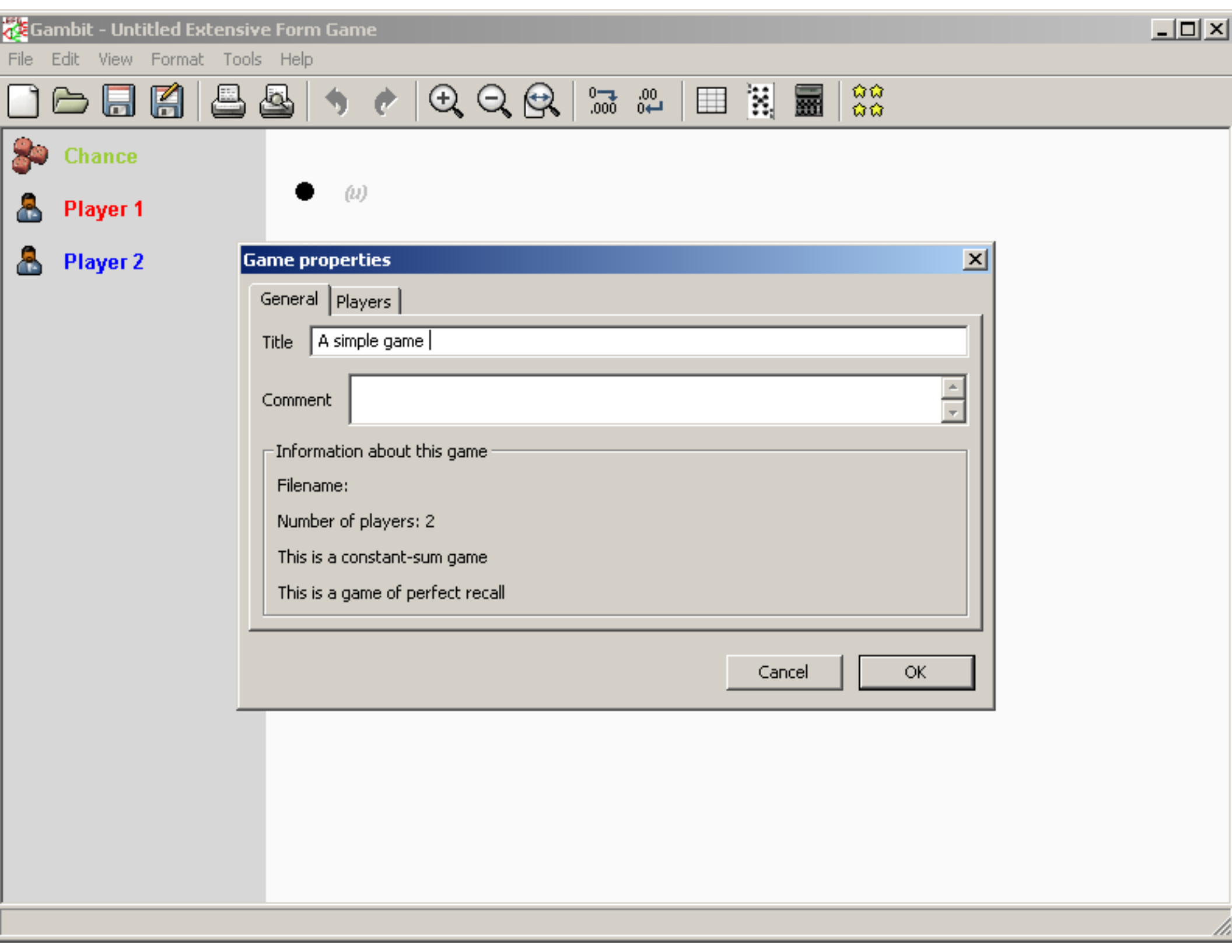


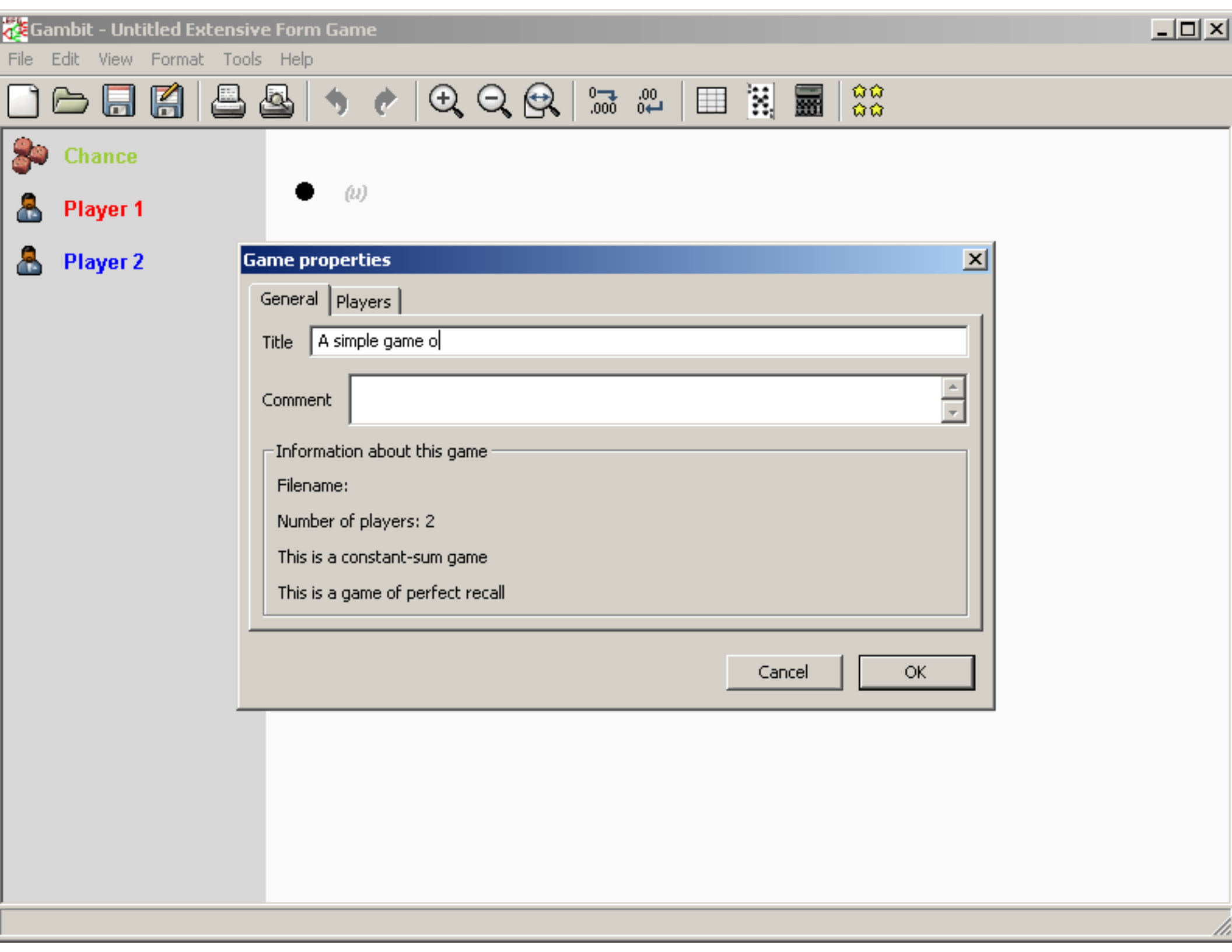


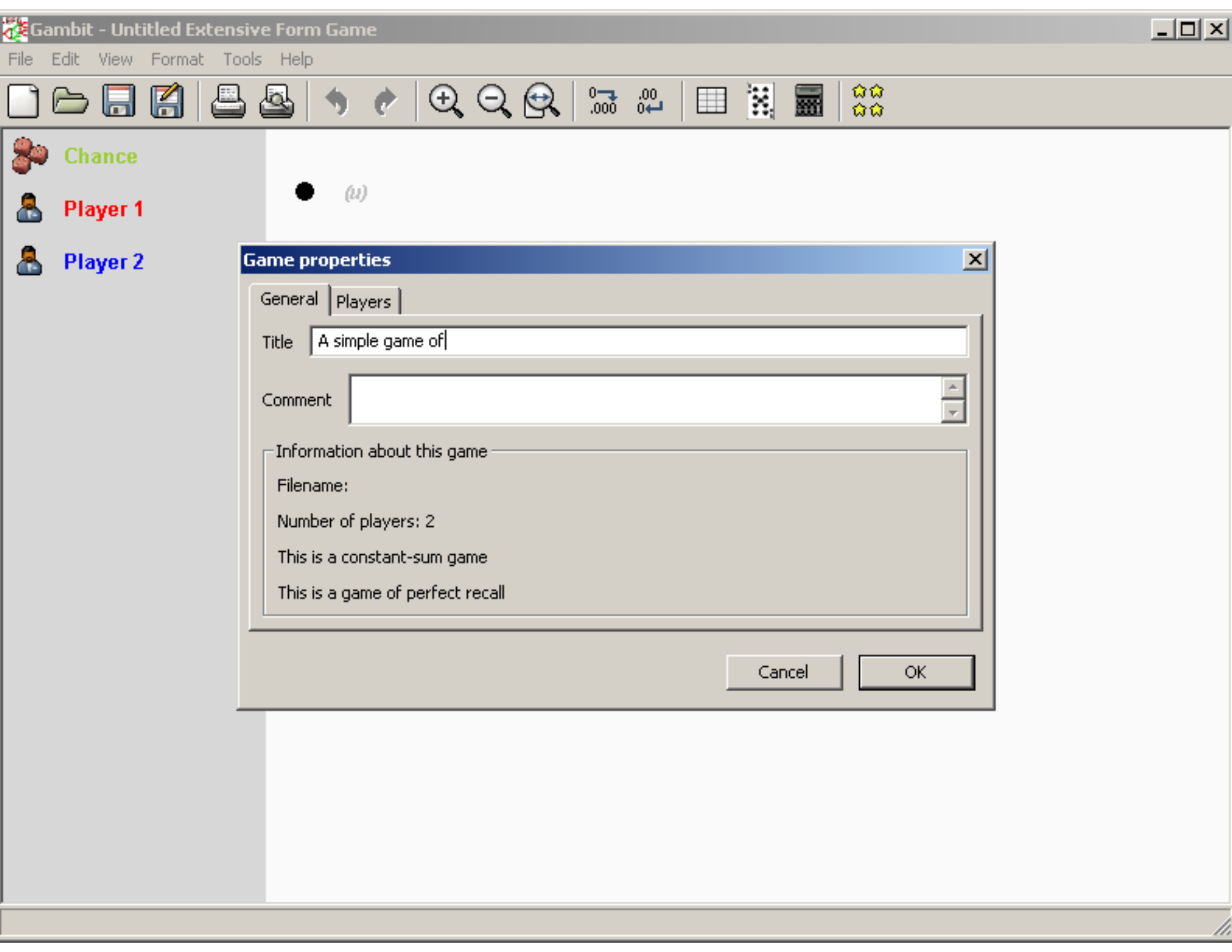


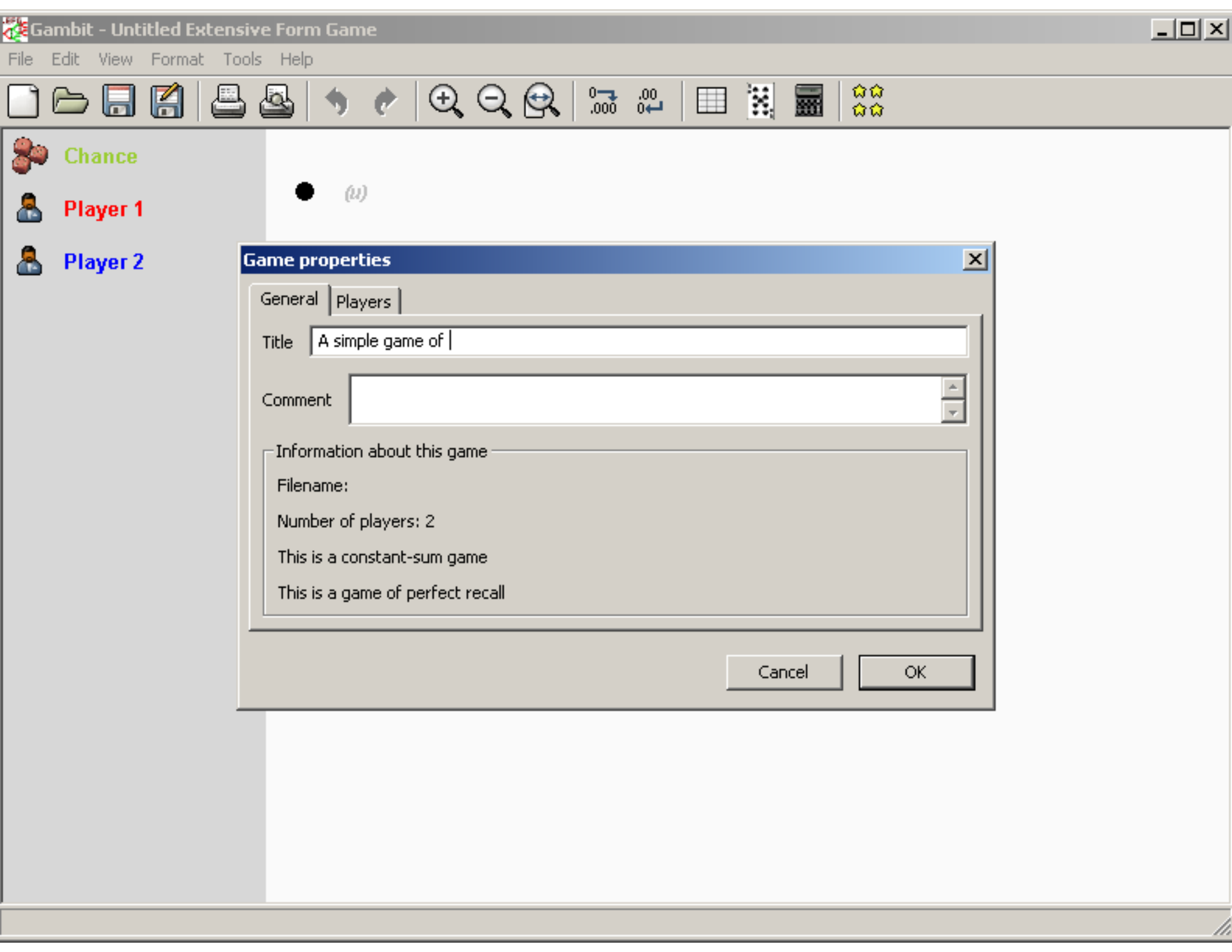















-  Chance
-  Player 1
-  Player 2

● (u)

Game properties



General Players

Title A simple game of

Comment

Information about this game

Filename:

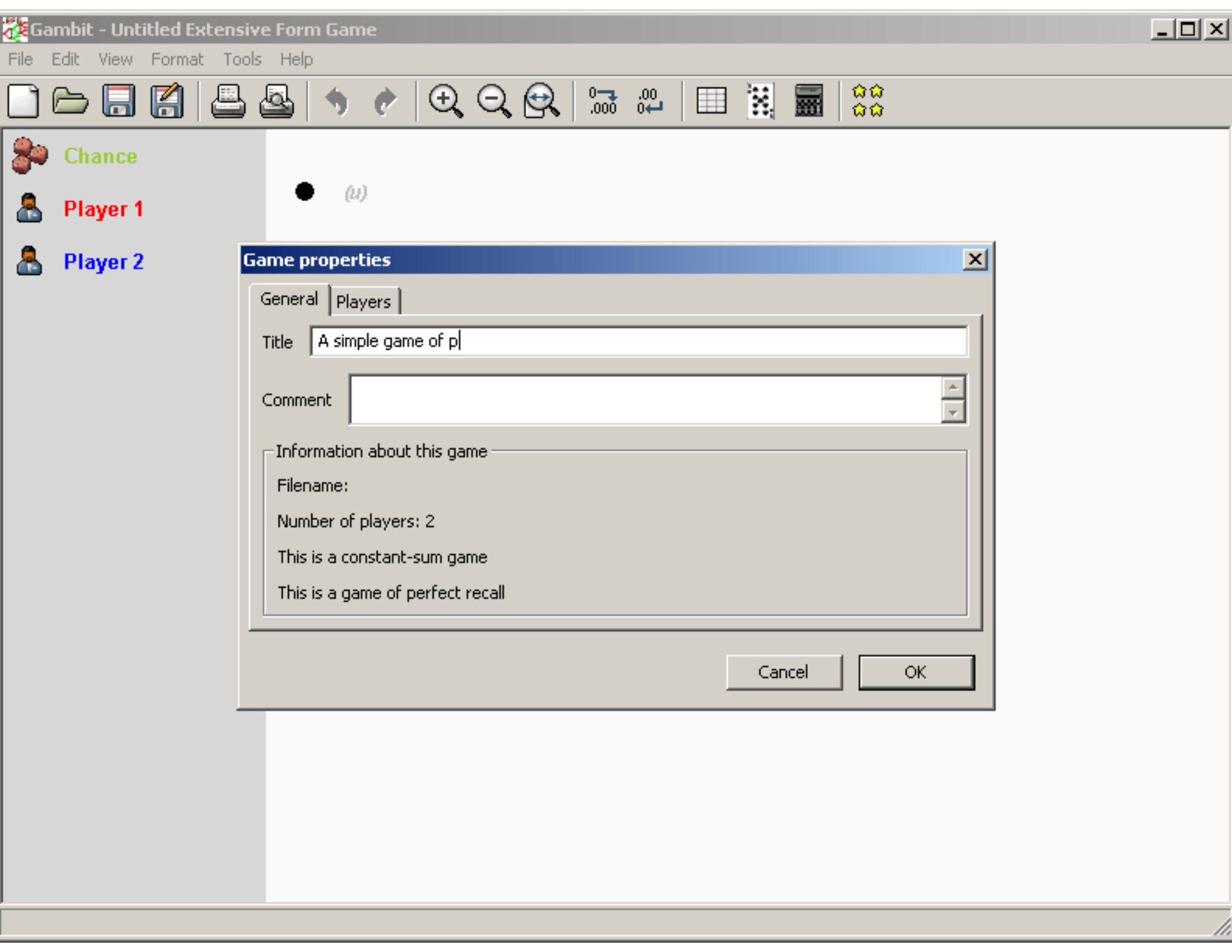
Number of players: 2

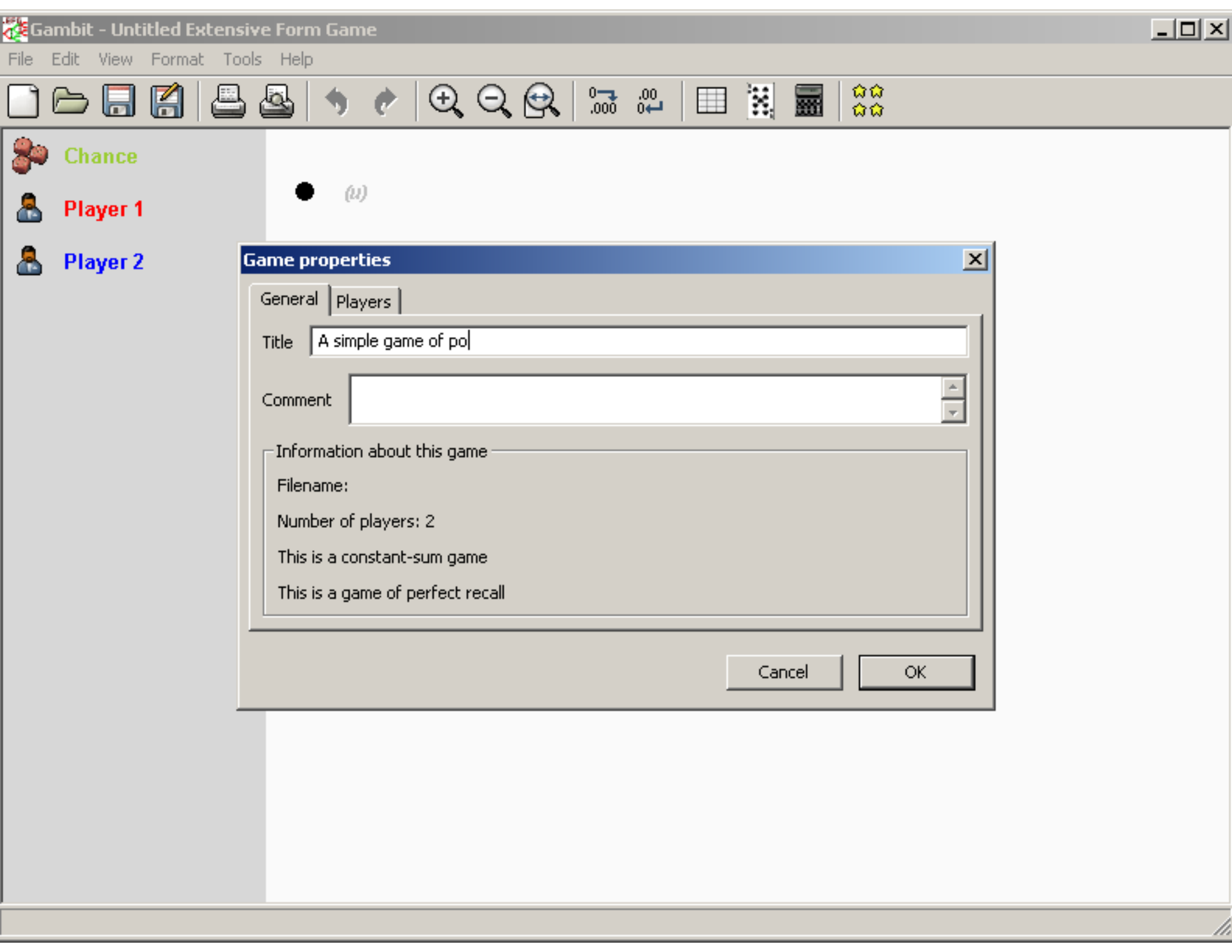
This is a constant-sum game

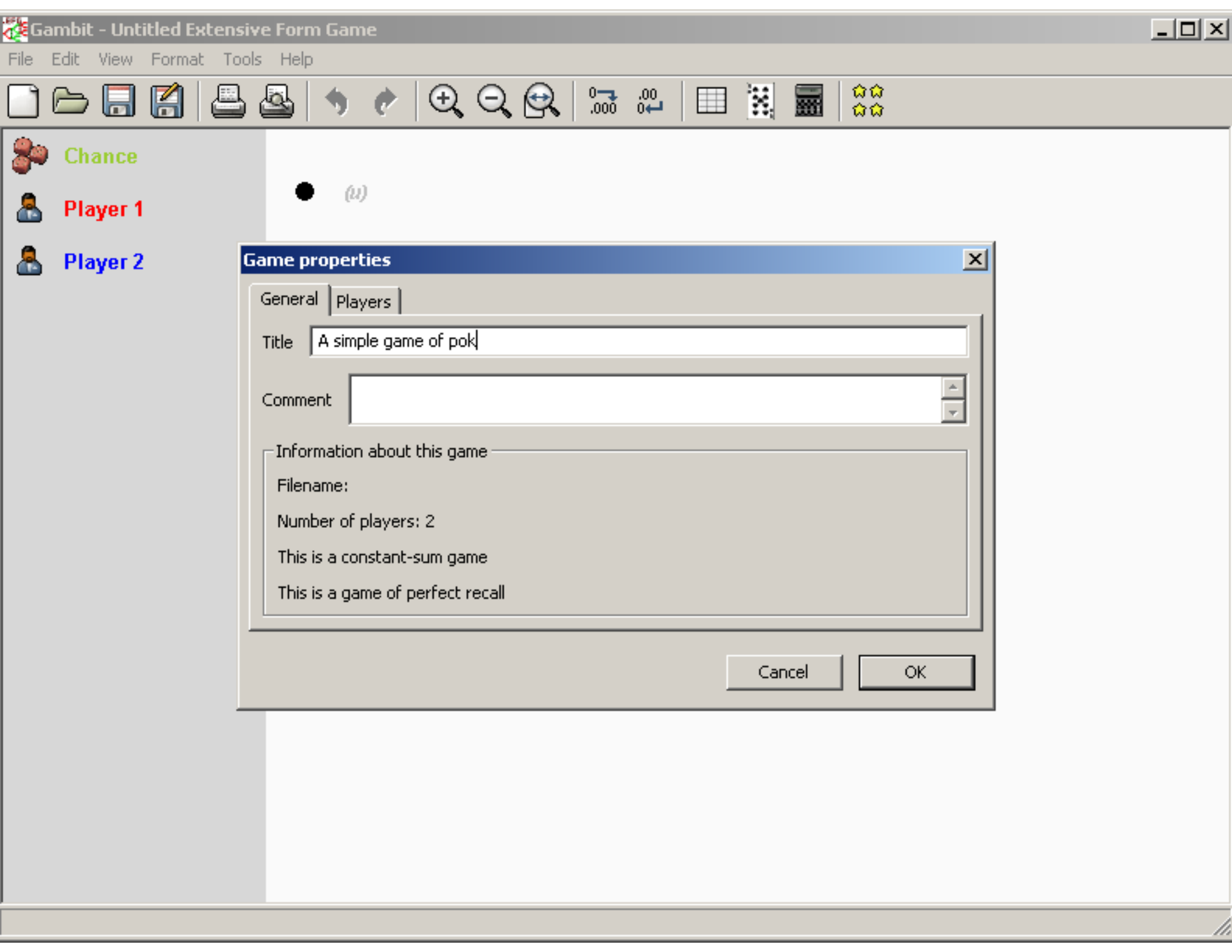
This is a game of perfect recall

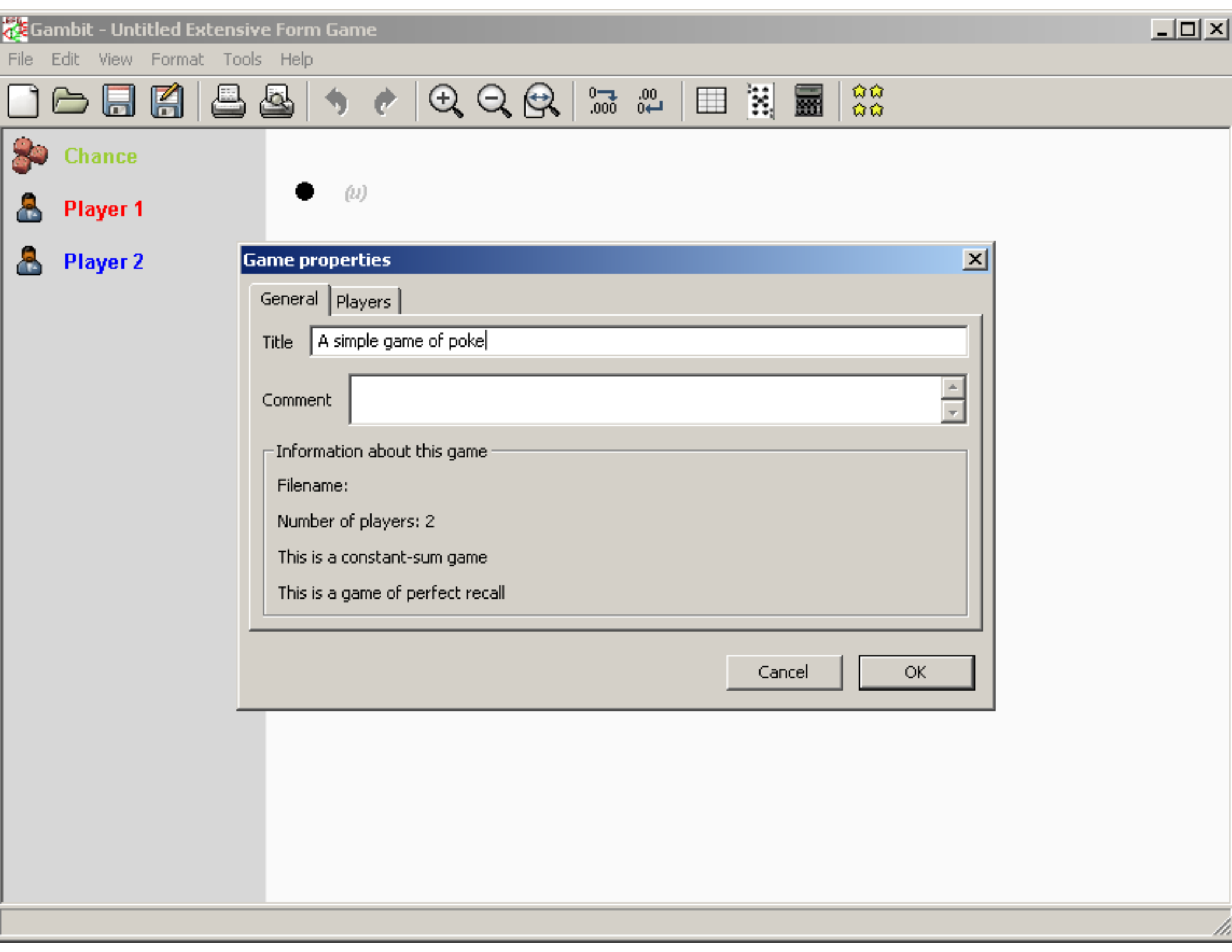
Cancel

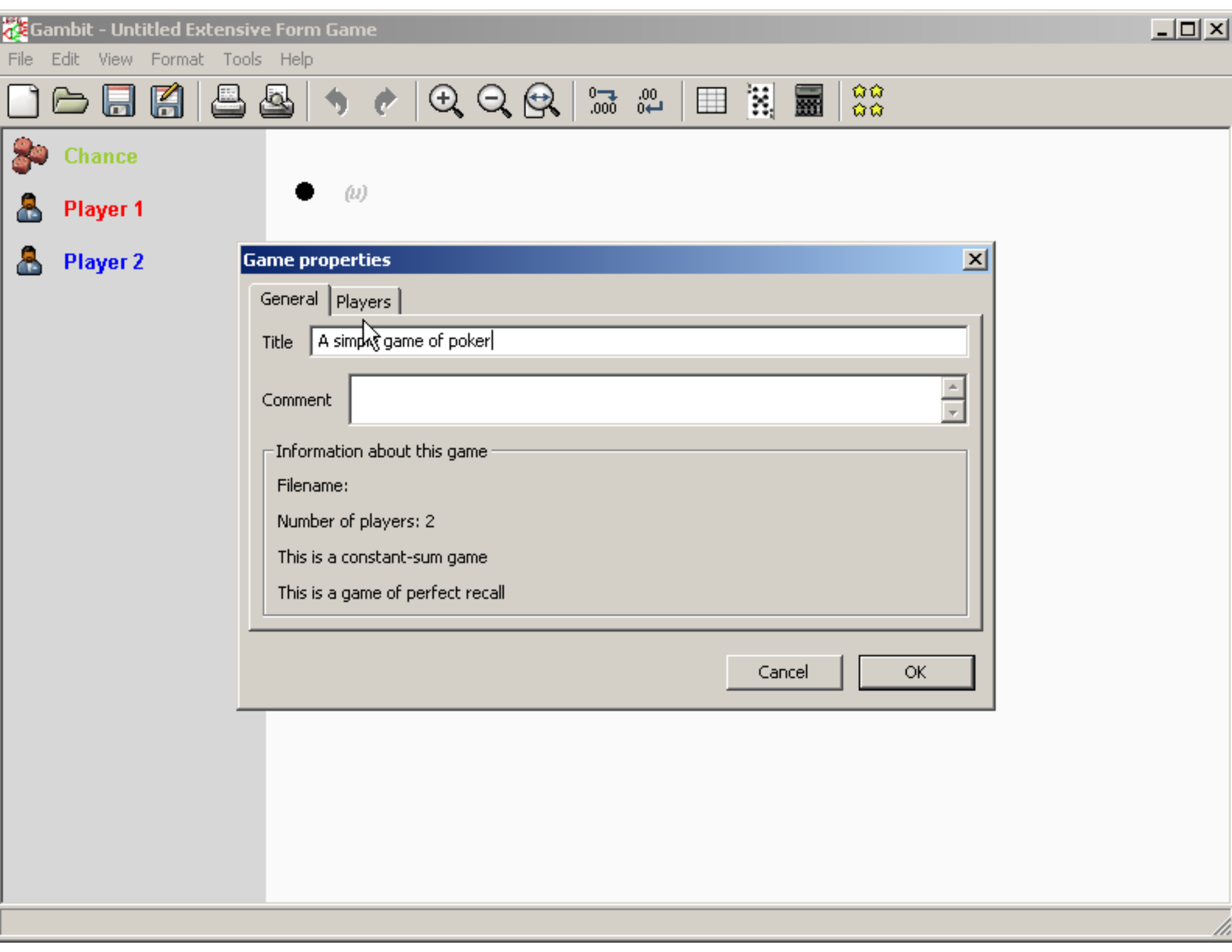
OK

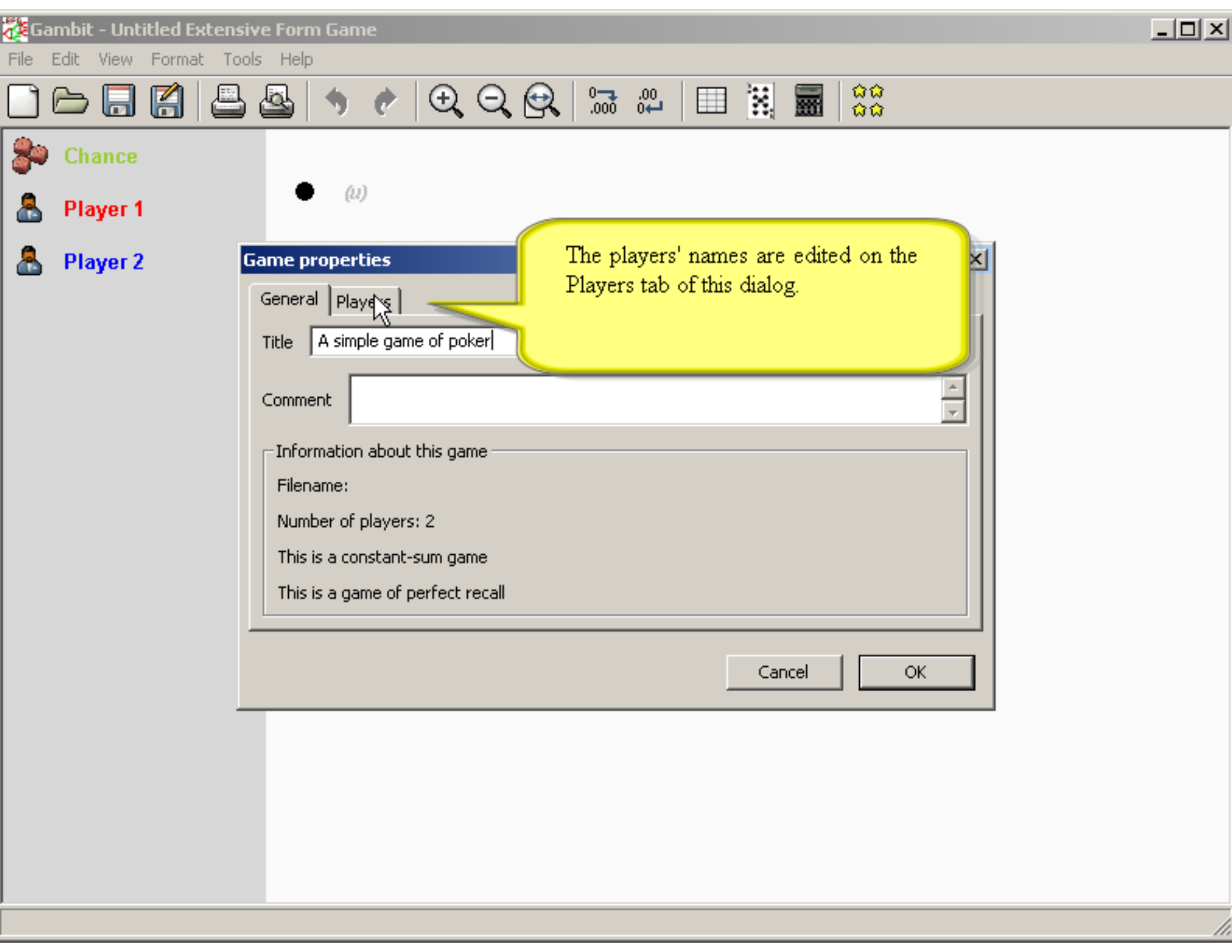


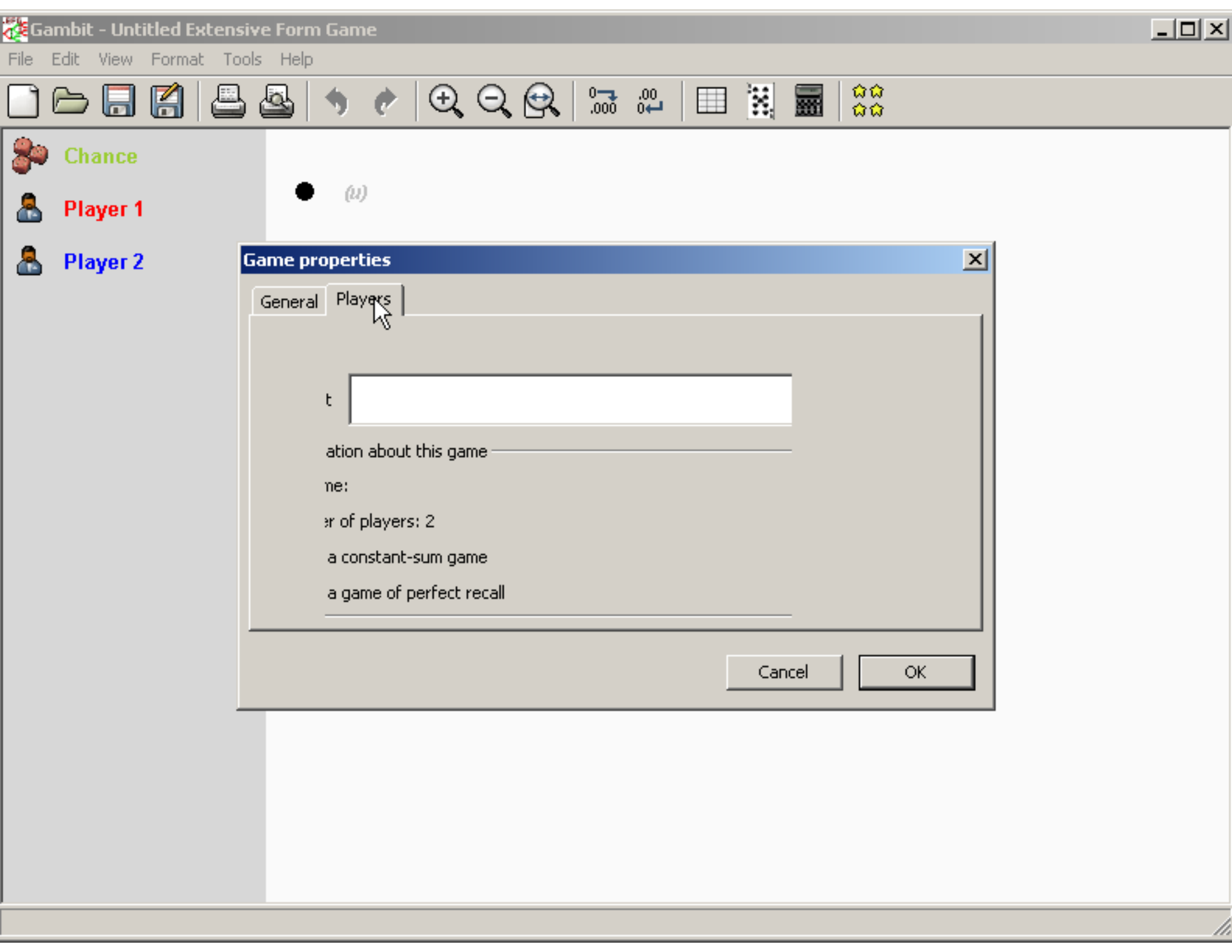


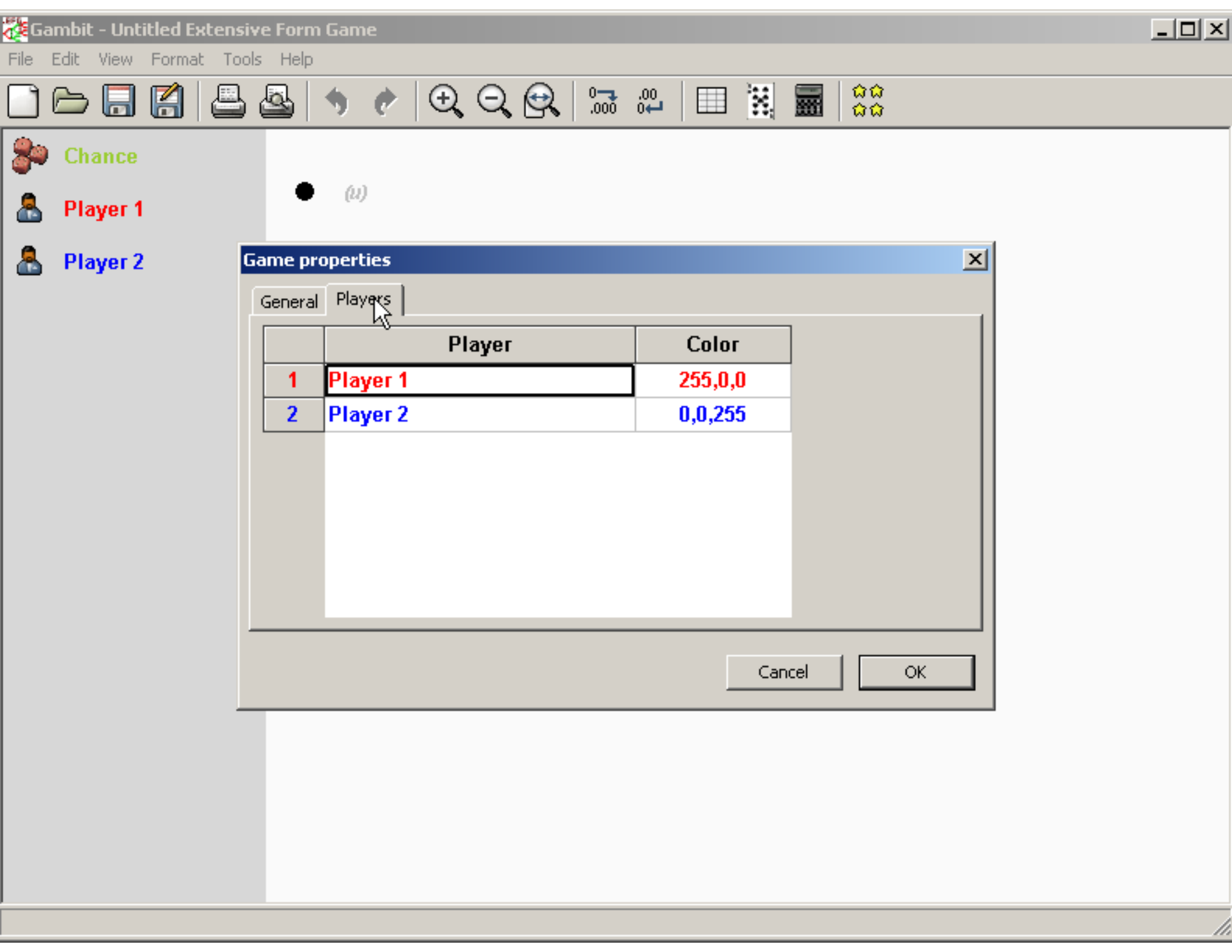
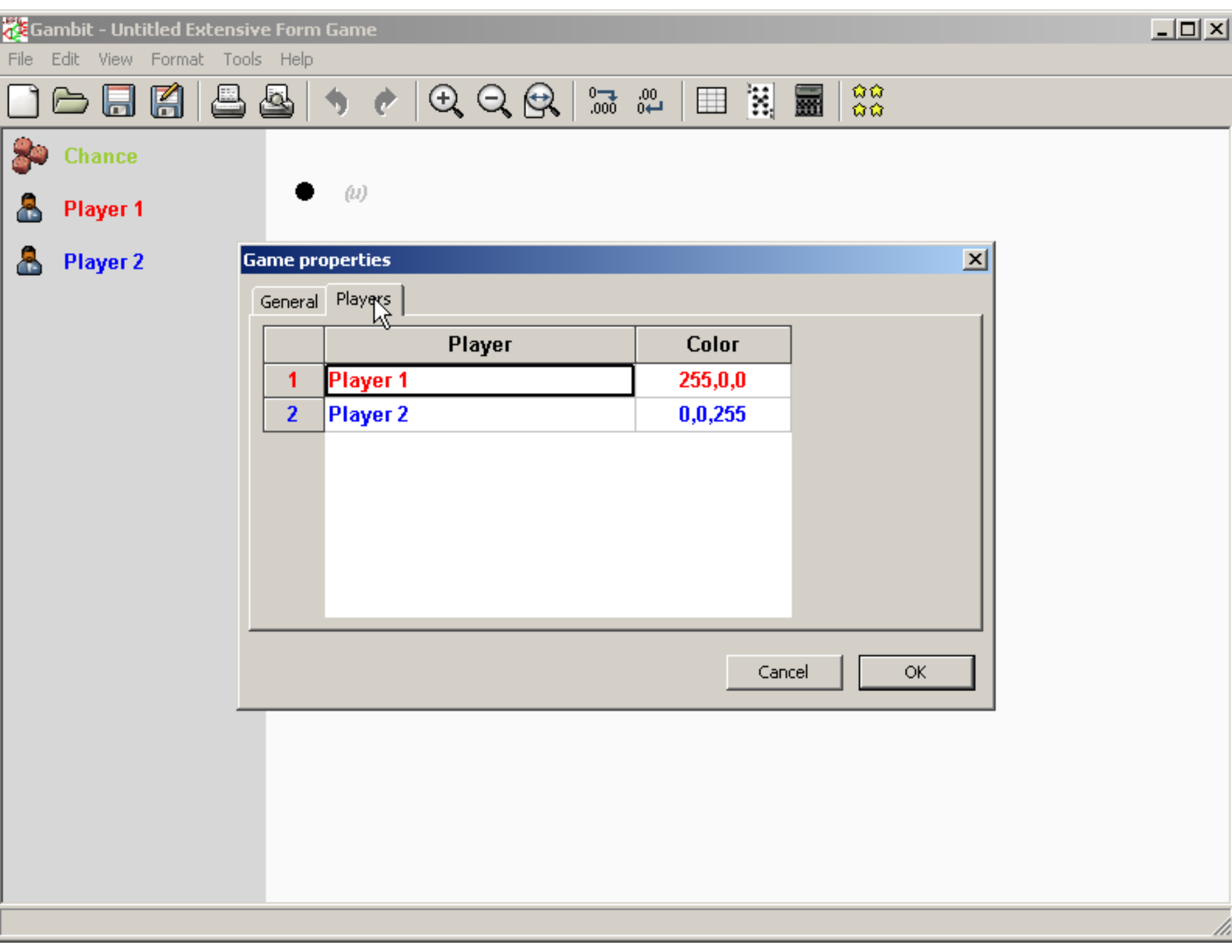


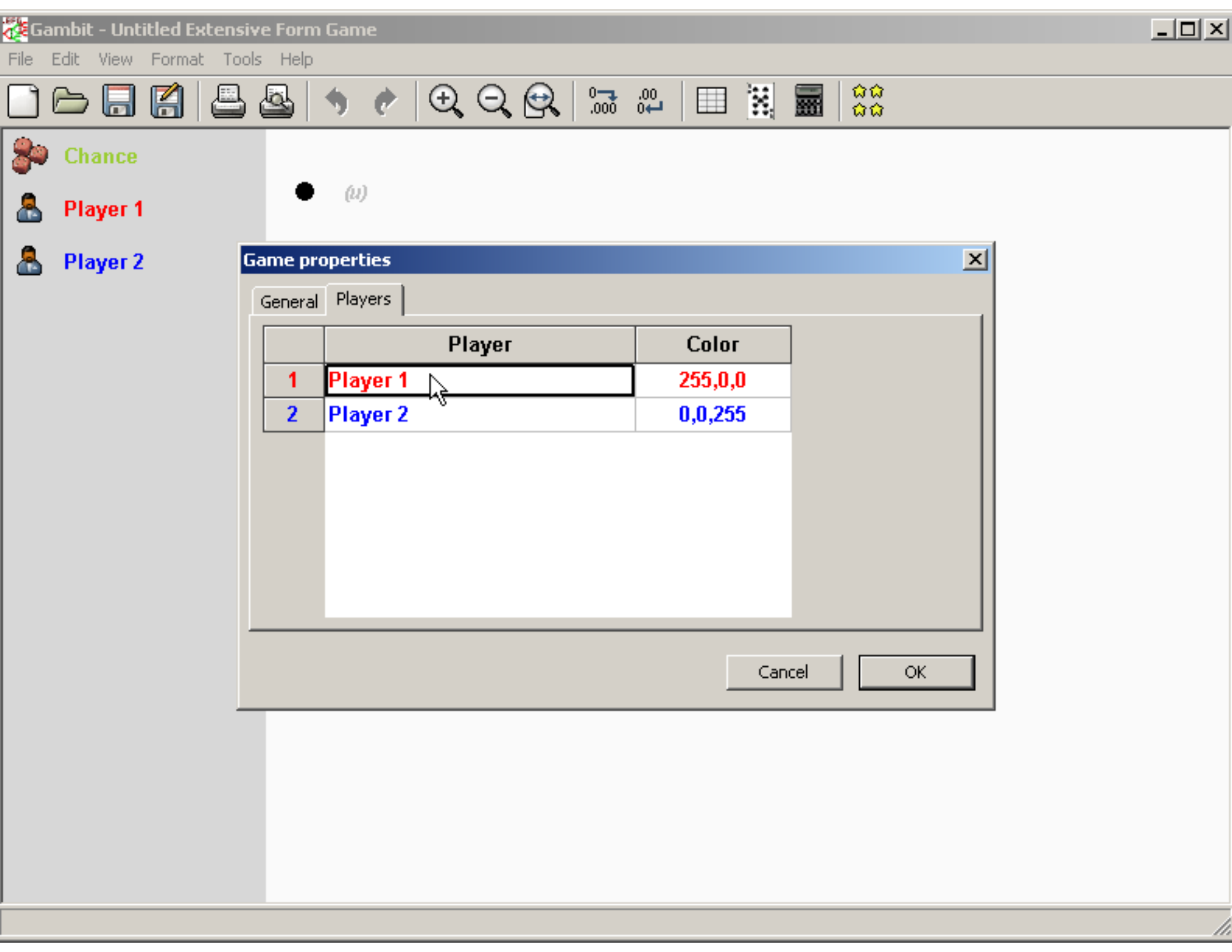












Chance

Player 1

Player 2

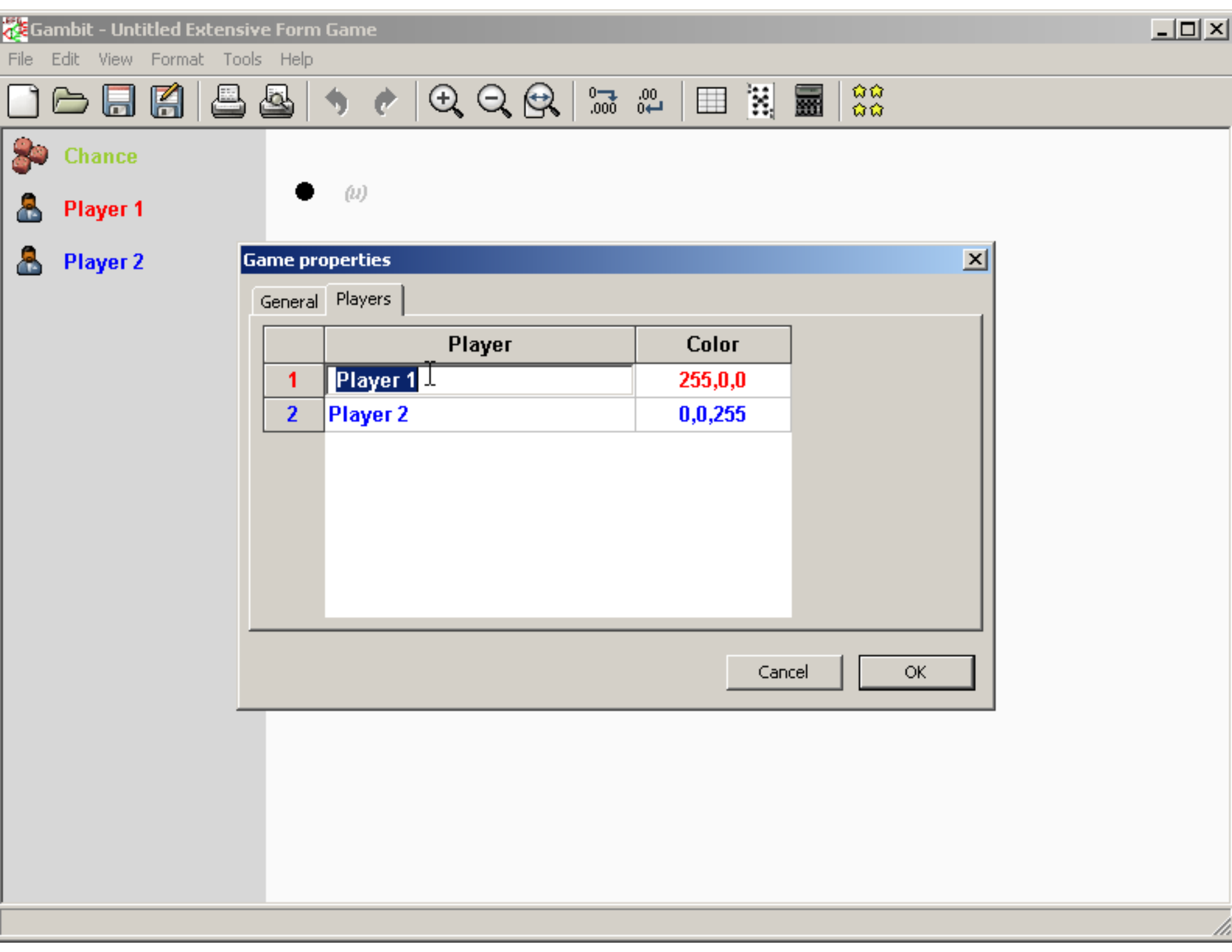
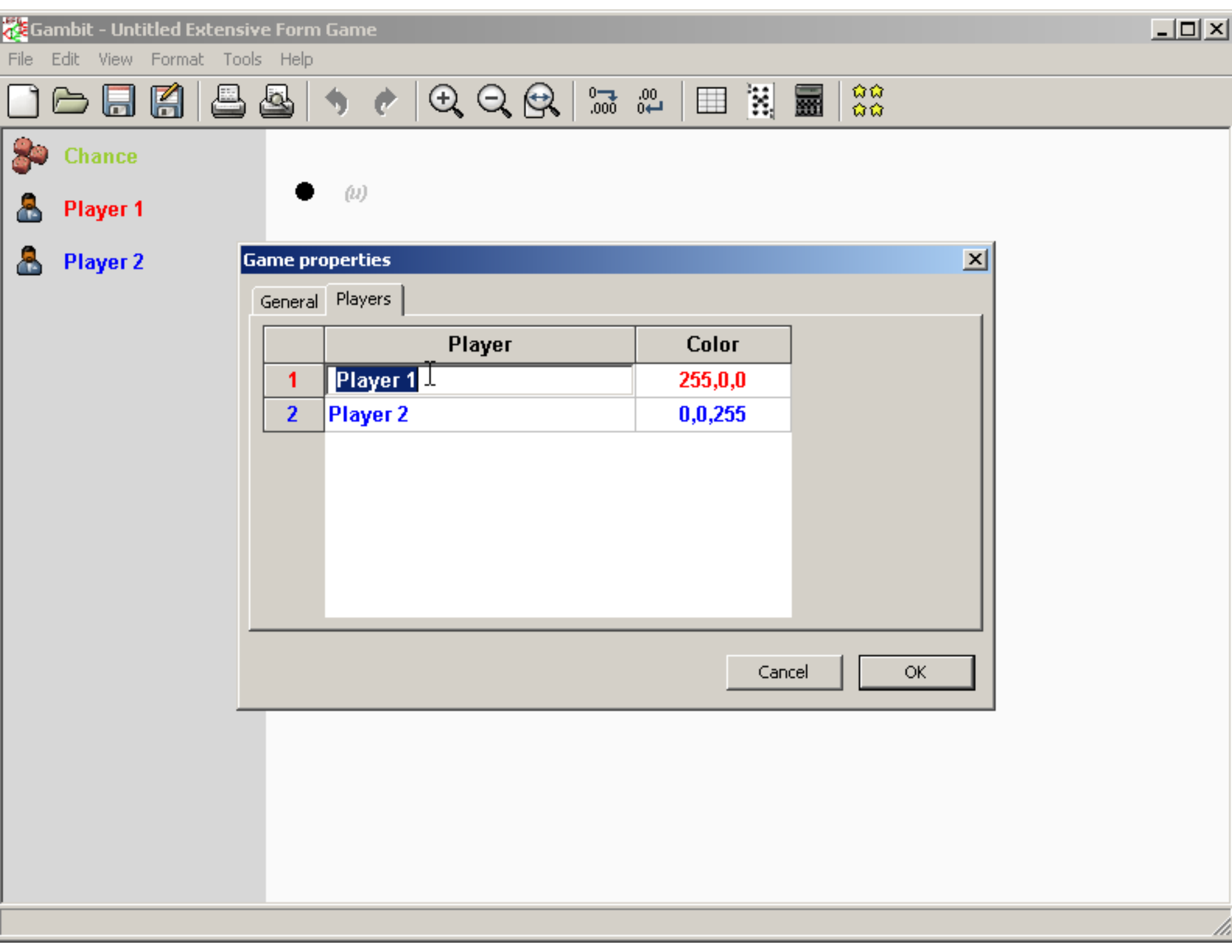
(u)

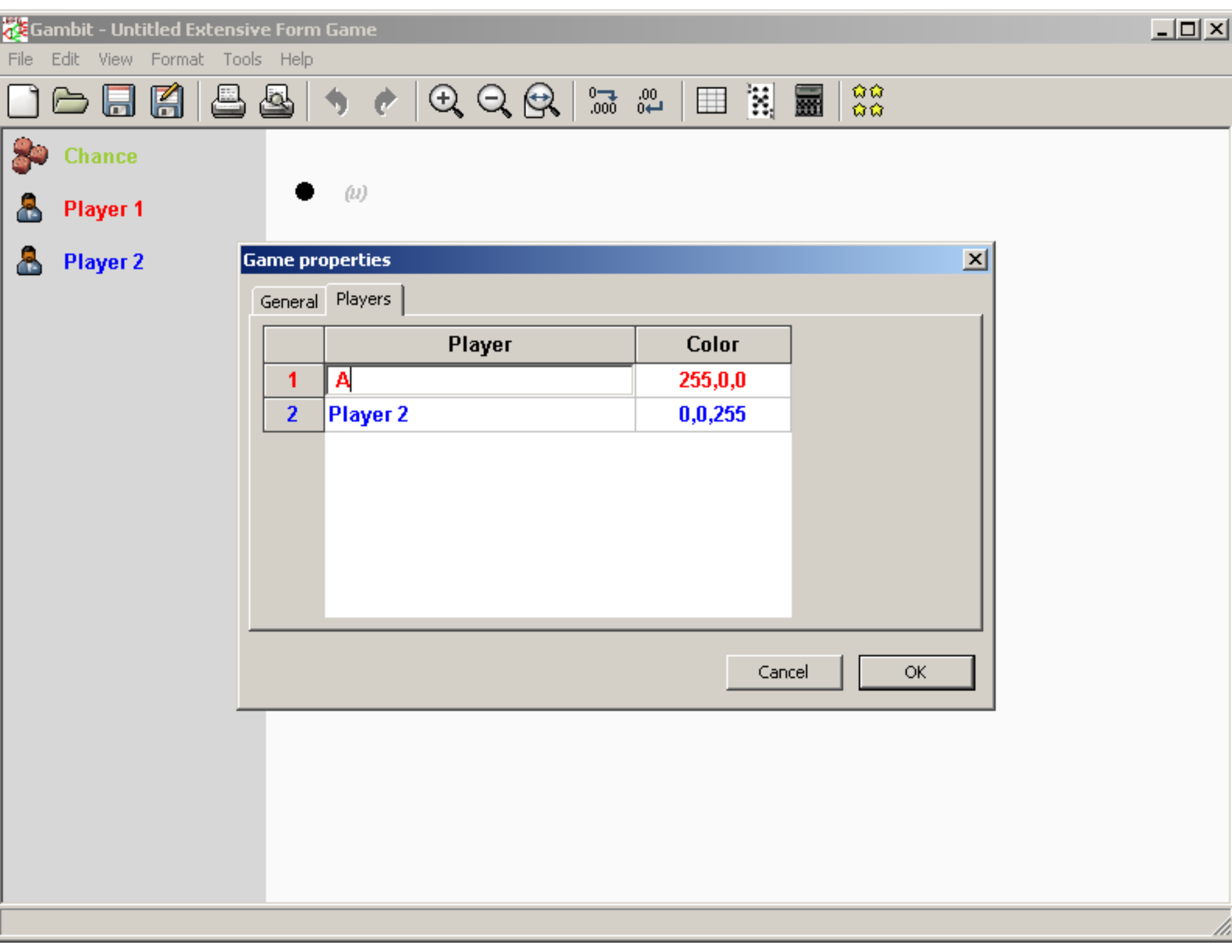
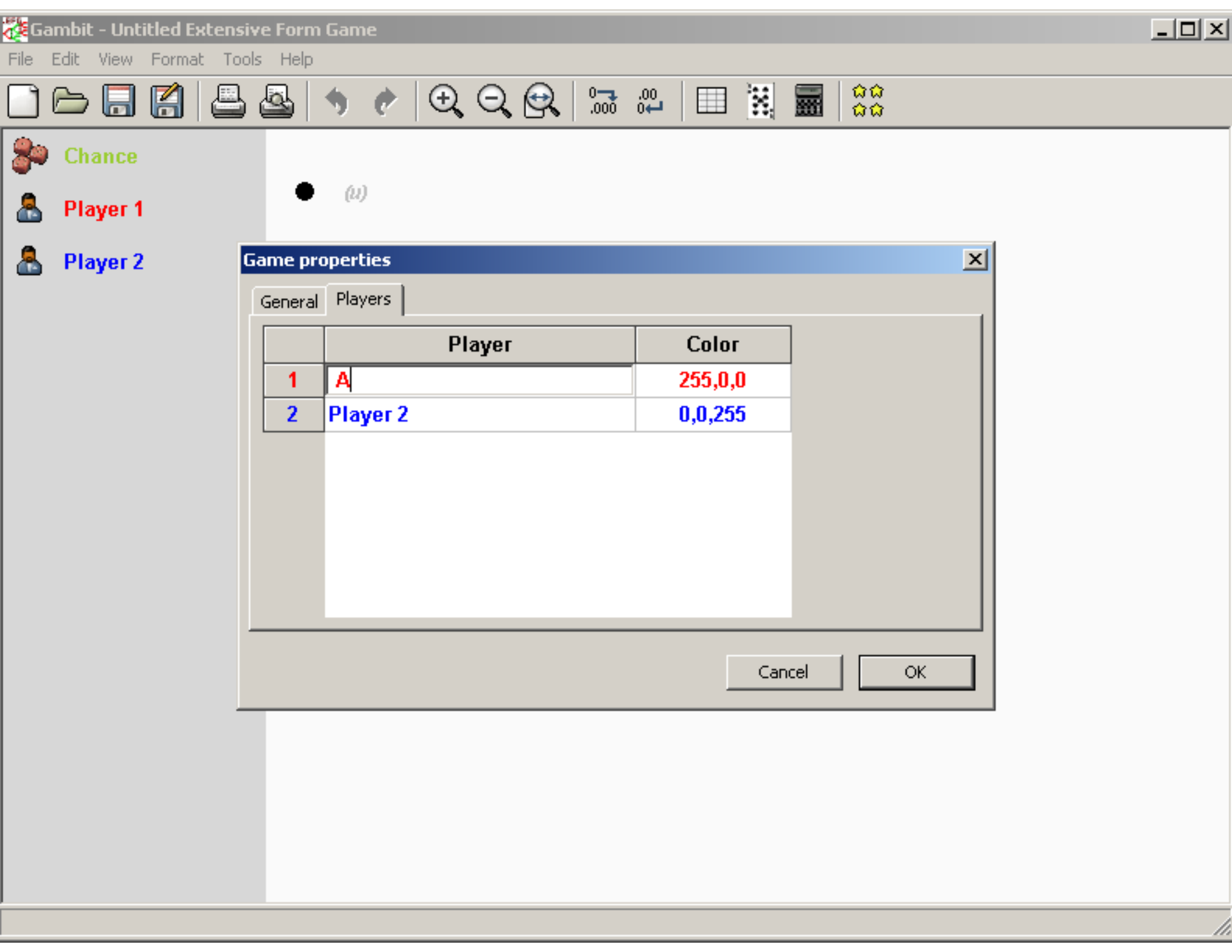
Game properties

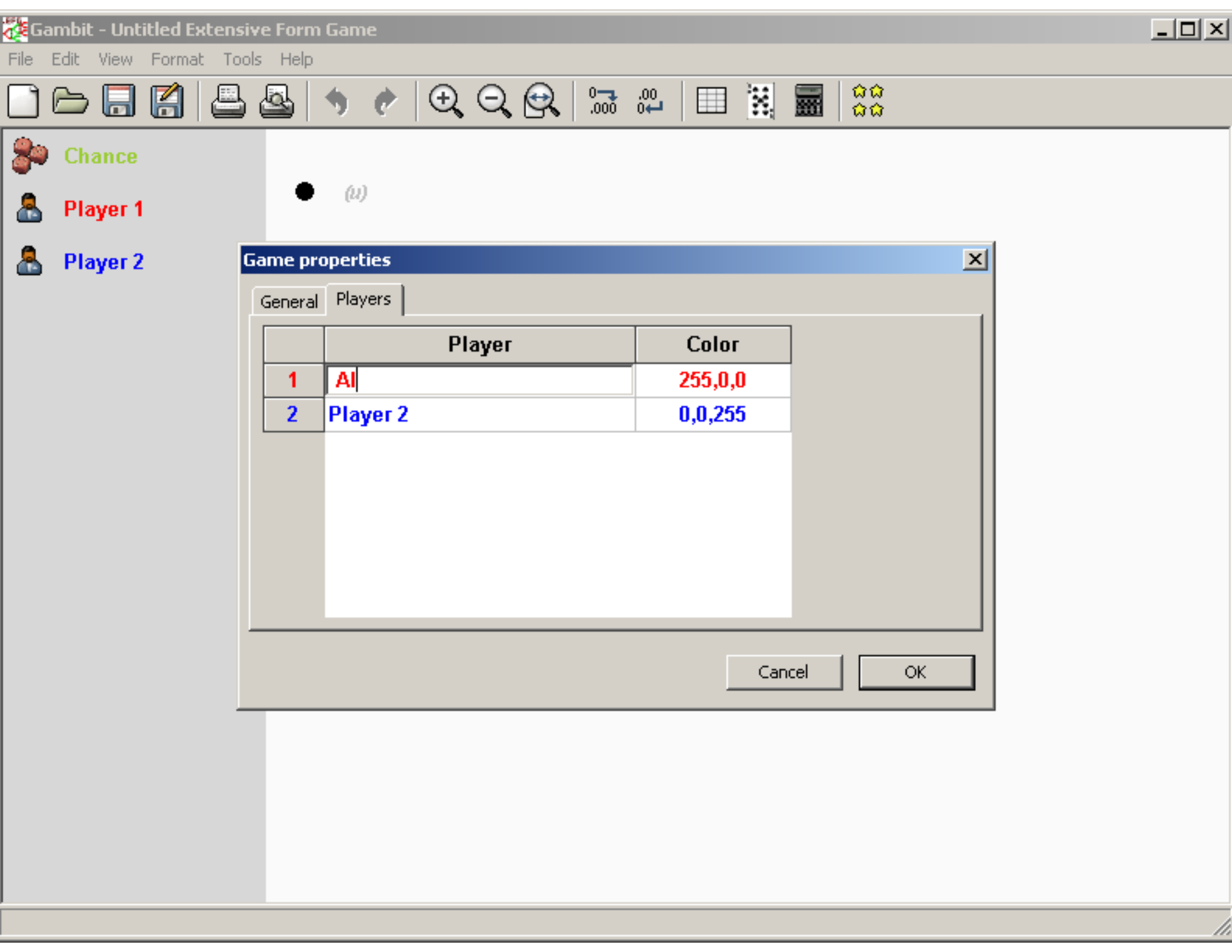
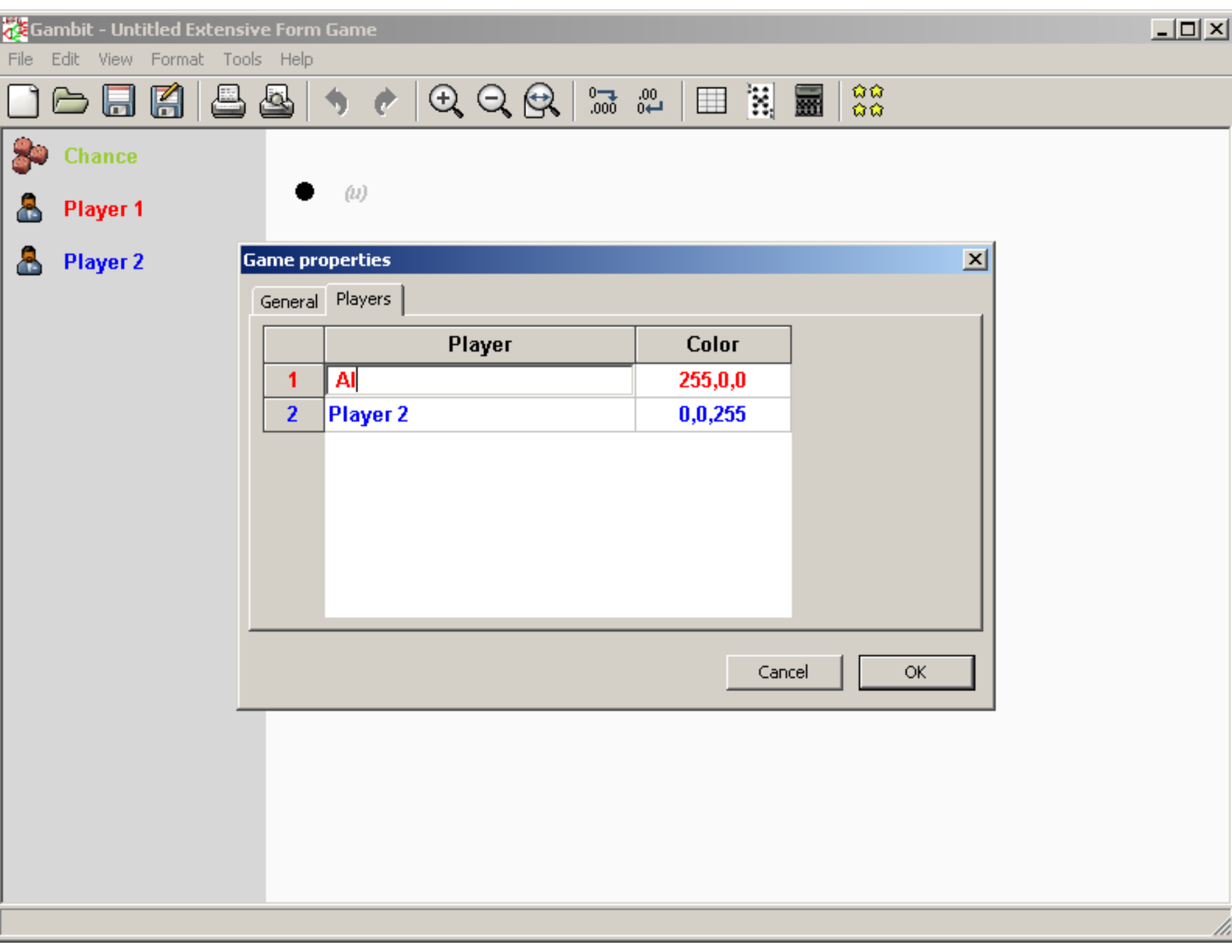
General Players

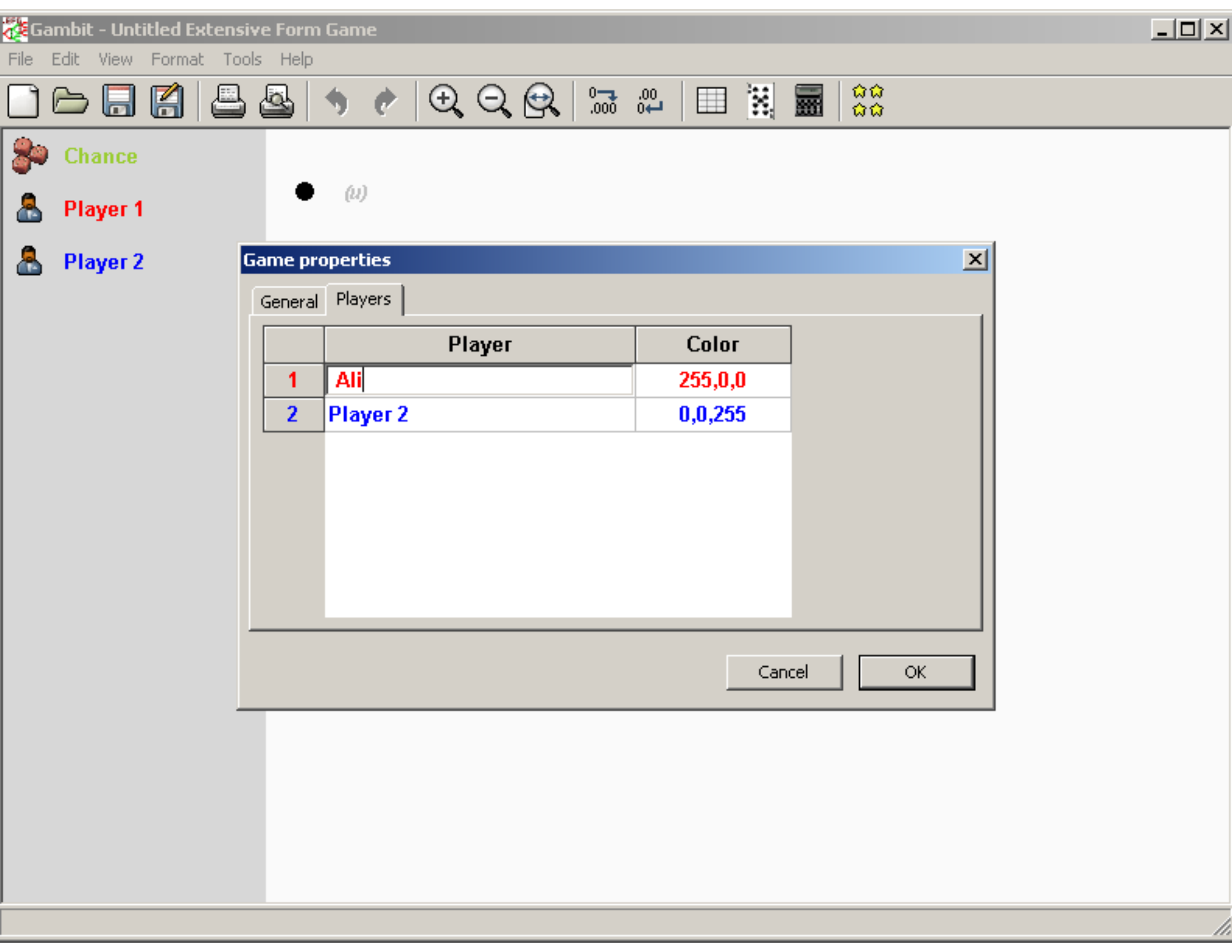
	Player	Color
1	Player 1	255,0,0
2	Player 2	0,0,255

Cancel OK









Chance

Player 1

Player 2

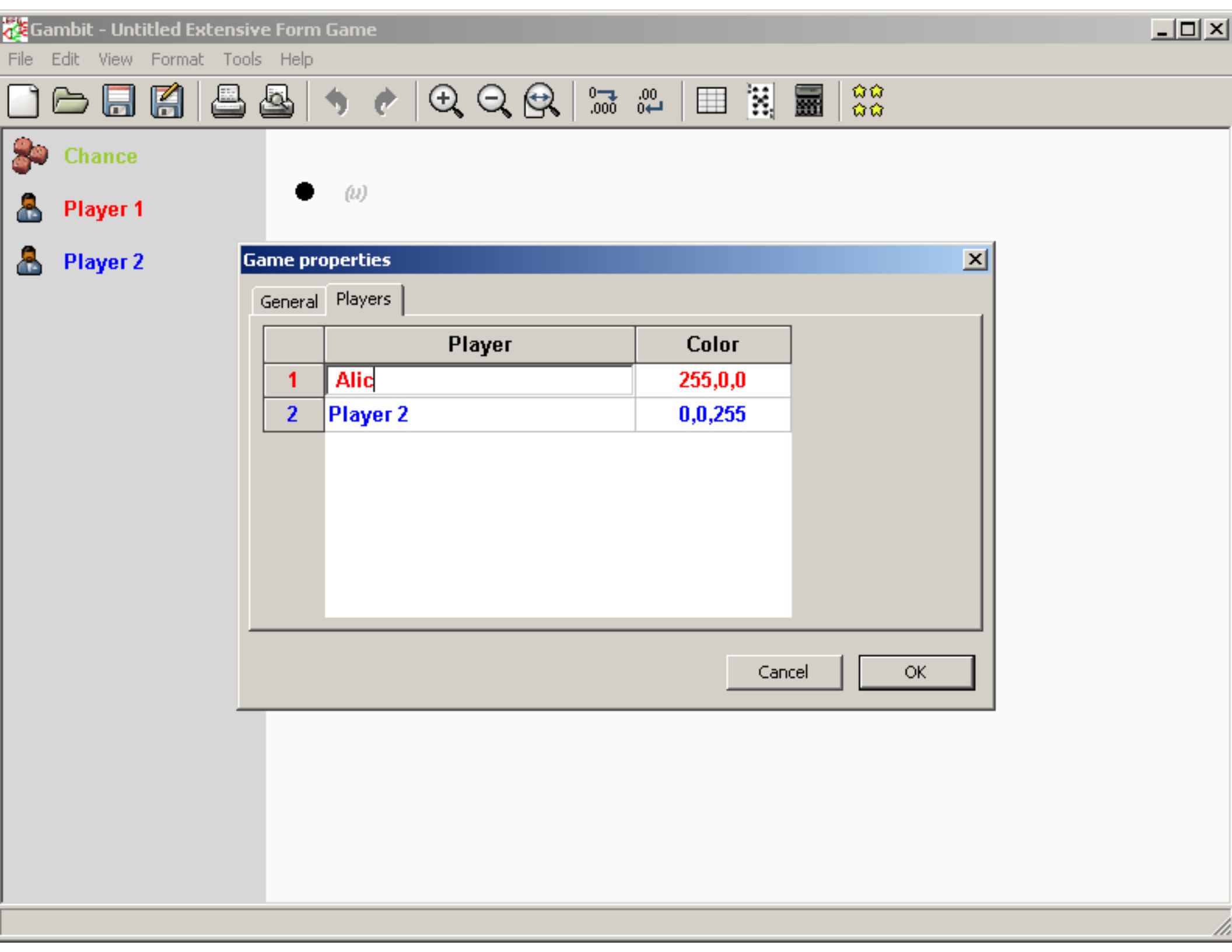
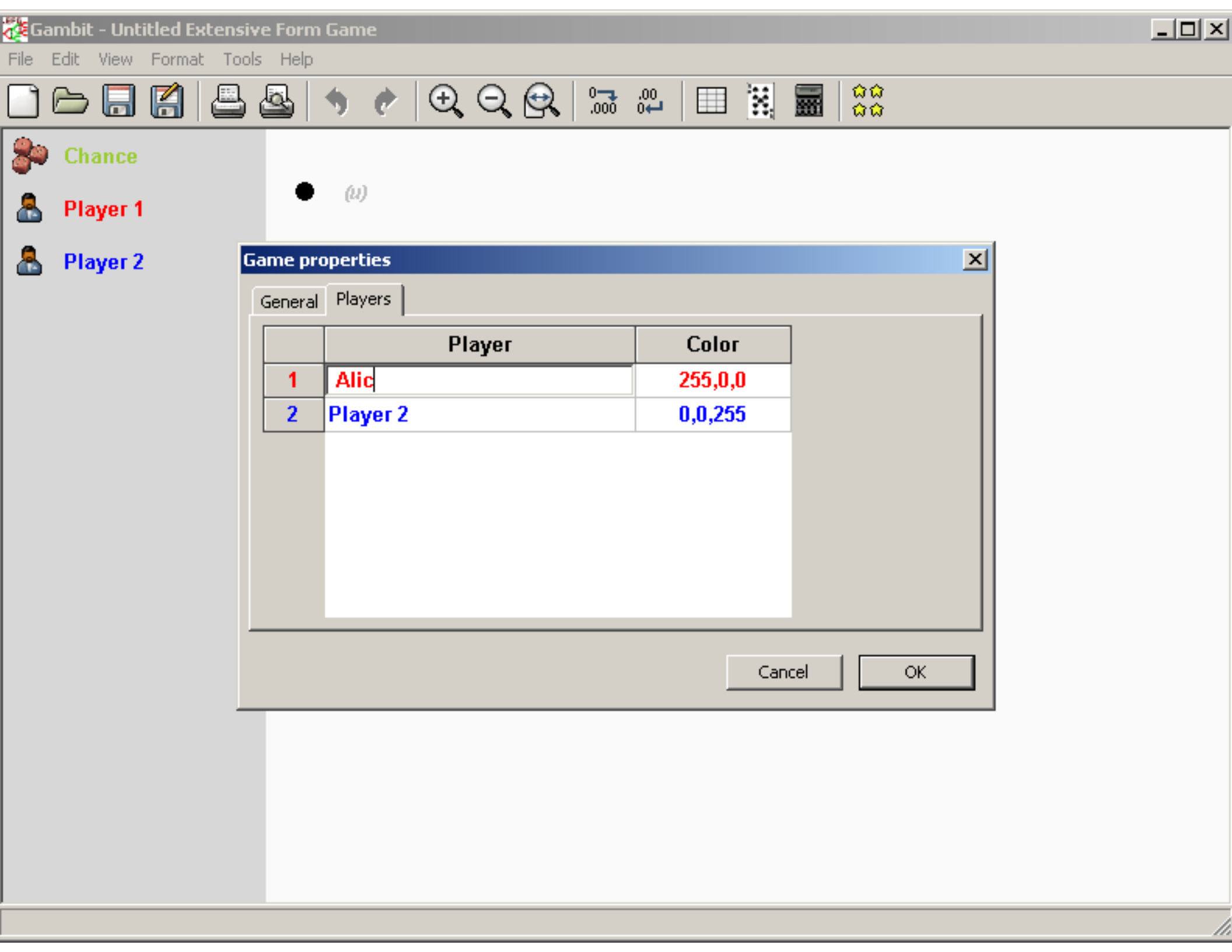
(u)

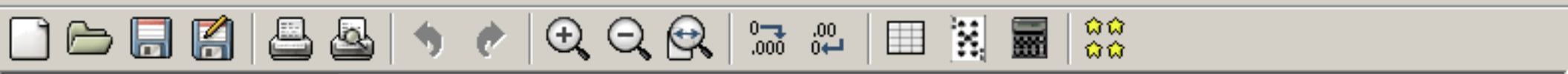
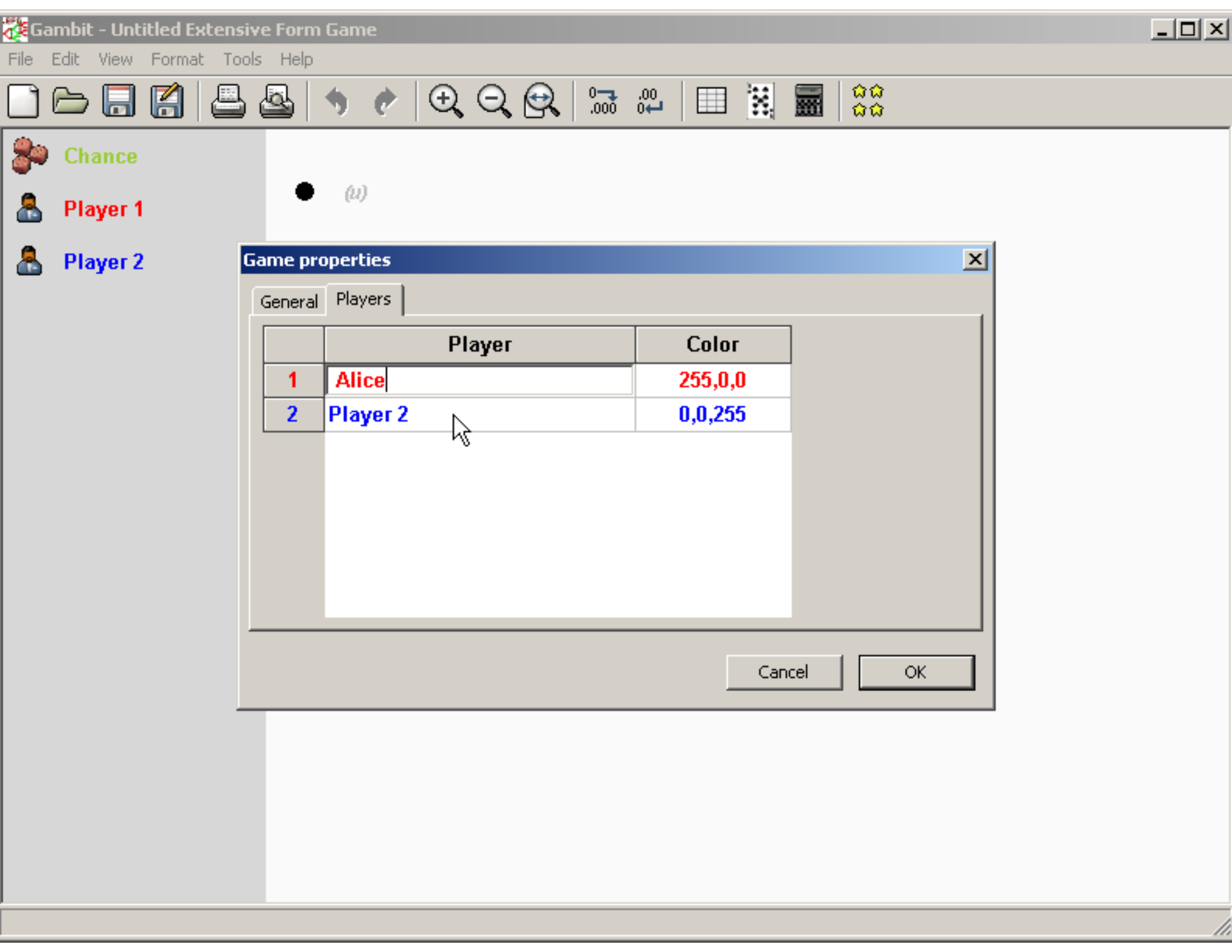
Game properties

General Players

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

Cancel OK





 **Chance**

 **Player 1**

 **Player 2**

● (u)

Game properties ✕

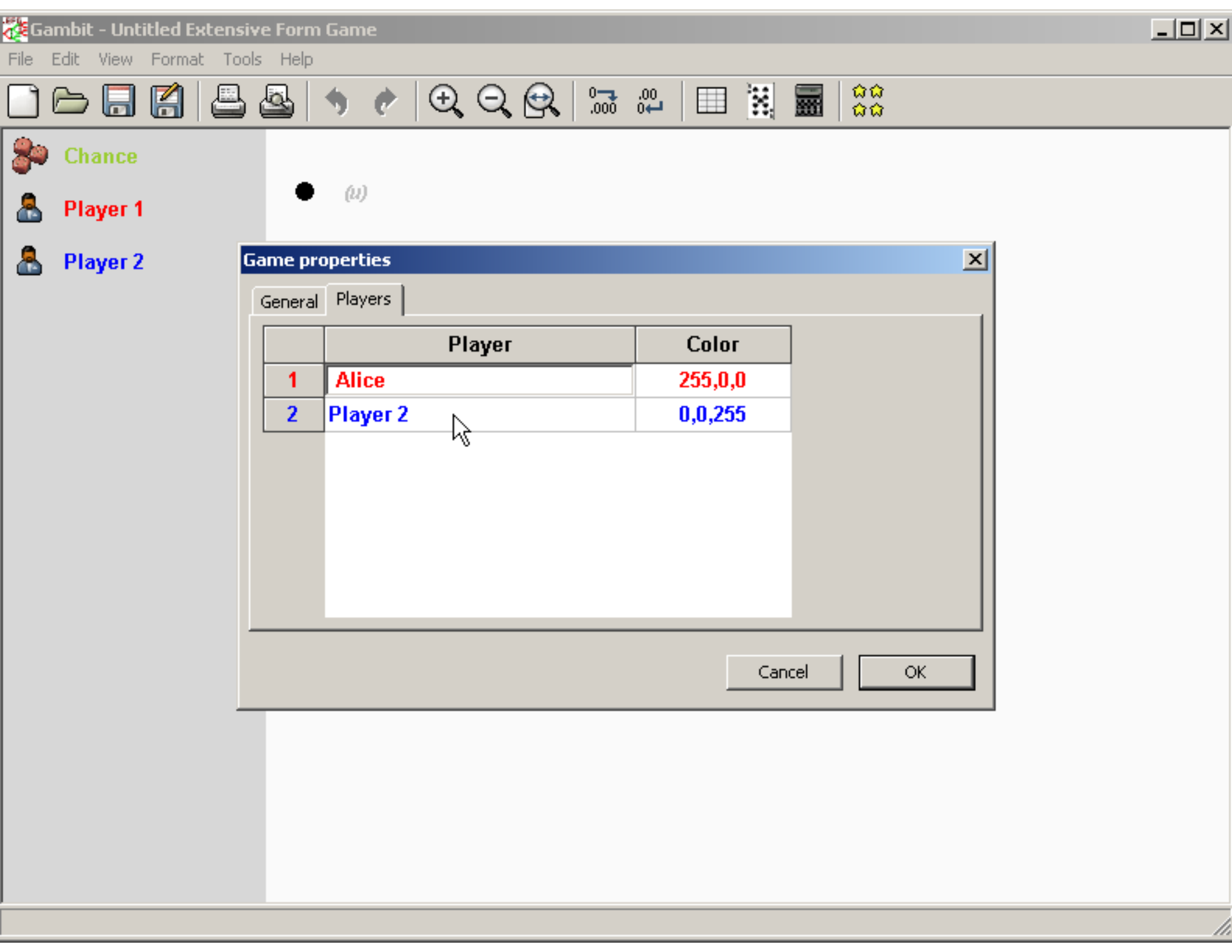
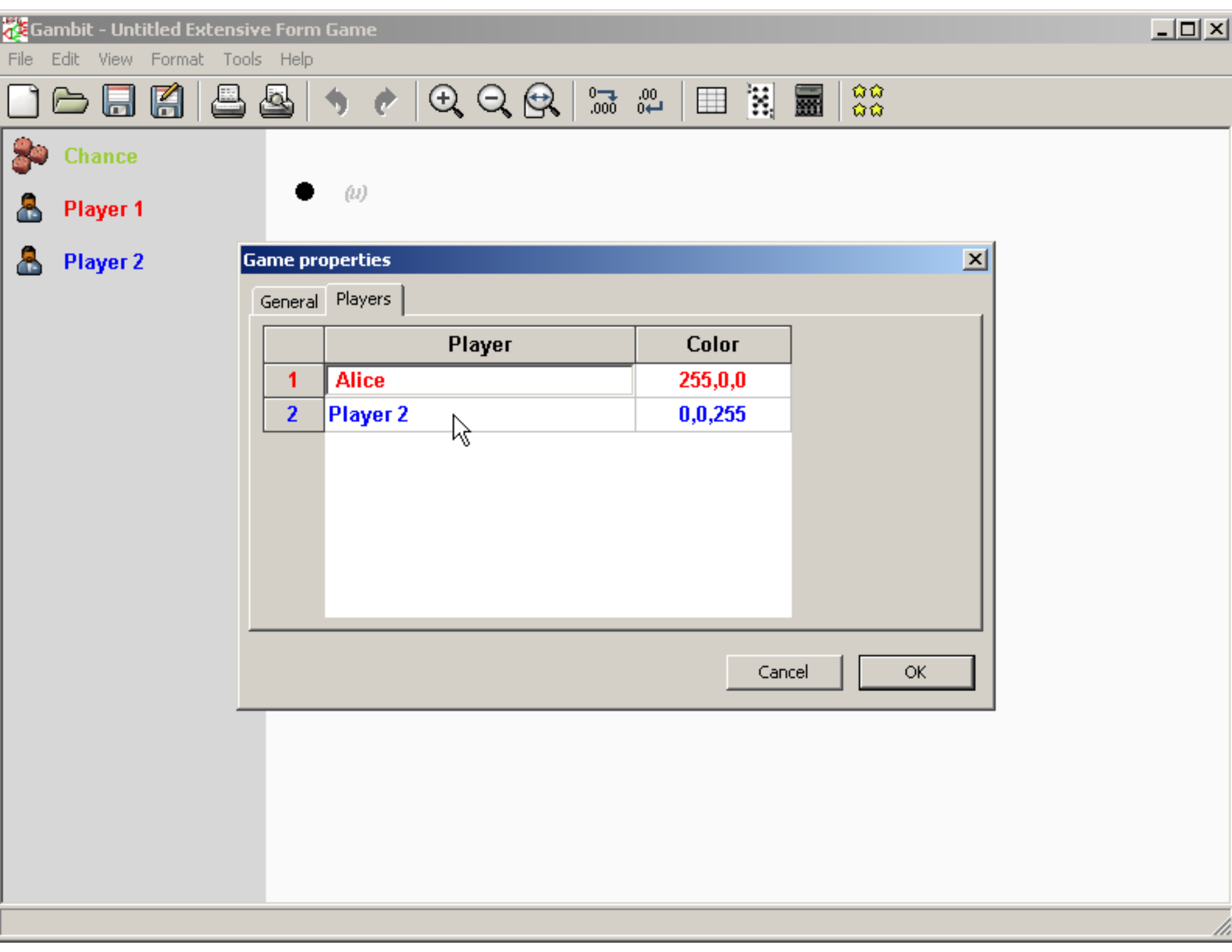
General

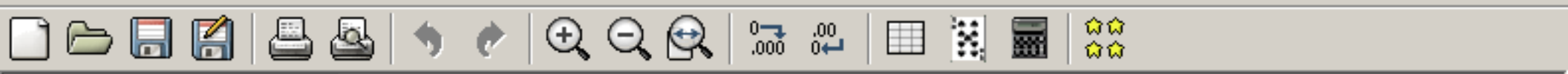
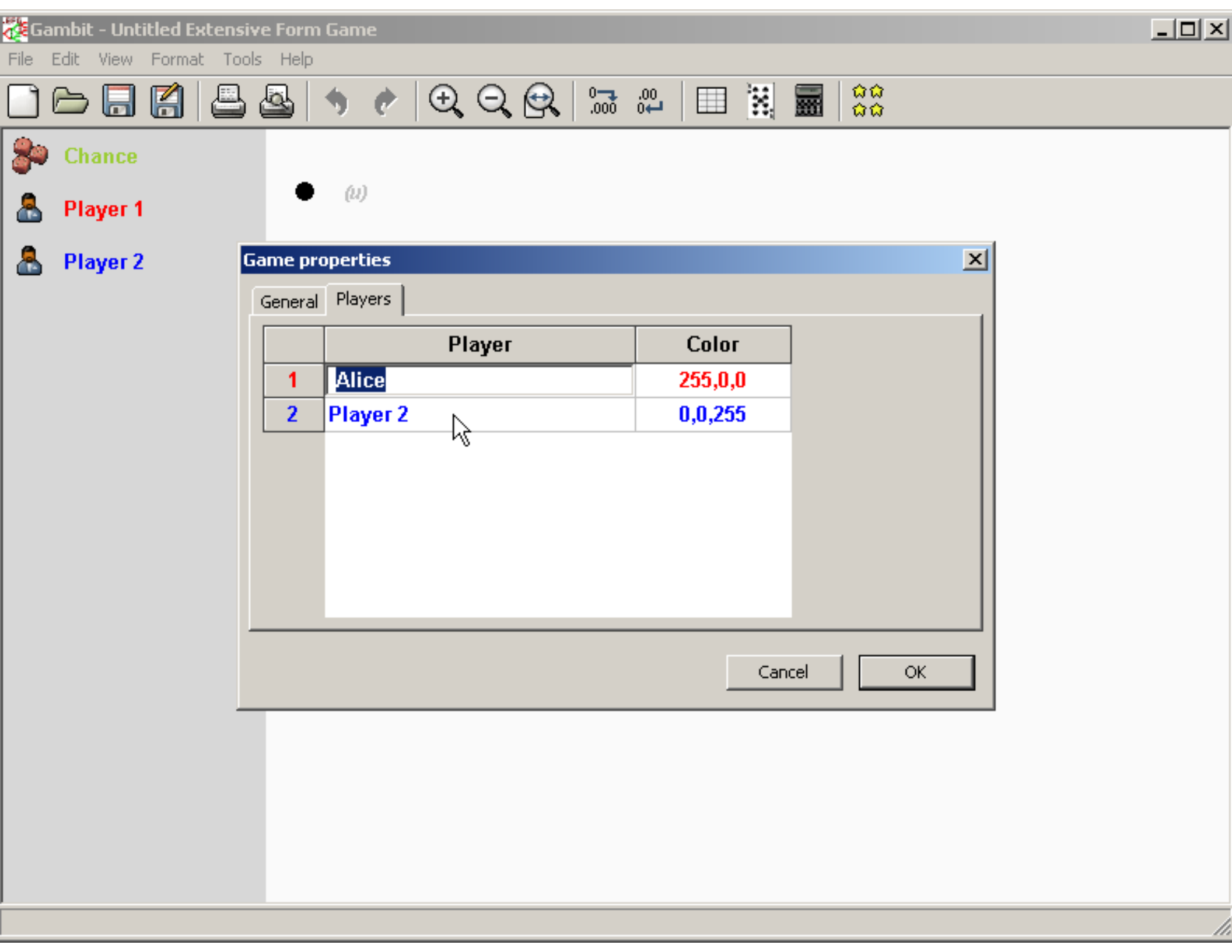
Players

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

Cancel

OK





Chance

Player 1

Player 2

● (u)

Game properties ✕

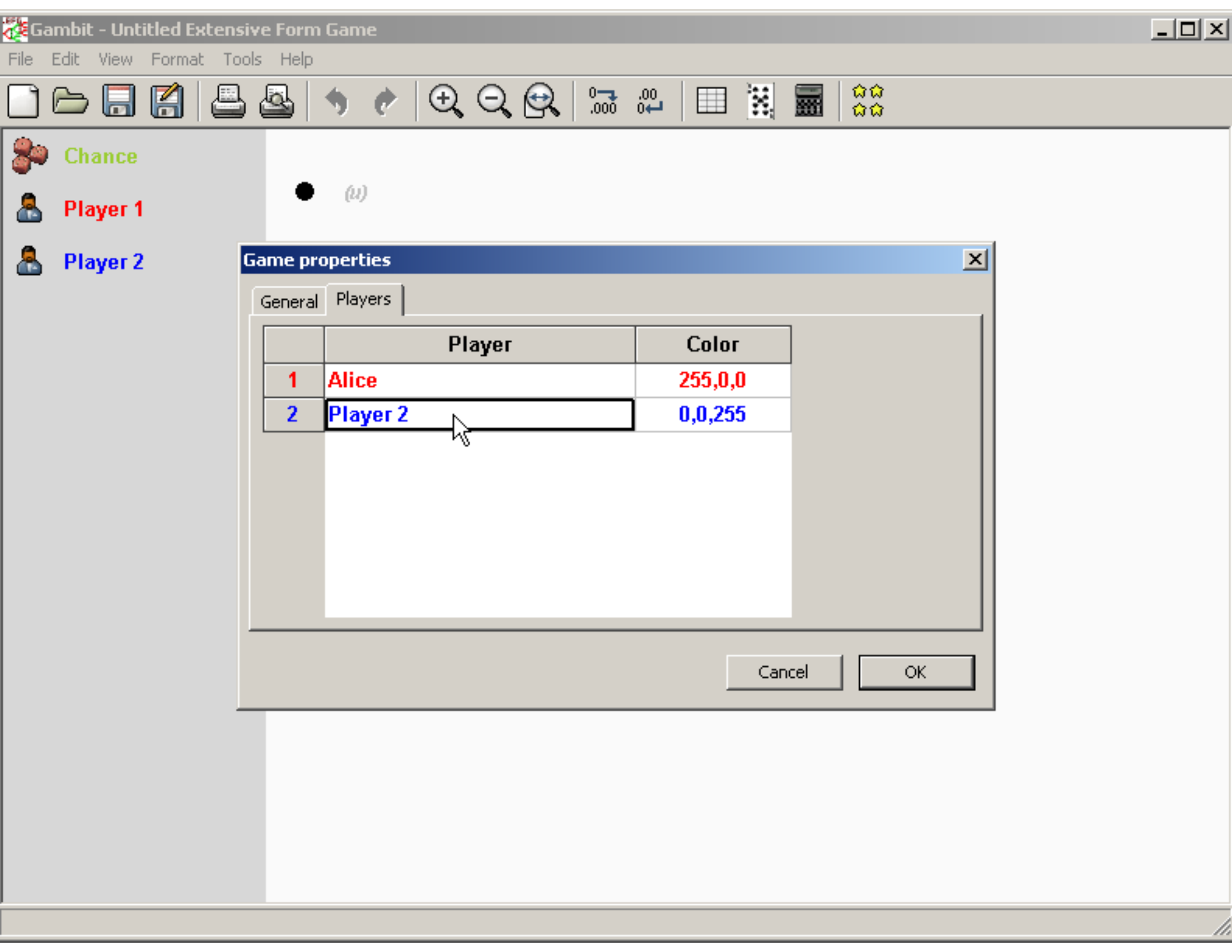
General

Players

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

Cancel

OK

 Chance Player 1 Player 2 (u)

Game properties

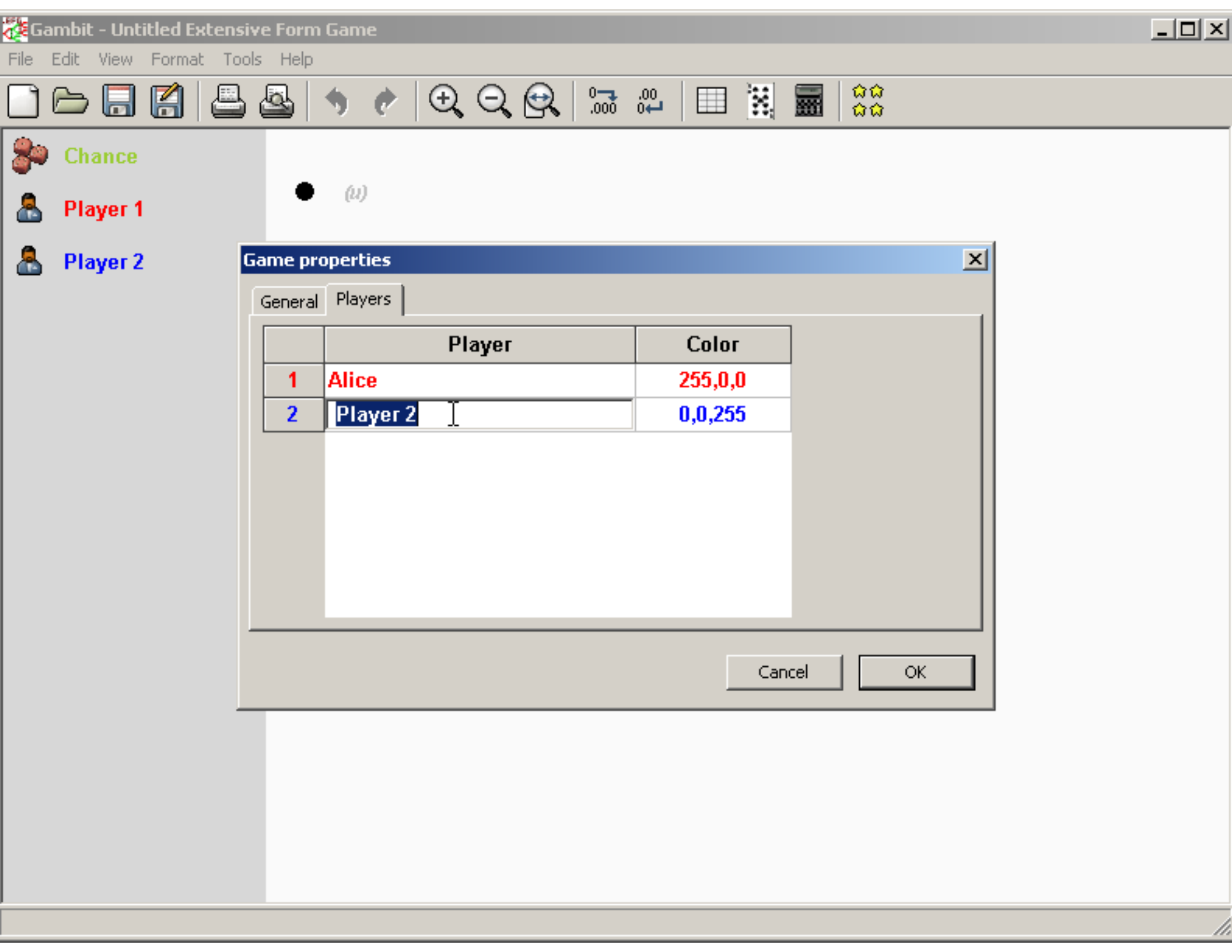
General

Players

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

Cancel

OK



Chance

Player 1

Player 2

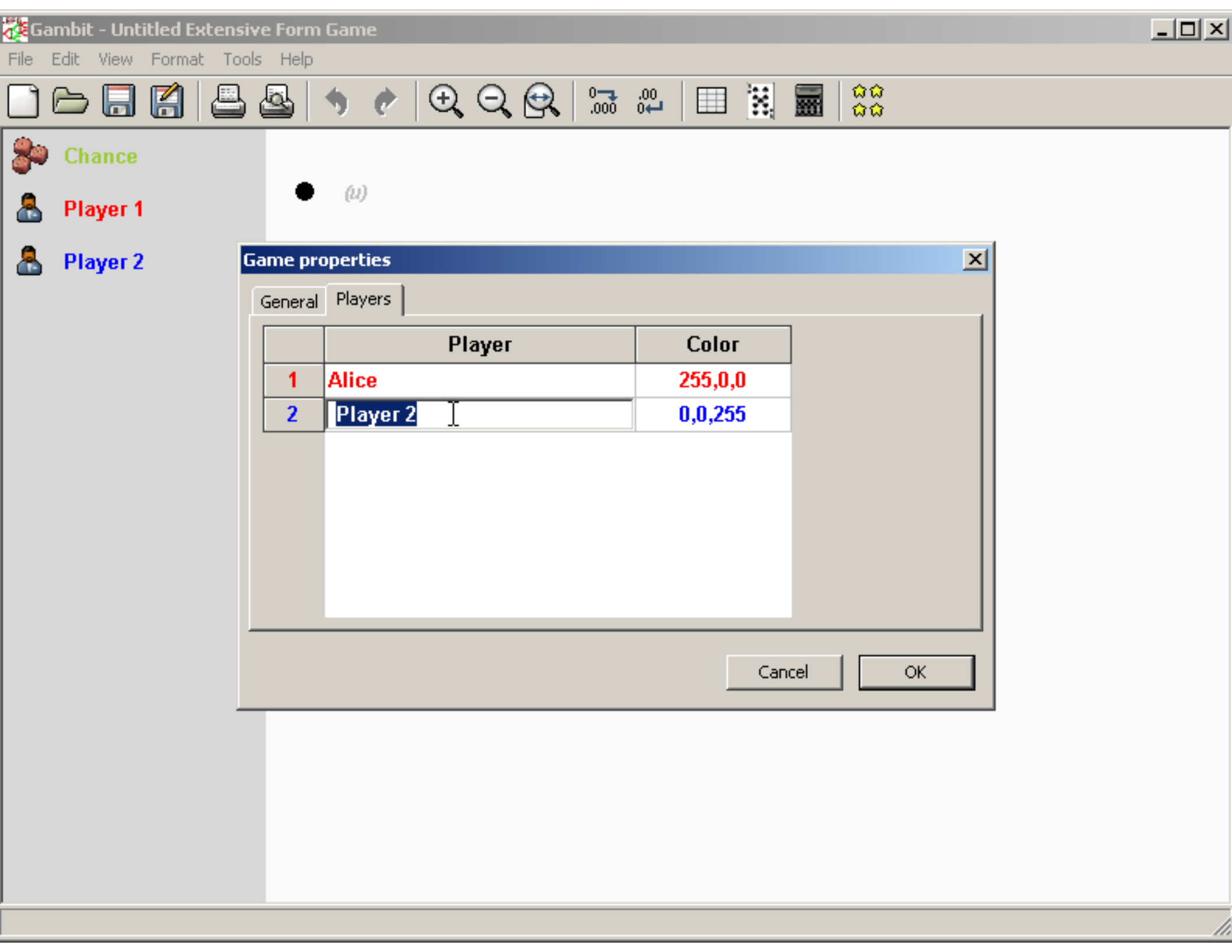
● (u)

Game properties

General Players

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

Cancel OK



Chance

Player 1

Player 2

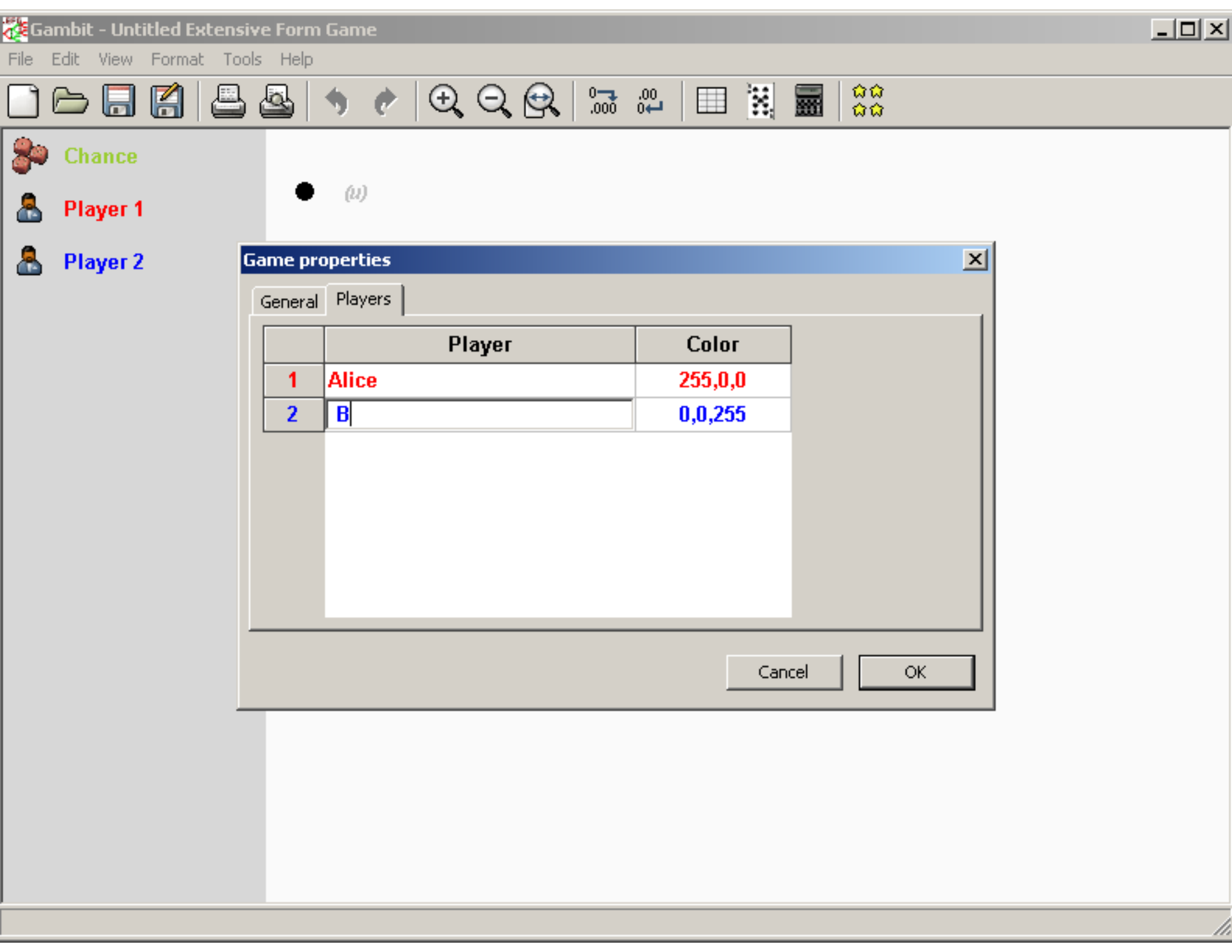
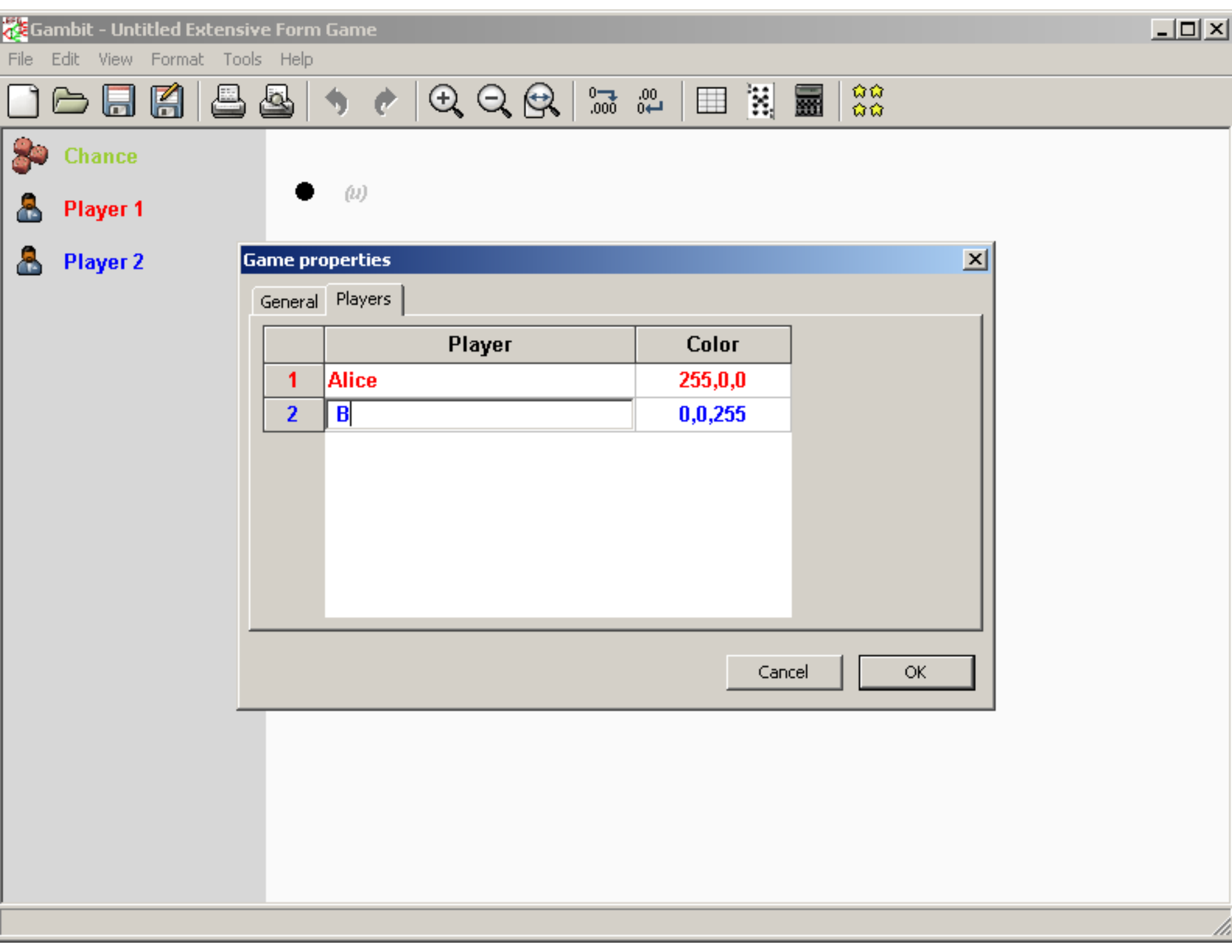
(u)

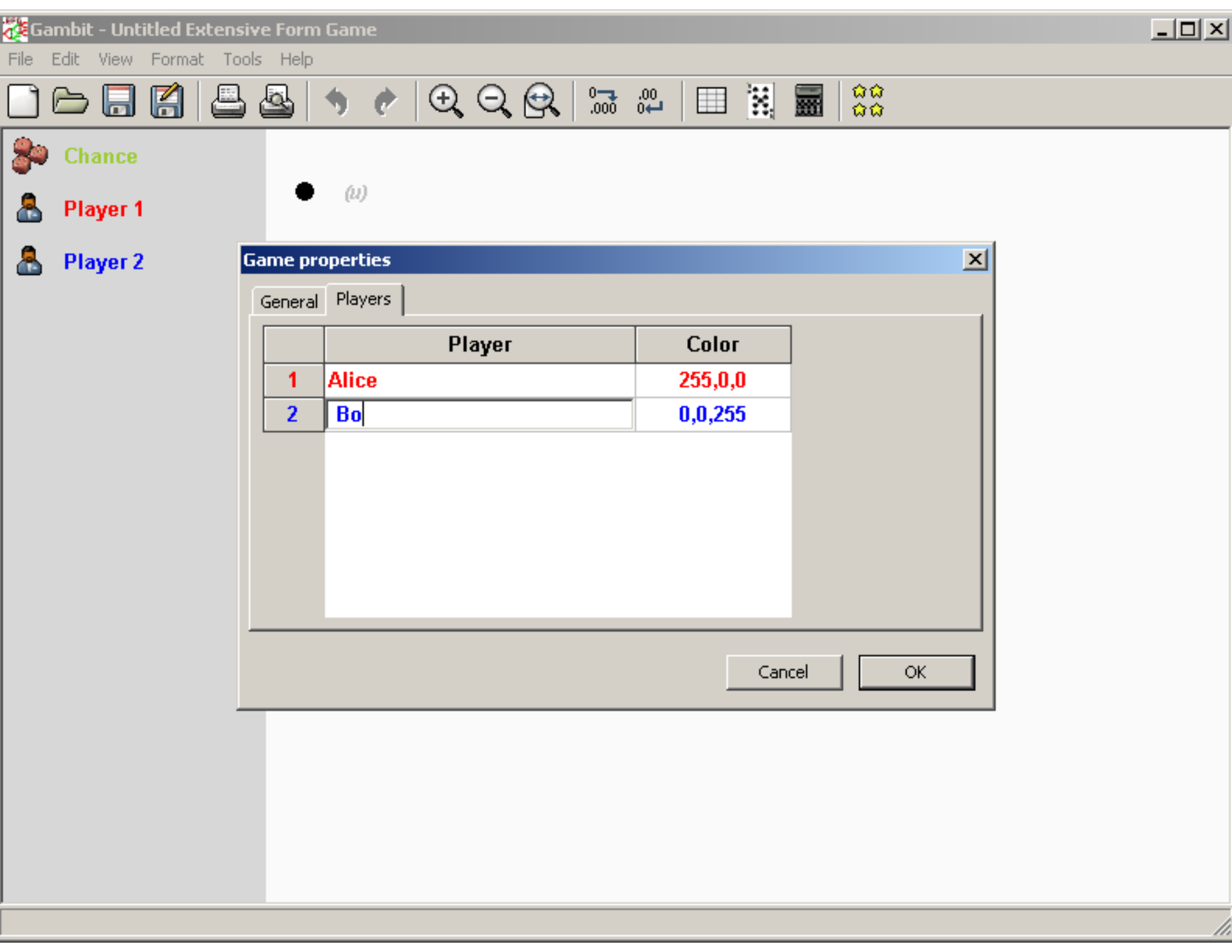
Game properties

General Players

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

Cancel OK





Game components list:

- Chance
- Player 1
- Player 2

Main canvas content:

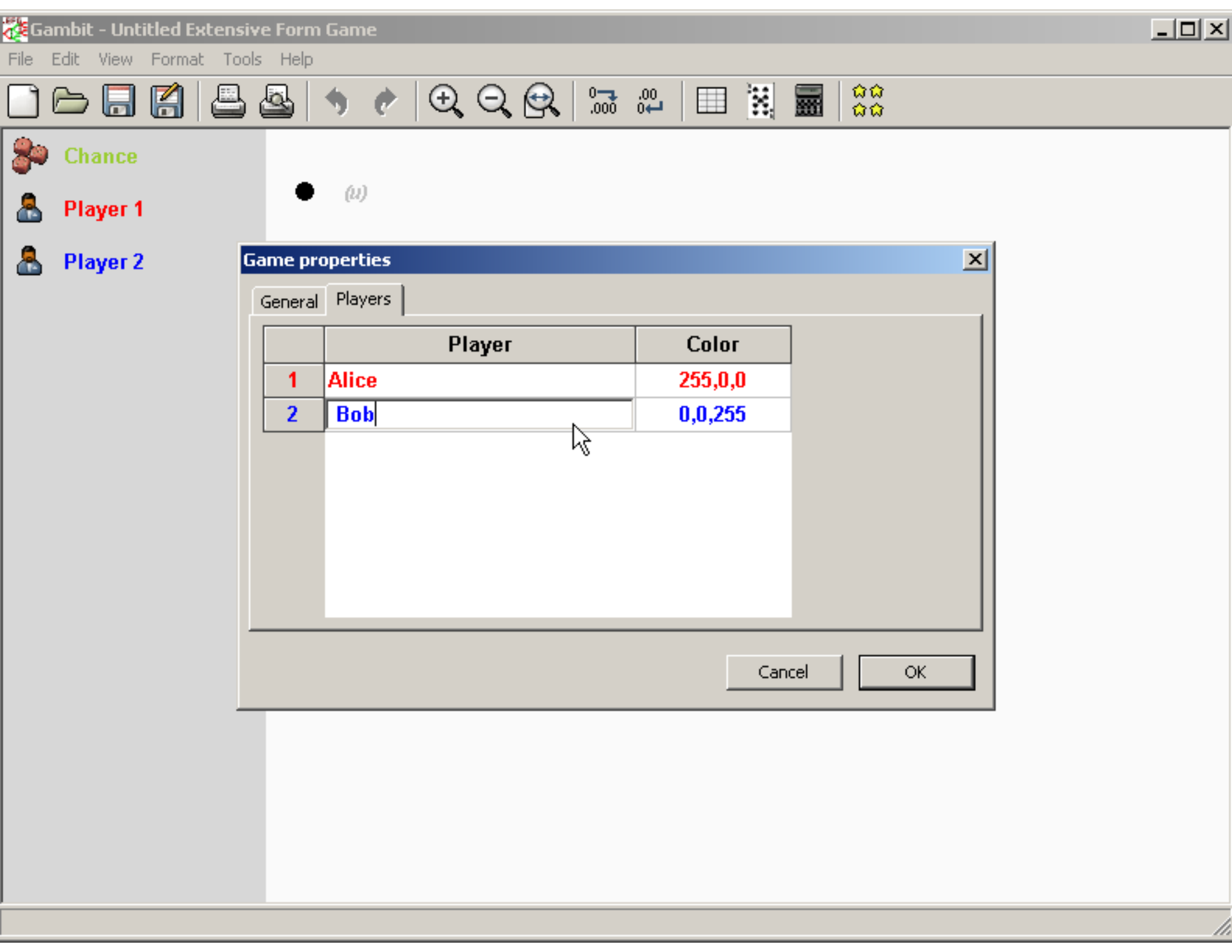
● (u)

Game properties dialog box

General Players

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

Buttons: Cancel OK



Chance

Player 1

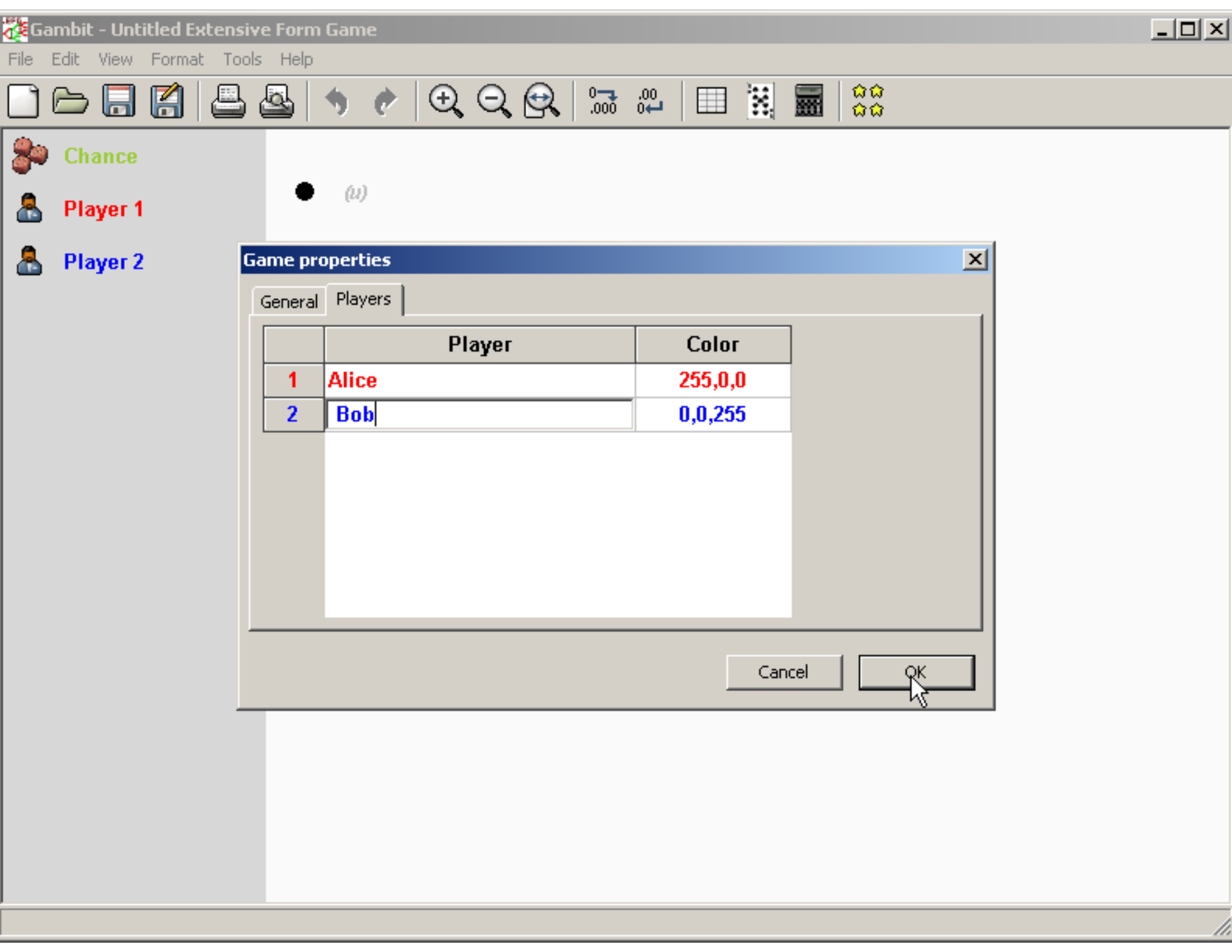
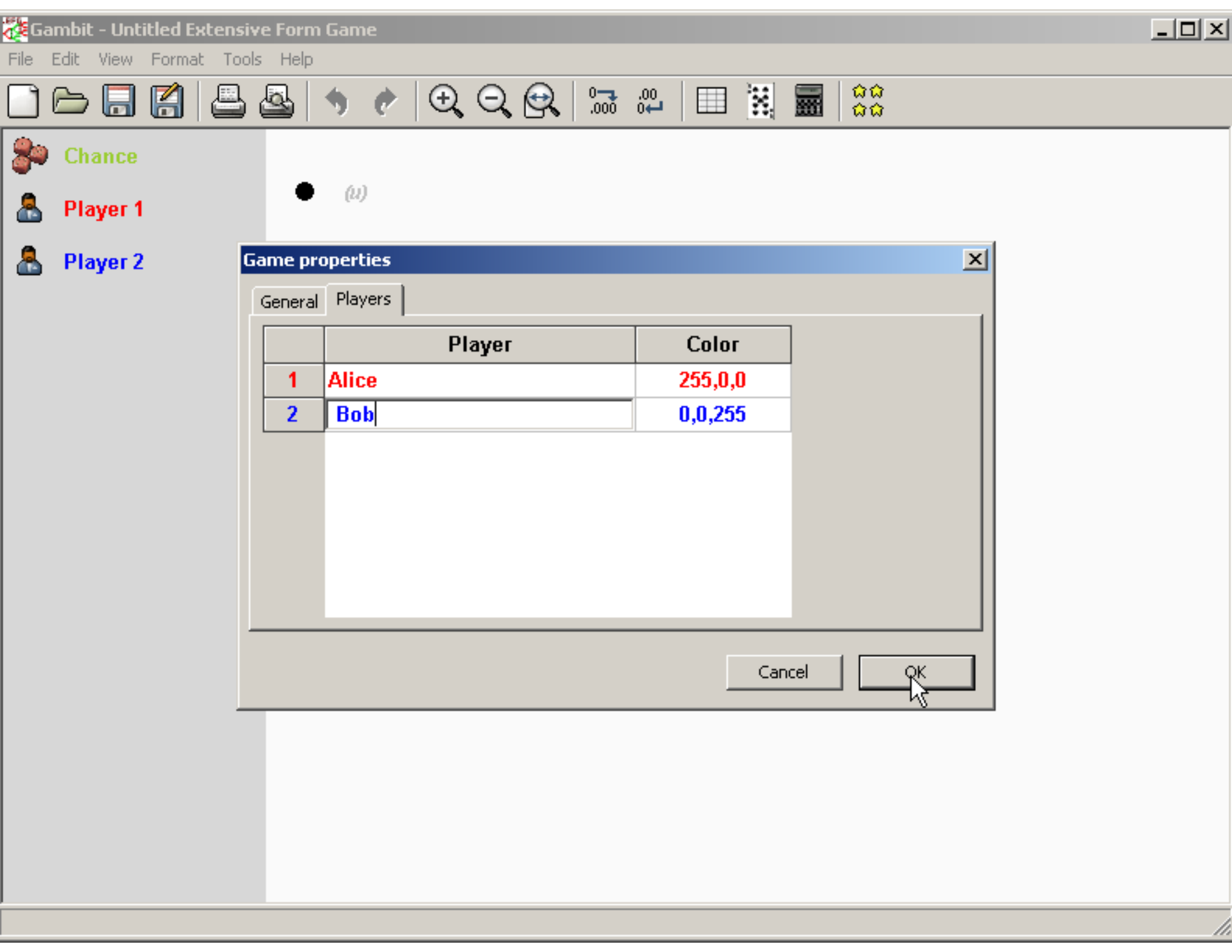
Player 2

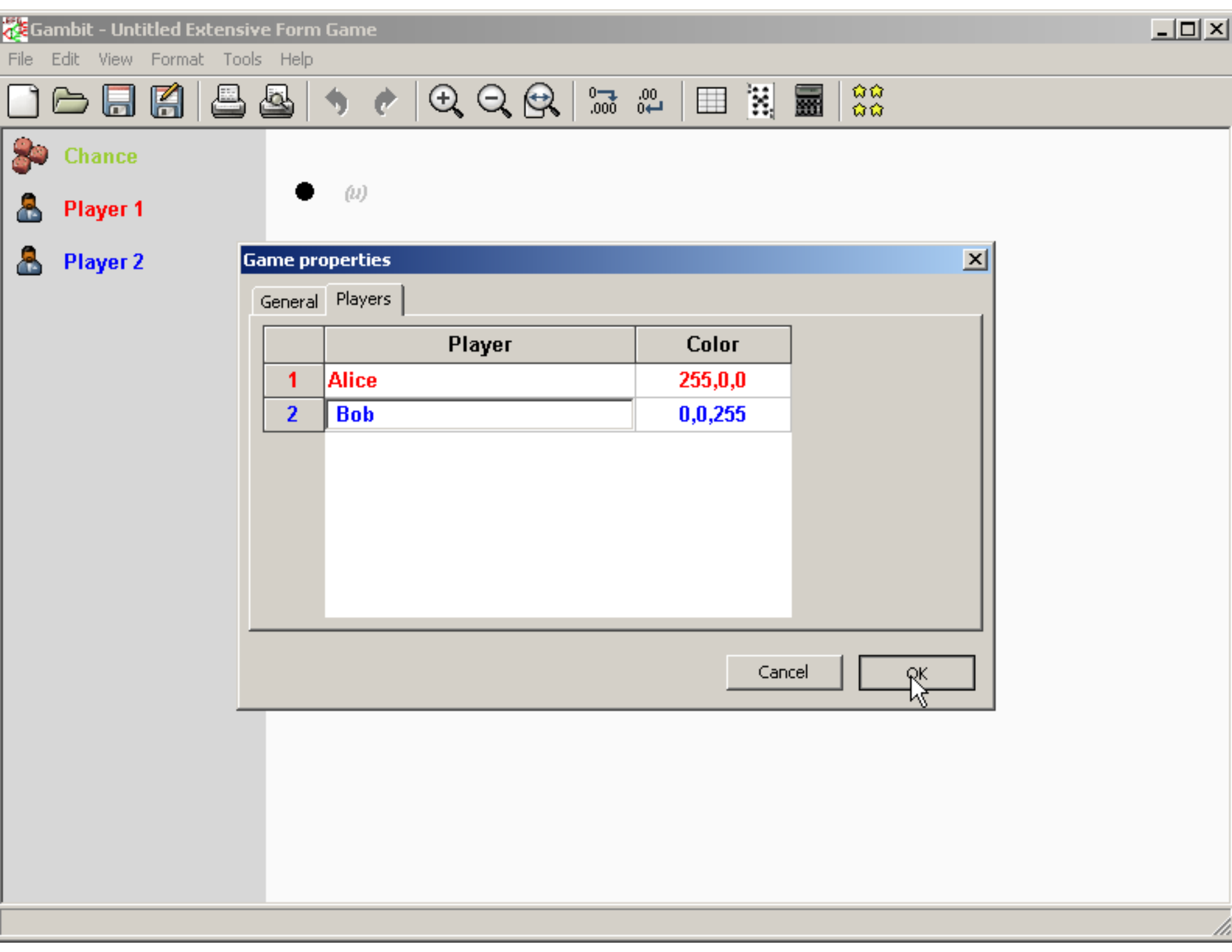
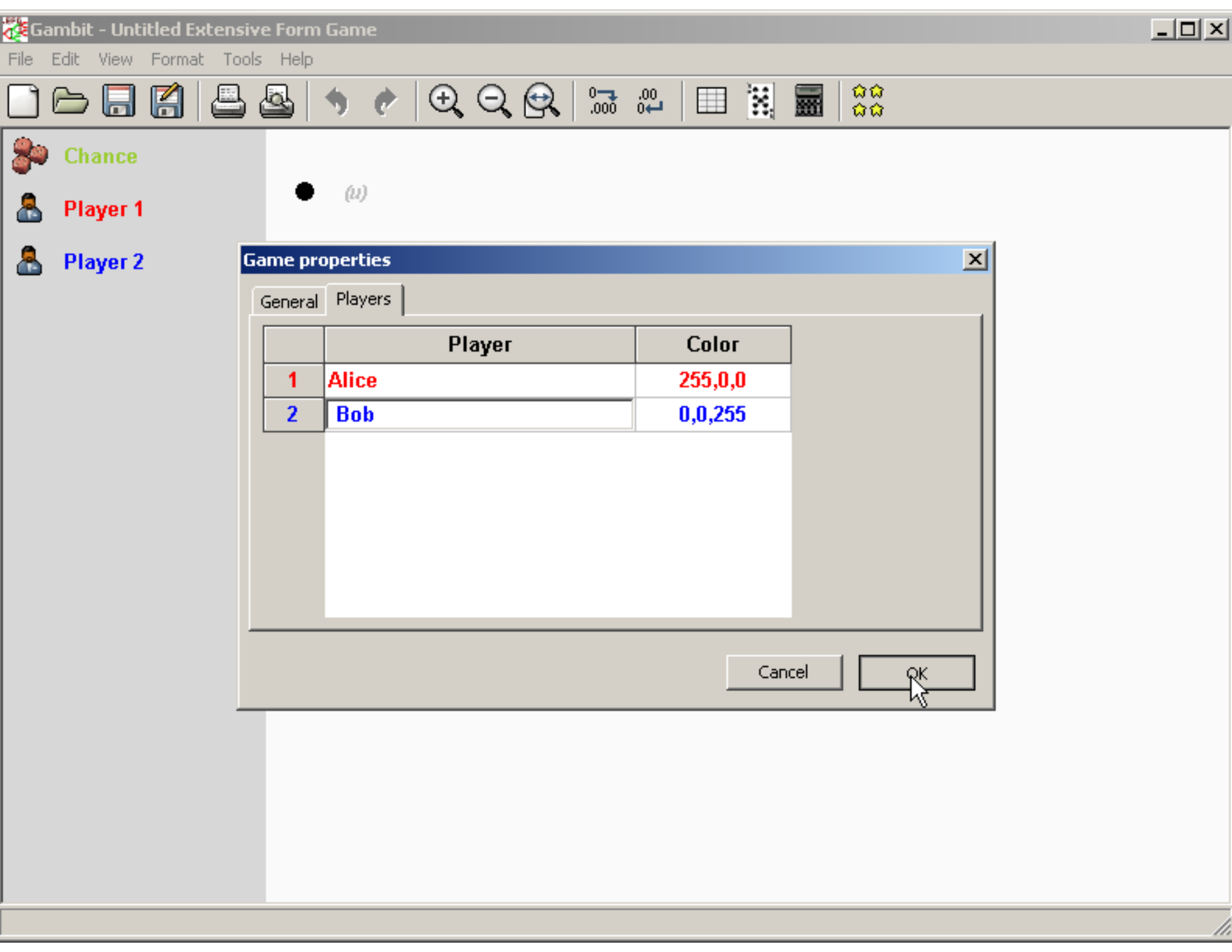
Game properties

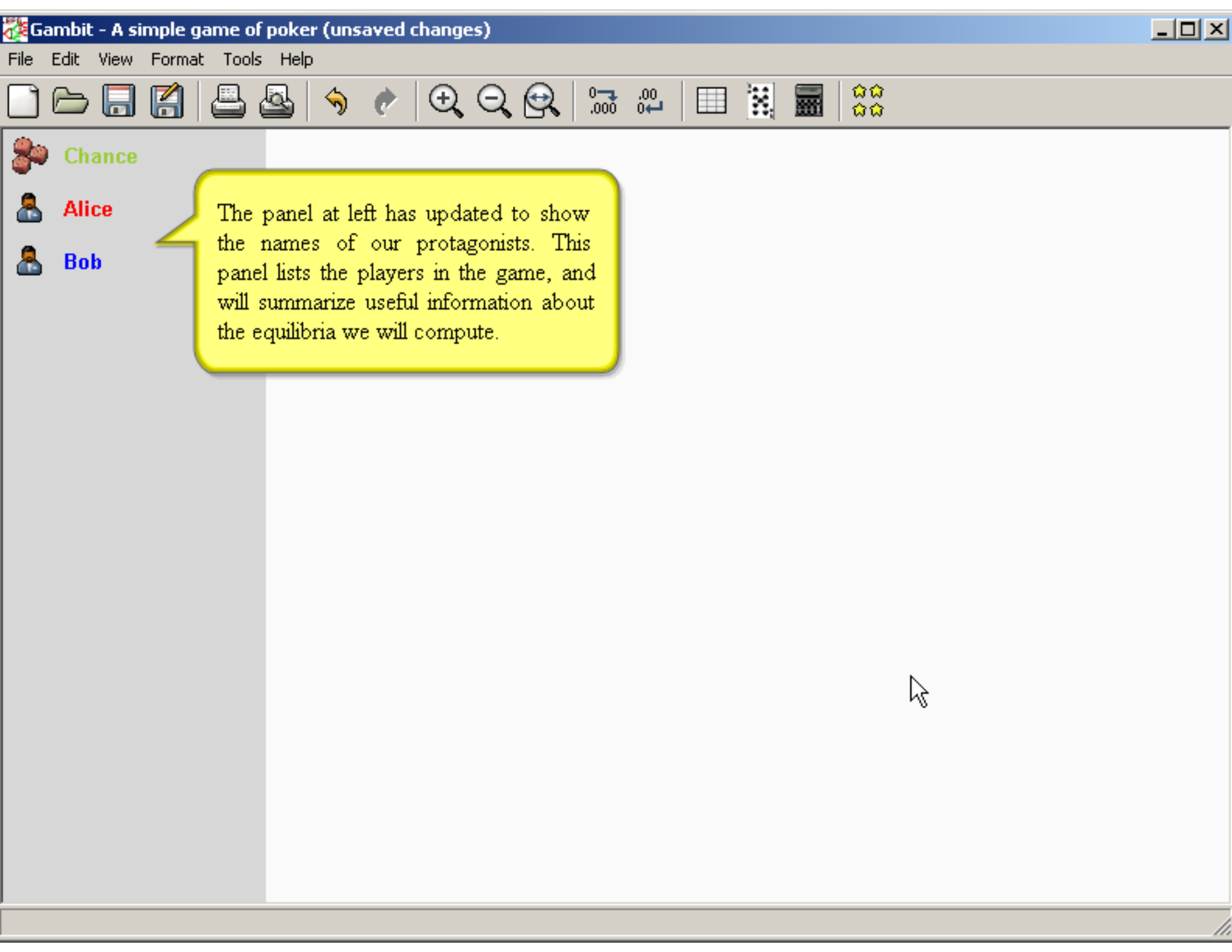
General Players


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


Cancel OK








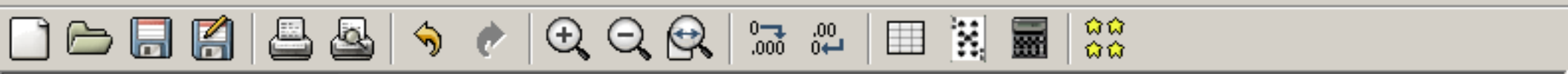
 Chance


 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**


● (u)


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**

● (u)

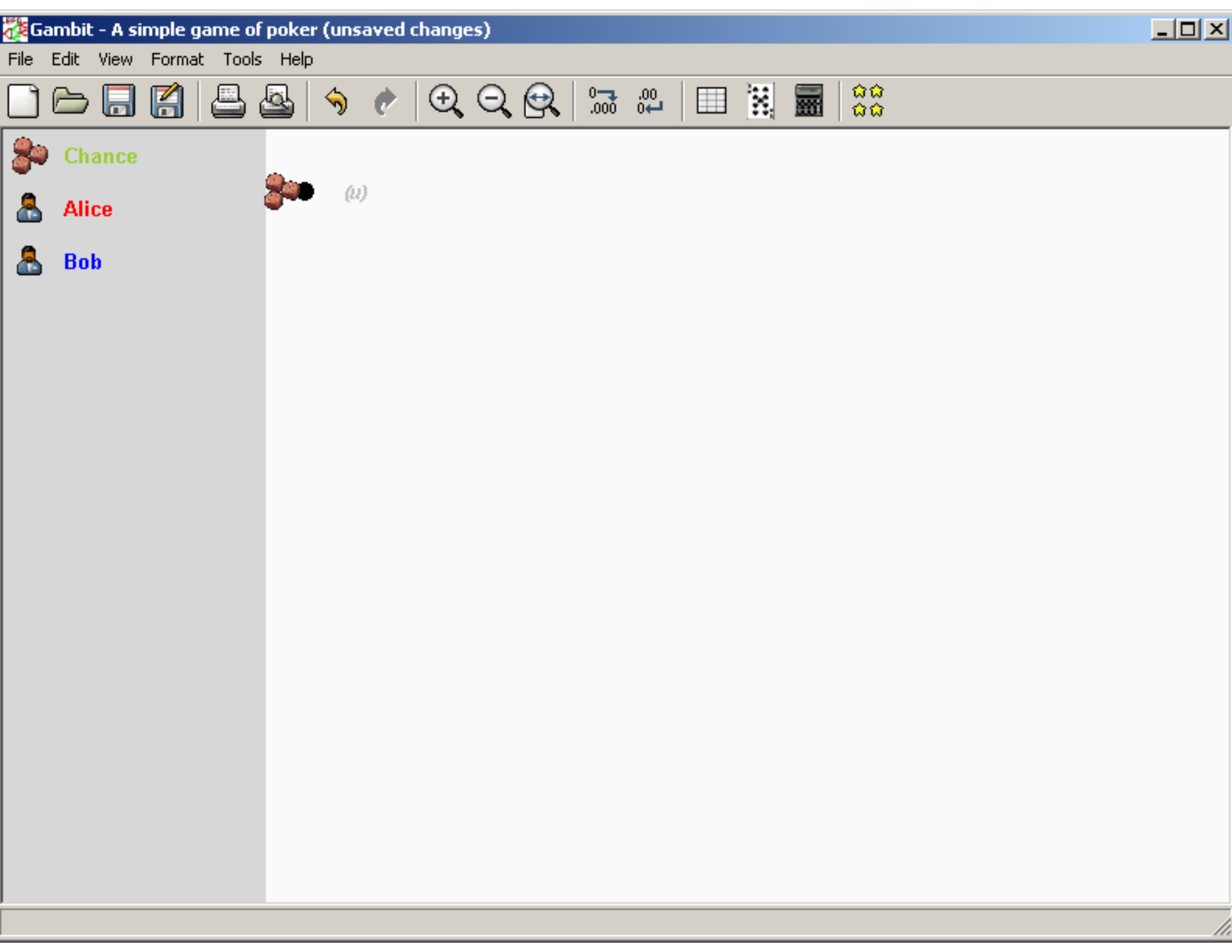


 **Chance**


 **Alice**

 **Bob**

● (u)



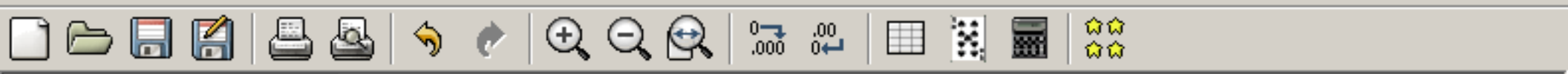


 **Chance**

 **Alice**

 **Bob**

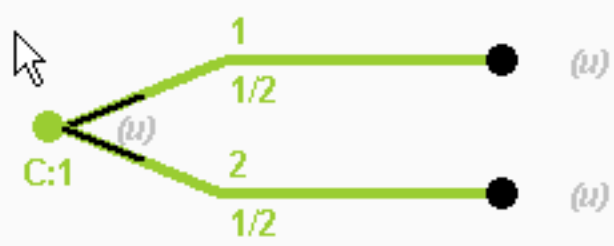
 (u)



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".

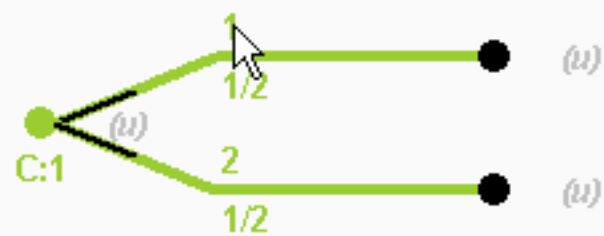
Let's change those names to something more descriptive. Double-click one of the action labels to edit the labels for the move.

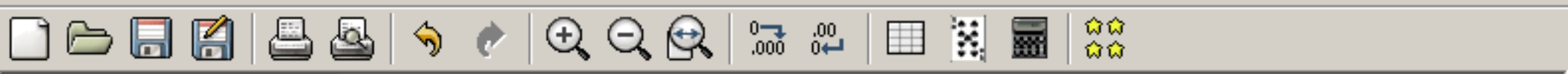


 **Chance**

 **Alice**

 **Bob**





Chance

Alice

Bob



Move properties

Information set label

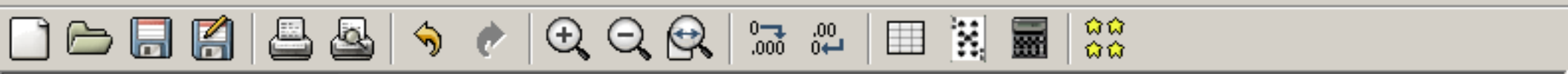
Number of members: 1

Belongs to player

Actions

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

Cancel OK



Chance

Alice

Bob



Move properties

Information set label

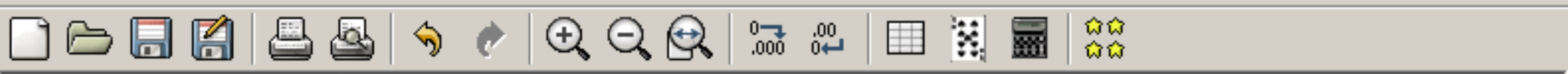
Number of members: 1

Belongs to player

Actions

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

Cancel OK



Chance

Alice

Bob



Move properties

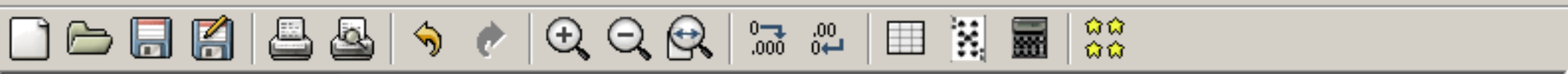
Information set label

Number of members: 1

Belongs to player

Actions

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



Chance

Alice

Bob



Move properties

Information set label

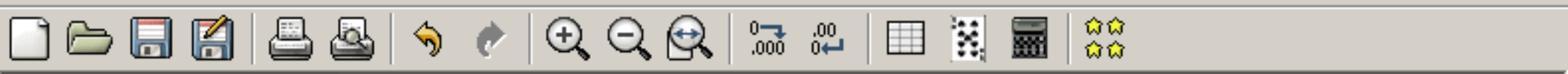
Number of members: 1

Belongs to player Chance

Actions

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

Cancel OK



Chance

Alice

Bob



Move properties

Information set label

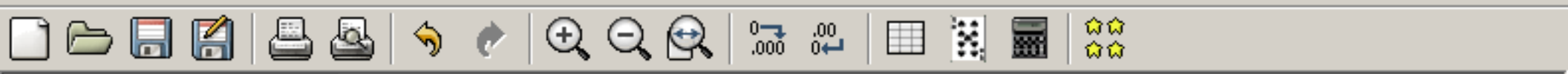
Number of members: 1

Belongs to player Chance

Actions

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

Cancel OK



Chance

Alice

Bob



Move properties

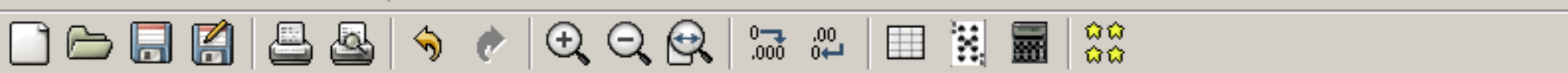
Information set label

Number of members: 1

Belongs to player

Actions

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



Chance

Alice

Bob



Move properties

Information set label

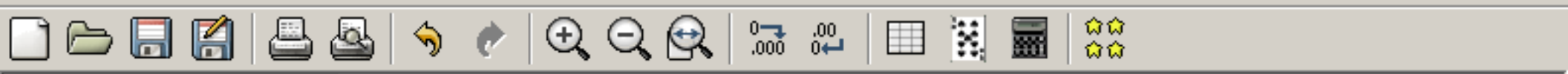
Number of members: 1

Belongs to player Chance

Actions

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

Cancel OK



Chance

Alice

Bob



Move properties

Information set label

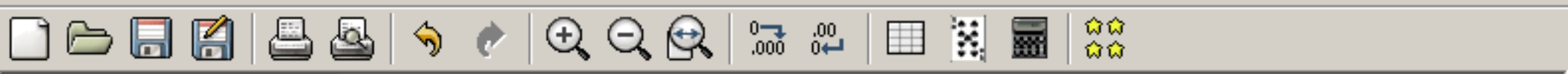
Number of members: 1

Belongs to player Chance

Actions

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

Cancel OK



Chance

Alice

Bob



Move properties

Information set label

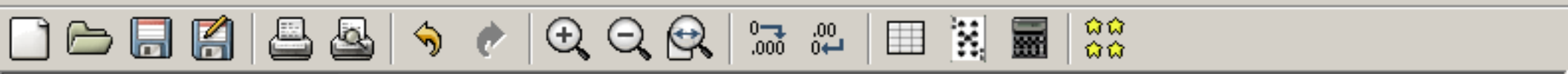
Number of members: 1

Belongs to player Chance

Actions

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

Cancel OK



Chance

Alice

Bob



Move properties

Information set label

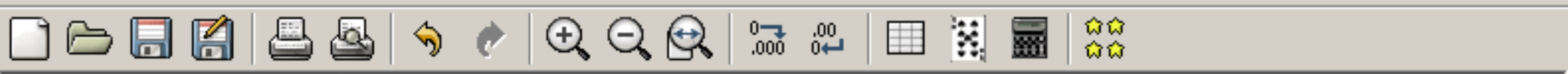
Number of members: 1

Belongs to player

Actions

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

Cancel OK



Chance

Alice

Bob



Move properties

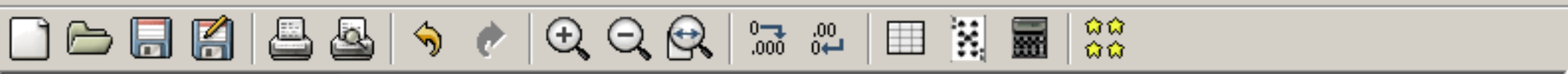
Information set label

Number of members: 1

Belongs to player

Actions

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



Chance

Alice

Bob



Move properties

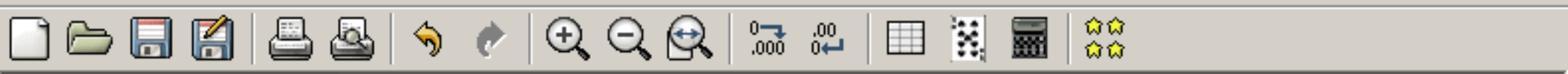
Information set label

Number of members: 1

Belongs to player

Actions

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



Chance

Alice

Bob



Move properties

Information set label

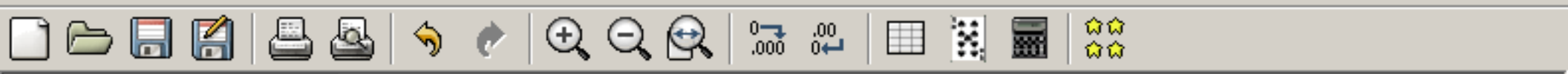
Number of members: 1

Belongs to player Chance

Actions

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

Cancel OK



Chance

Alice

Bob



Move properties

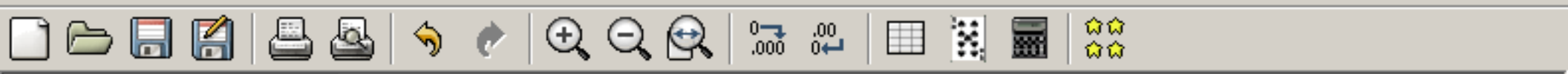
Information set label

Number of members: 1

Belongs to player

Actions

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



Chance

Alice

Bob



Move properties

Information set label

Number of members: 1

Belongs to player

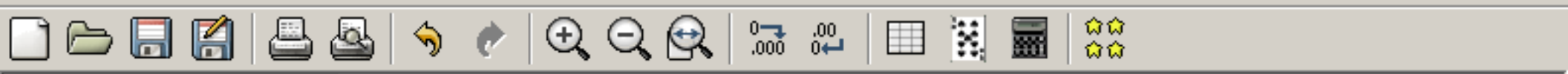
Chance

Actions

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

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

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

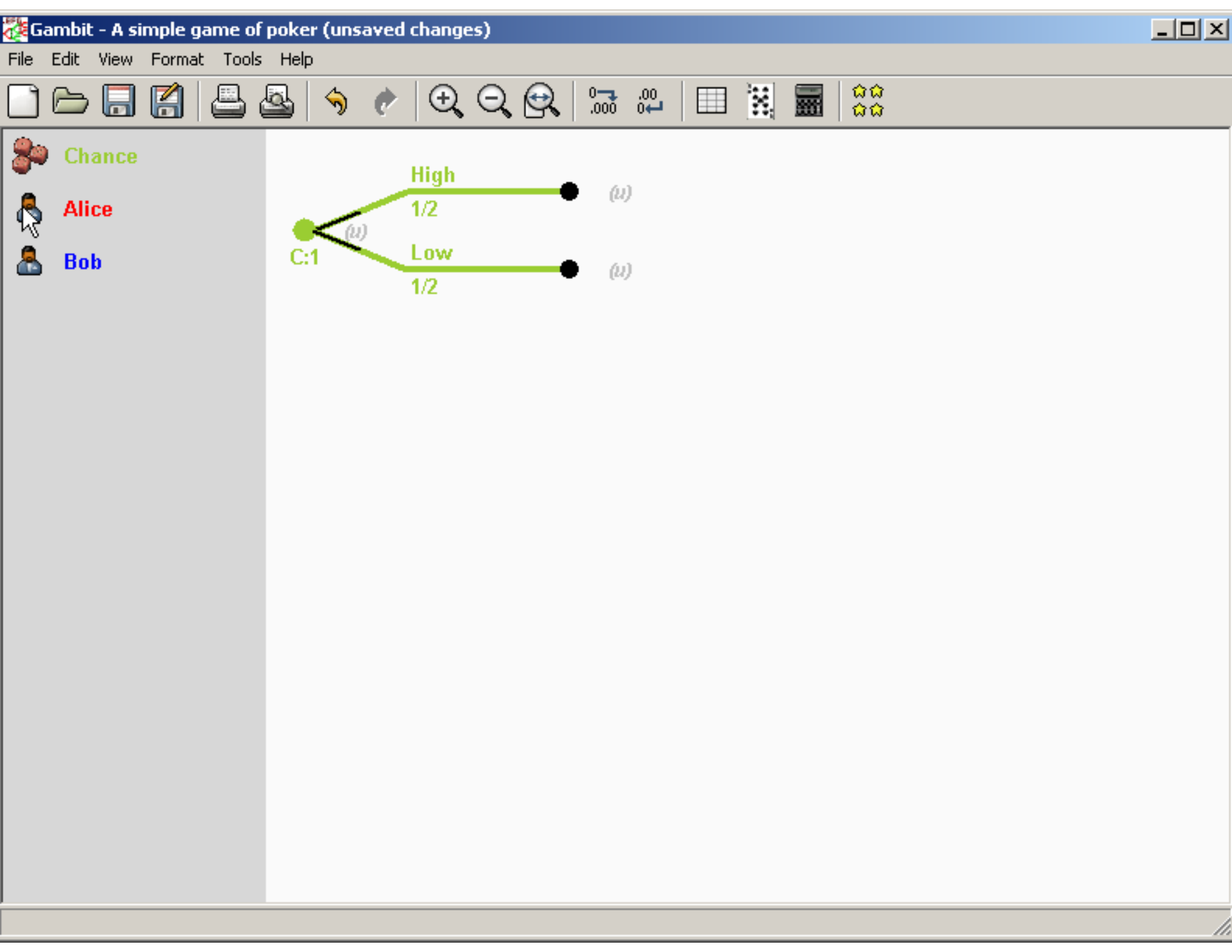
Alice

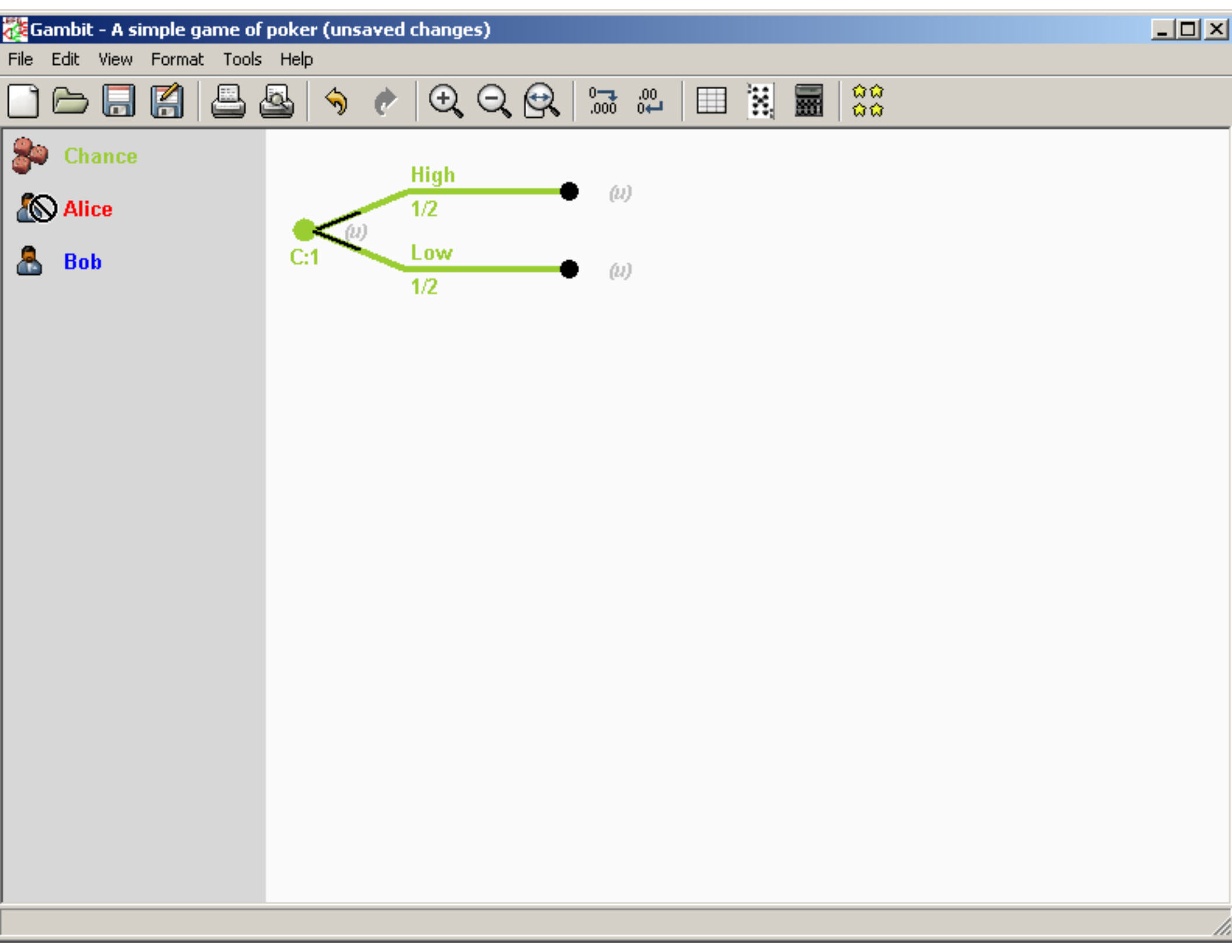
Bob

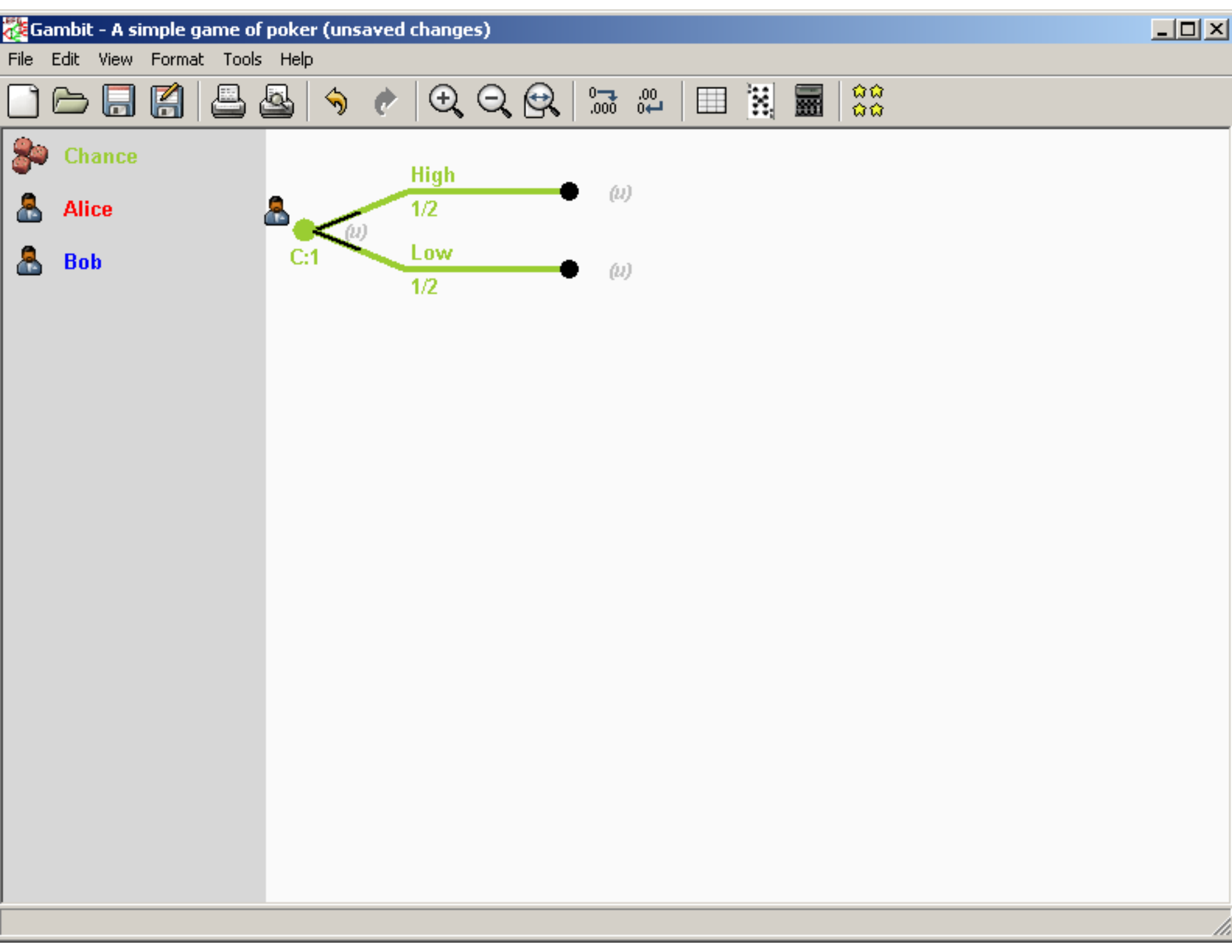
```

graph LR
    C1((C:1)) -- "High  
1/2" --> T1((u))
    C1 -- "Low  
1/2" --> T2((u))
            
```


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.







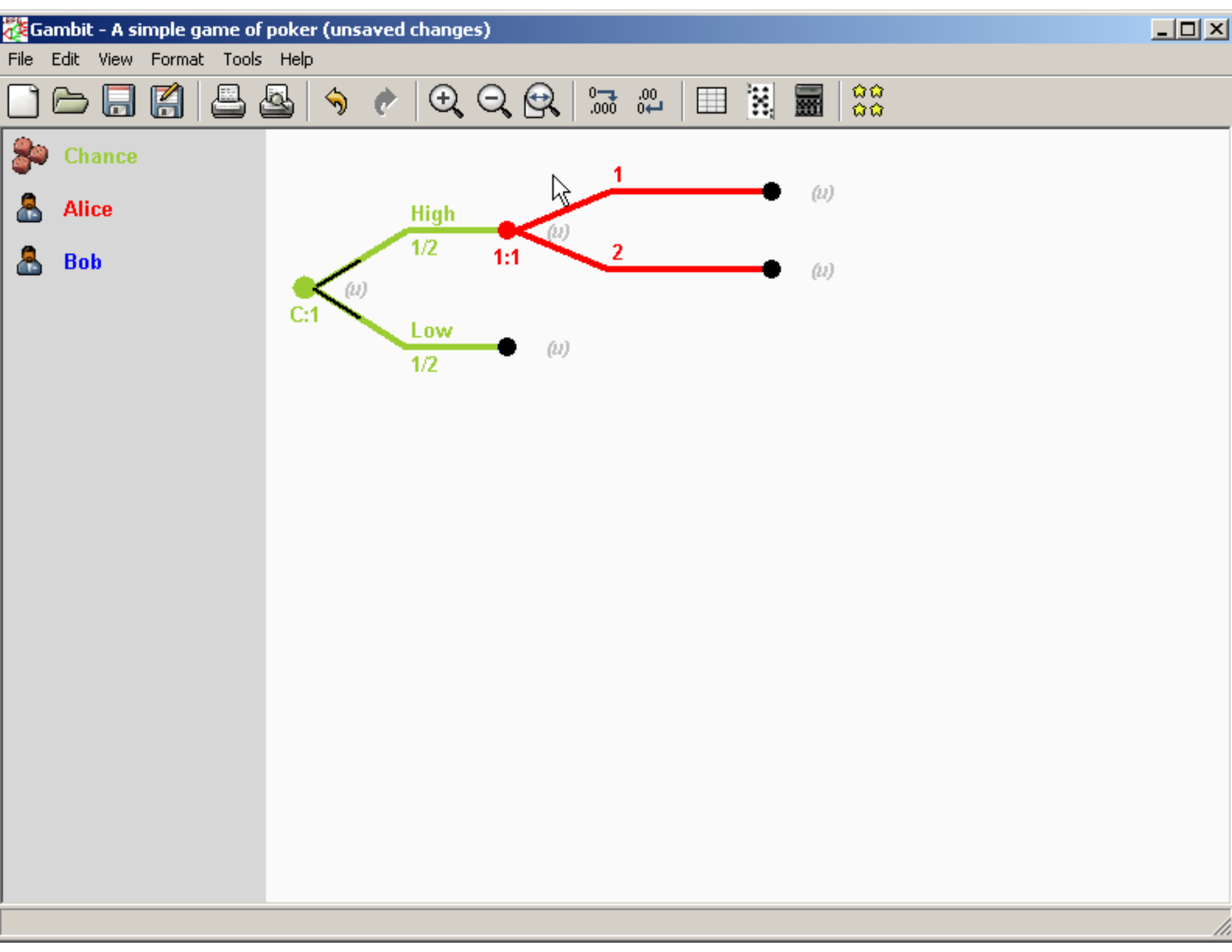


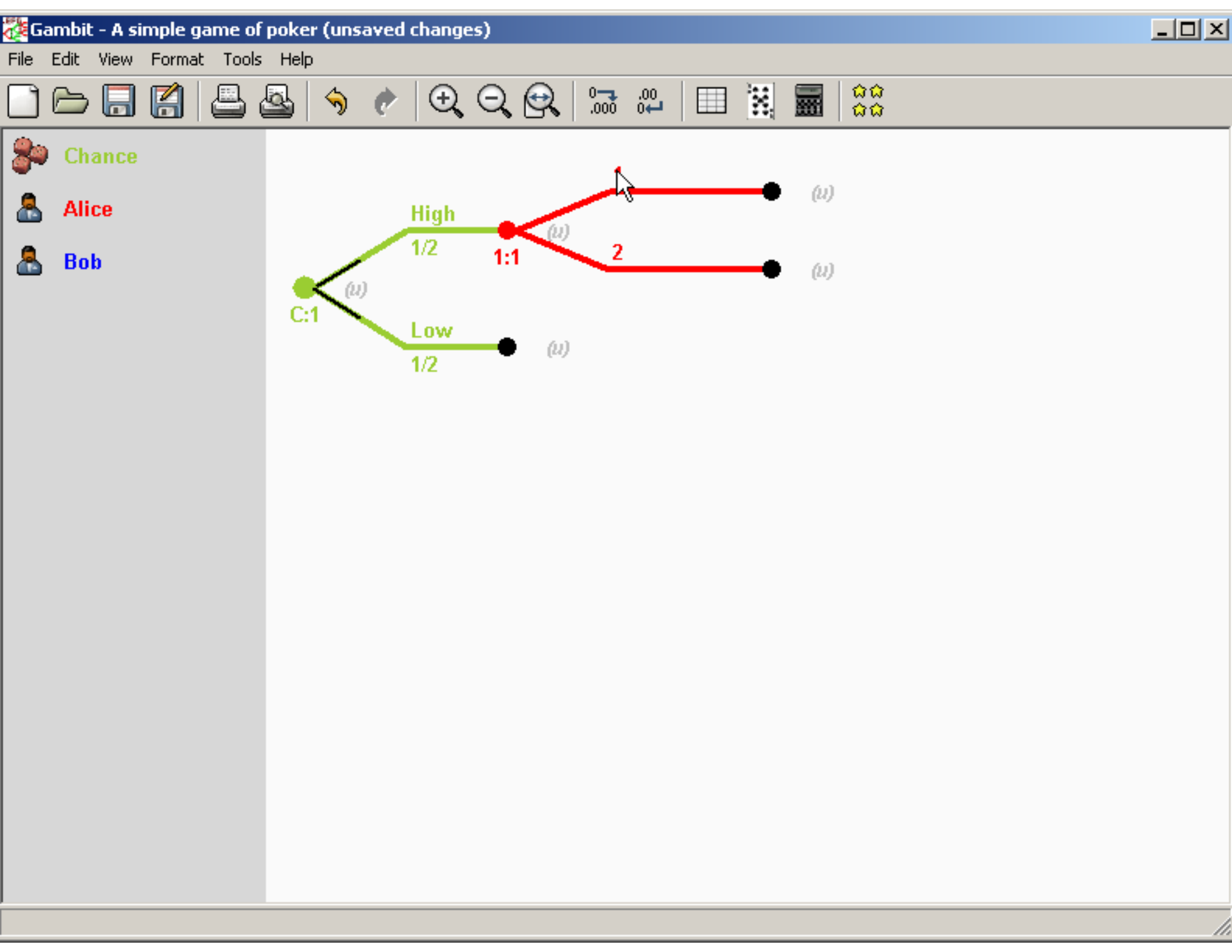
 **Chance**

 **Alice**


 **Bob**





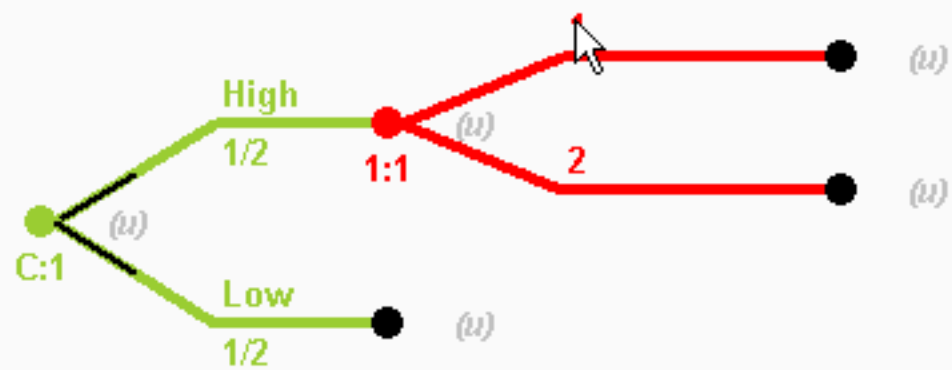





 **Chance**

 **Alice**

 **Bob**

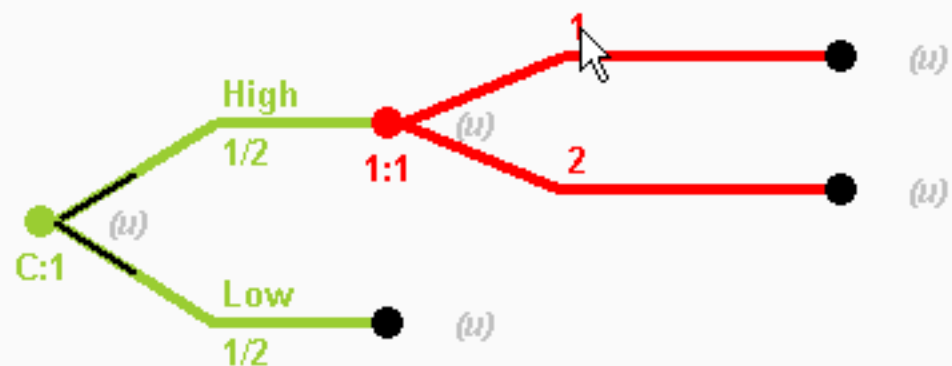


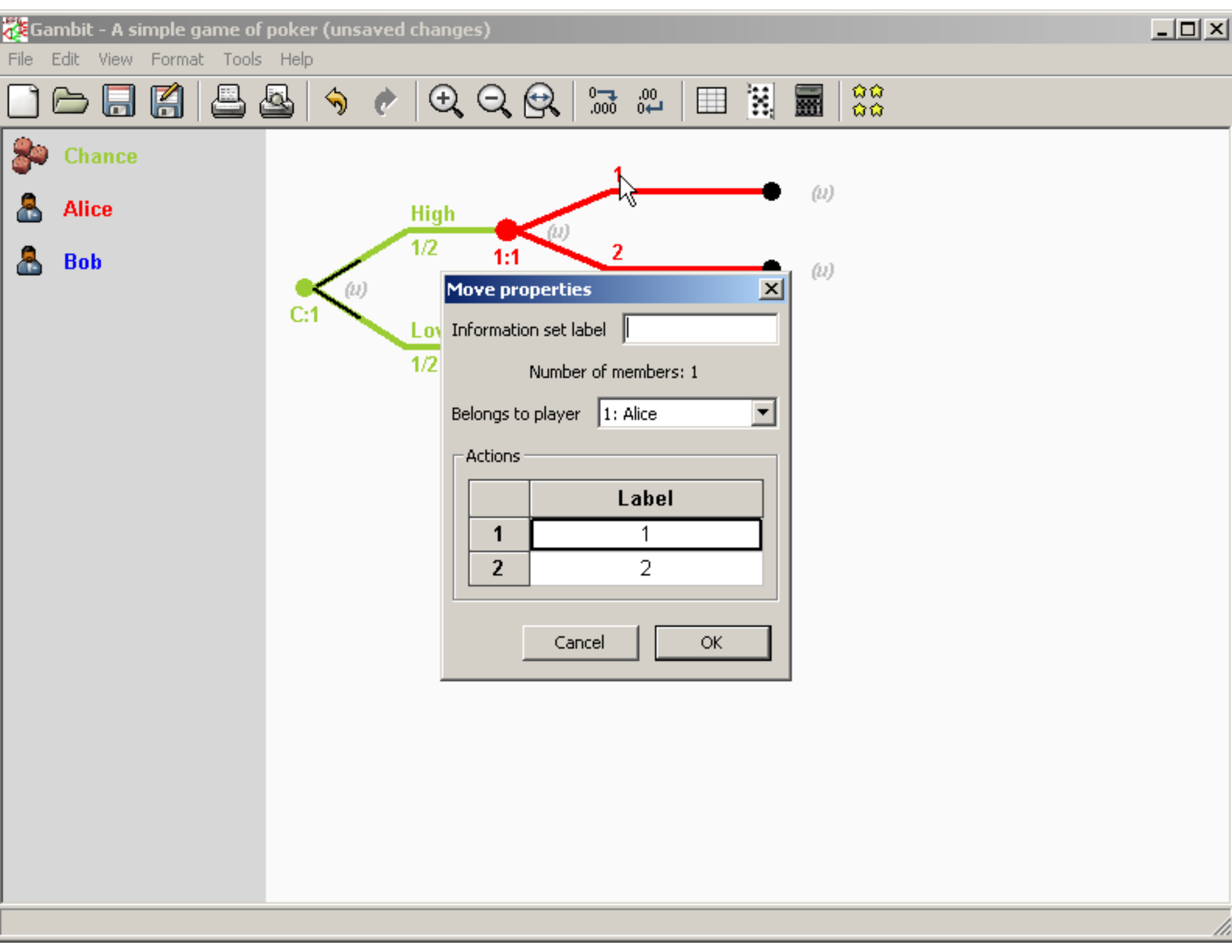


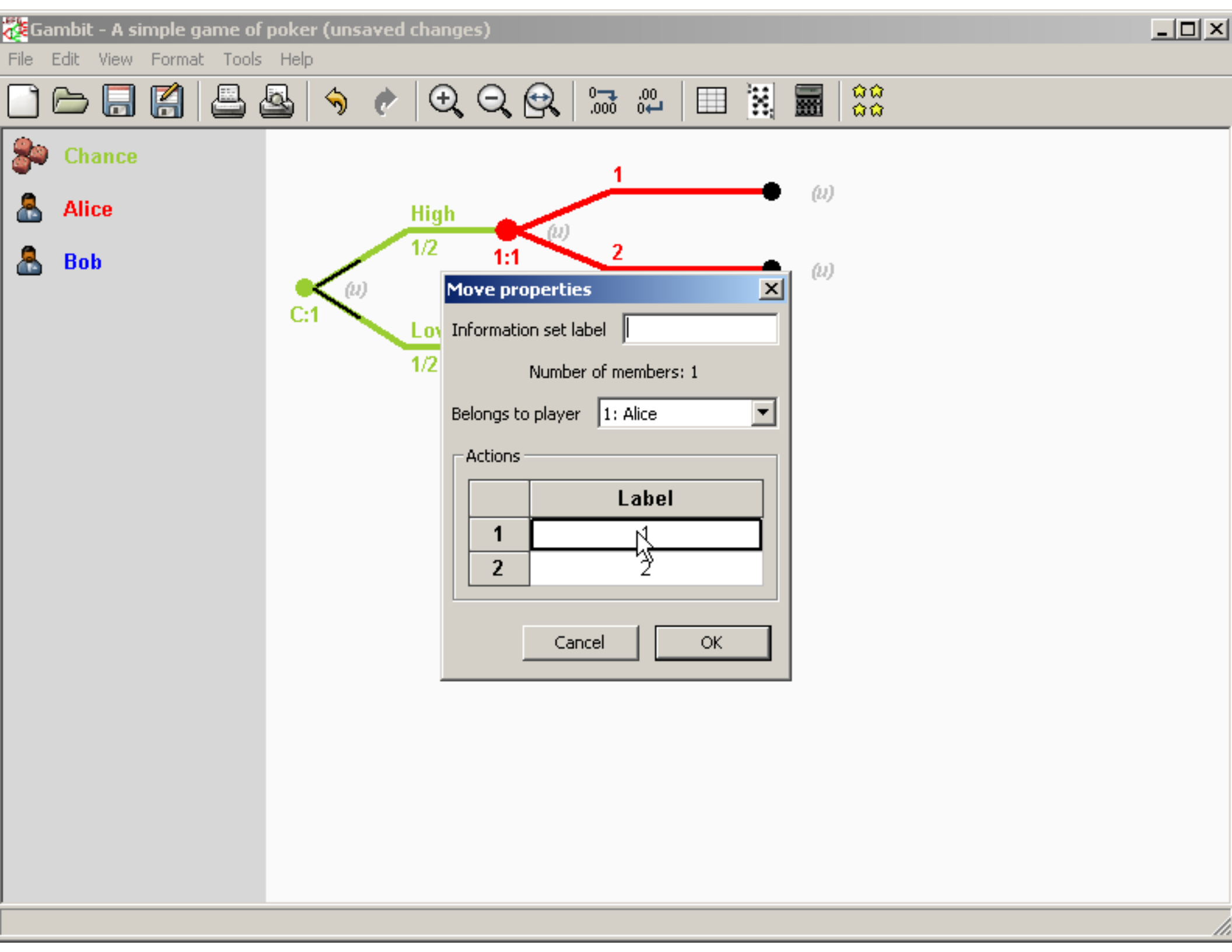
 **Chance**

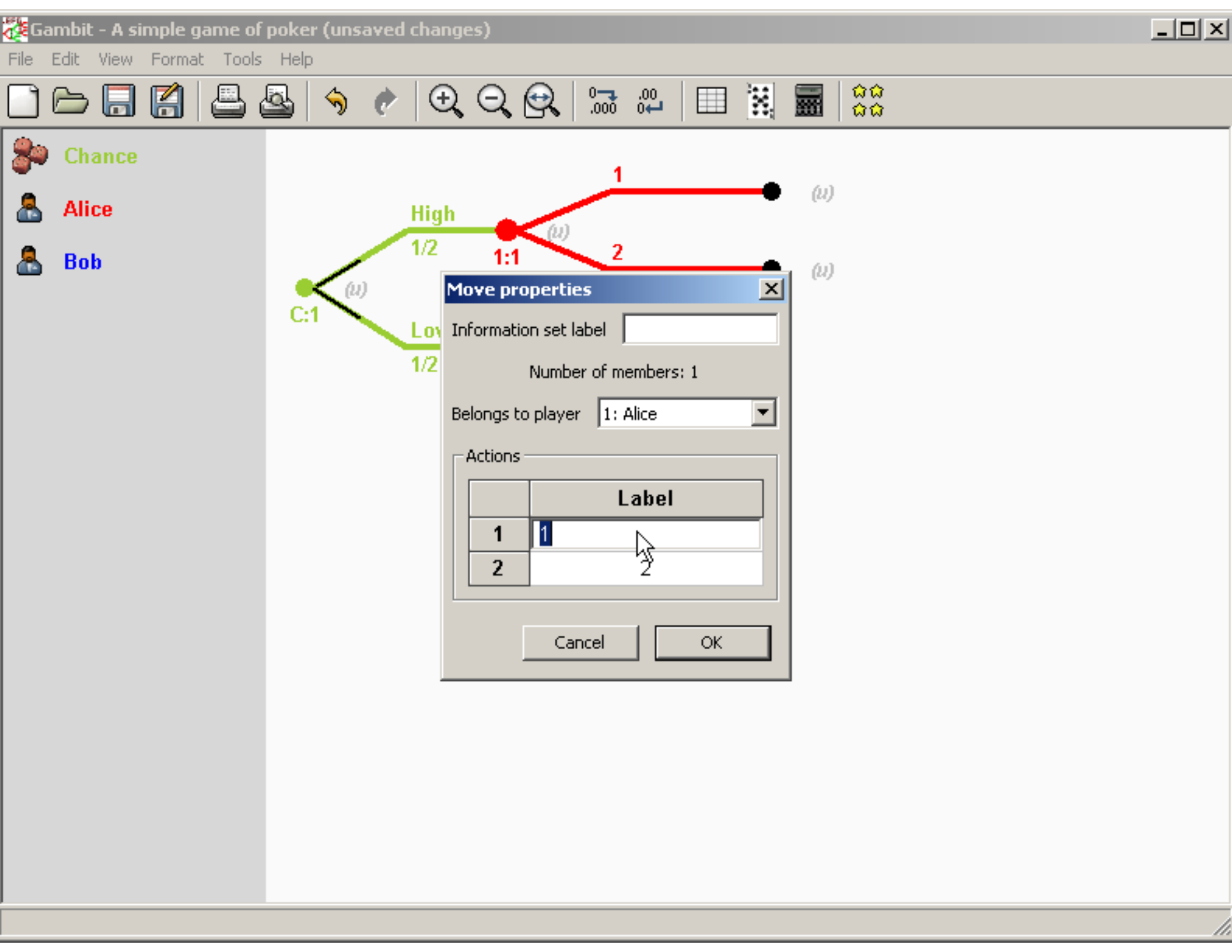
 **Alice**

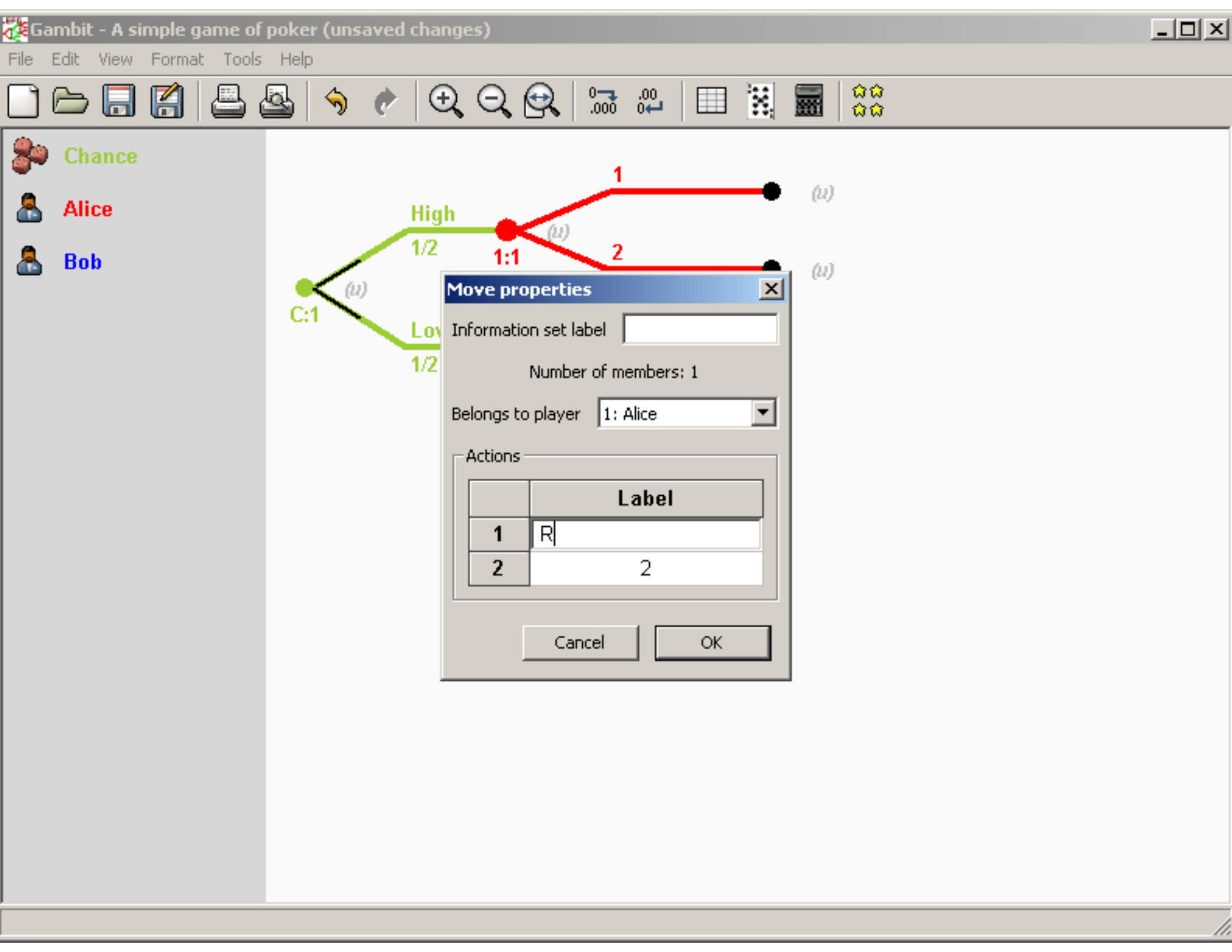
 **Bob**

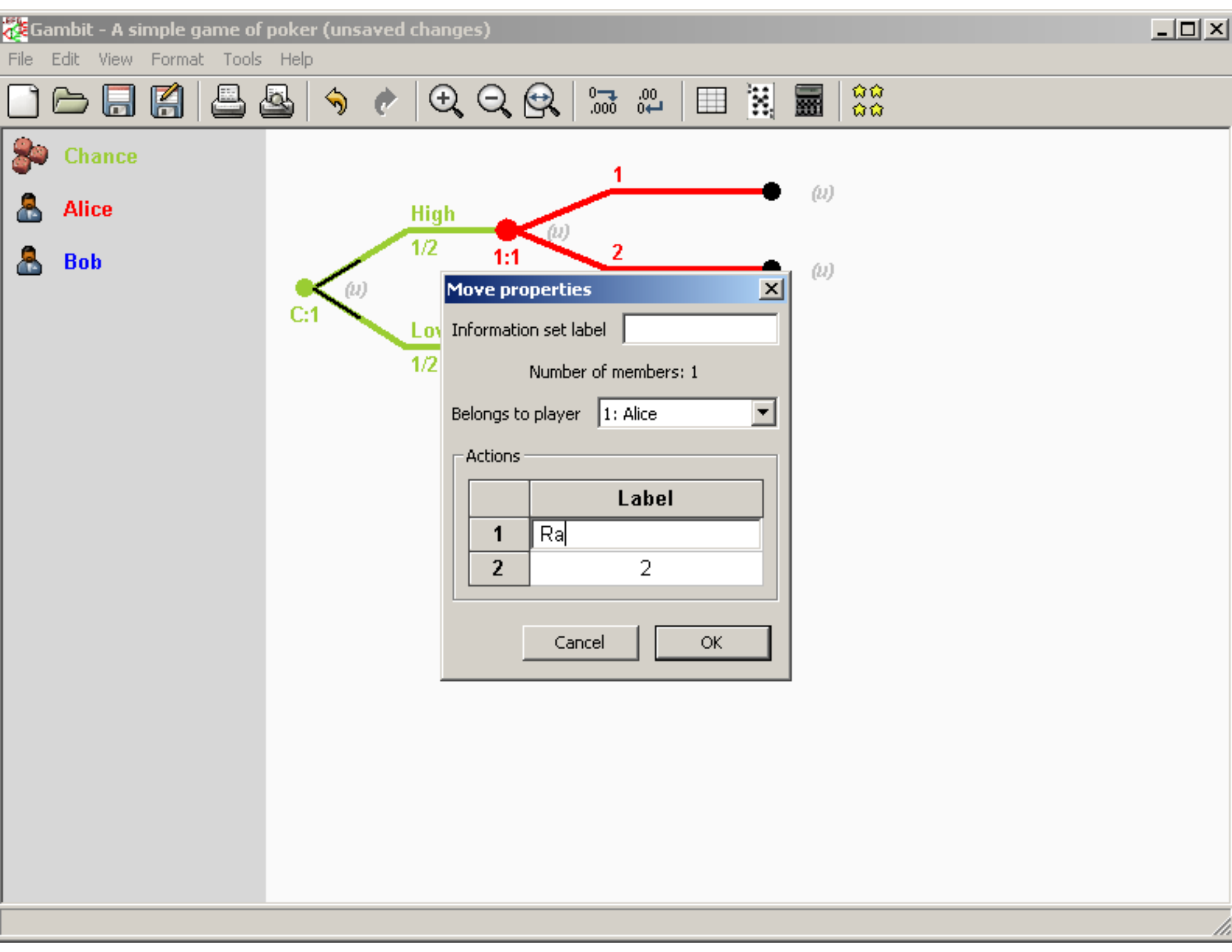


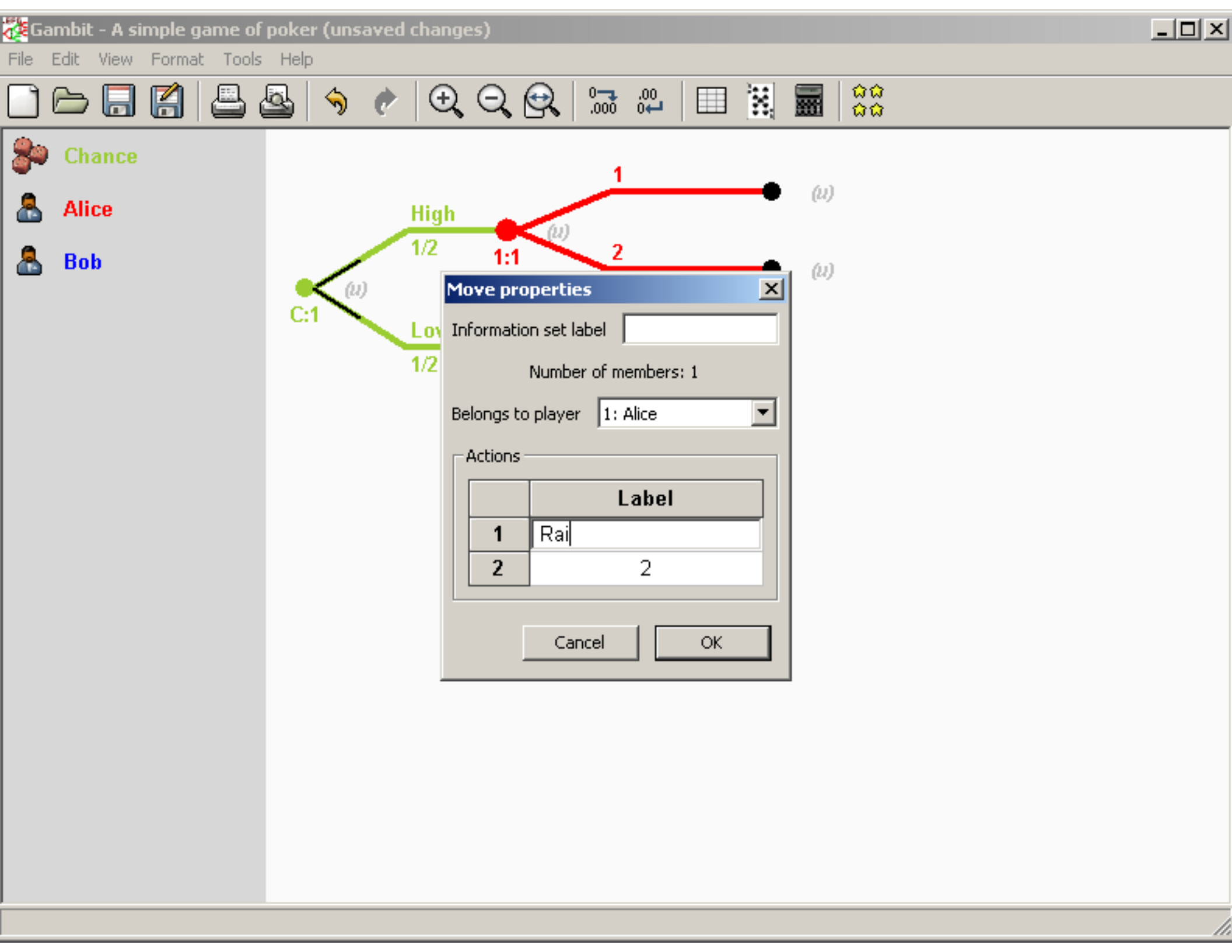


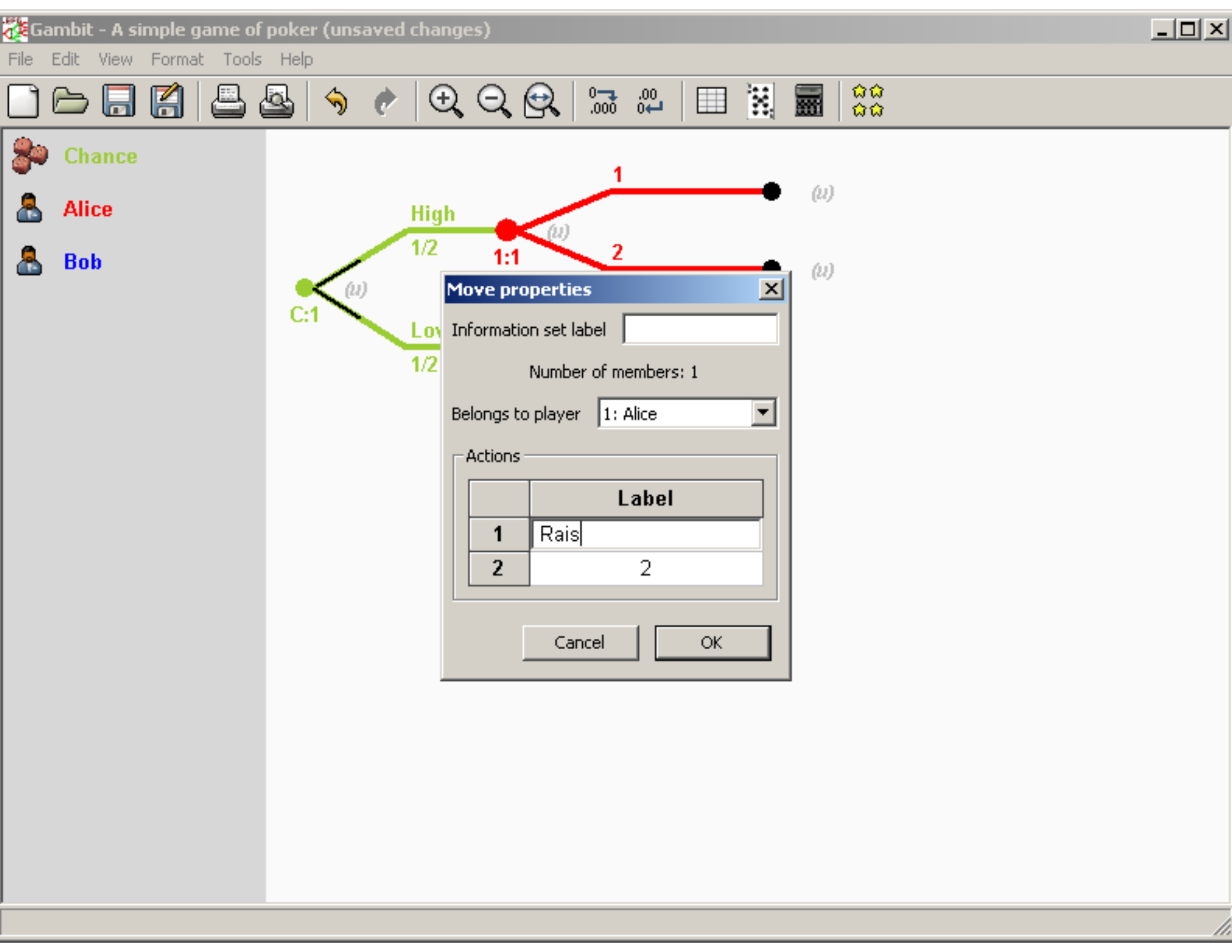


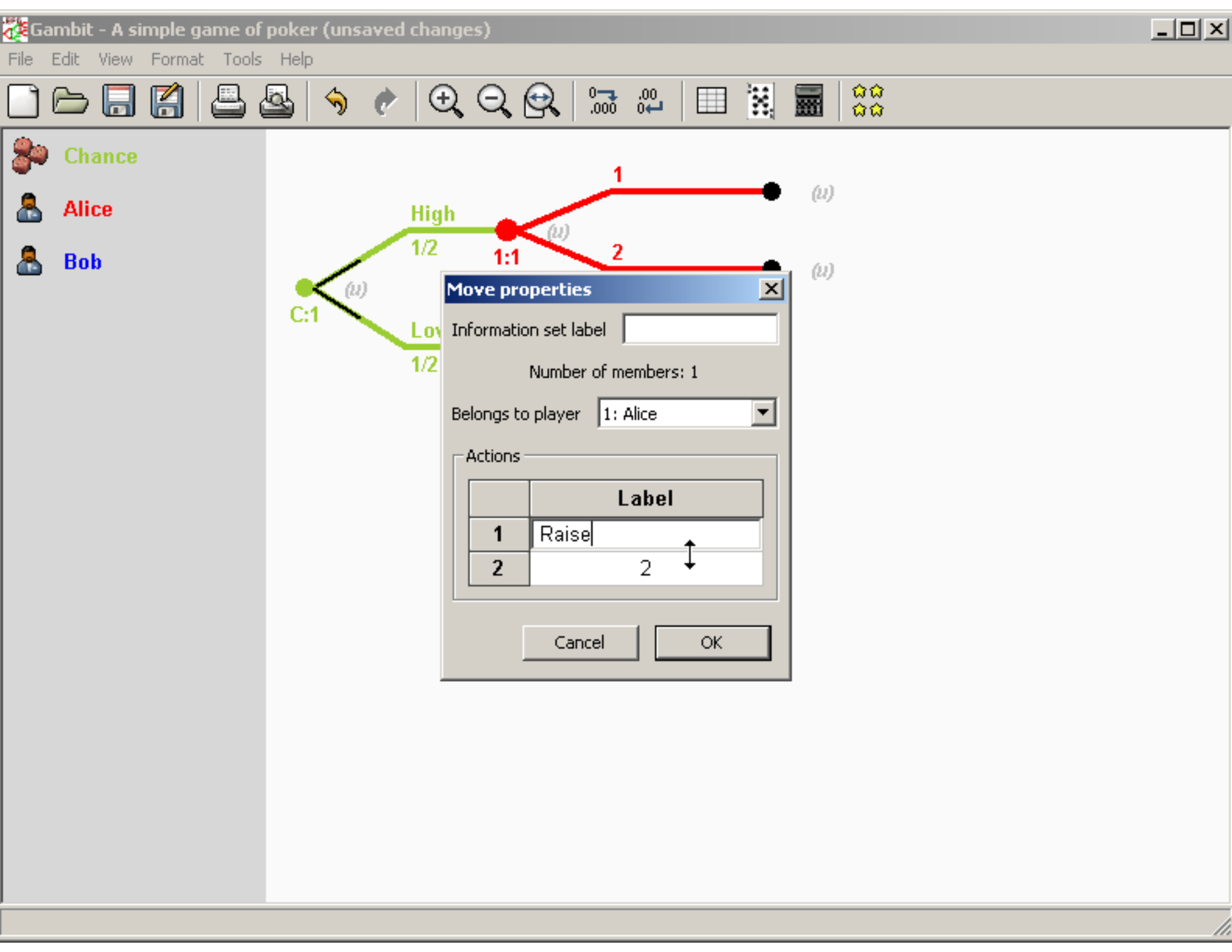


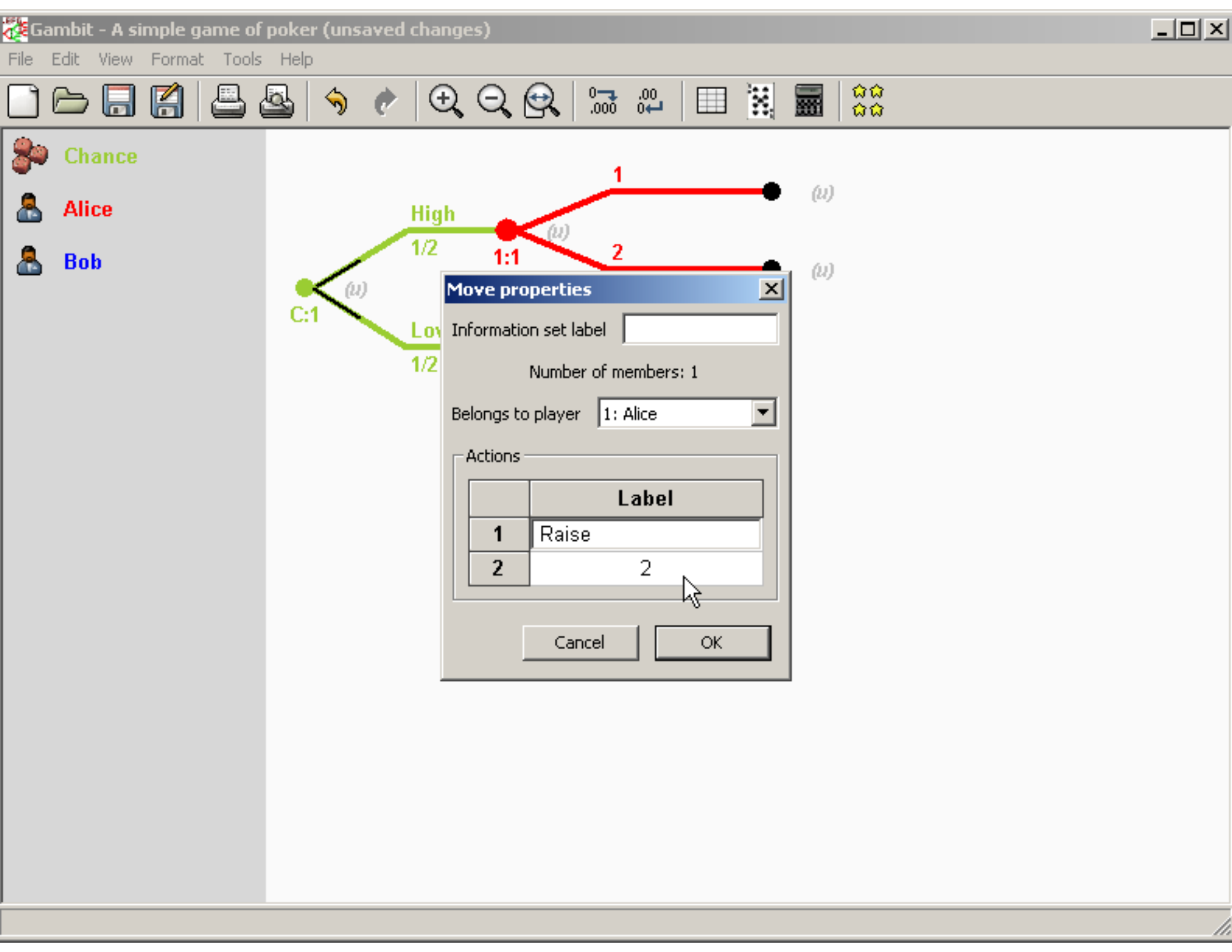


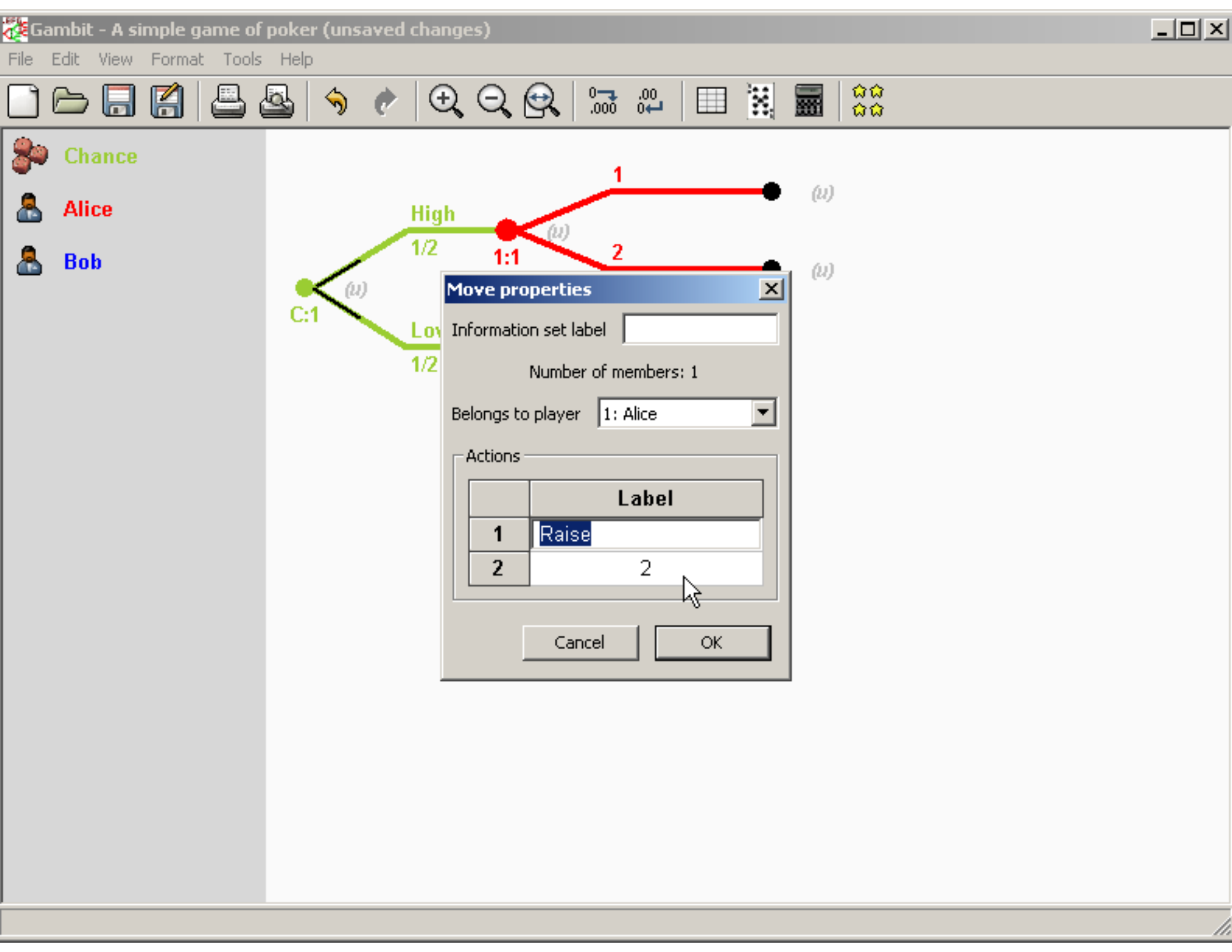


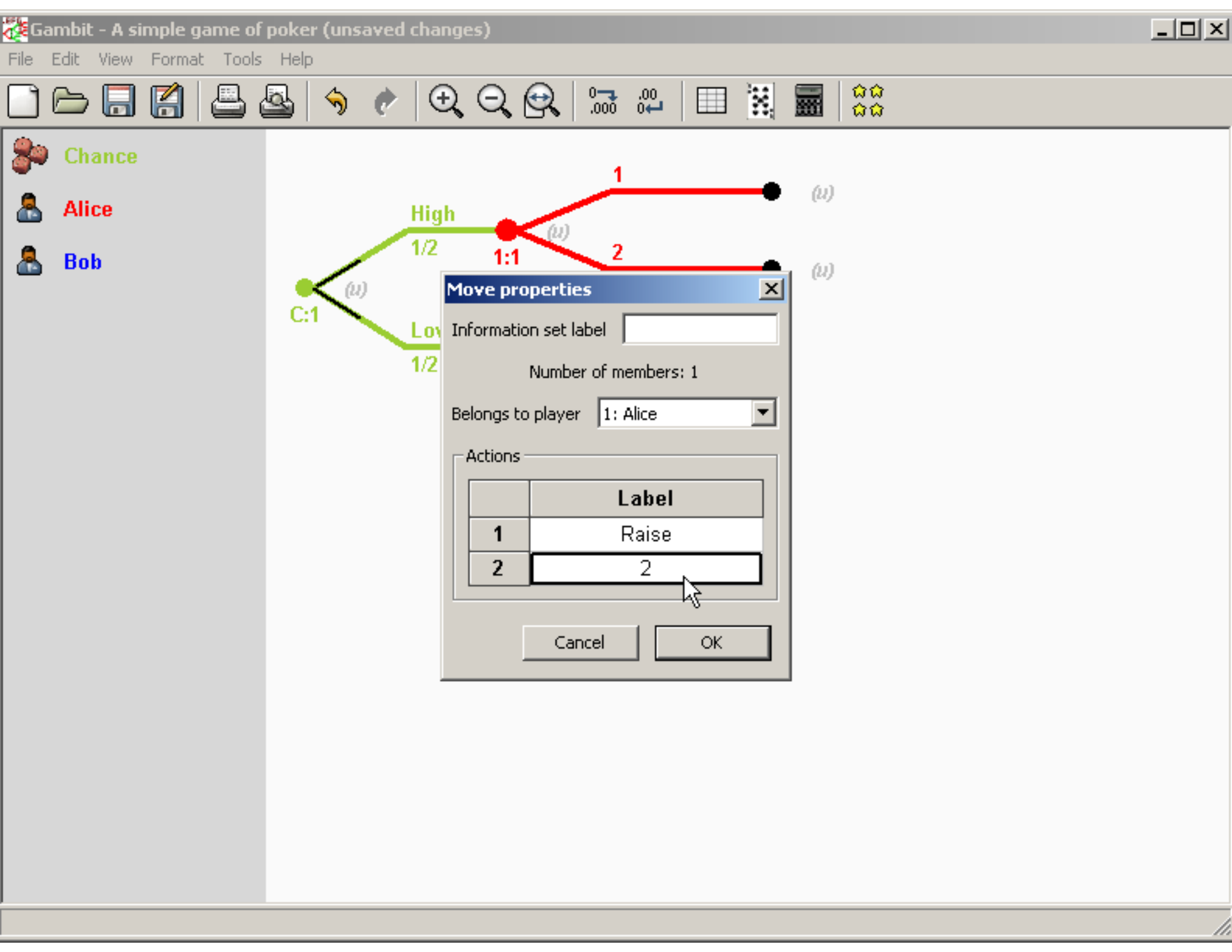


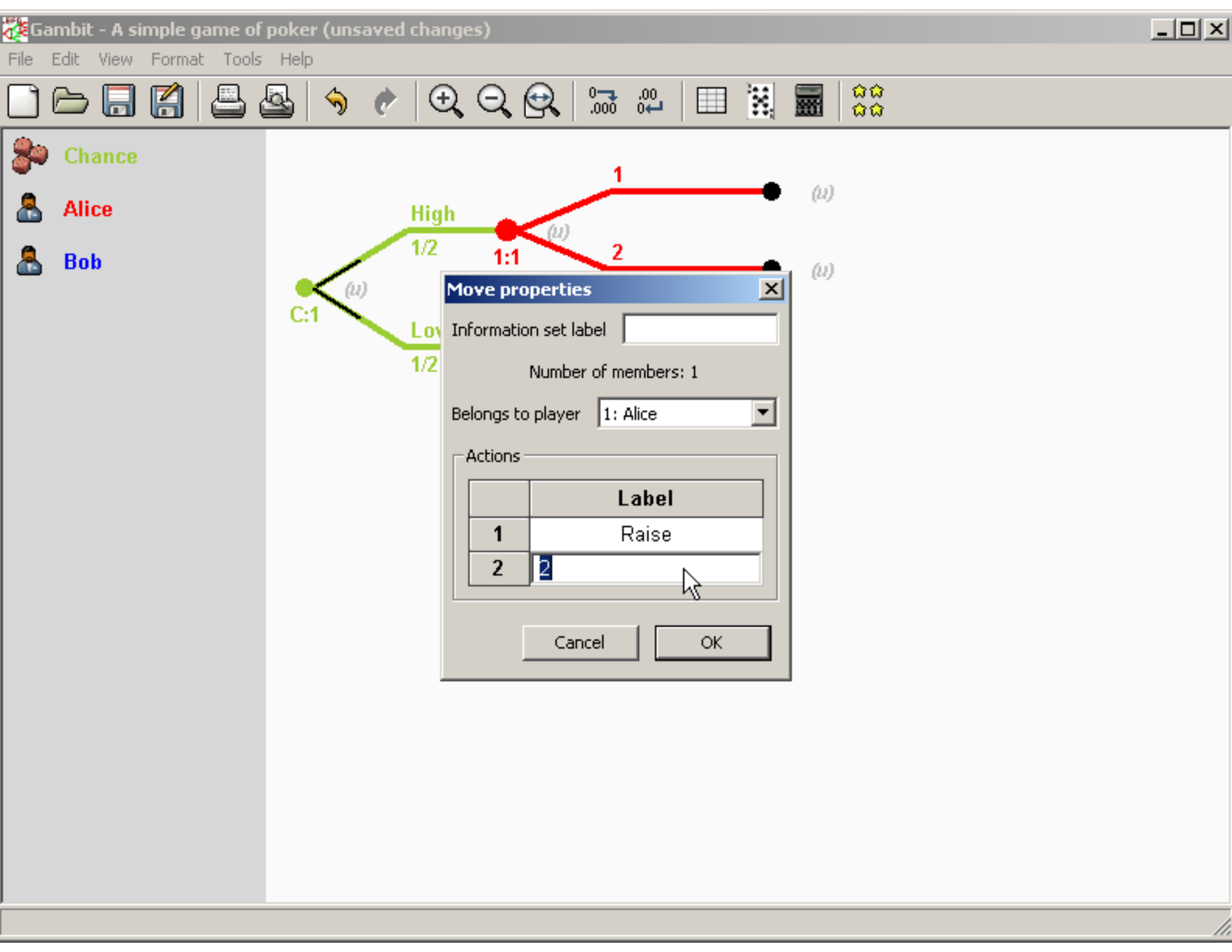


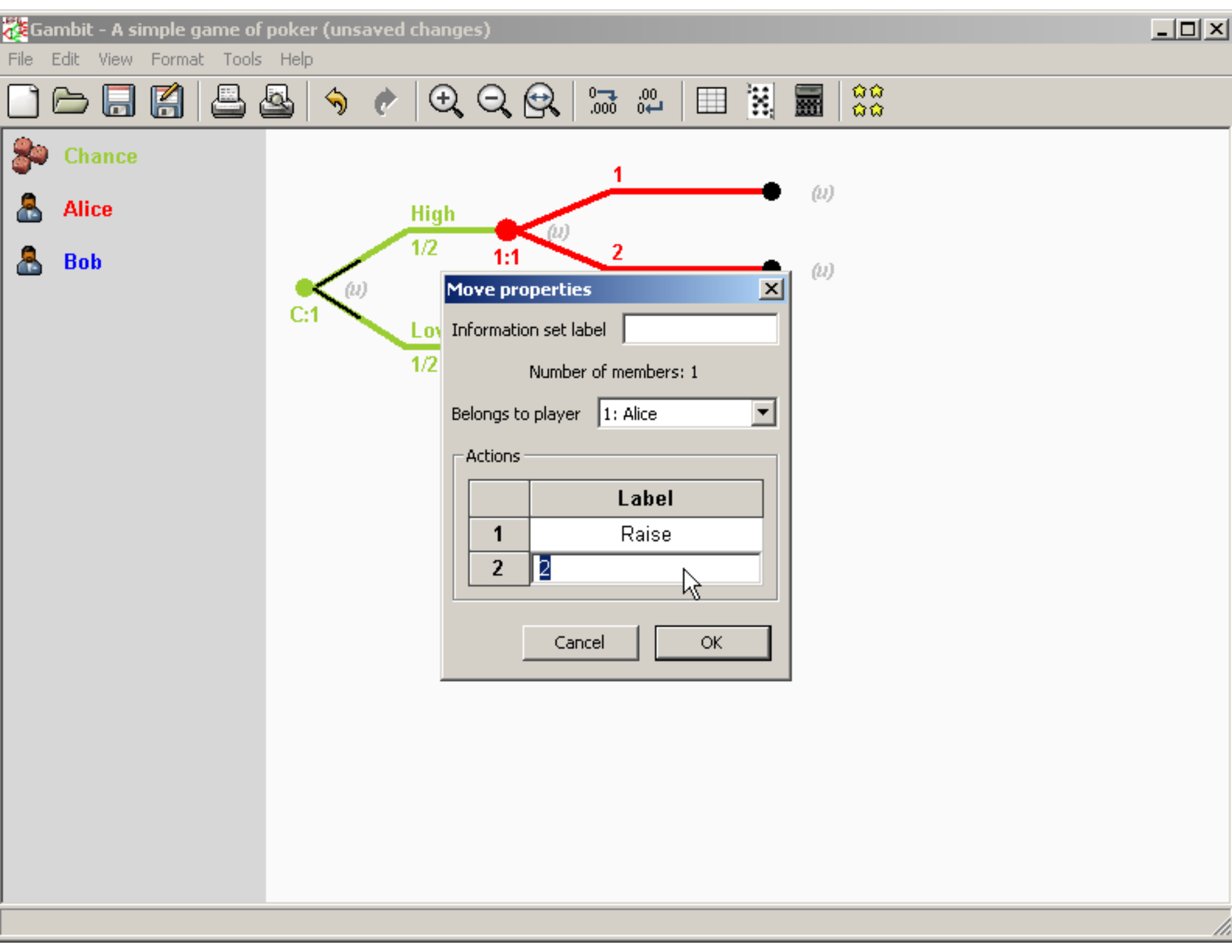


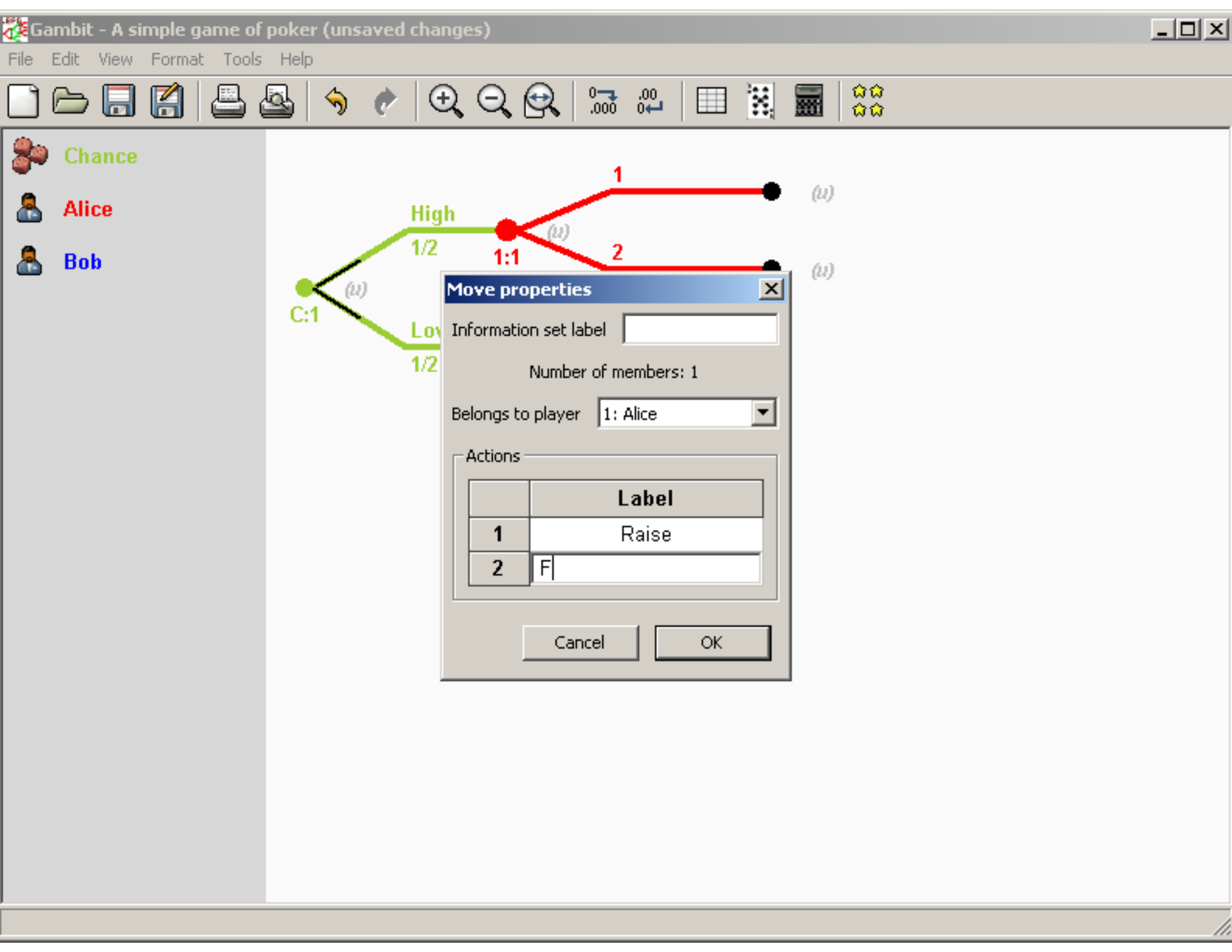


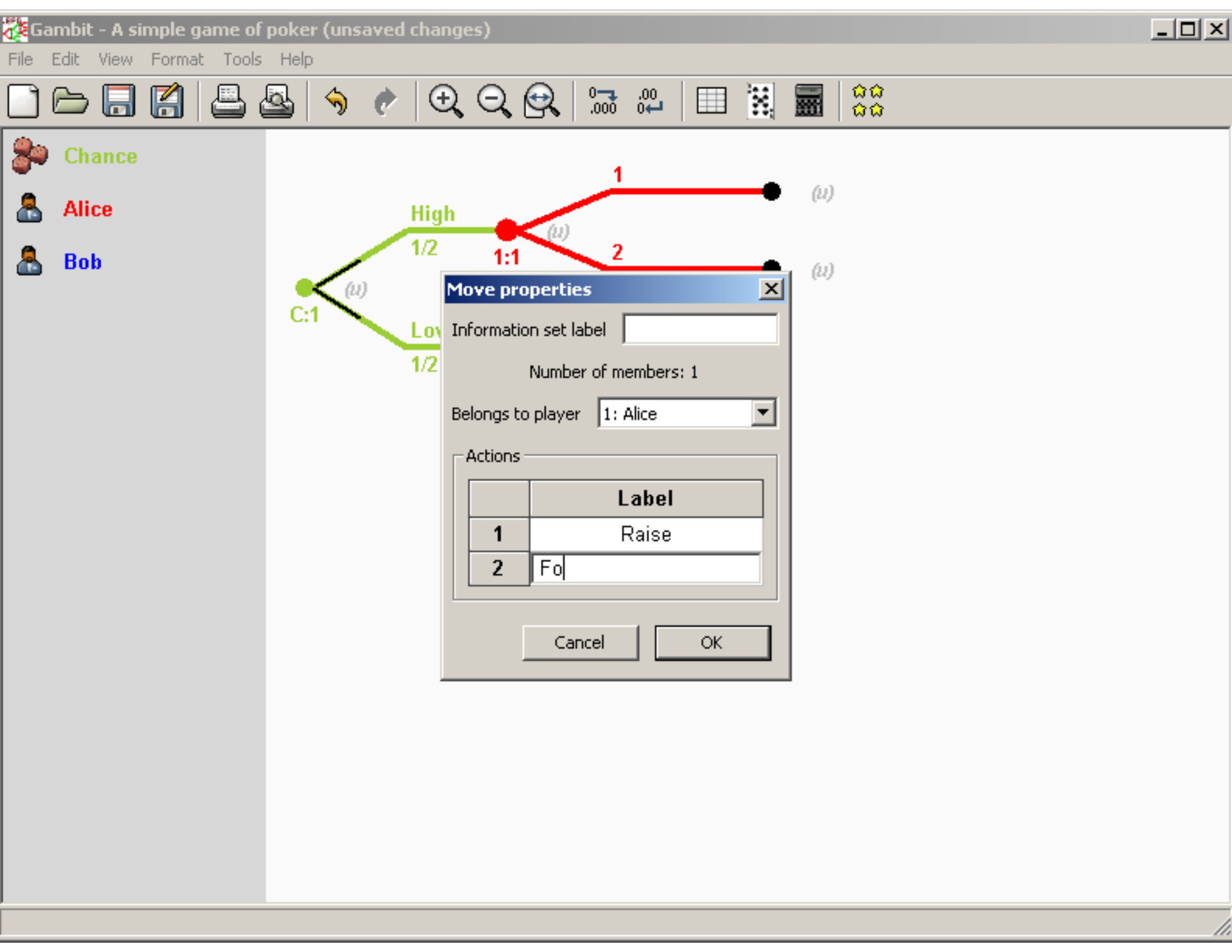


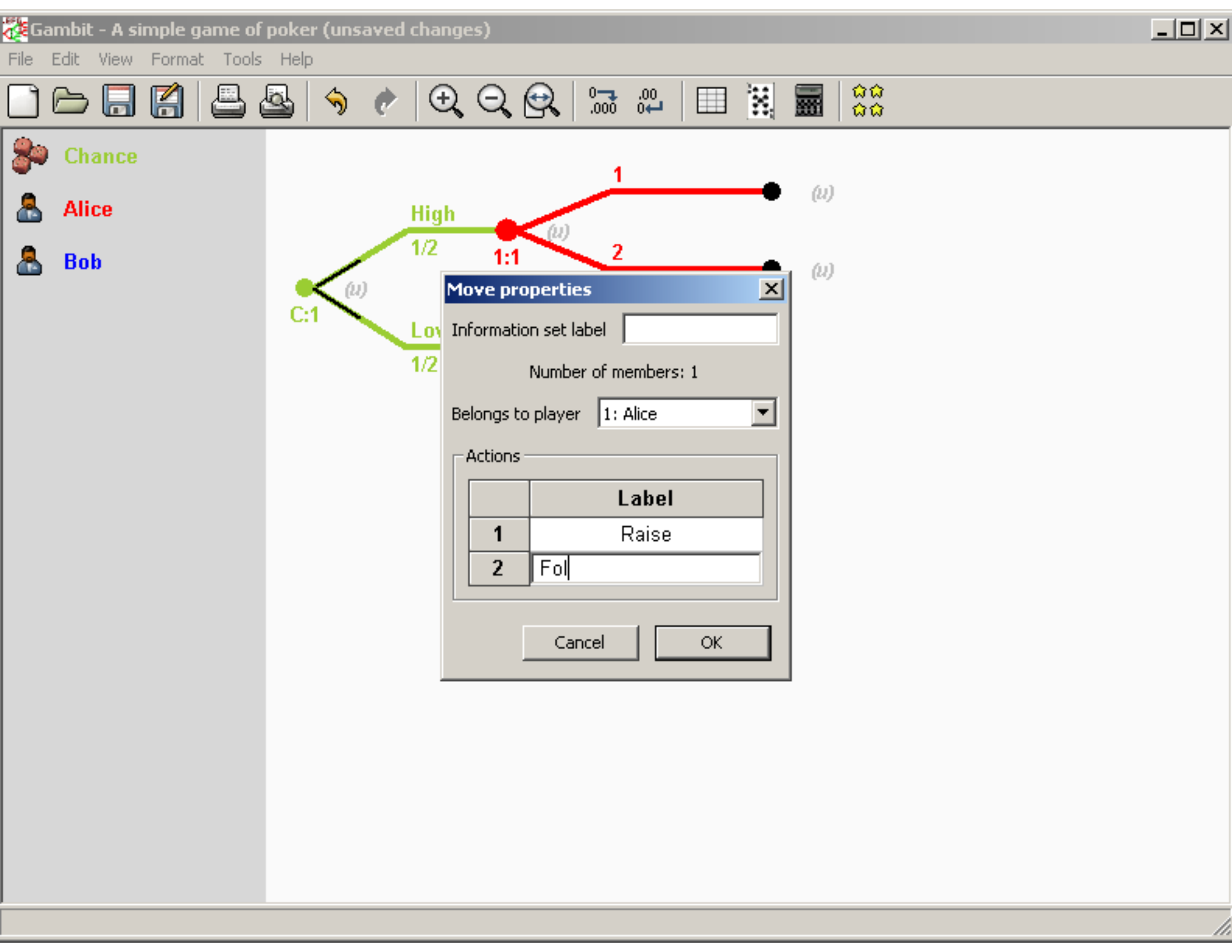


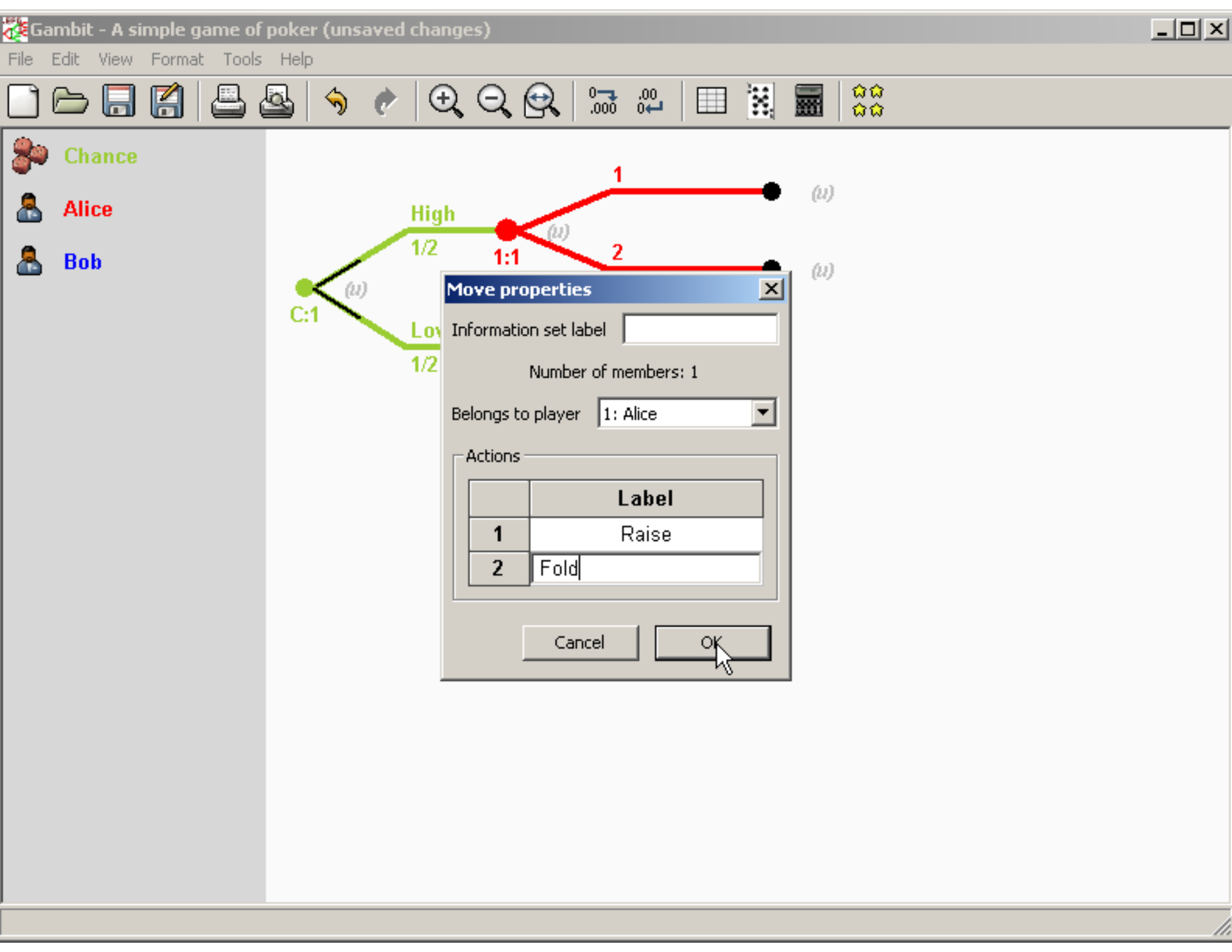


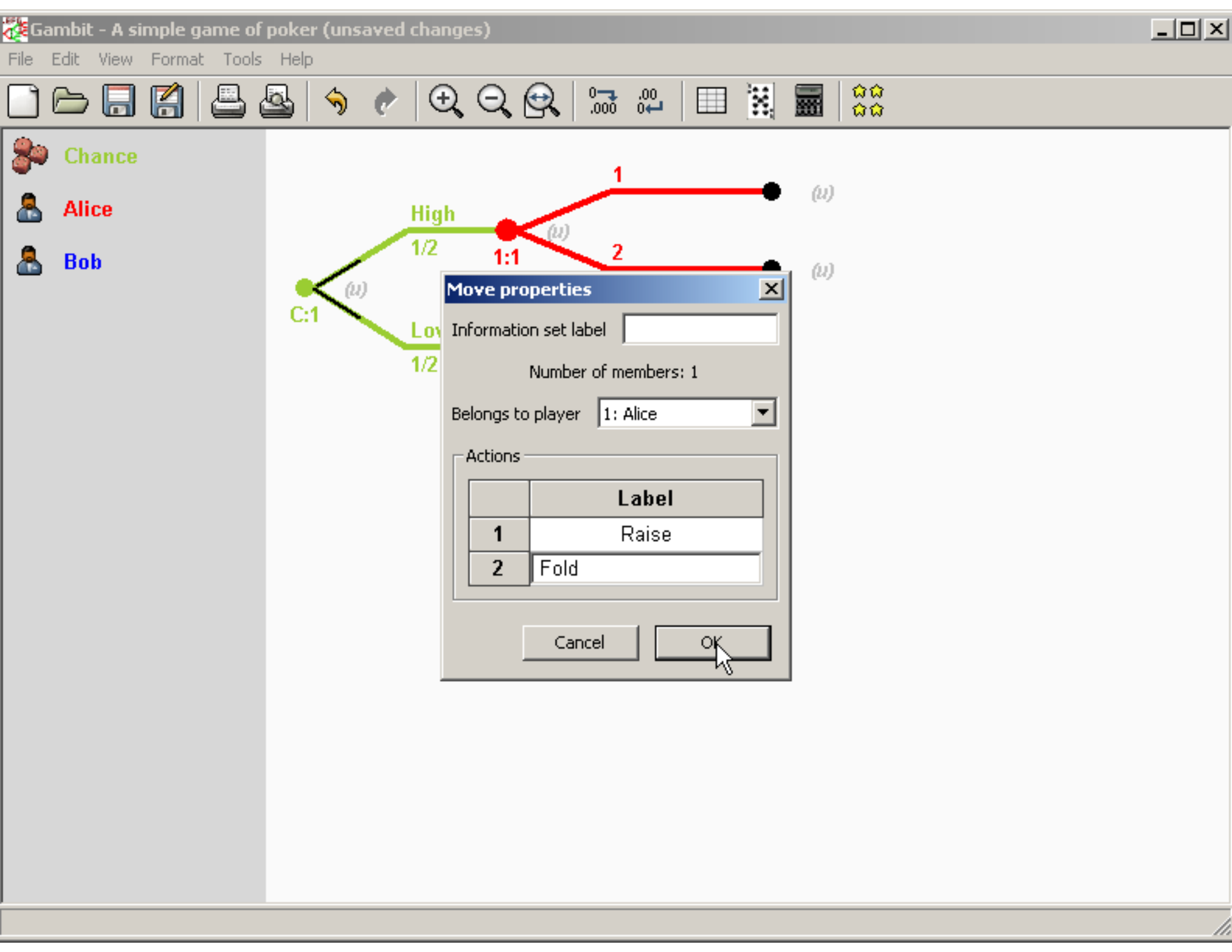


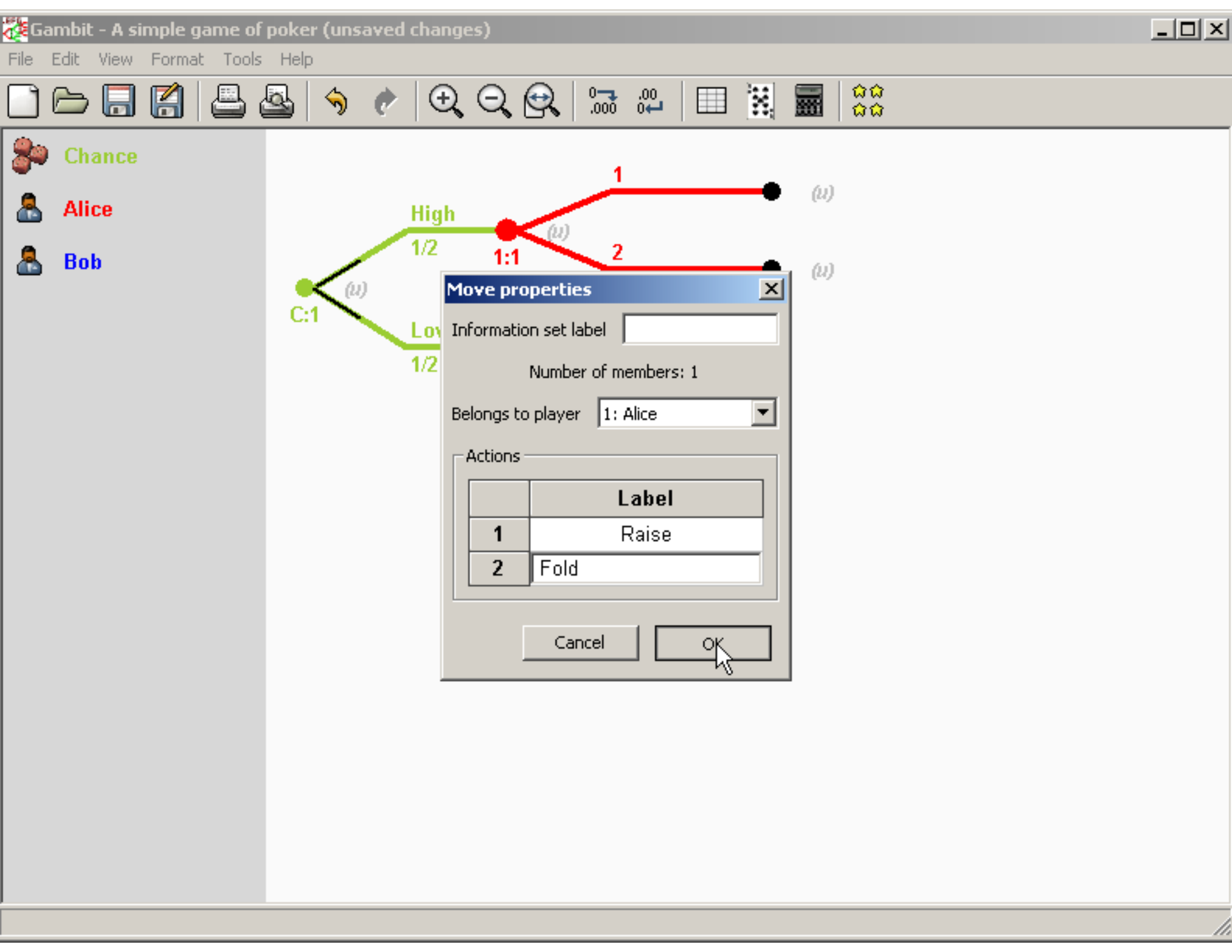


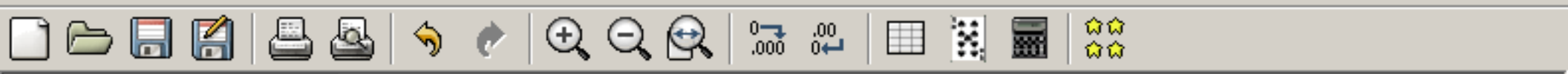








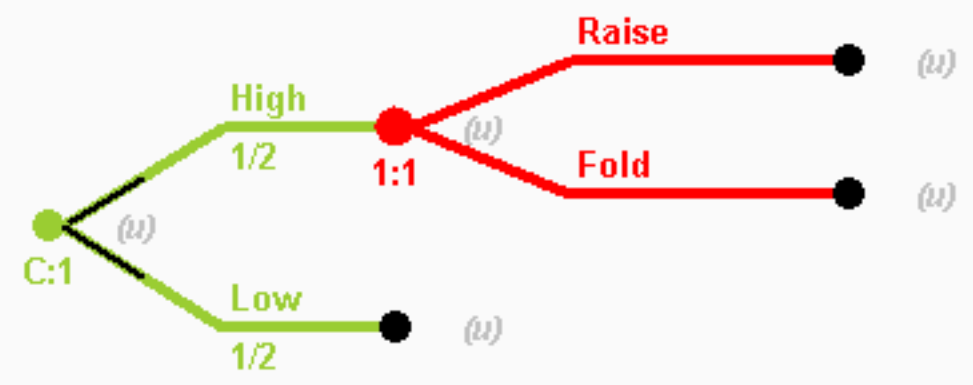




Chance

Alice


Bob



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.

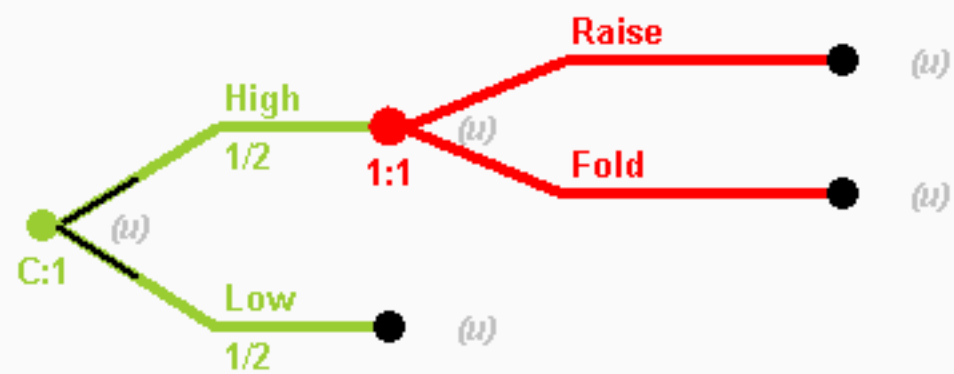
We add Bob's move, and set his action labels, the same way as Alice's move was created.




 **Chance**

 **Alice**

 **Bob**

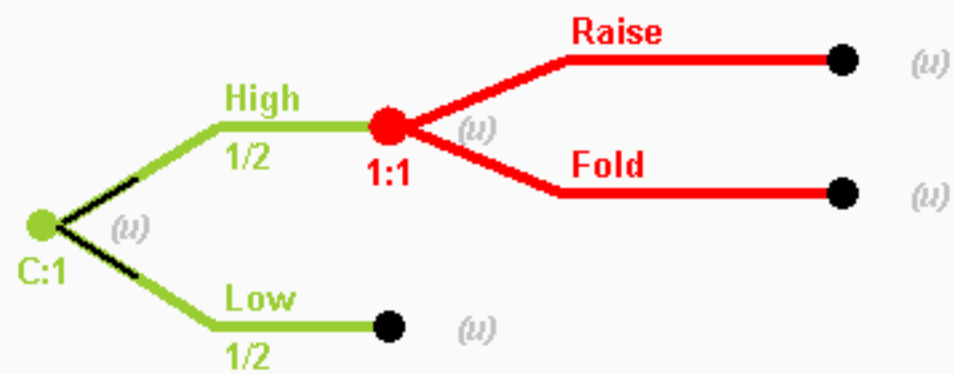


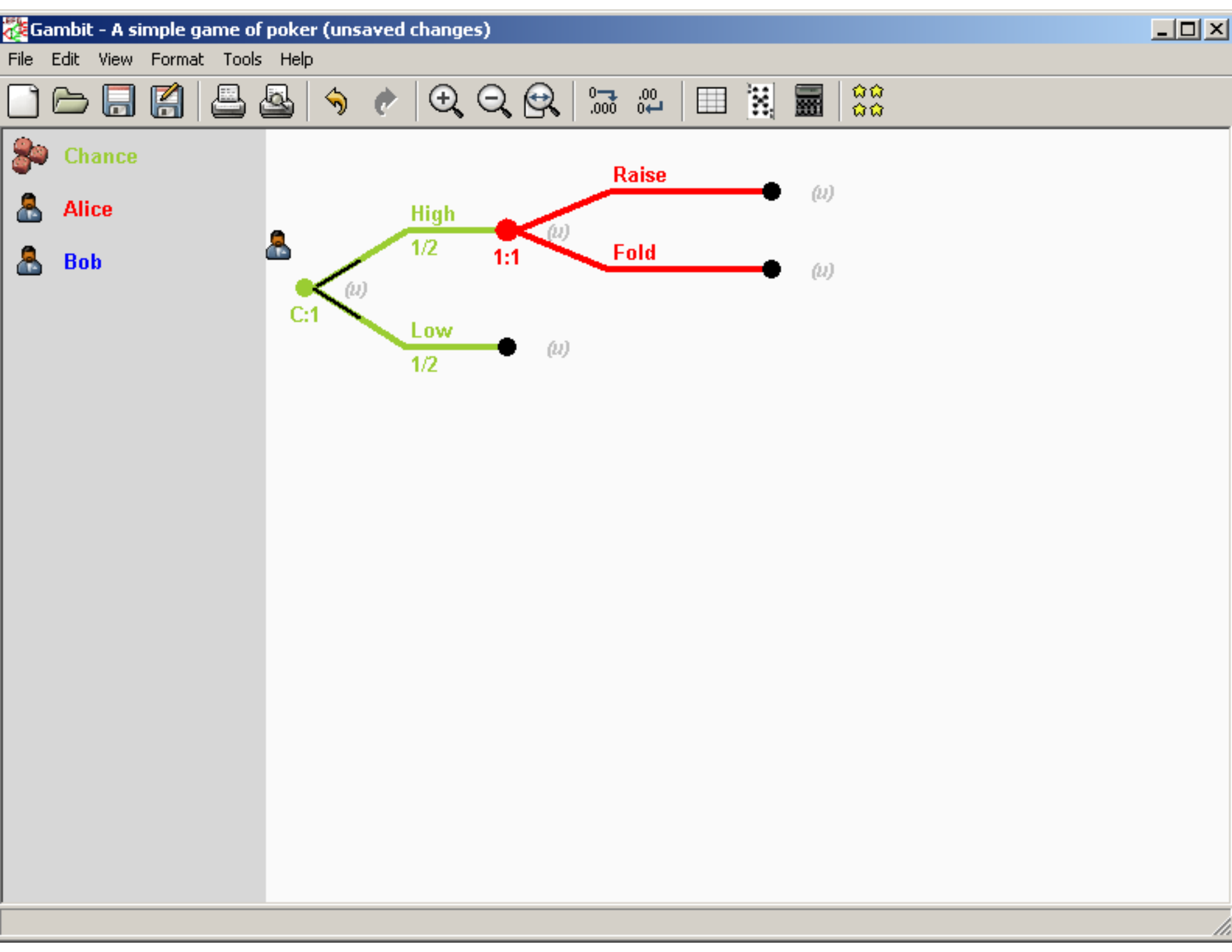


 **Chance**


 **Alice**

 **Bob**



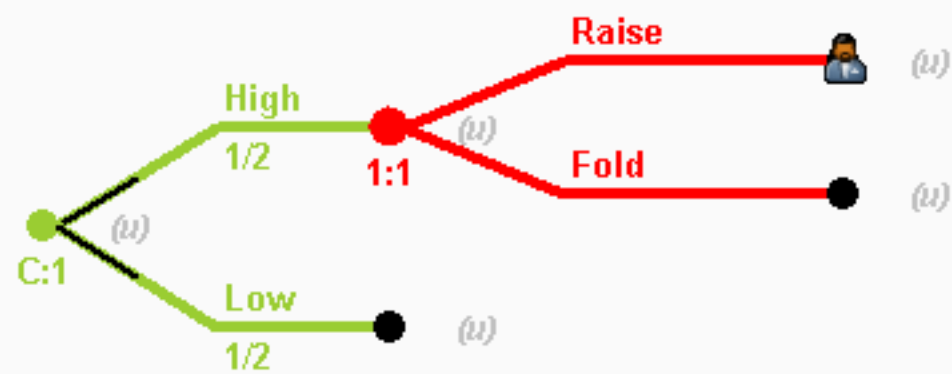





 **Chance**

 **Alice**


 **Bob**

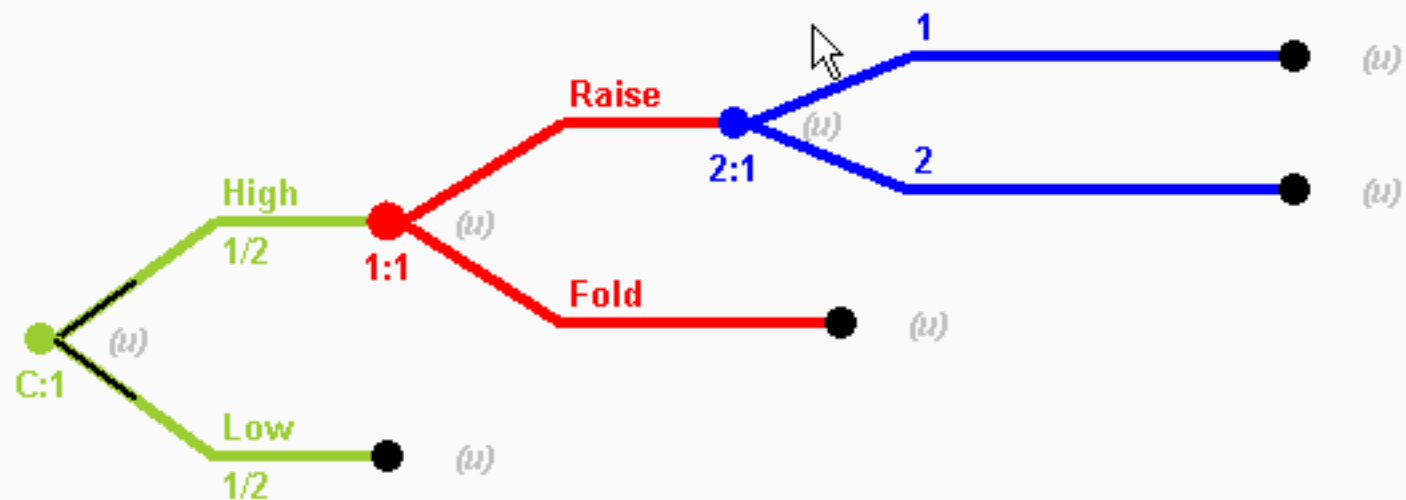





 **Chance**

 **Alice**

 **Bob**

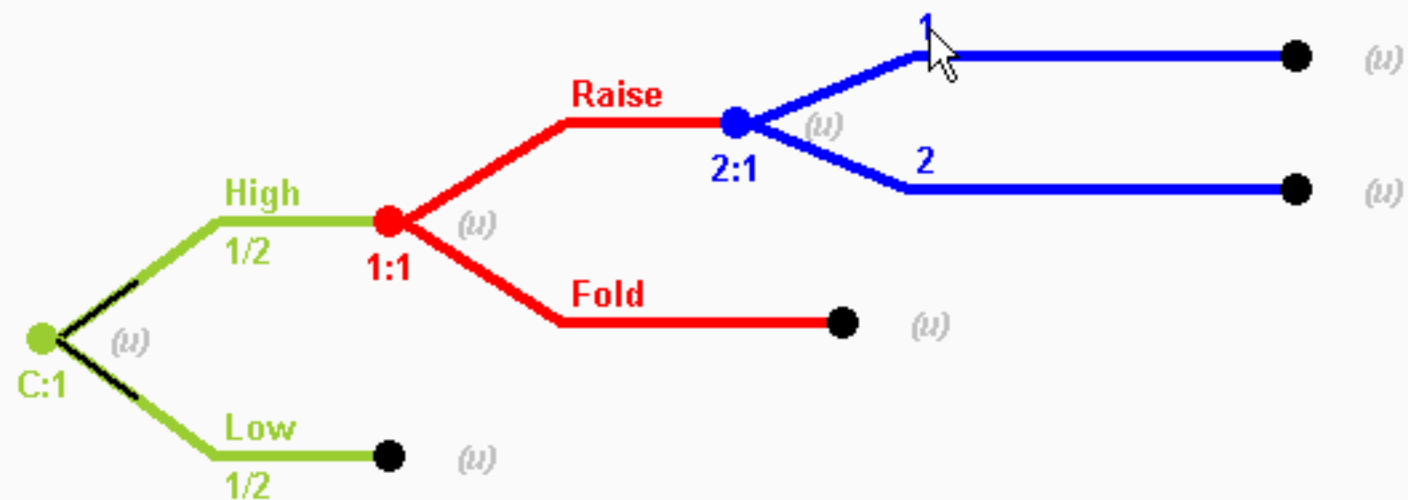


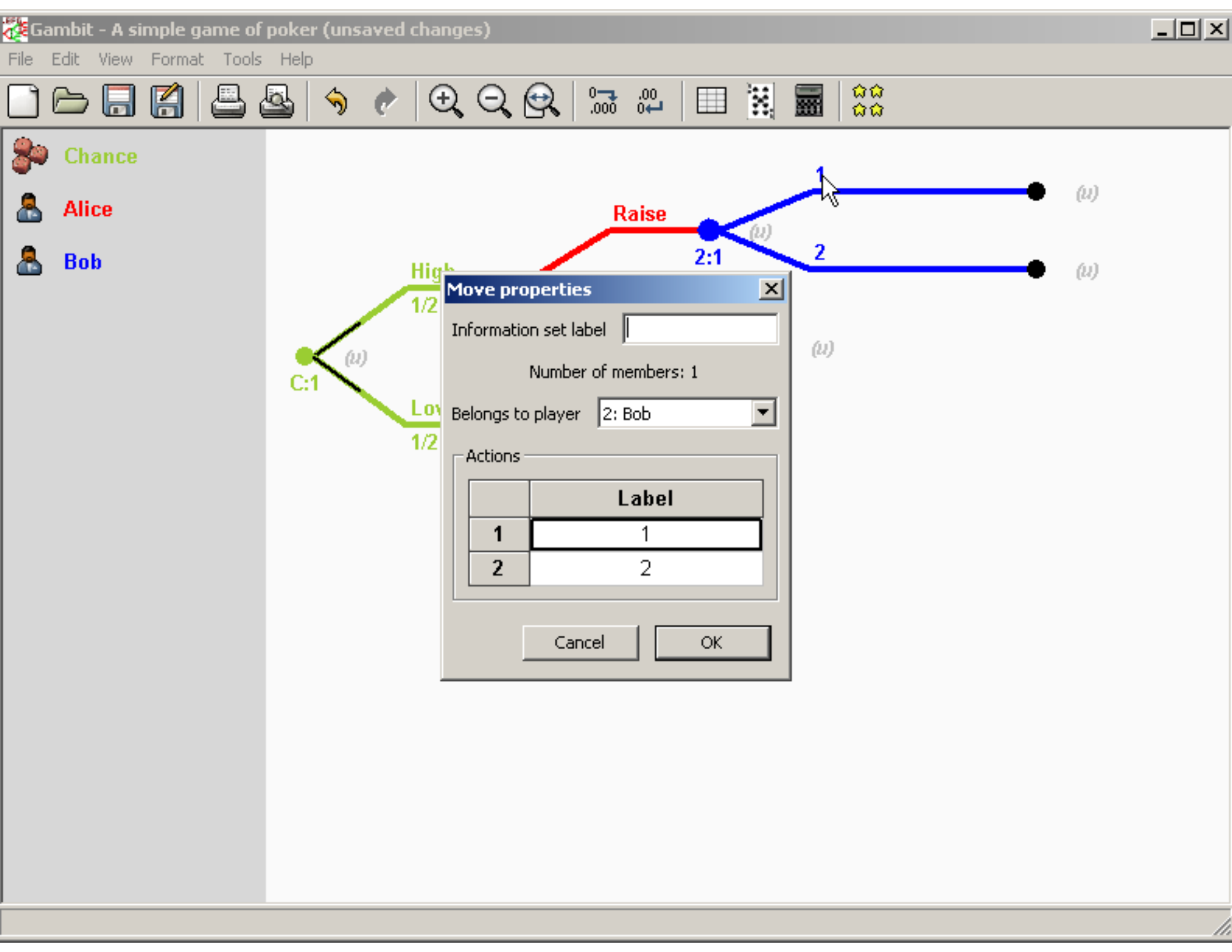


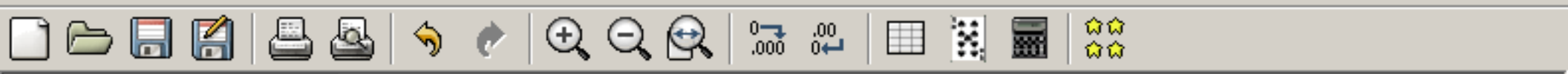
 **Chance**

 **Alice**

 **Bob**



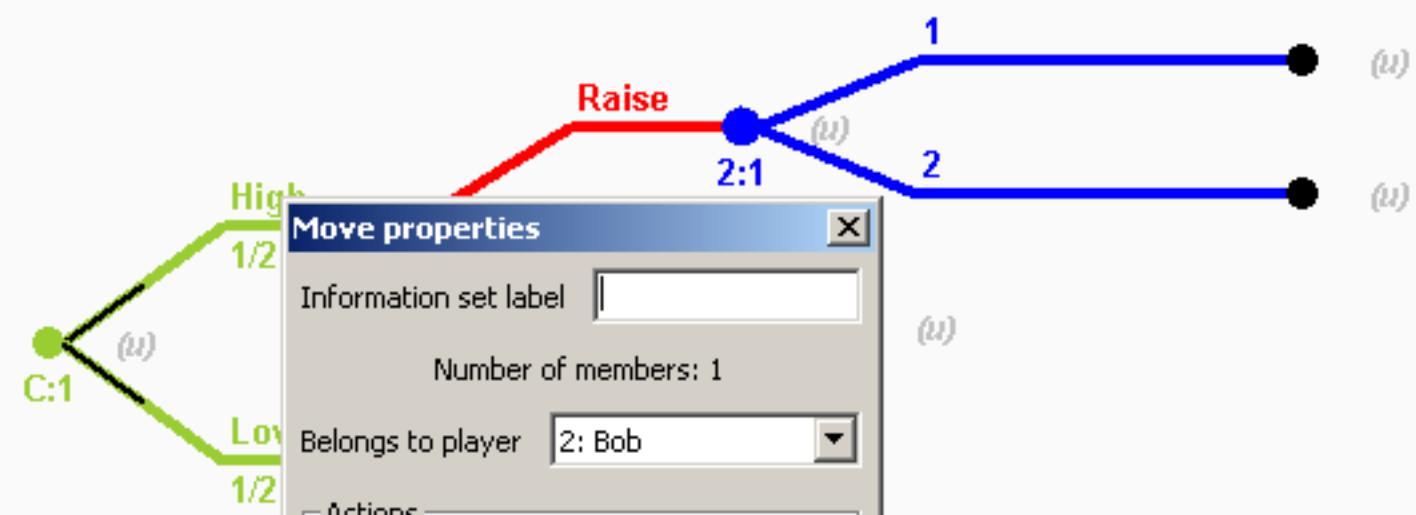




Chance

Alice

Bob



Move properties

Information set label

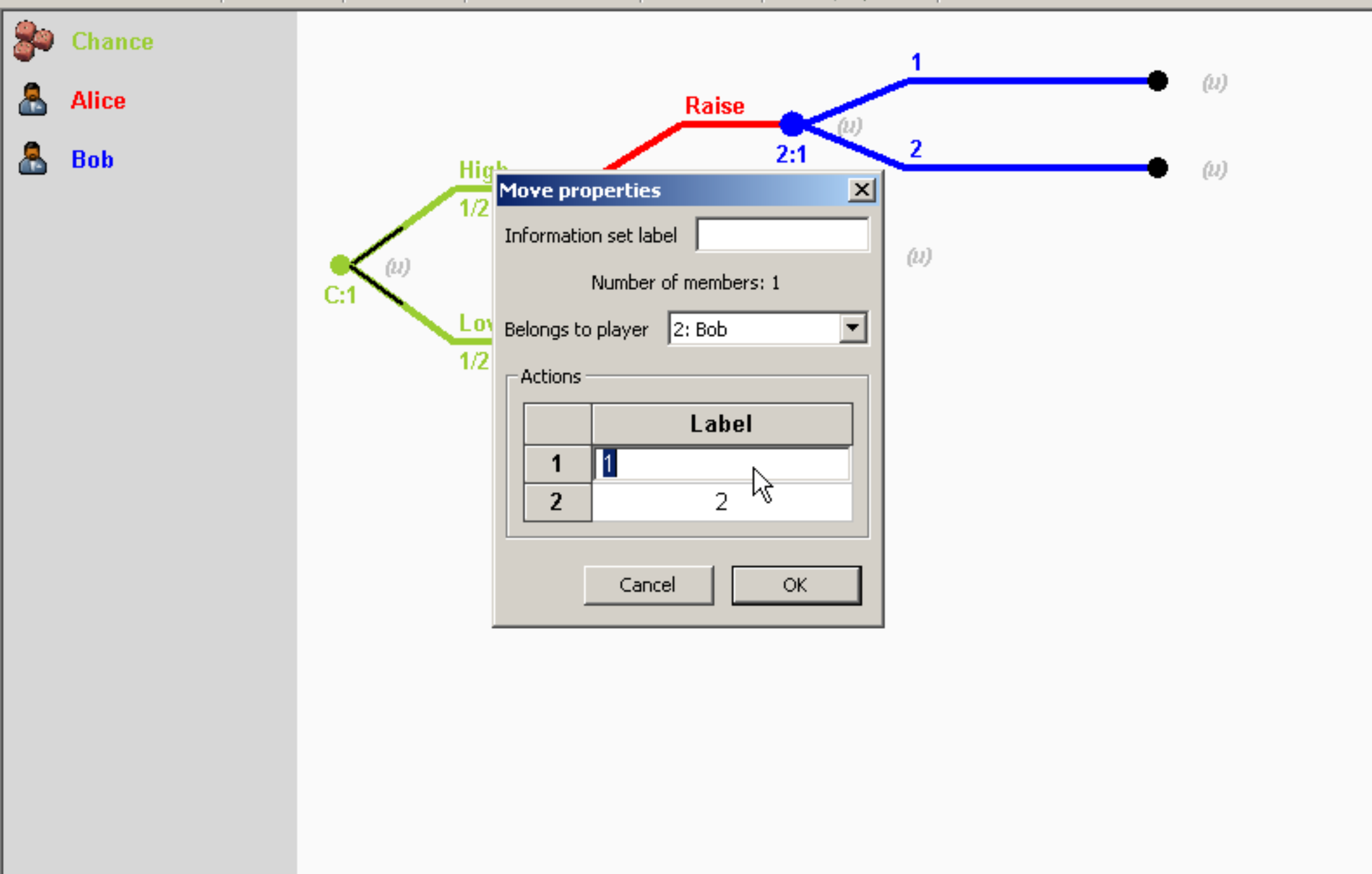
Number of members: 1

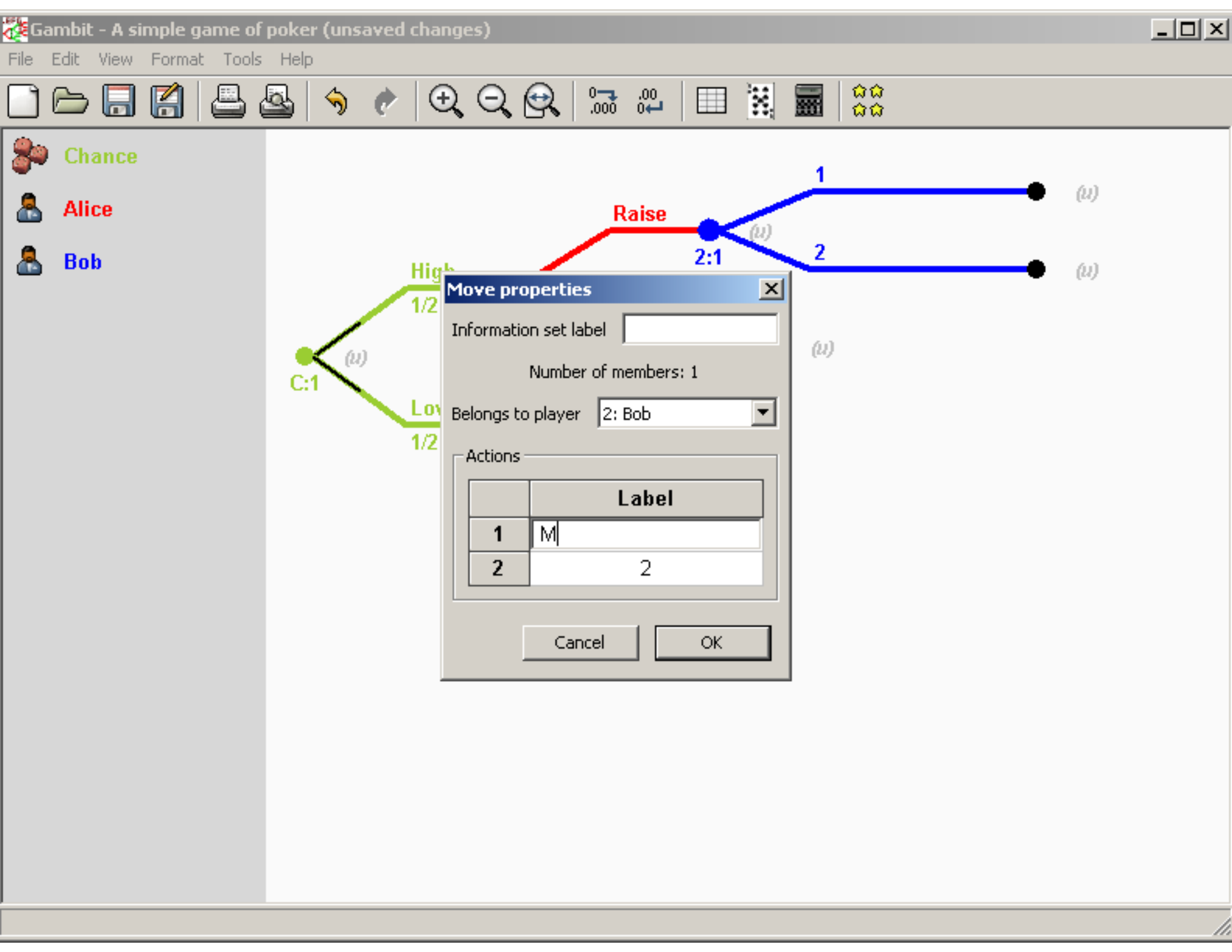
Belongs to player

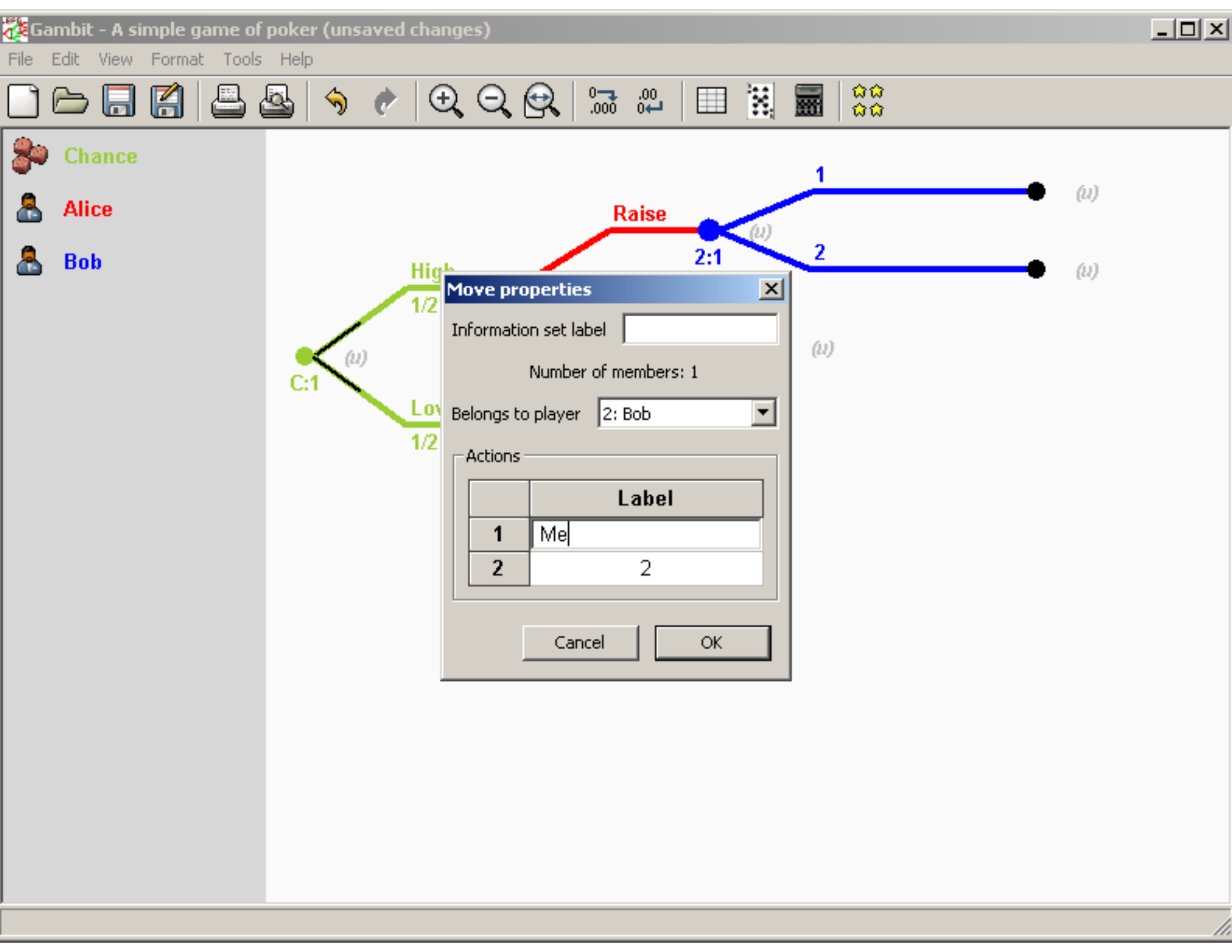
Actions

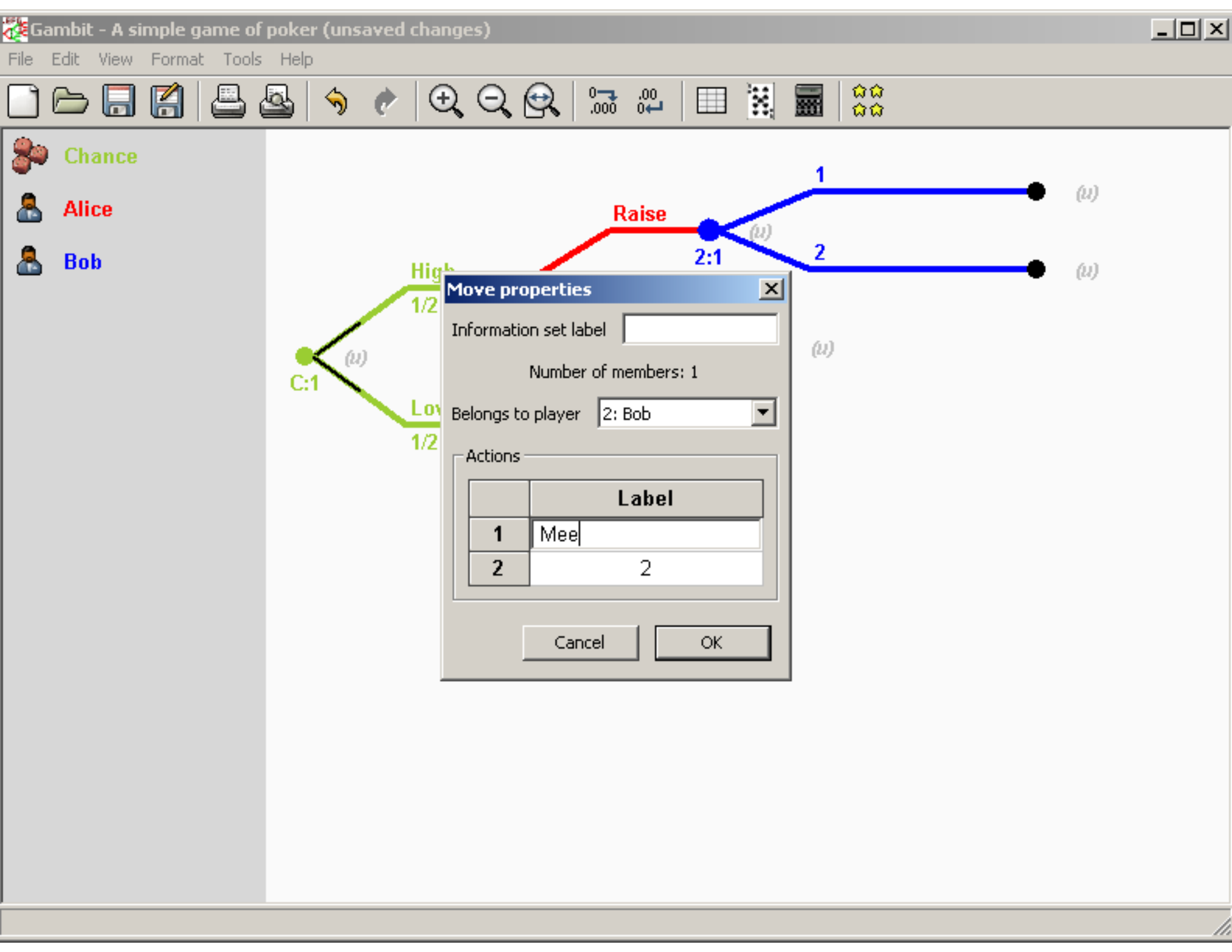
	Label
1	<input type="text" value="1"/>
2	<input type="text" value="2"/>

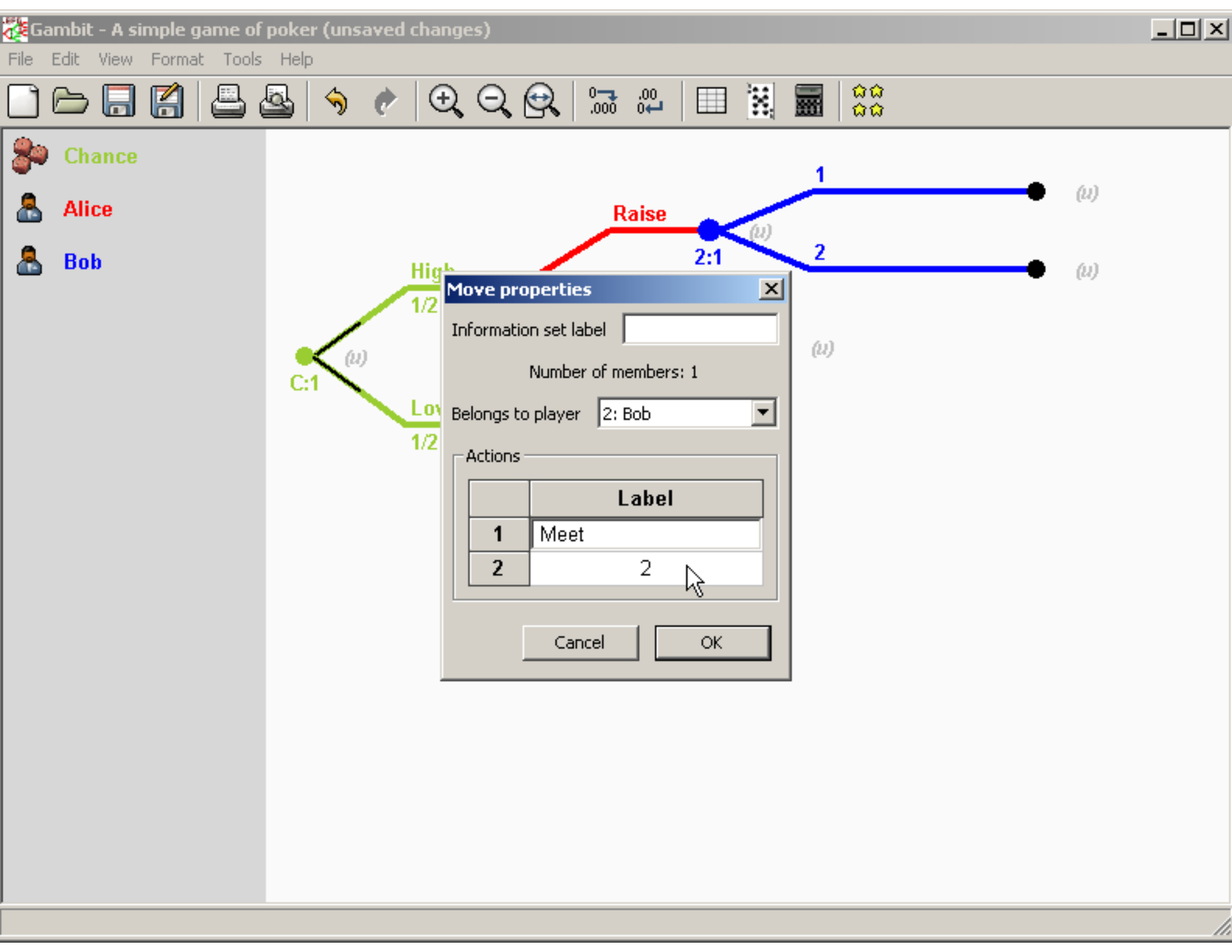
Cancel OK

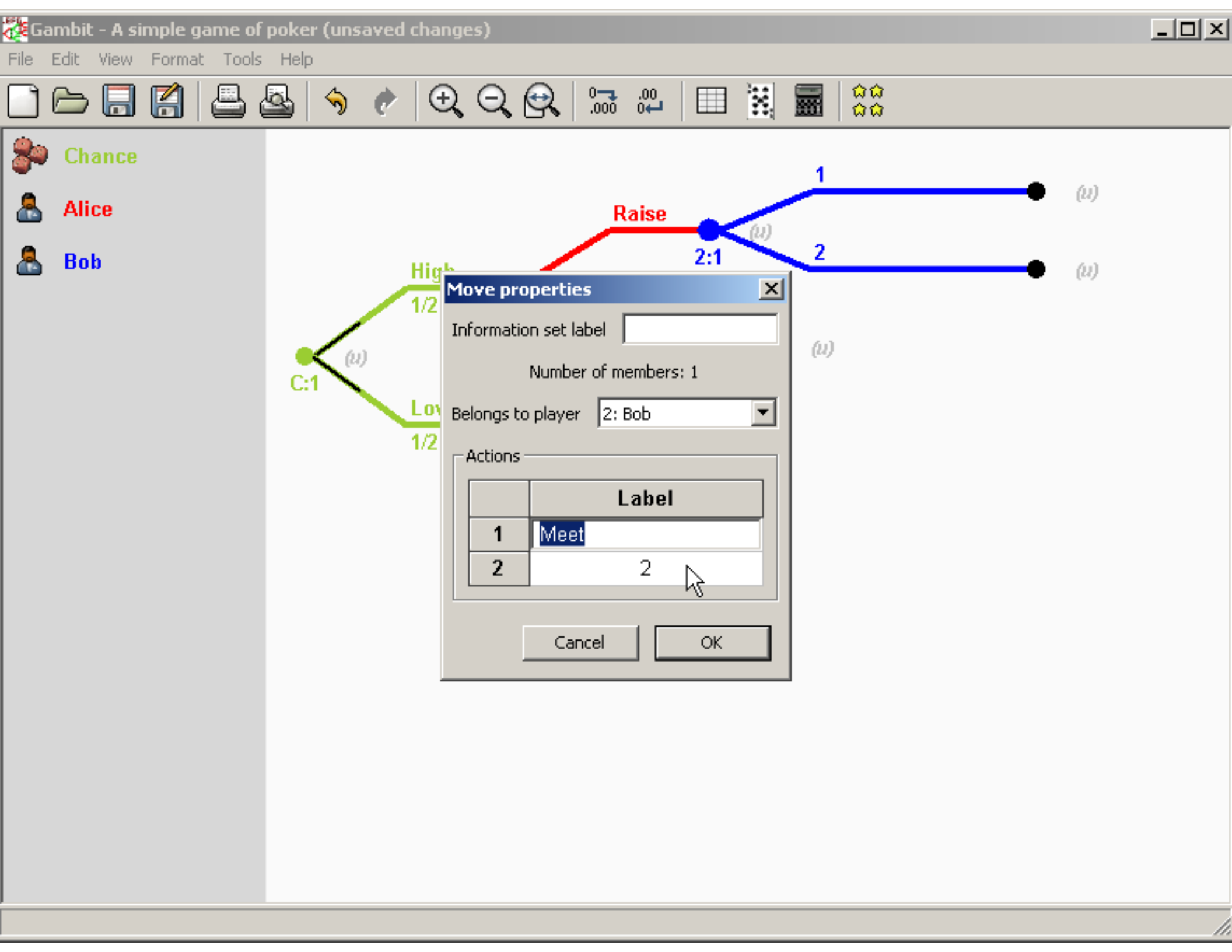










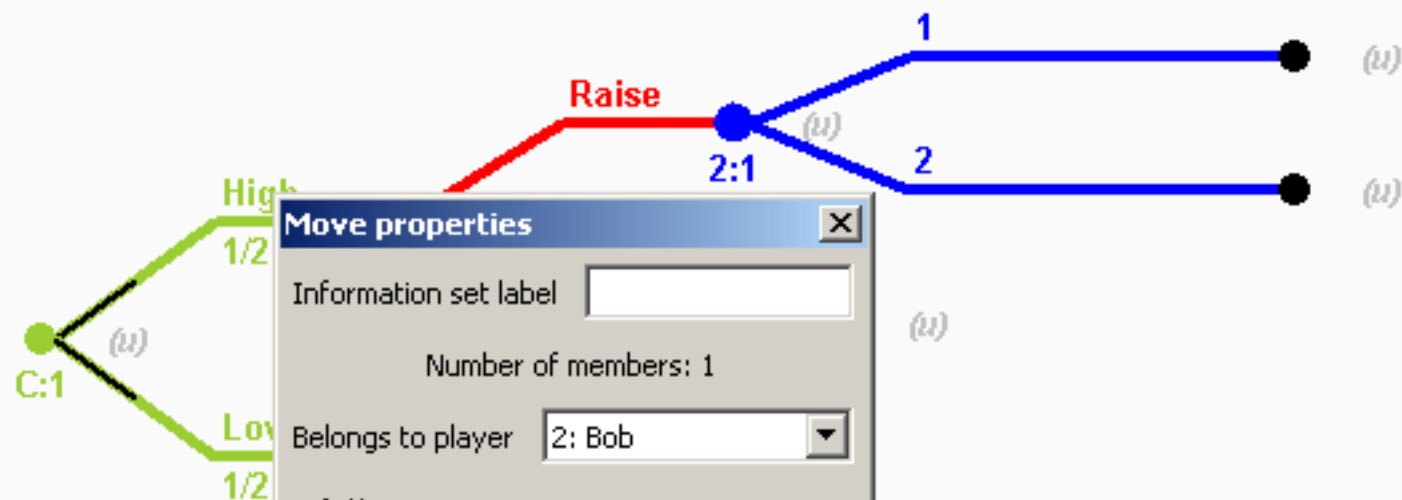




 **Chance**

 **Alice**

 **Bob**



Move properties [X]

Information set label

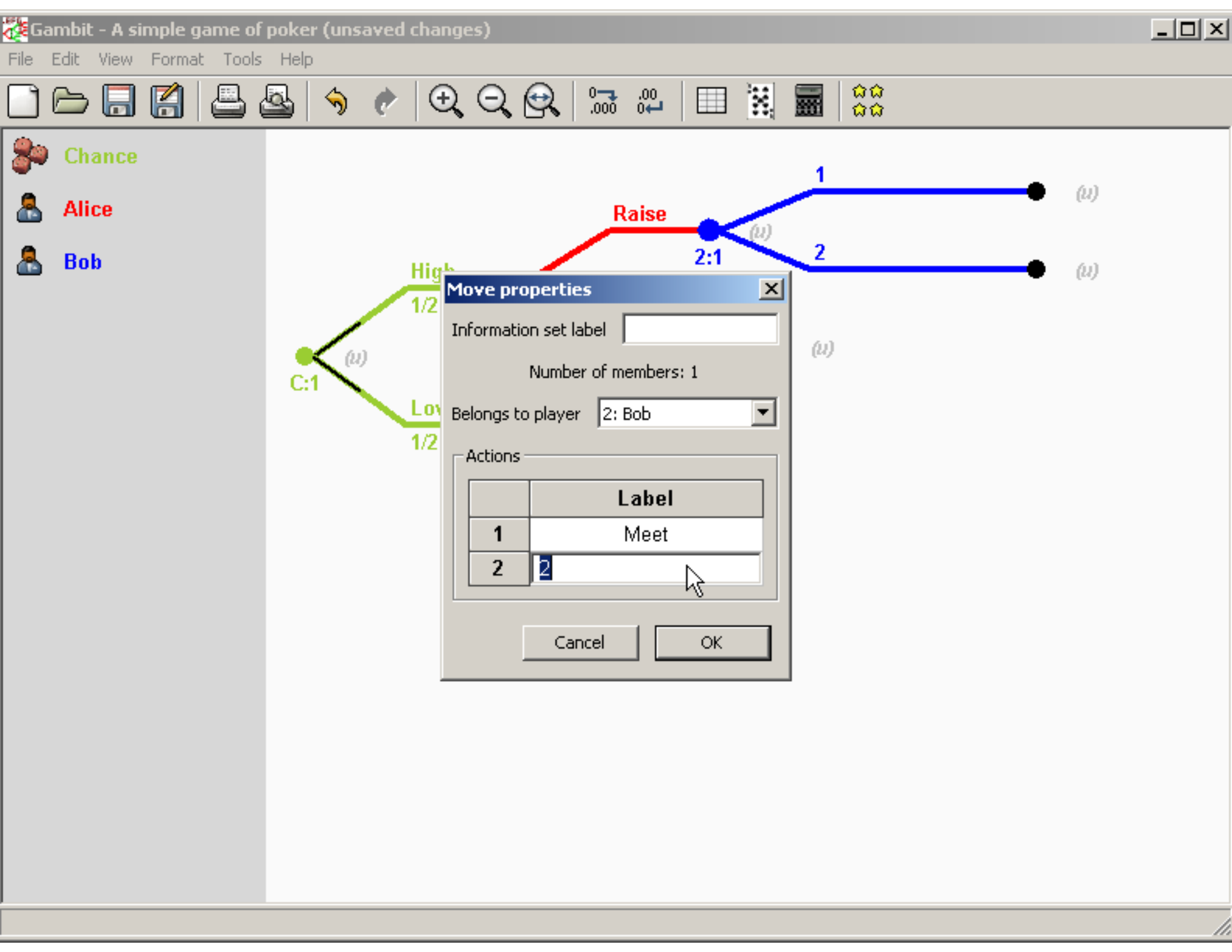
Number of members: 1

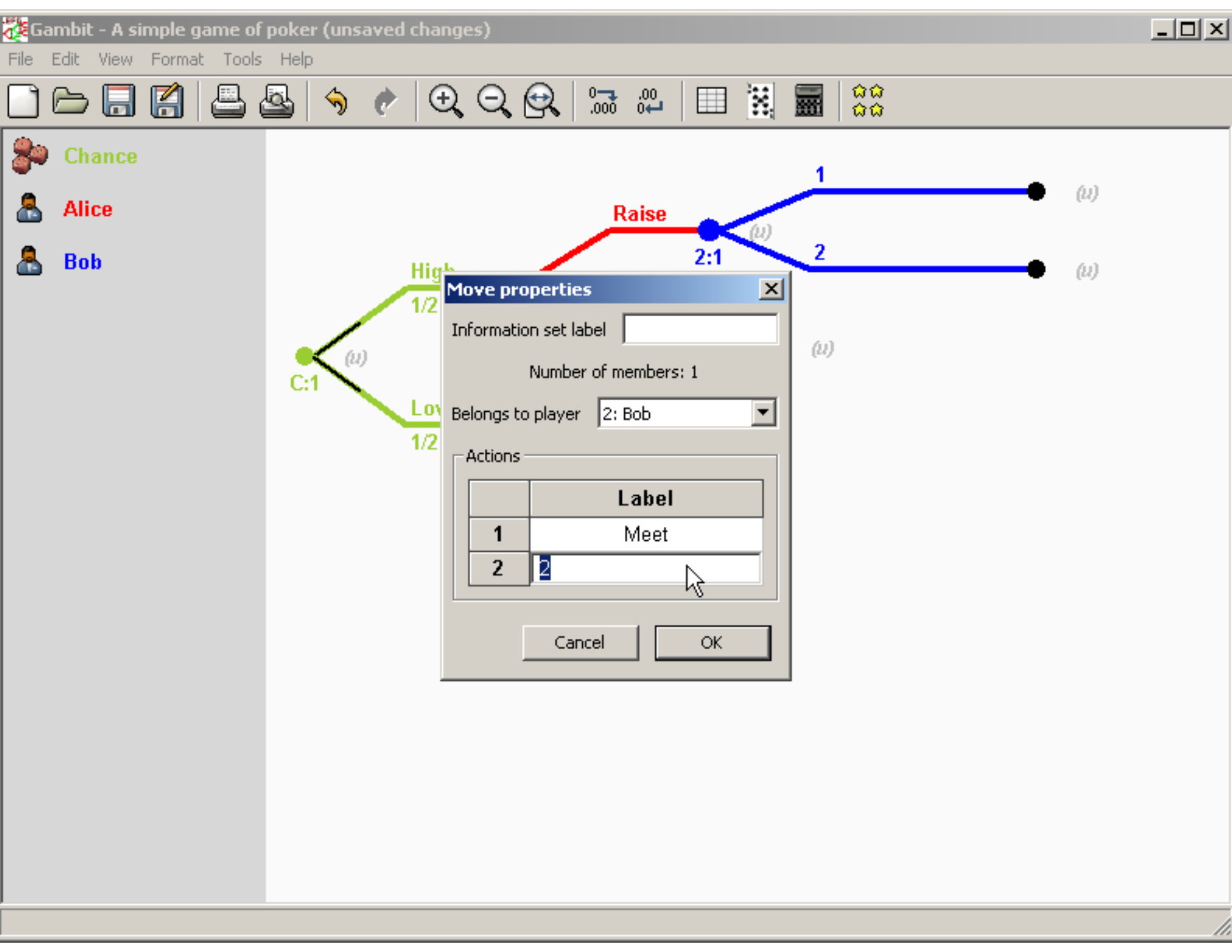
Belongs to player

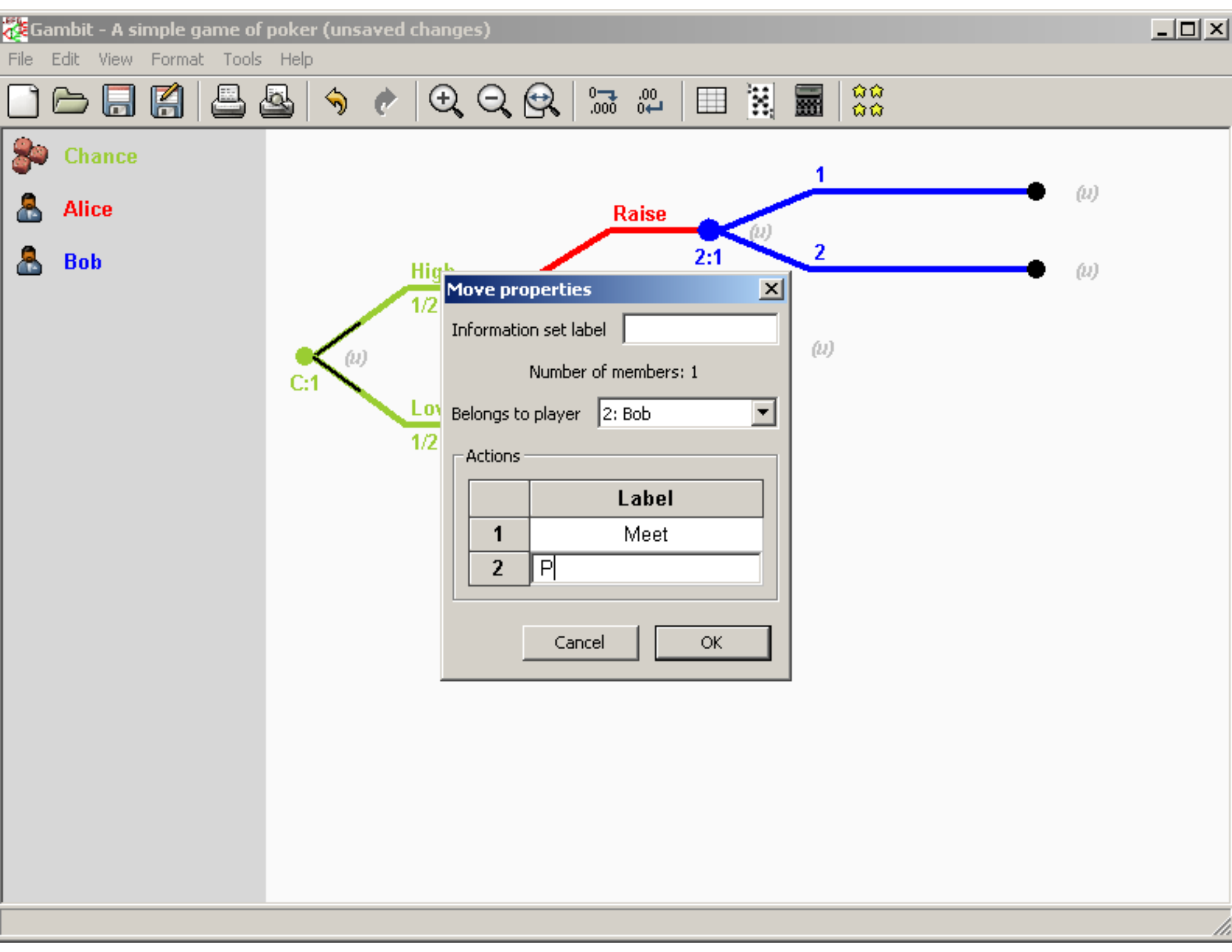
Actions

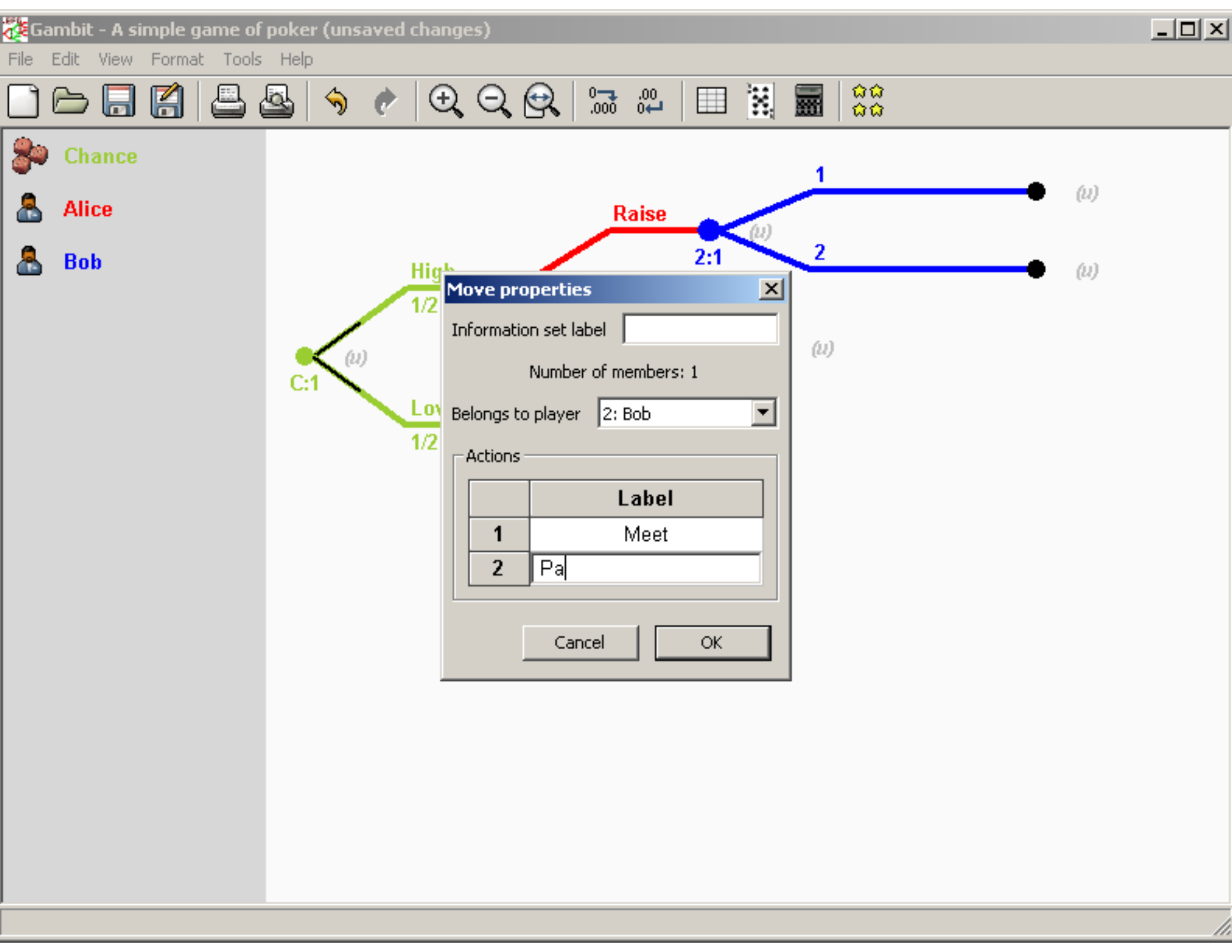
	Label
1	Meet
2	<input type="text" value="2"/>

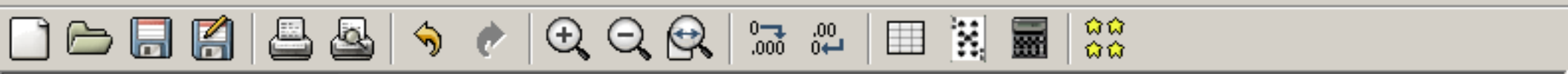
Cancel OK







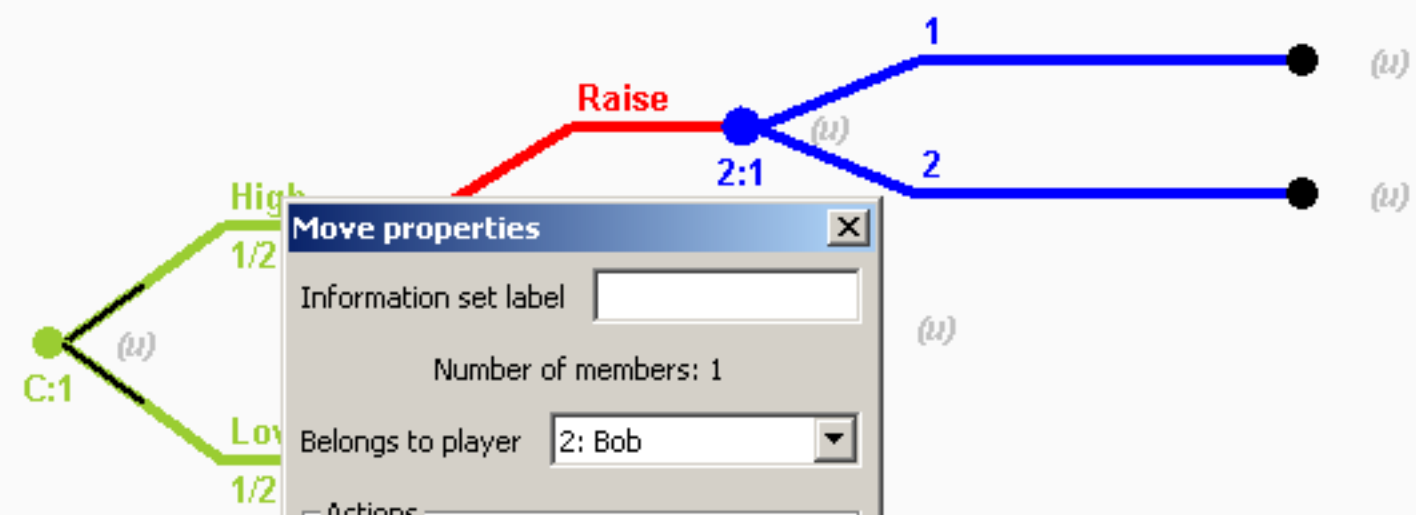




Chance

Alice

Bob



Move properties [X]

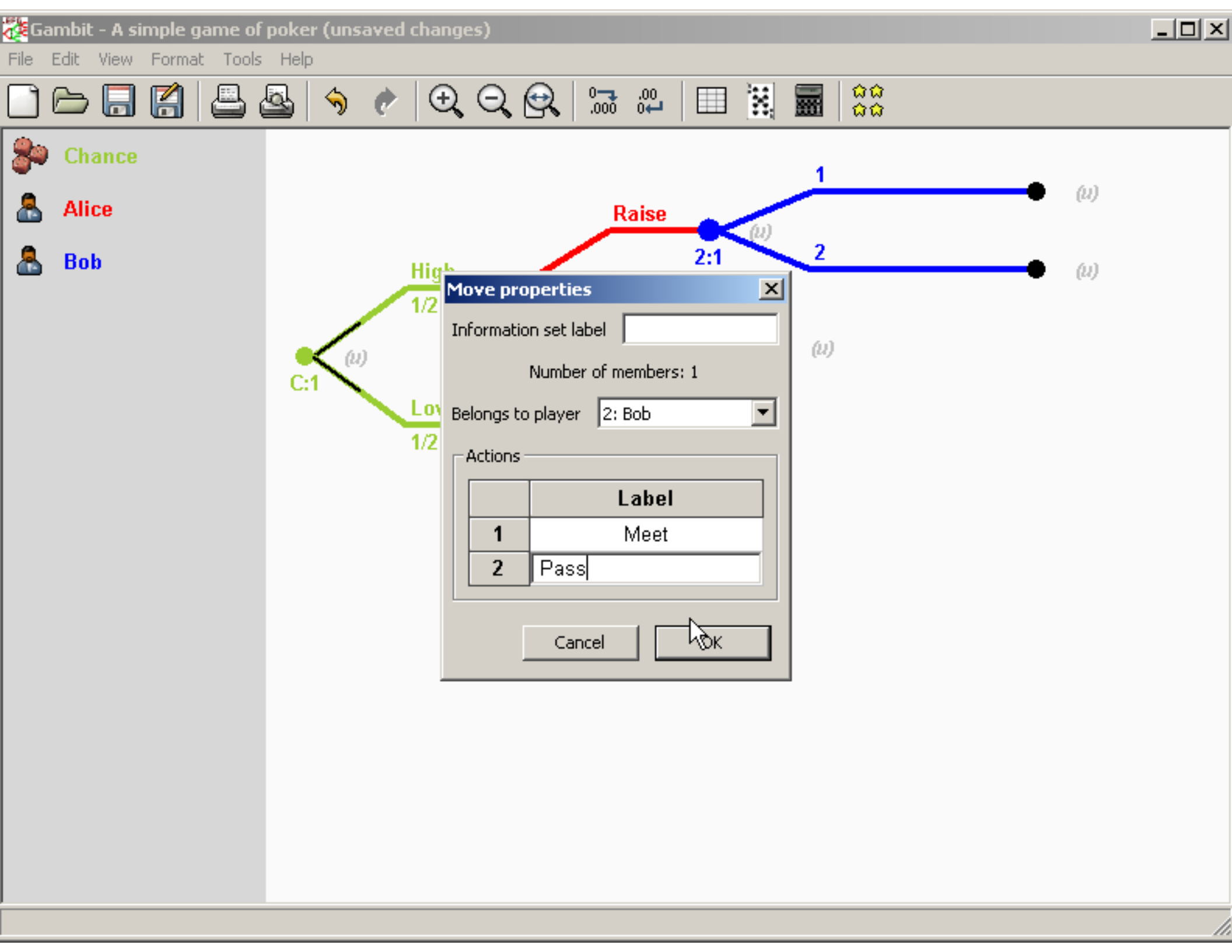
Information set label

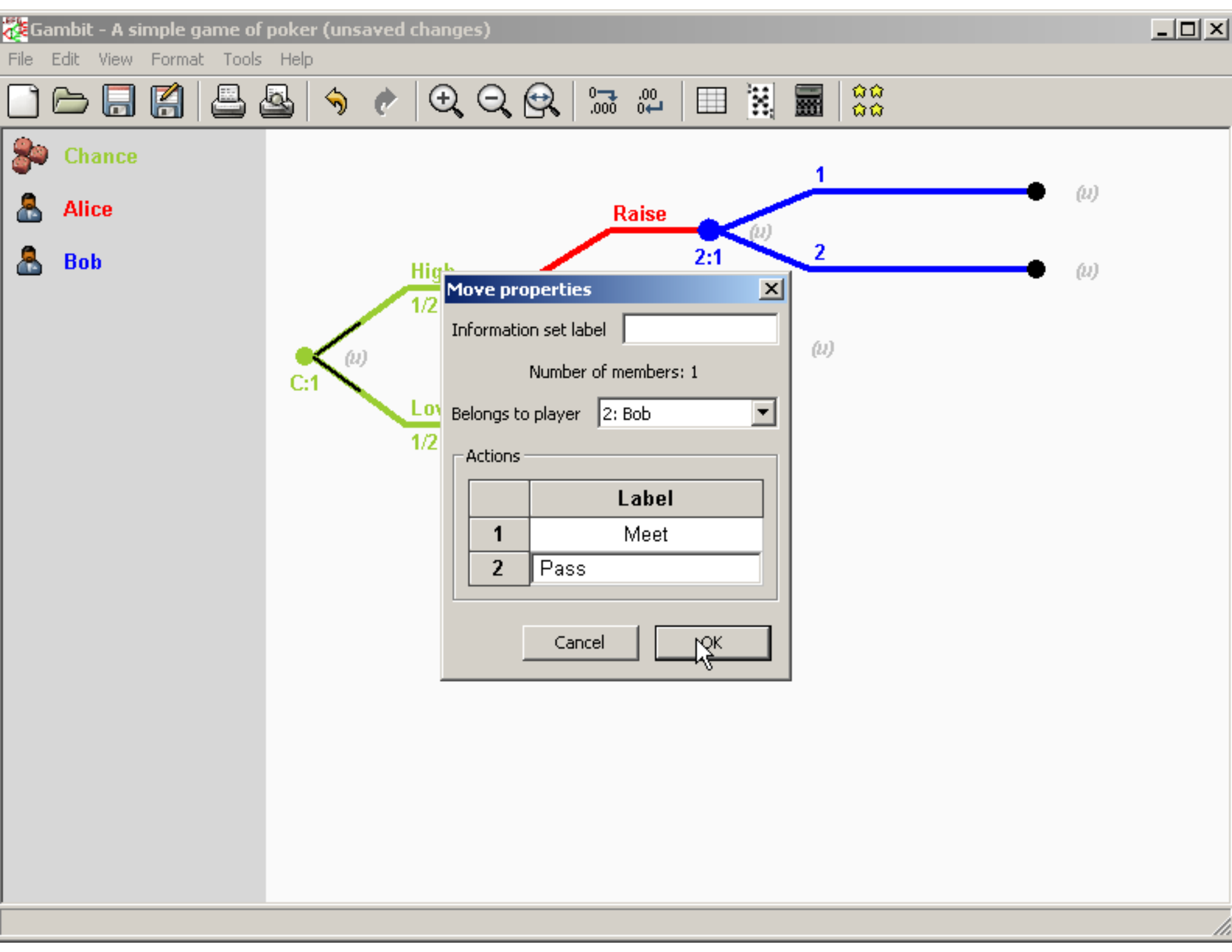
Number of members: 1

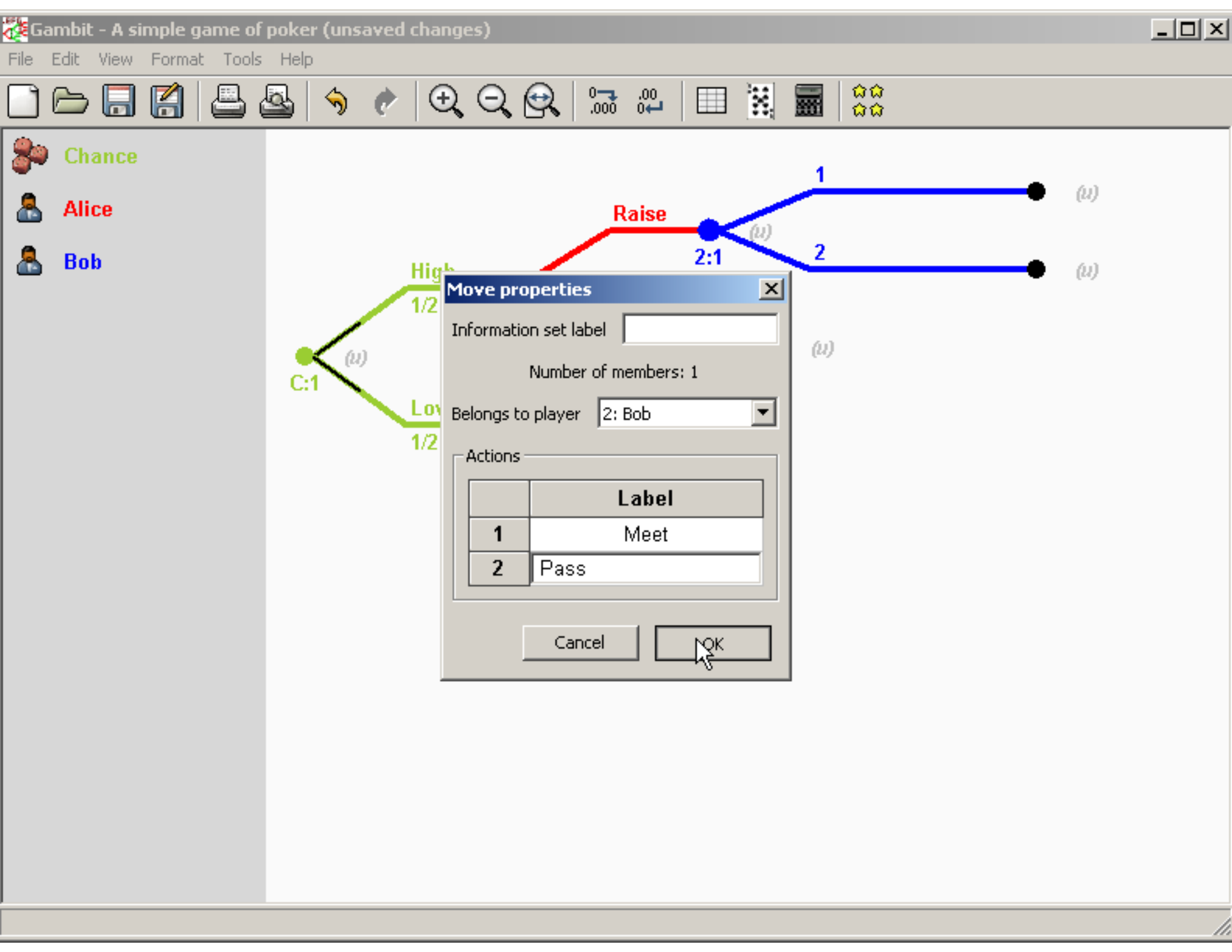
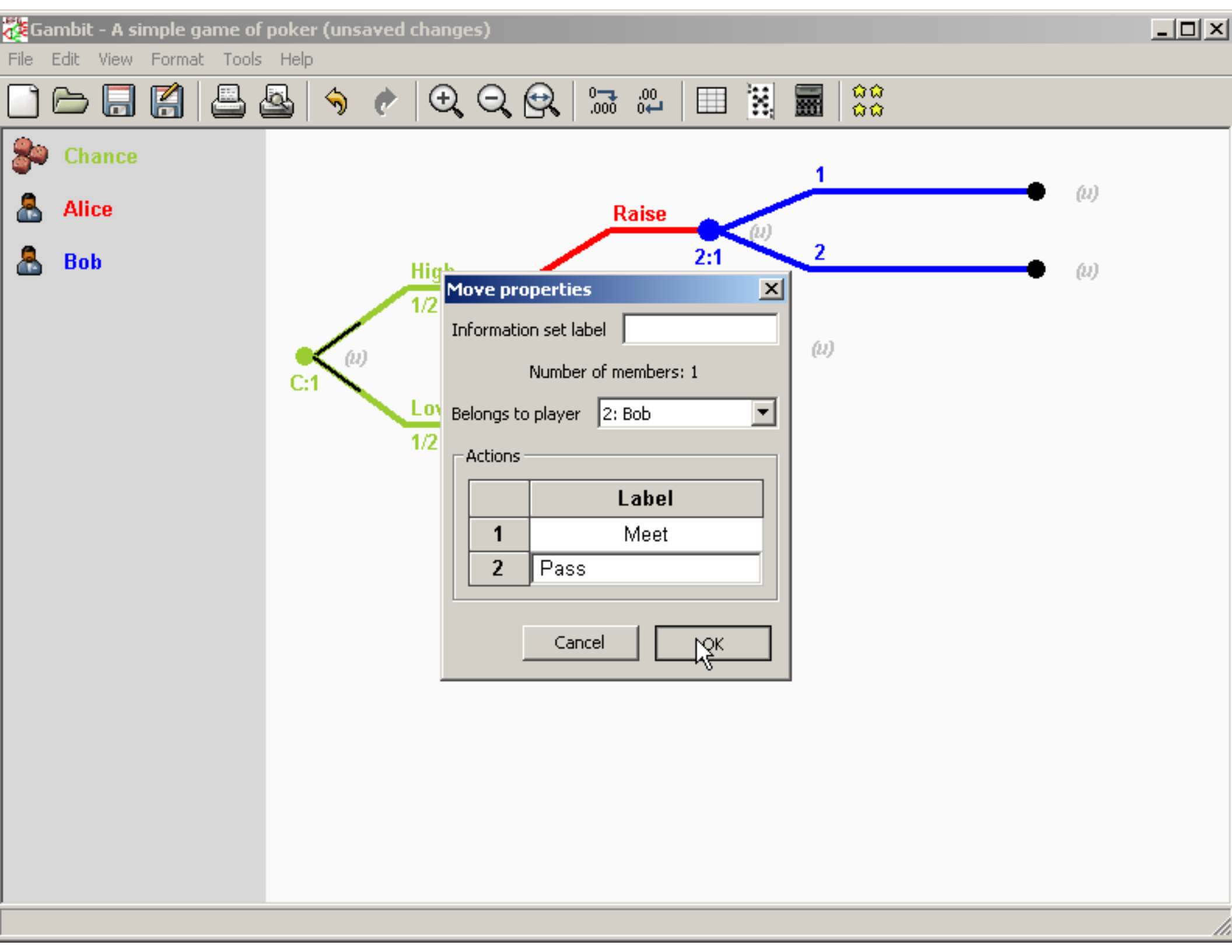
Belongs to player

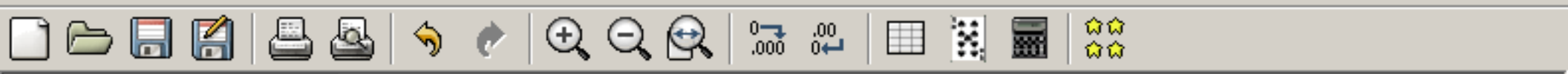
Actions

	Label
1	Meet
2	Pas

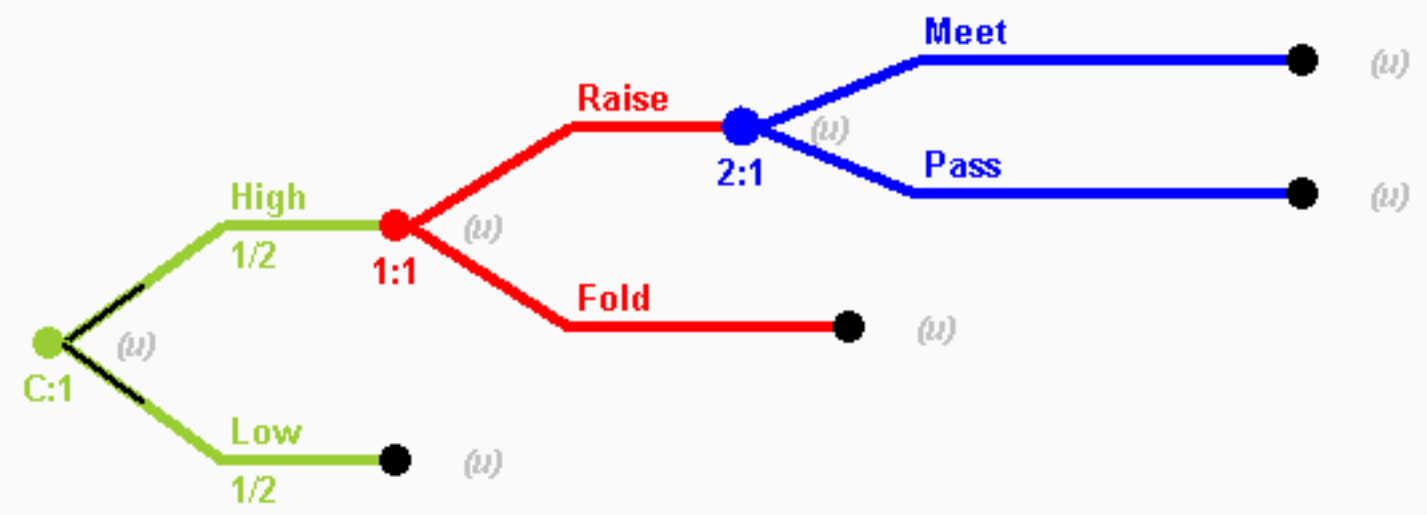






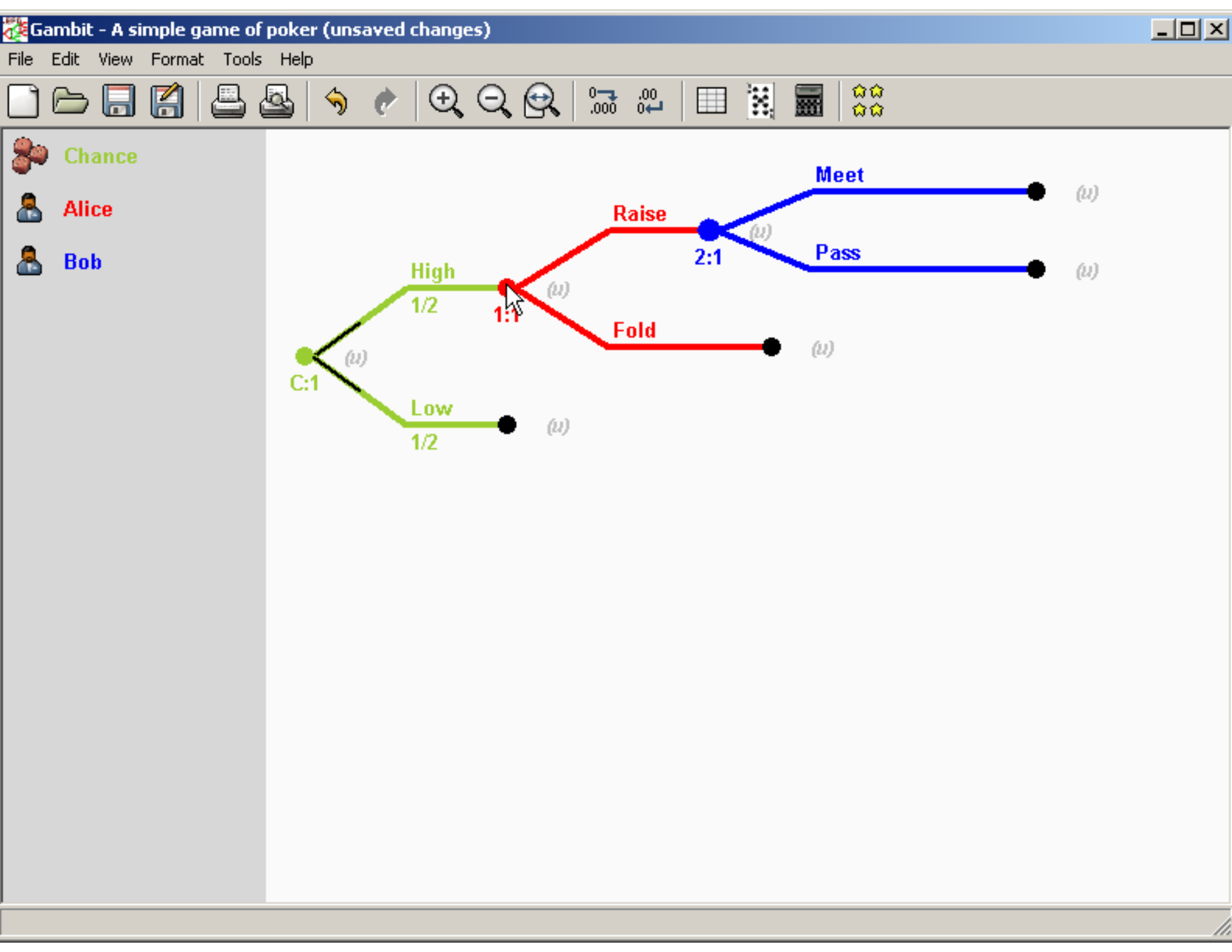


-  **Chance**
-  **Alice**
-  **Bob**




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.

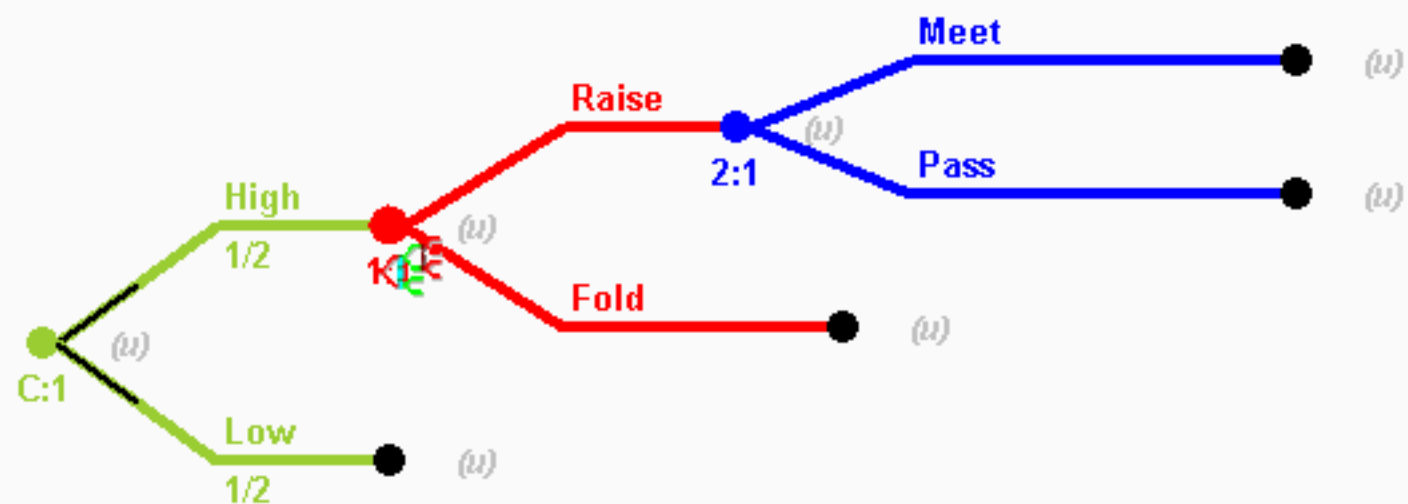


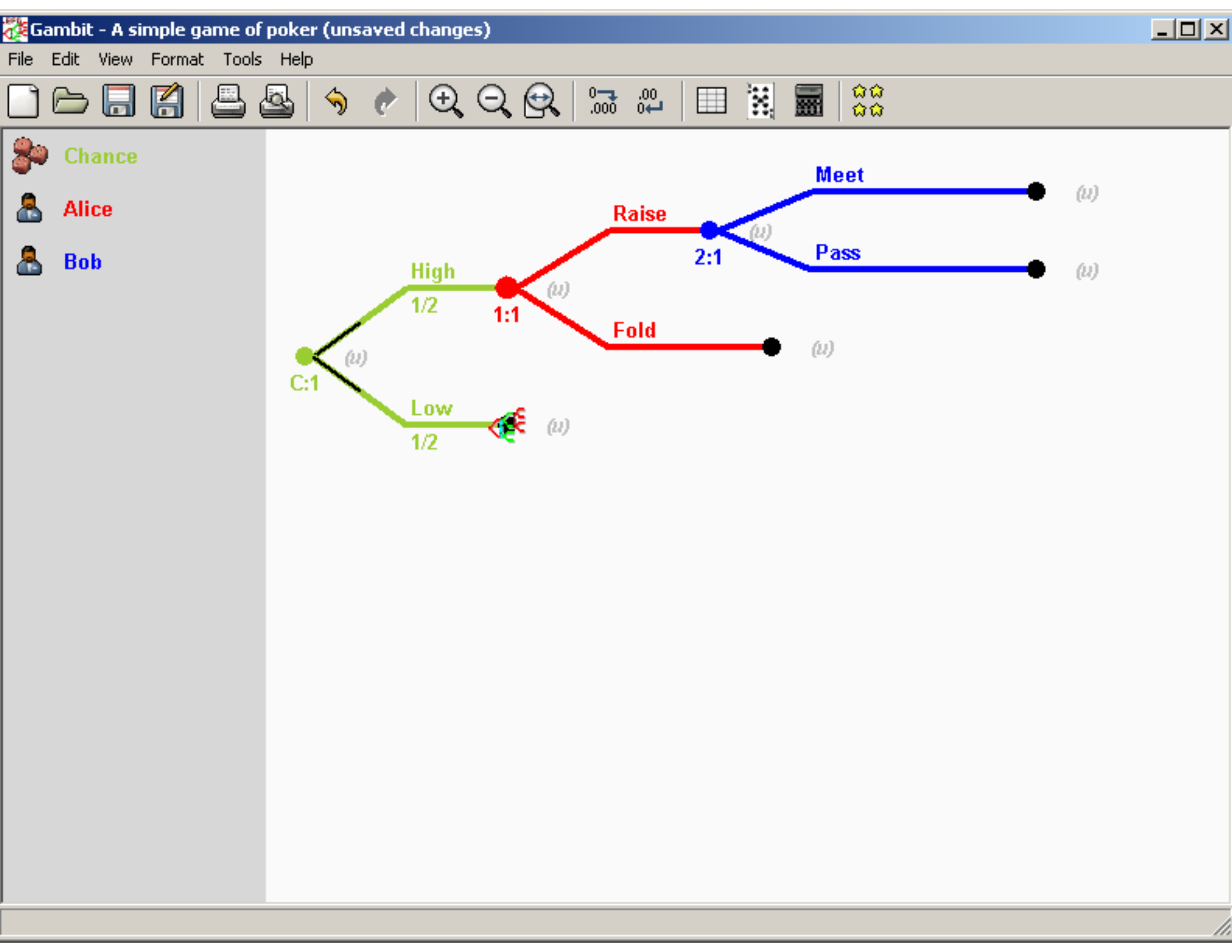


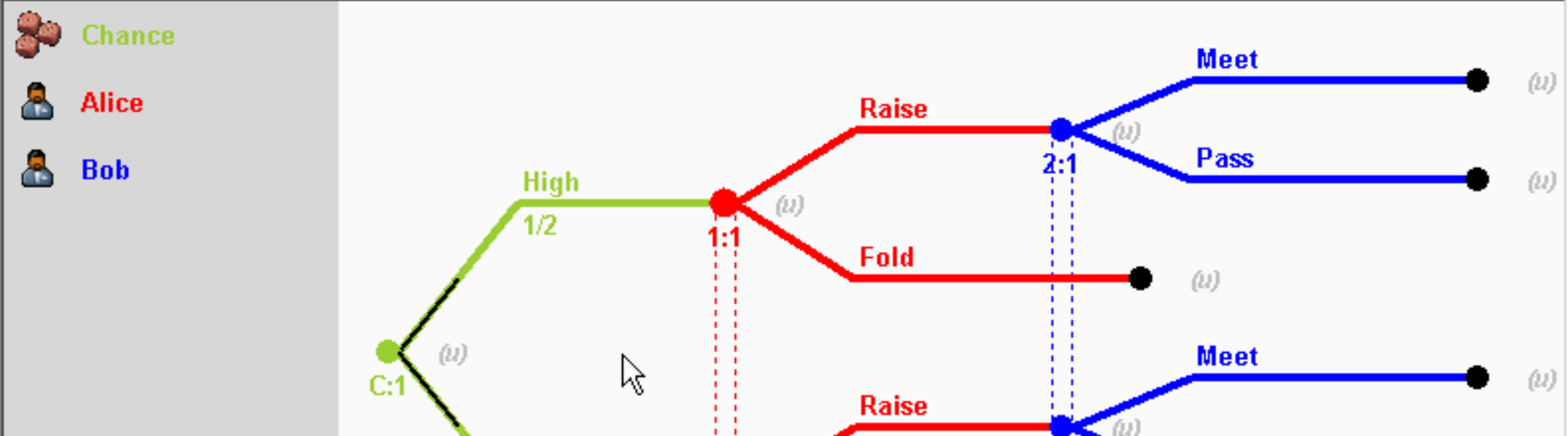
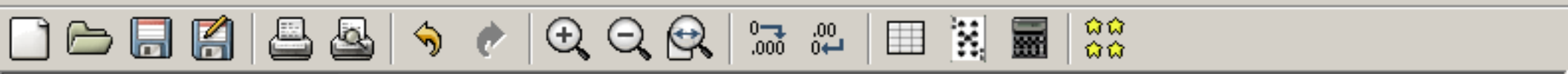
 **Chance**

 **Alice**

 **Bob**

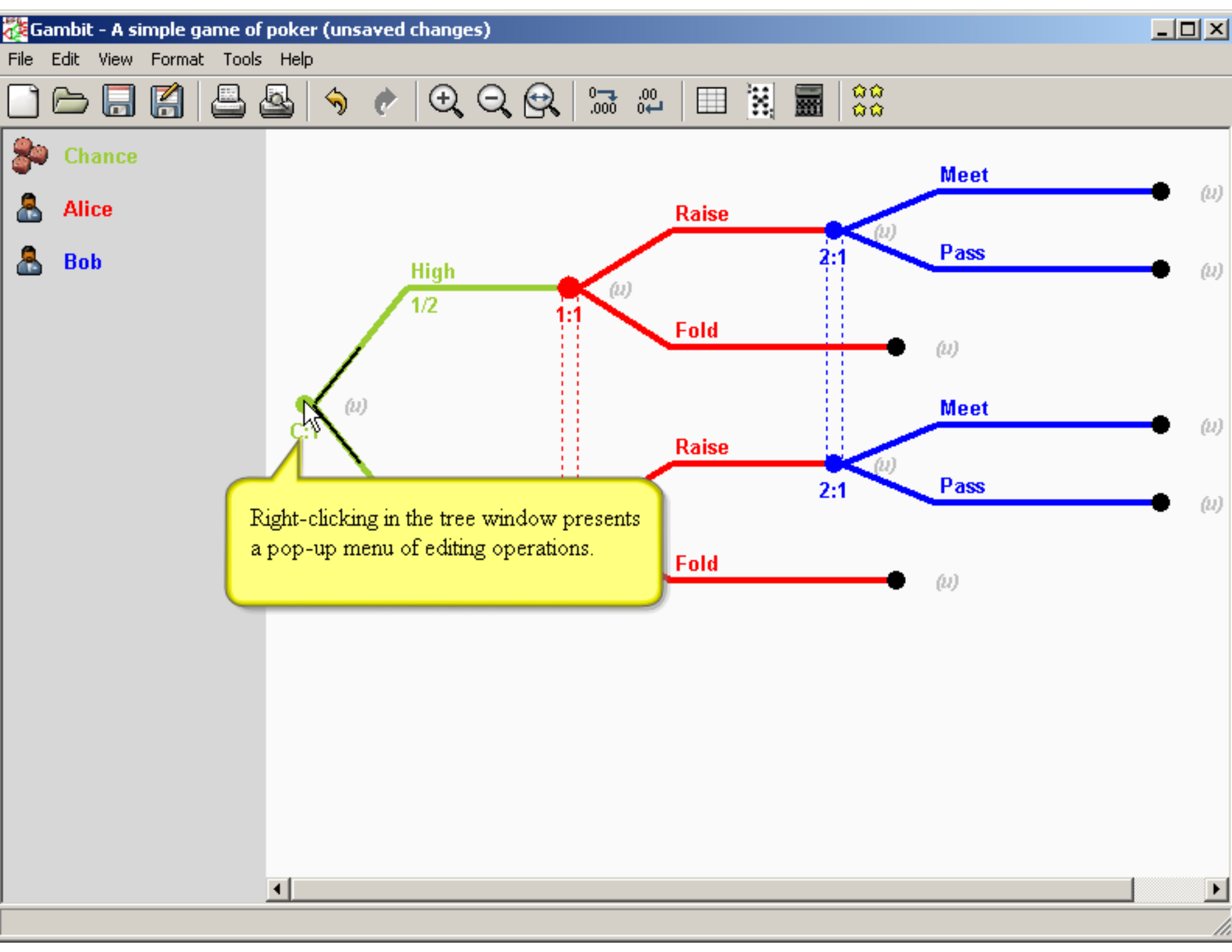


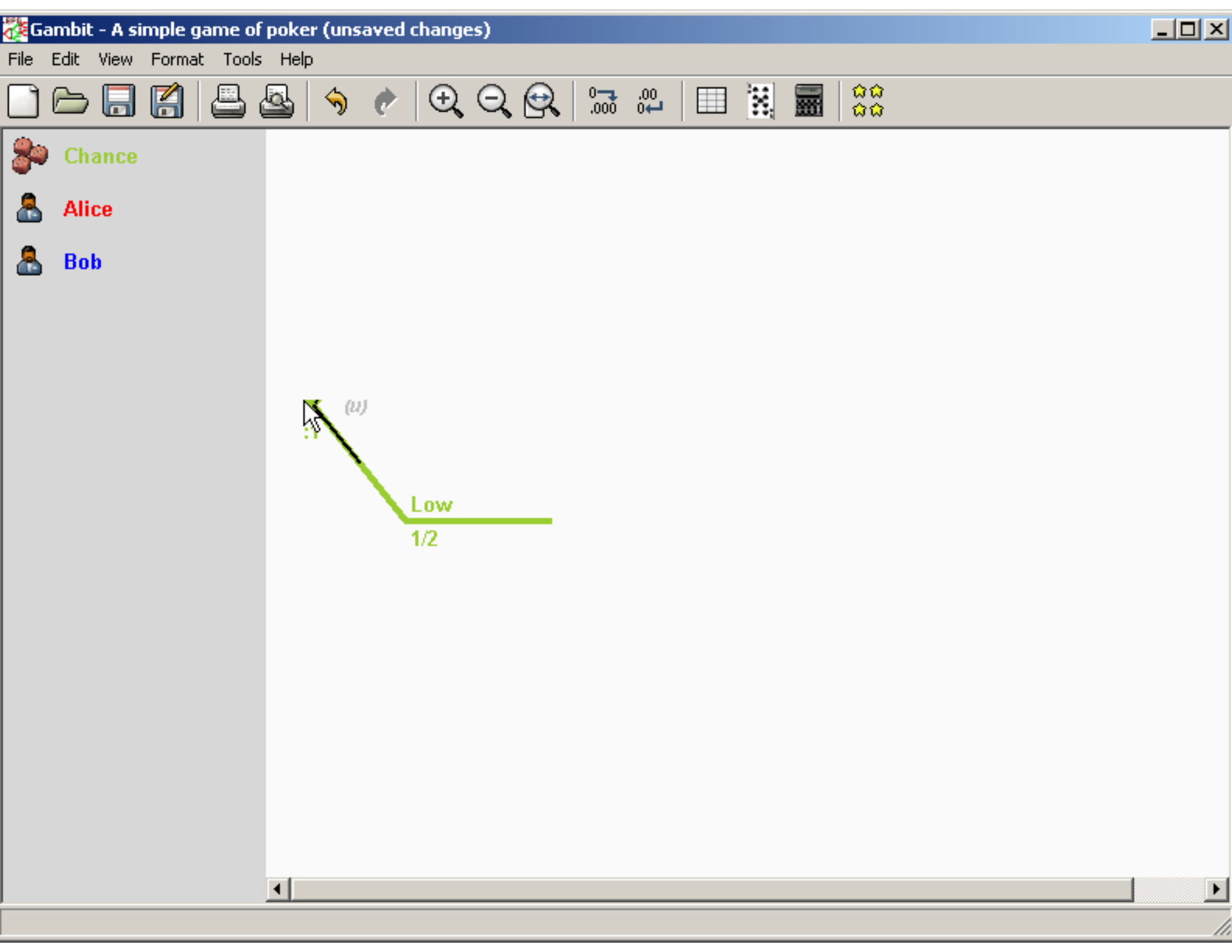


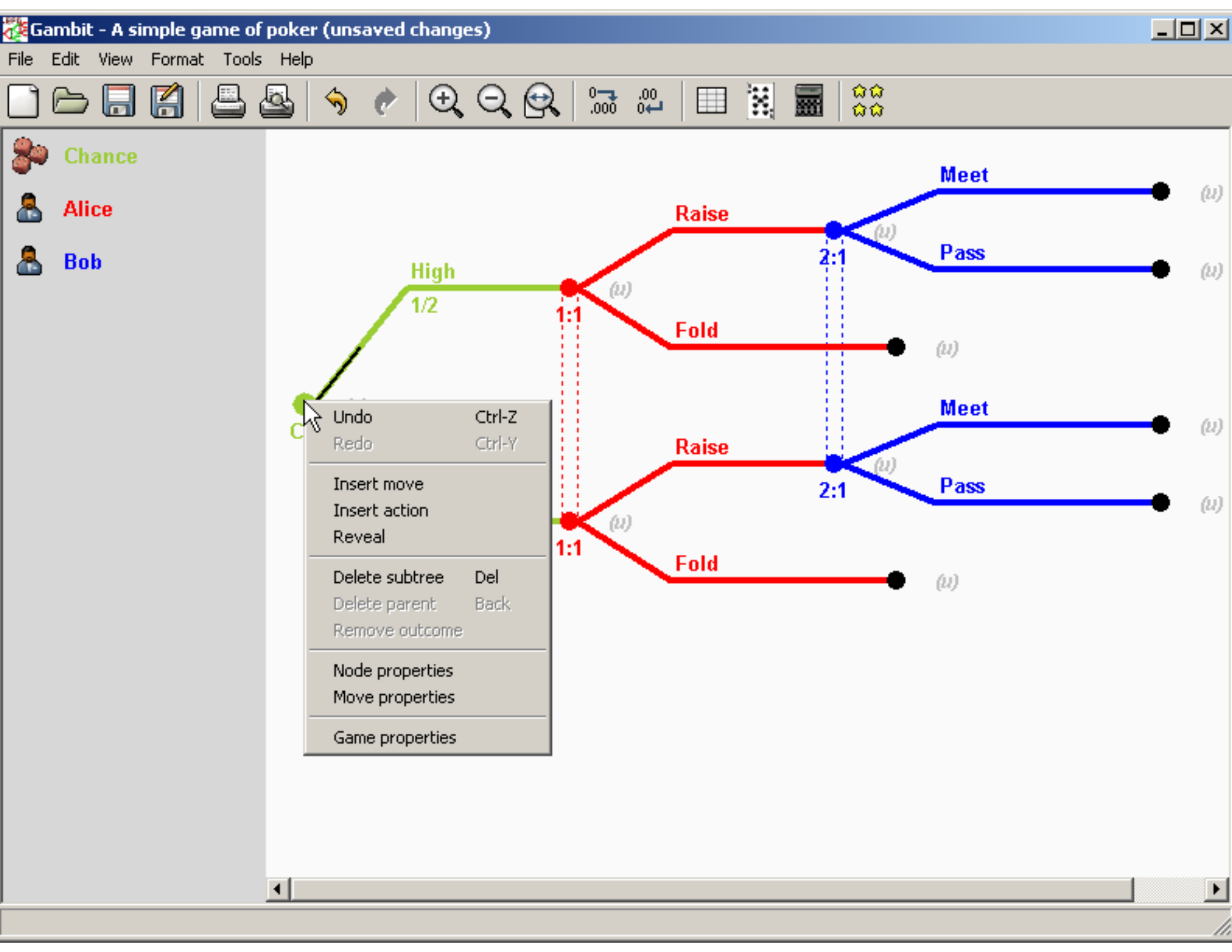


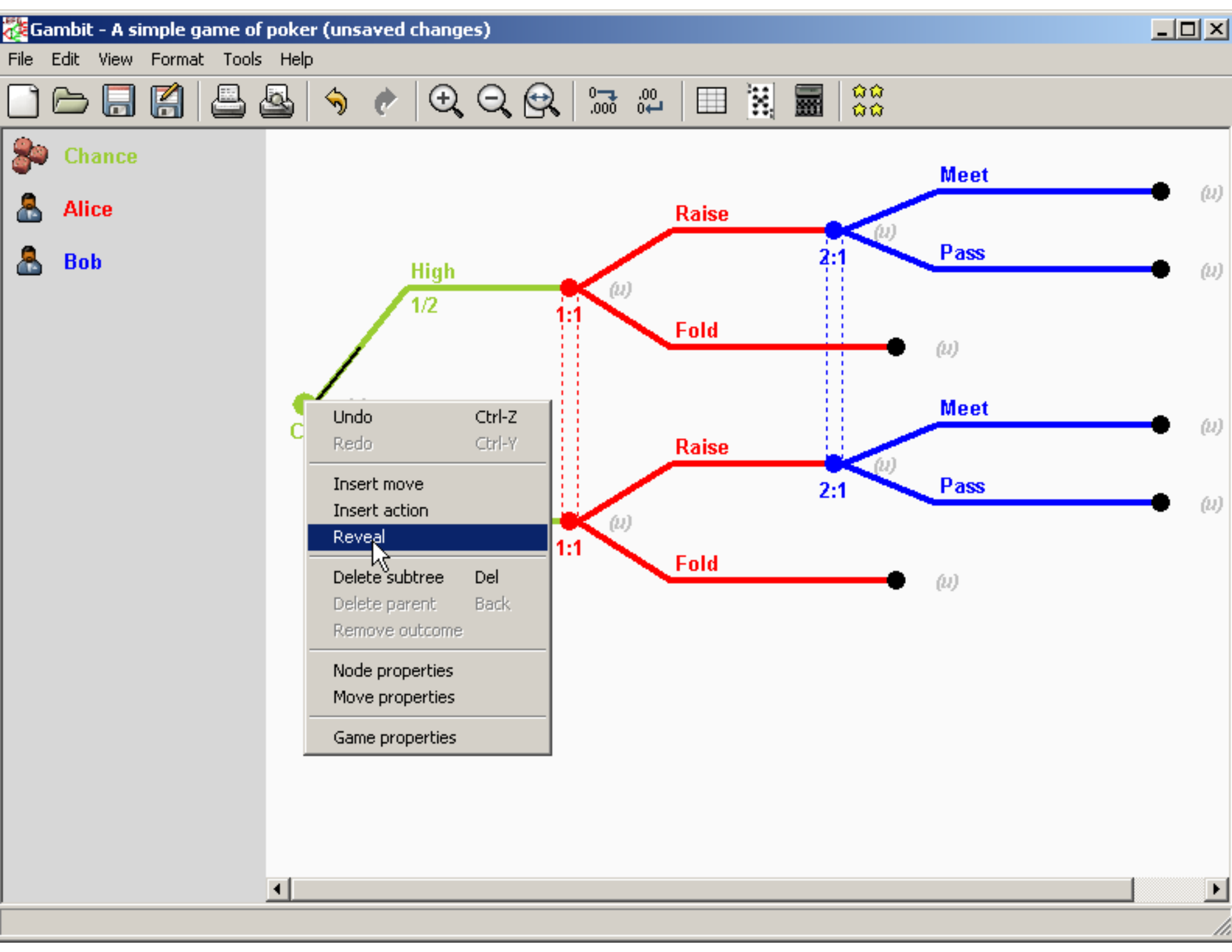
Notice that when nodes are copied, they remain in the same information set as their original counterparts. Information sets are indicated by the dotted lines connecting Alice's and Bob's moves, respectively.

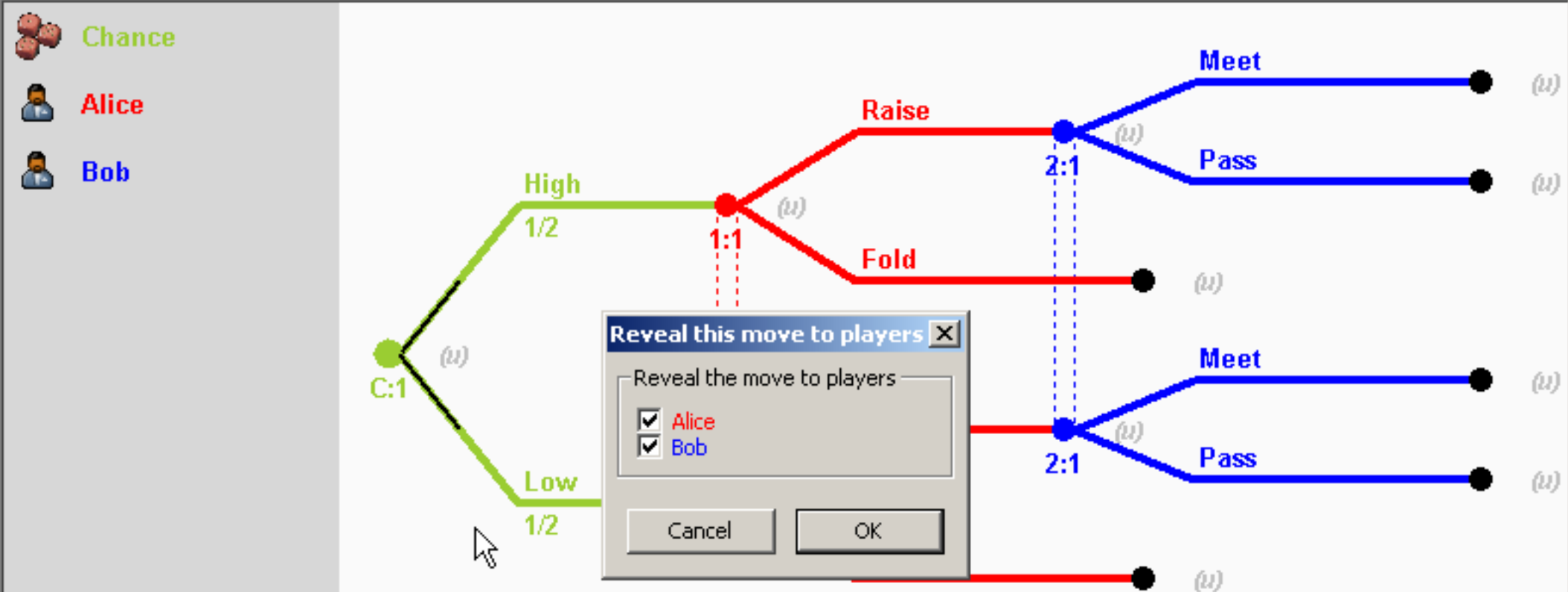
In our game, Alice does observe the card she draws, but Bob does not. So Alice's two moves should be in separate information sets. An easy way to accomplish this is to "reveal" the outcome of the chance move to Alice. Here's how to do that.

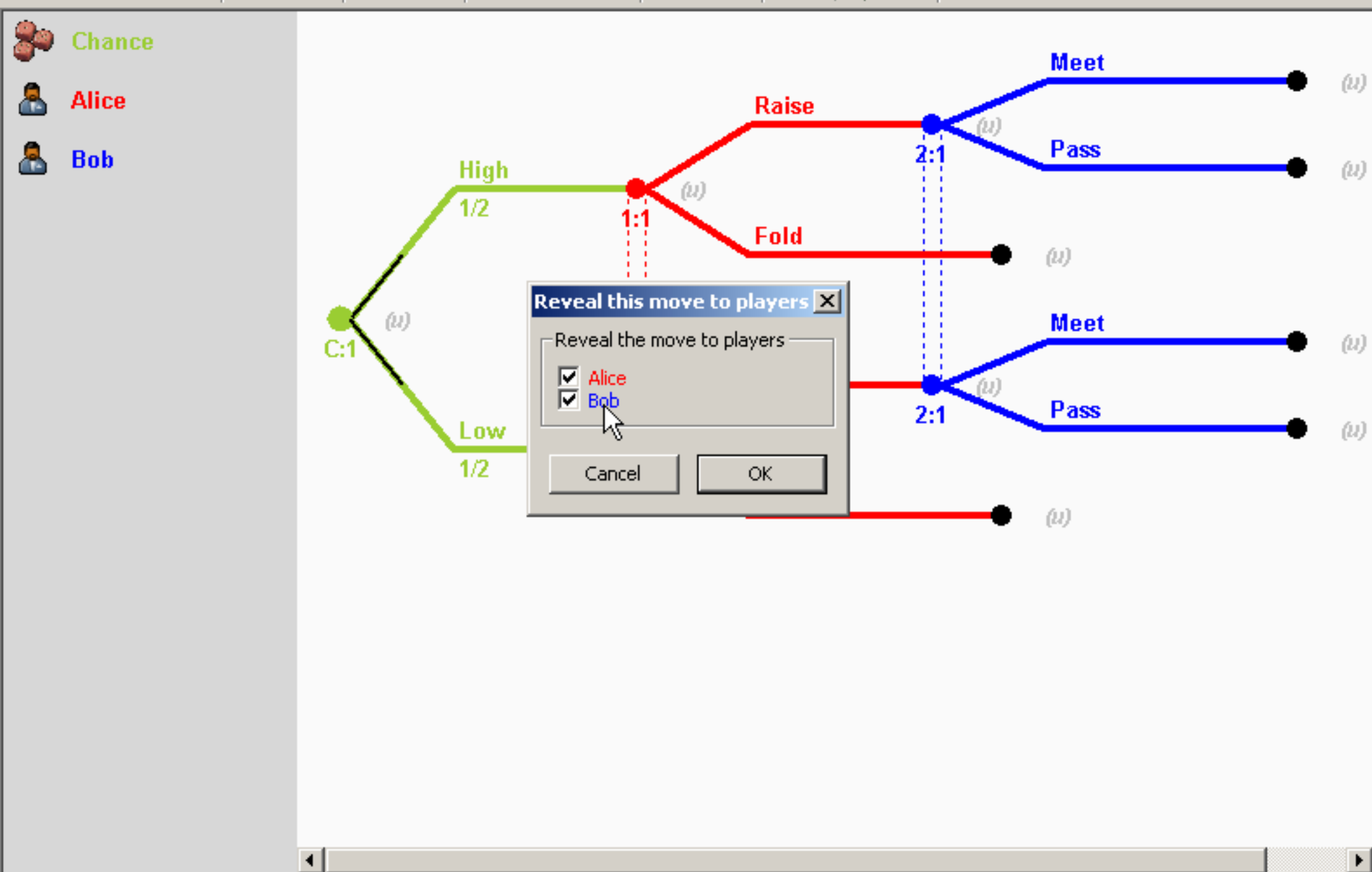


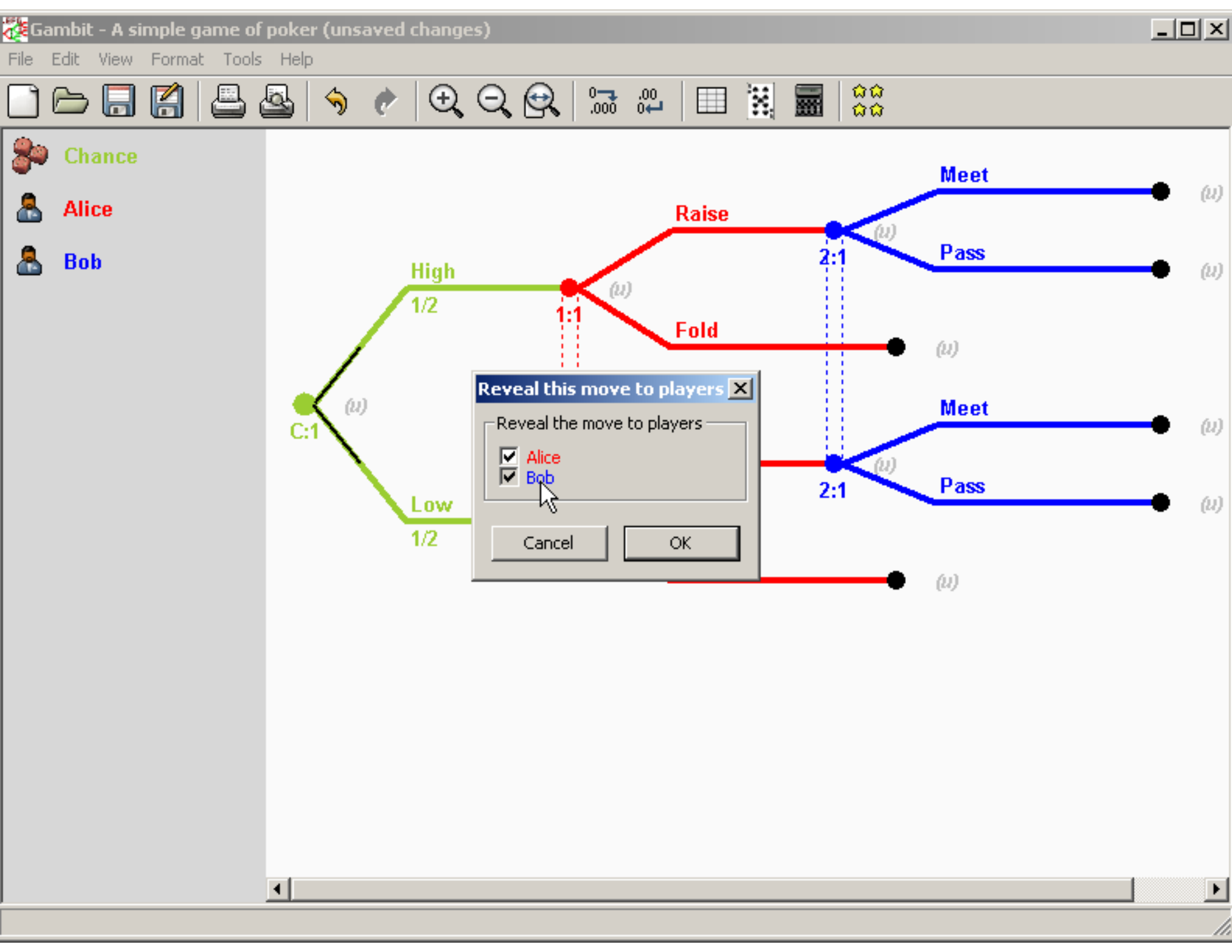


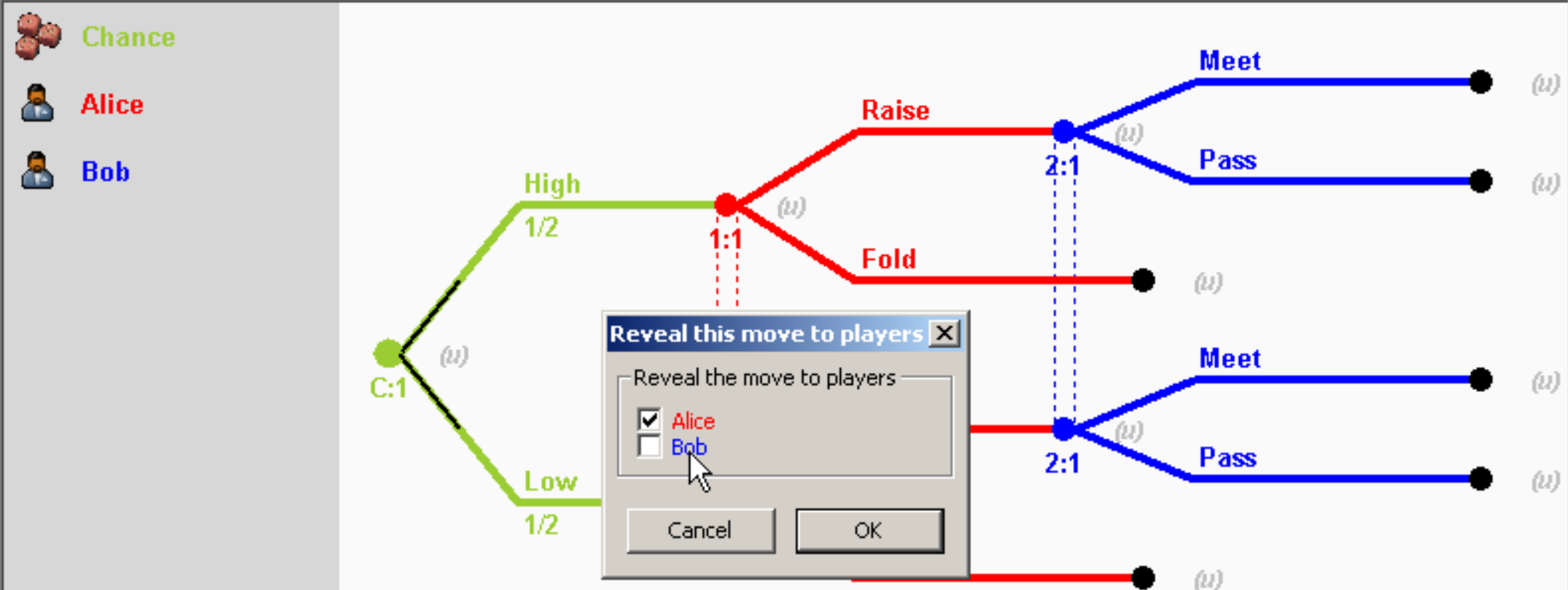


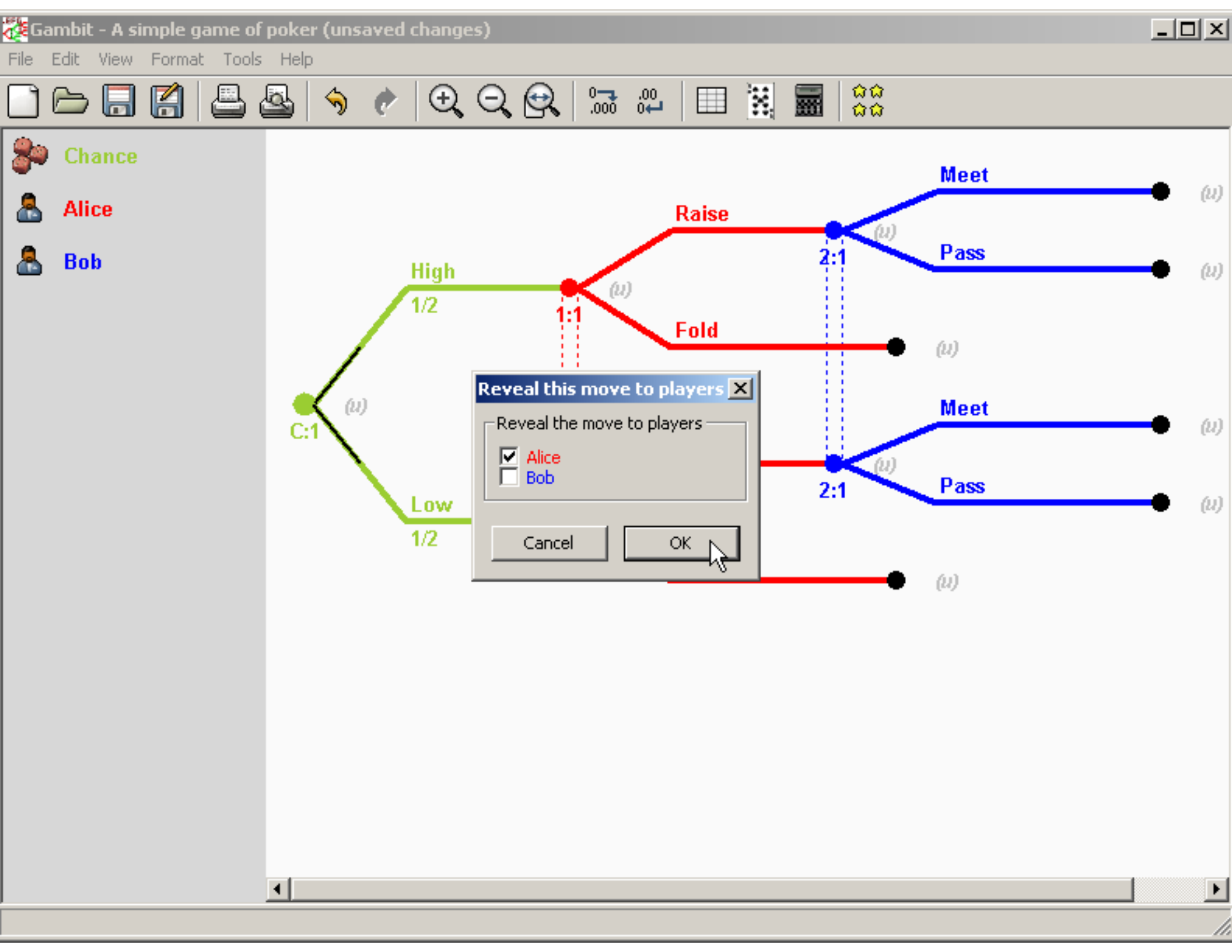


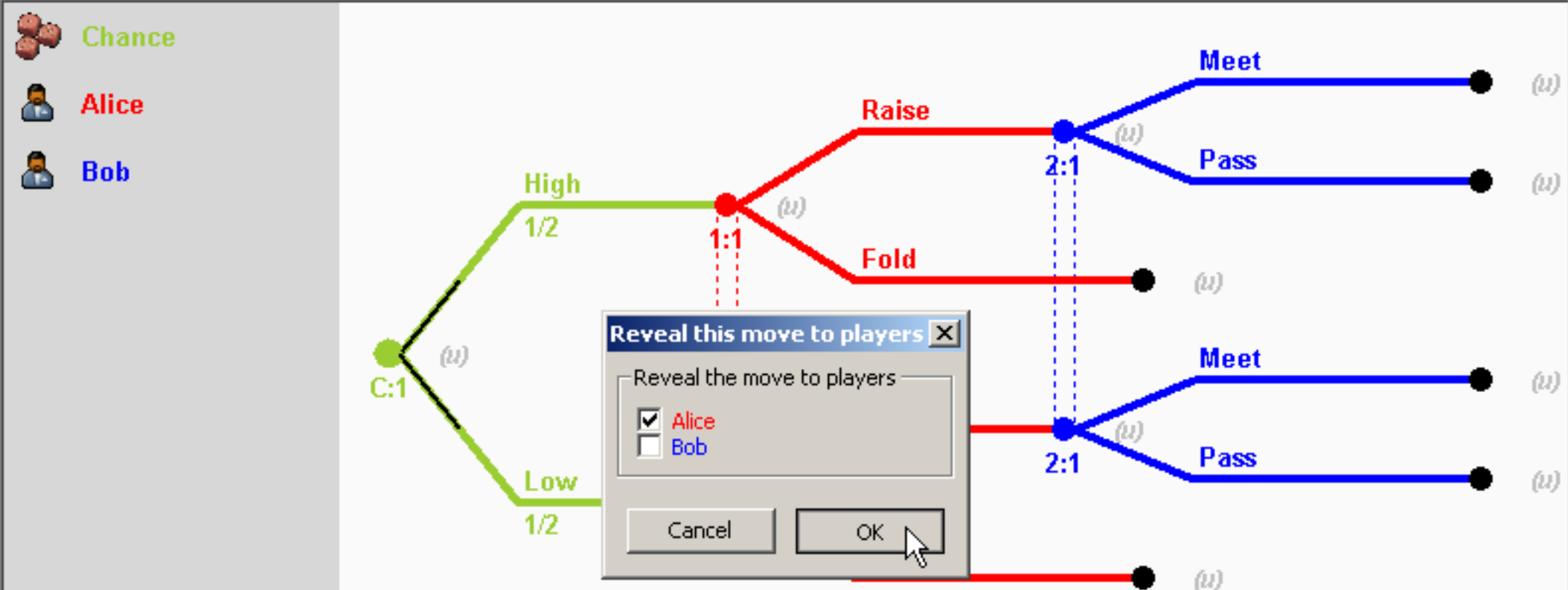


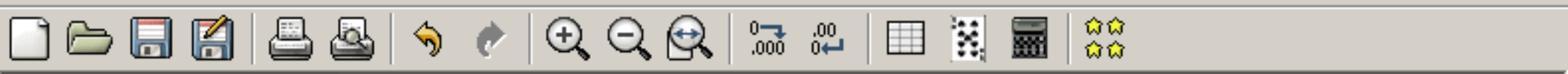








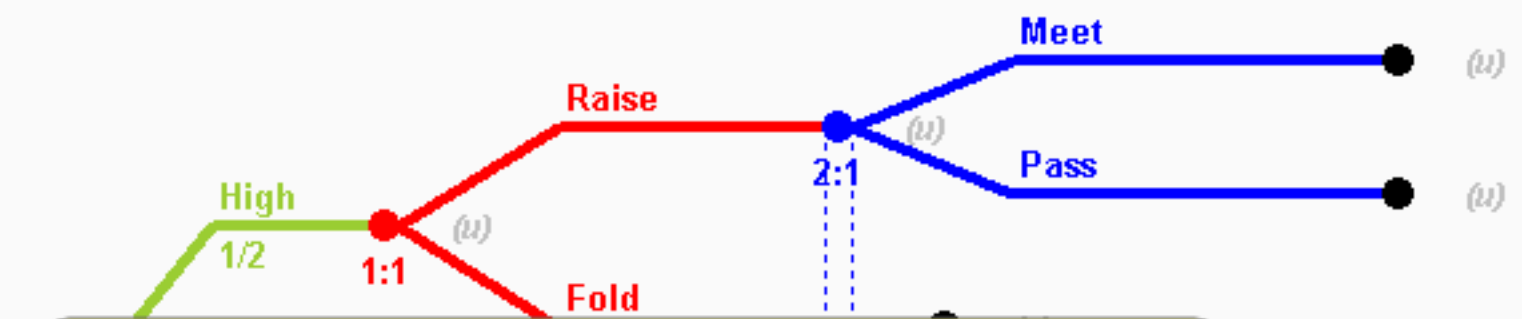




Chance

Alice

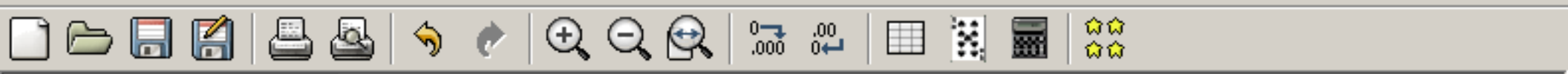
Bob



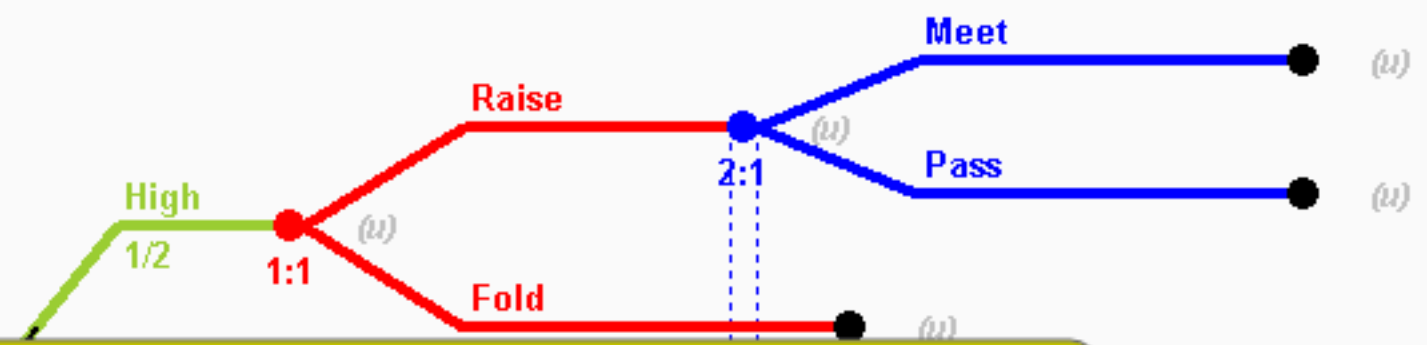
Now our tree is completed, and accurately reflects the moves and information structure of the game.

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.

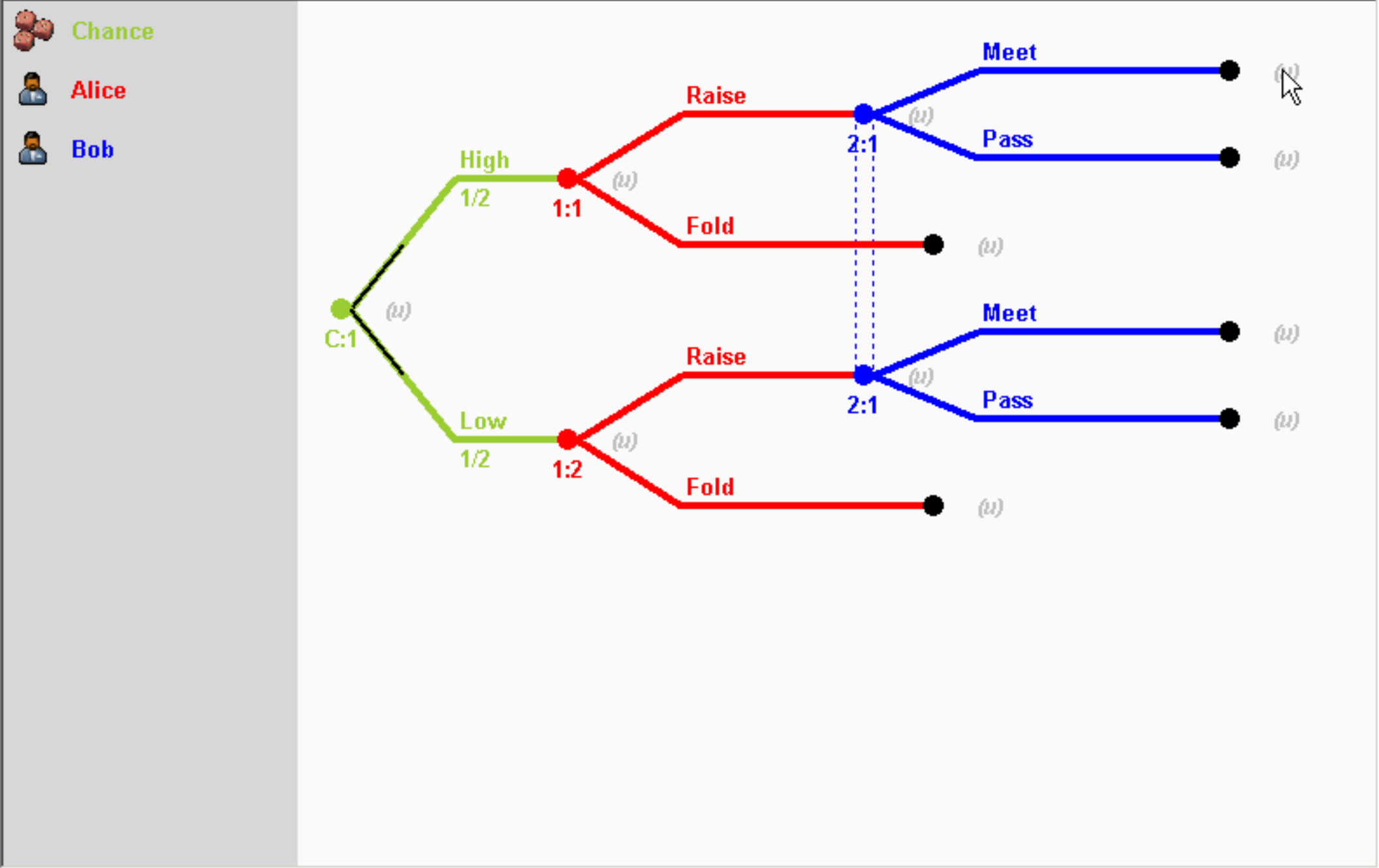
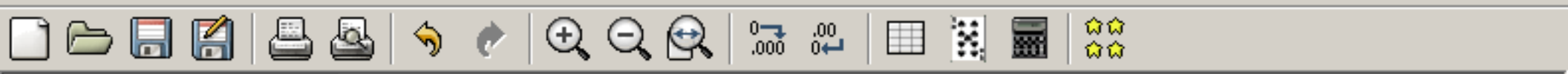


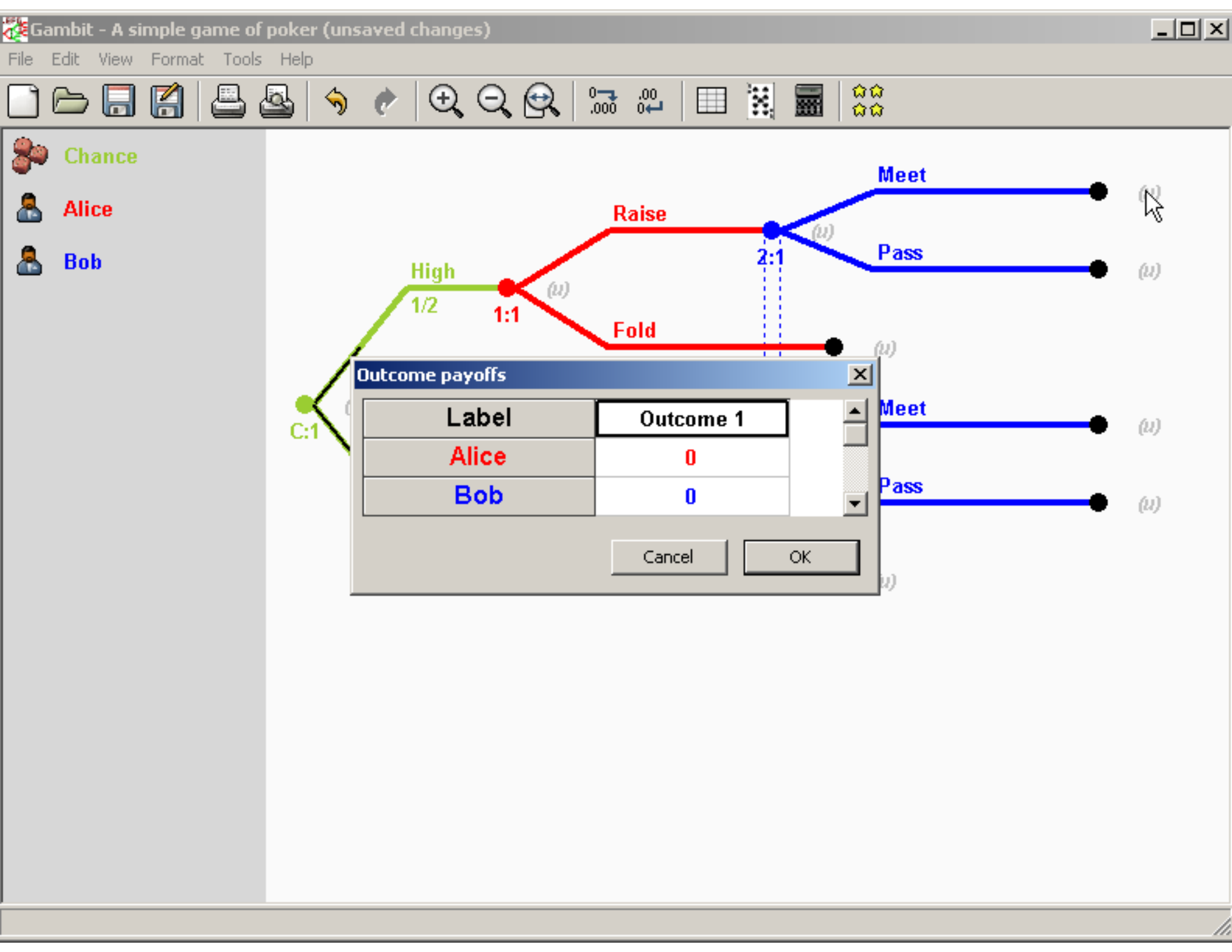
- Chance
- Alice
- Bob

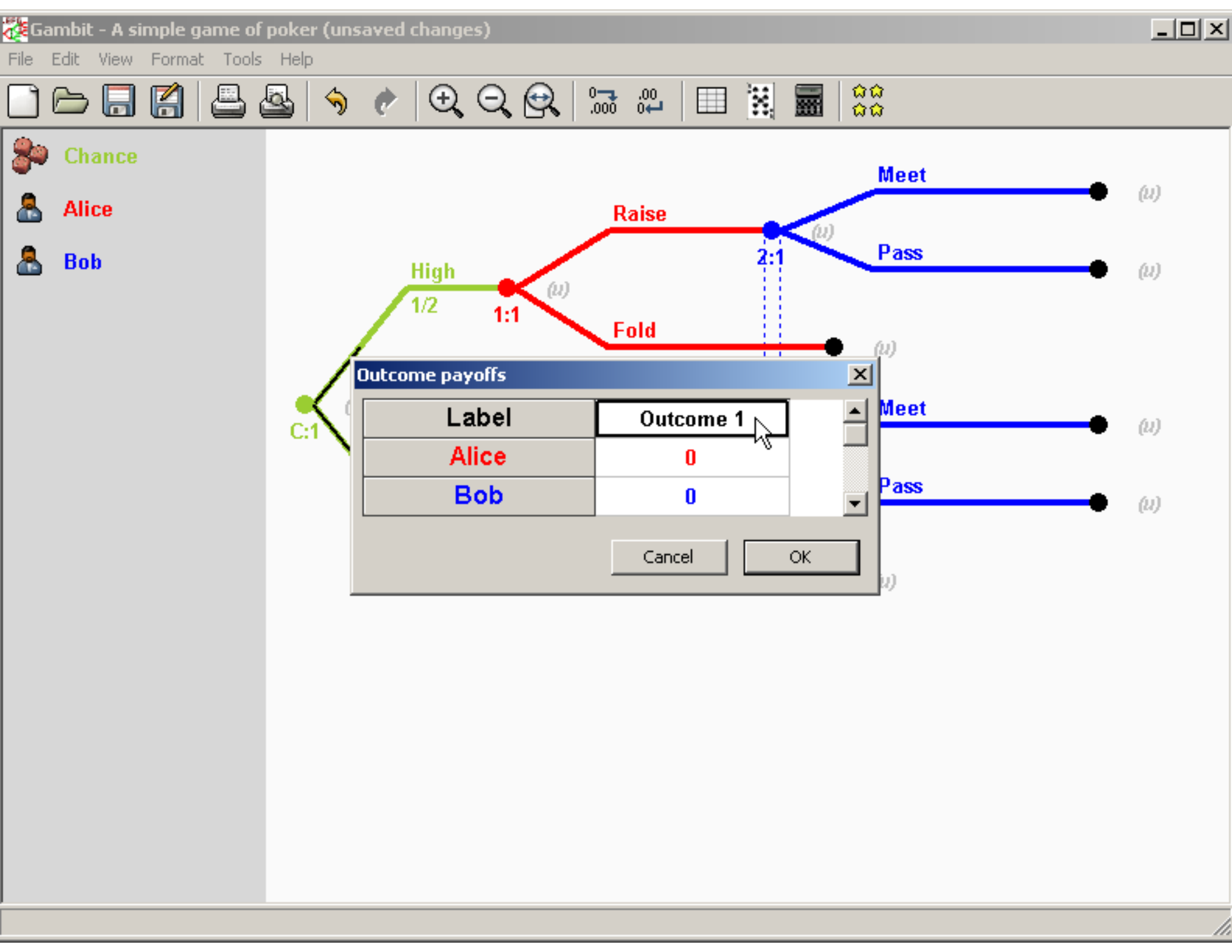


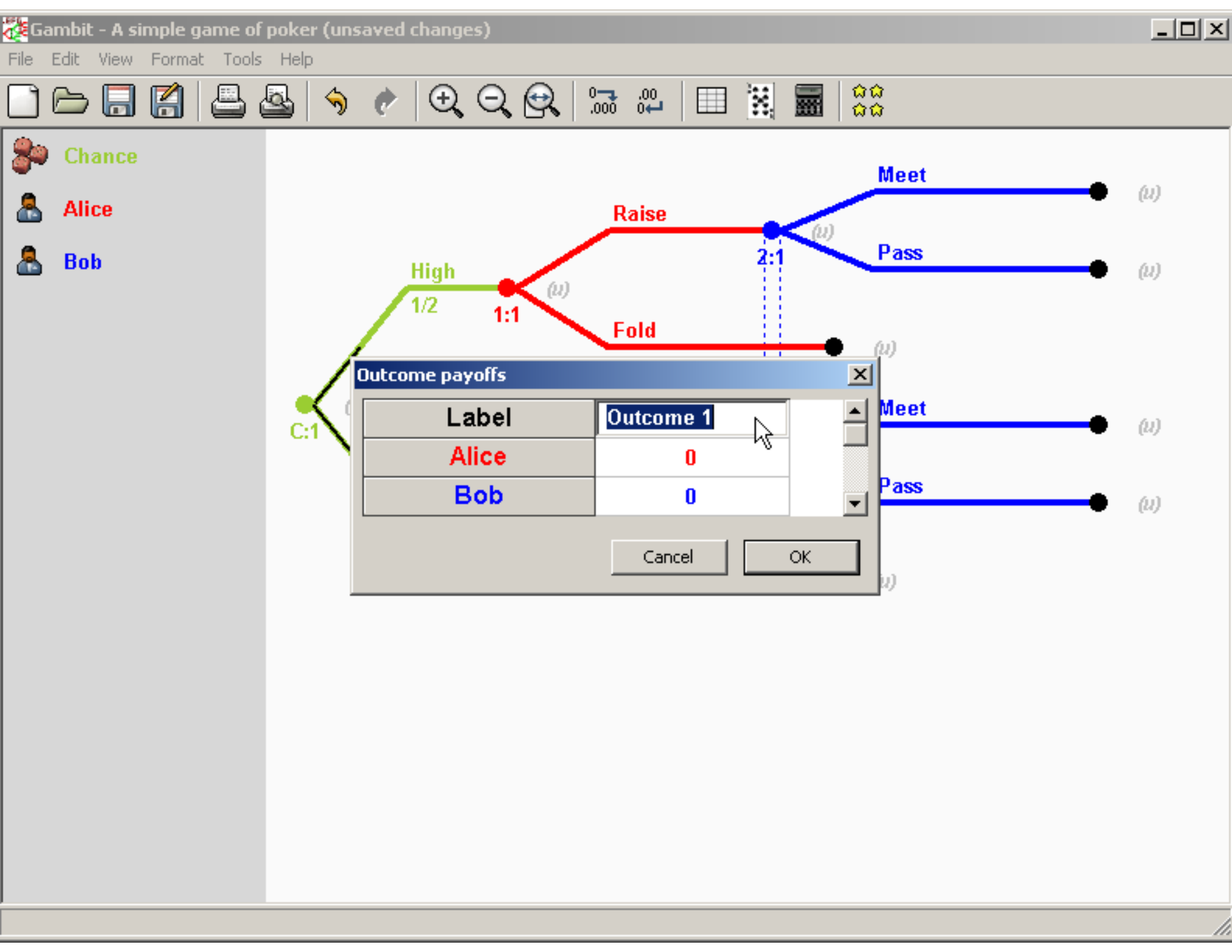
The light grey "(u)" symbols to the right of each node represent placeholders for payoffs ("u" stands for "utility"). These are treated as a payoff of zero for all players. To create an outcome with nonzero payoffs, double-click the "(u)" symbol next to the node.

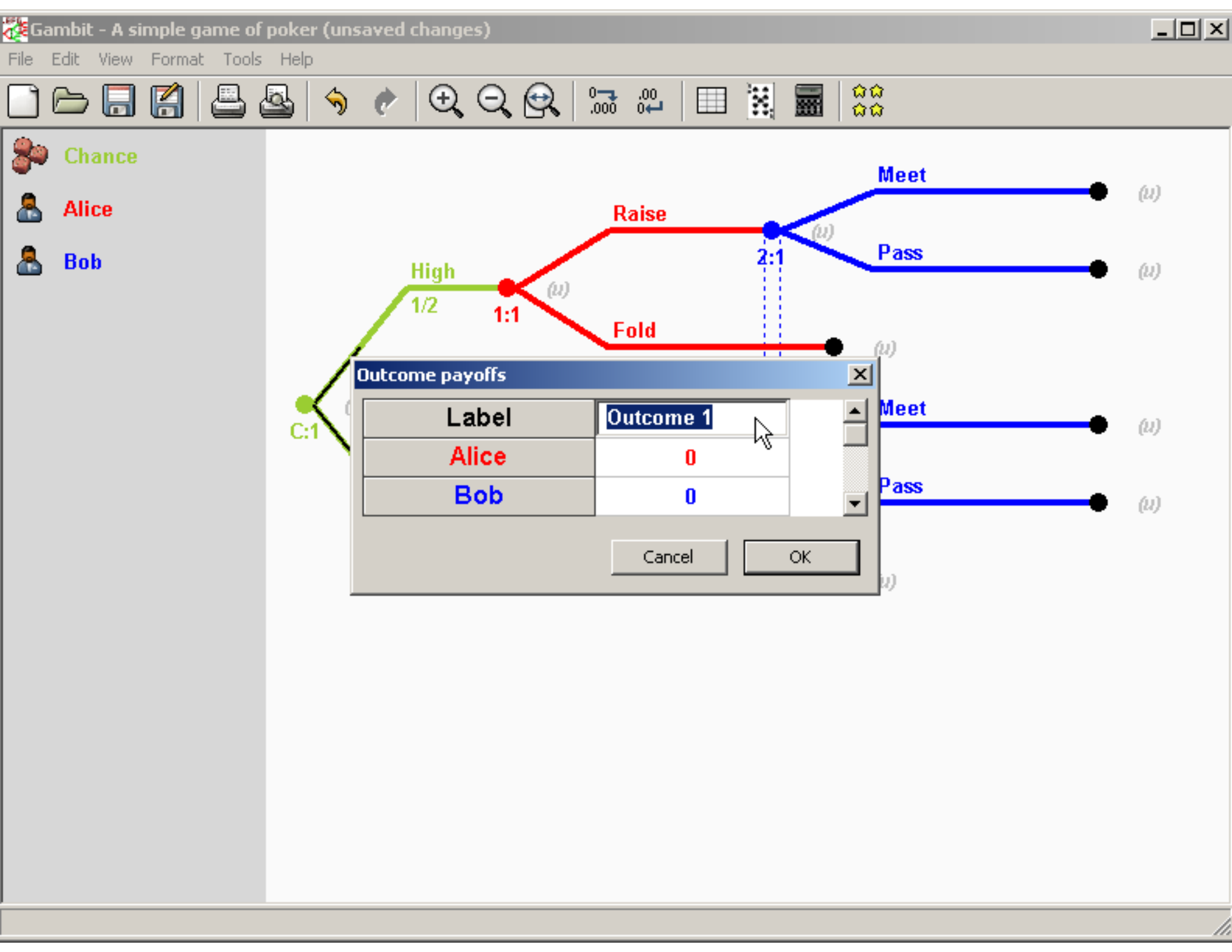
We start with the outcome in which Alice gets a high card, raises, and Bob meets her. In this case, both players have contributed two dollars to the pot (one from the ante, one from their actions). Since Alice has the high card, she wins and takes the pot; thus, her net payoff is a gain of two dollars,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

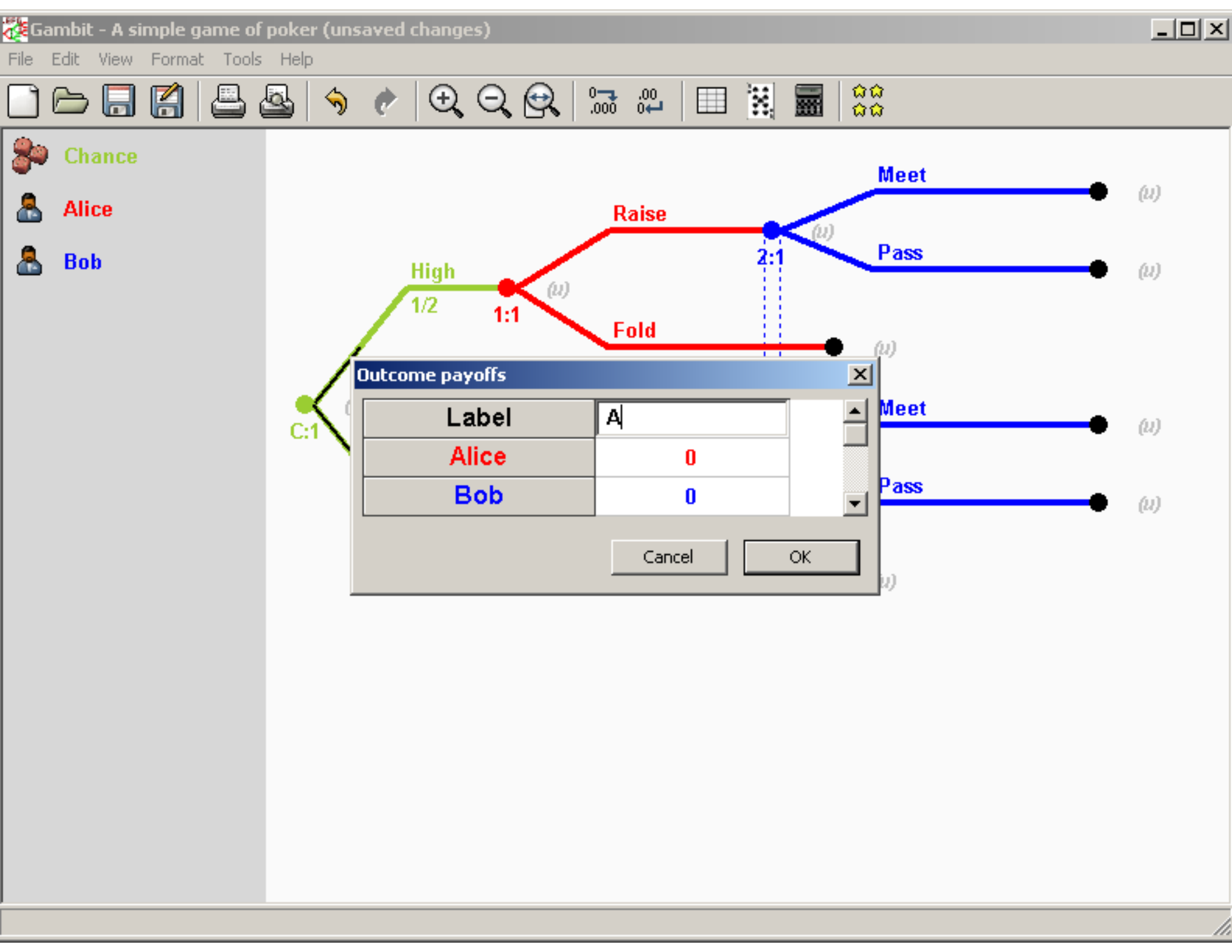


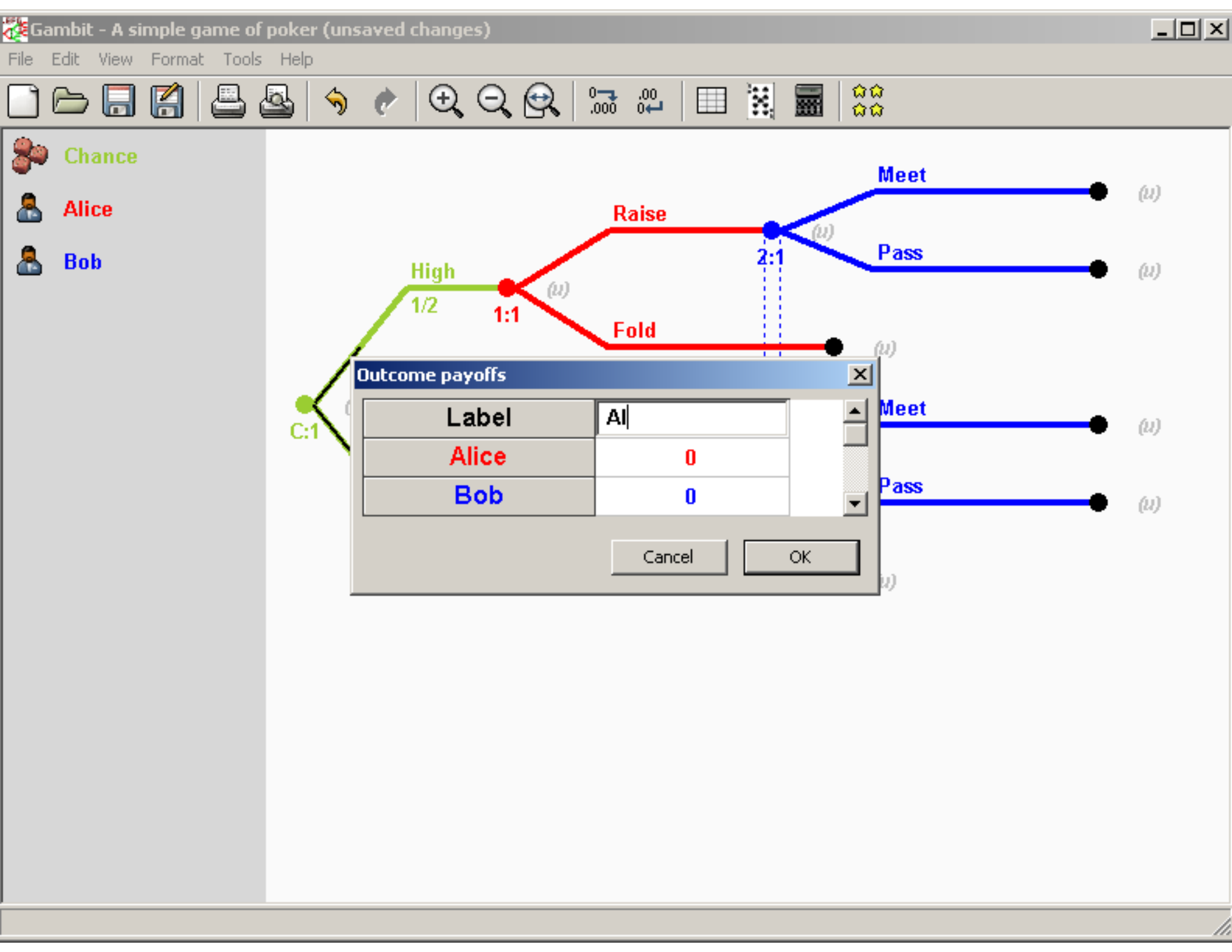


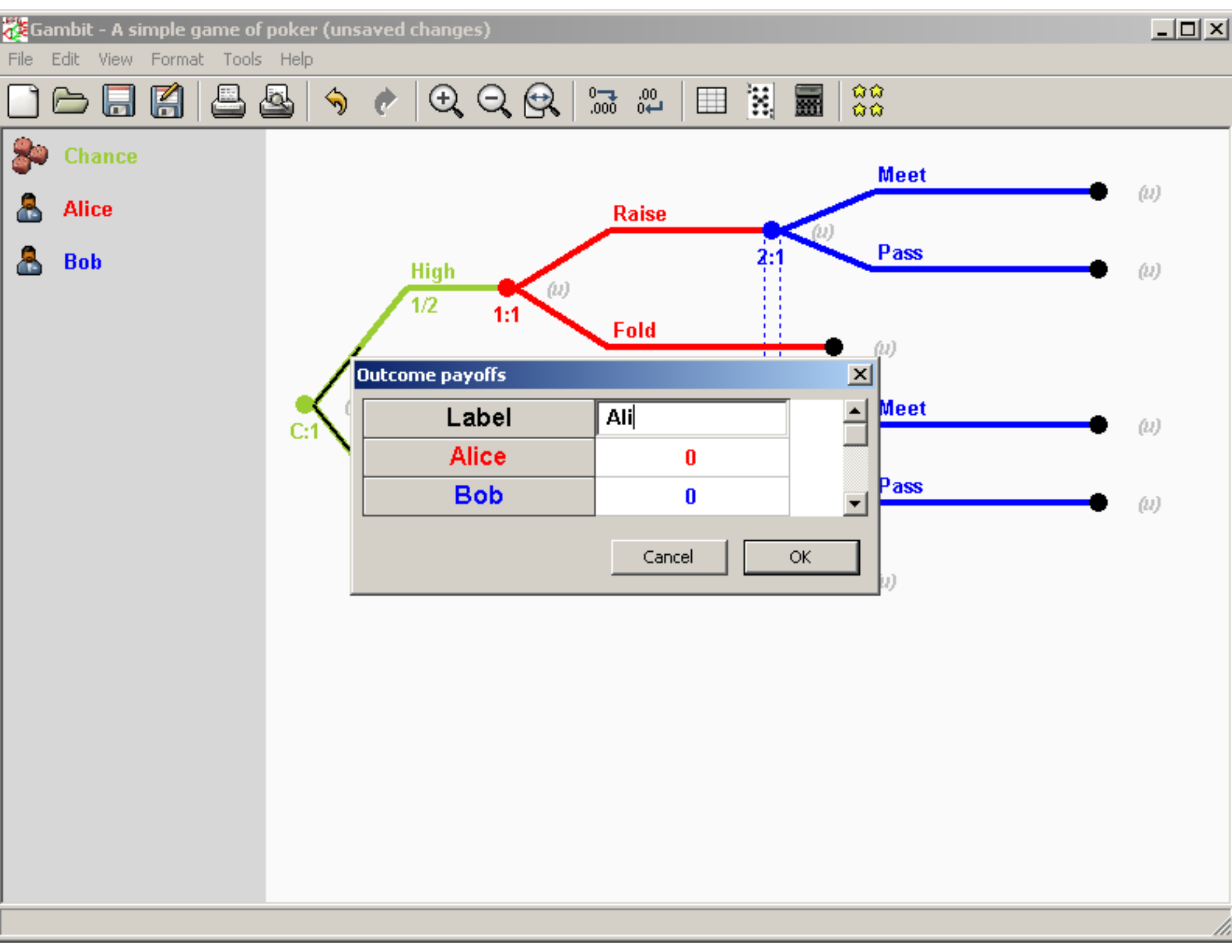


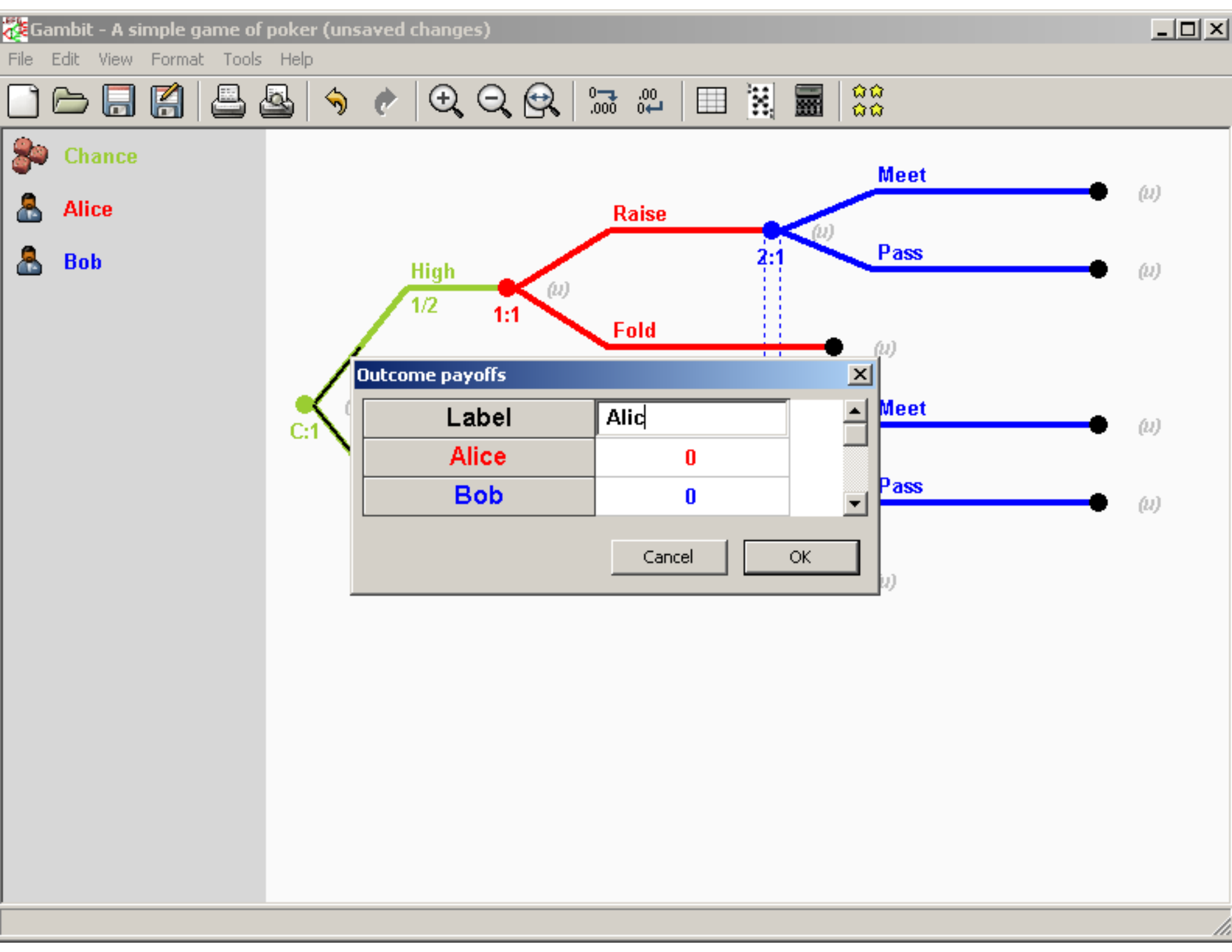


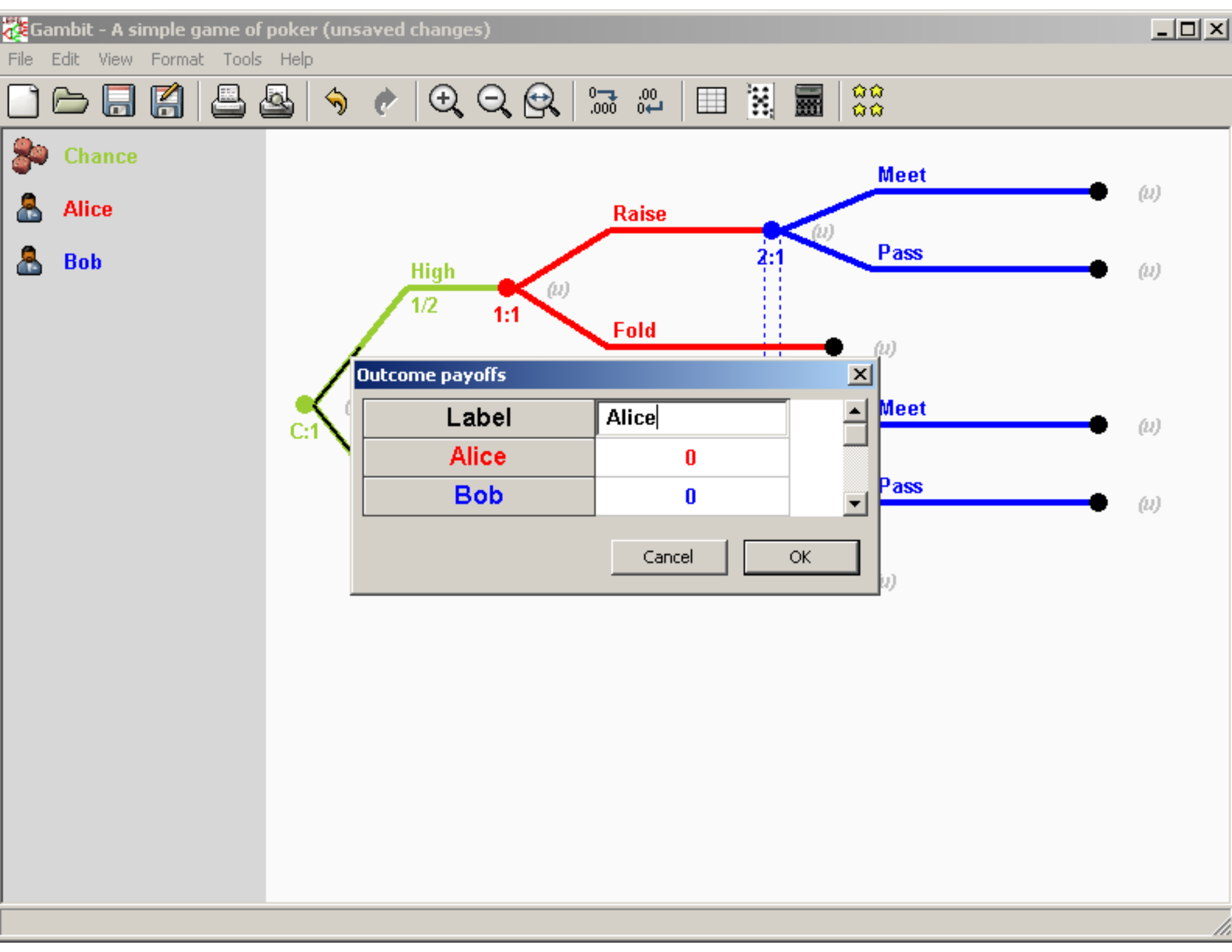


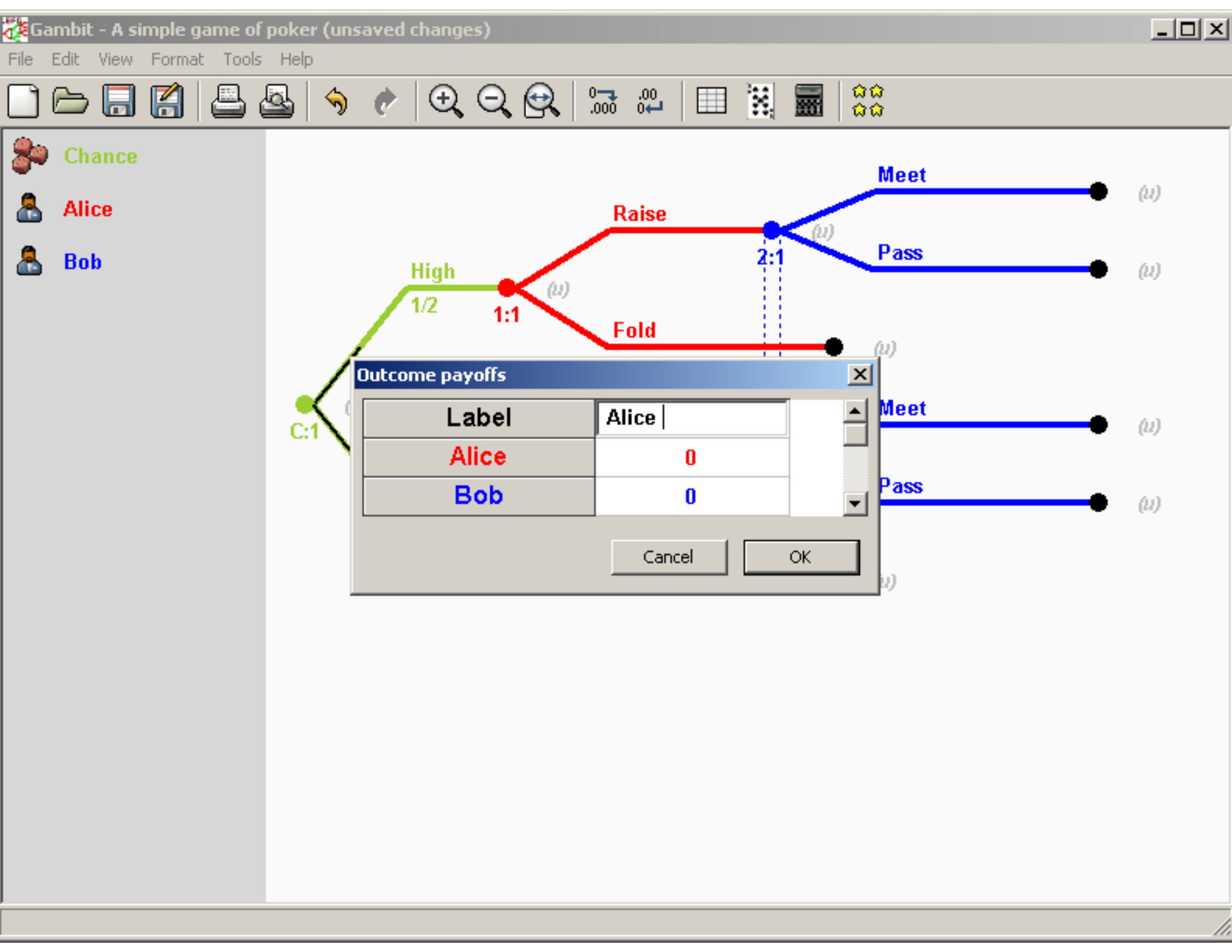


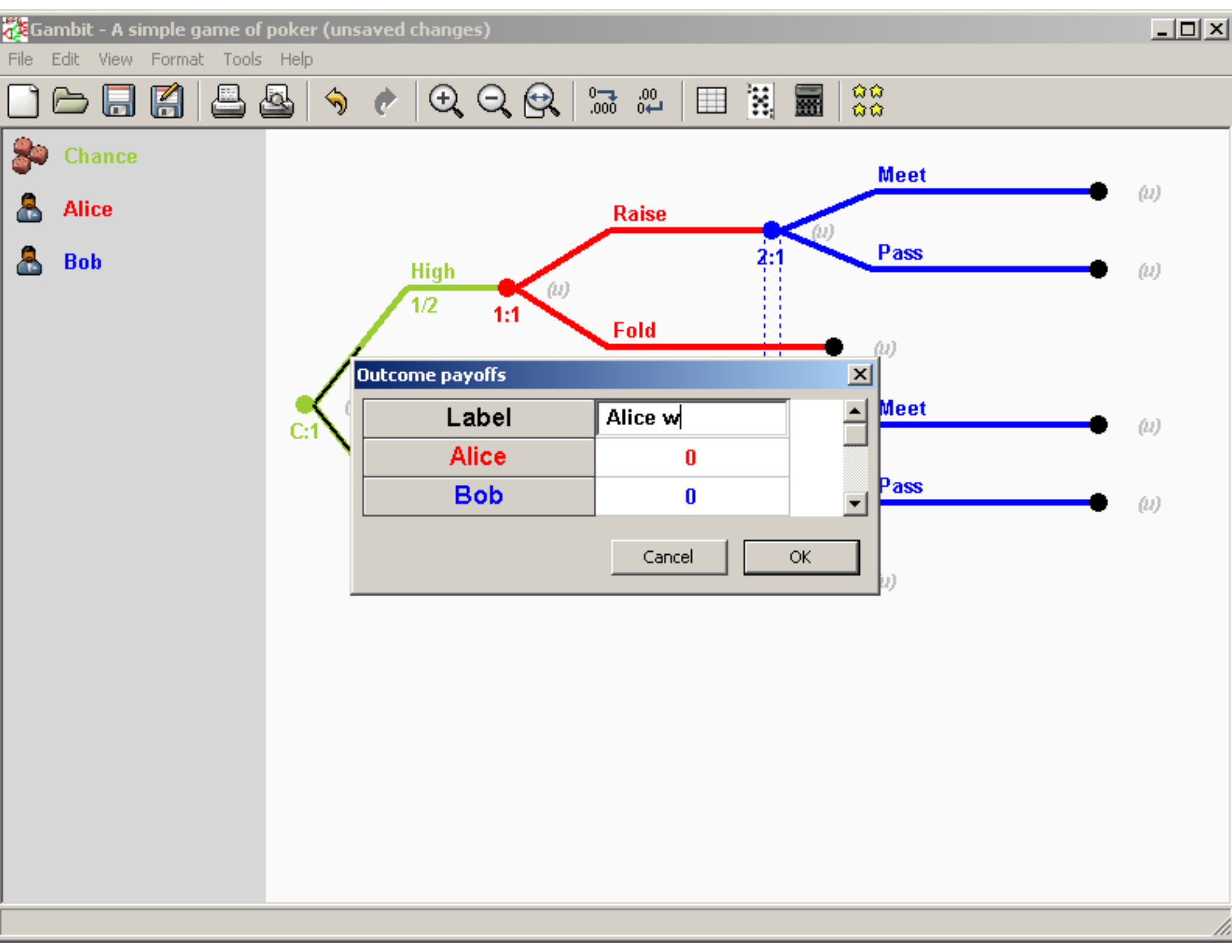


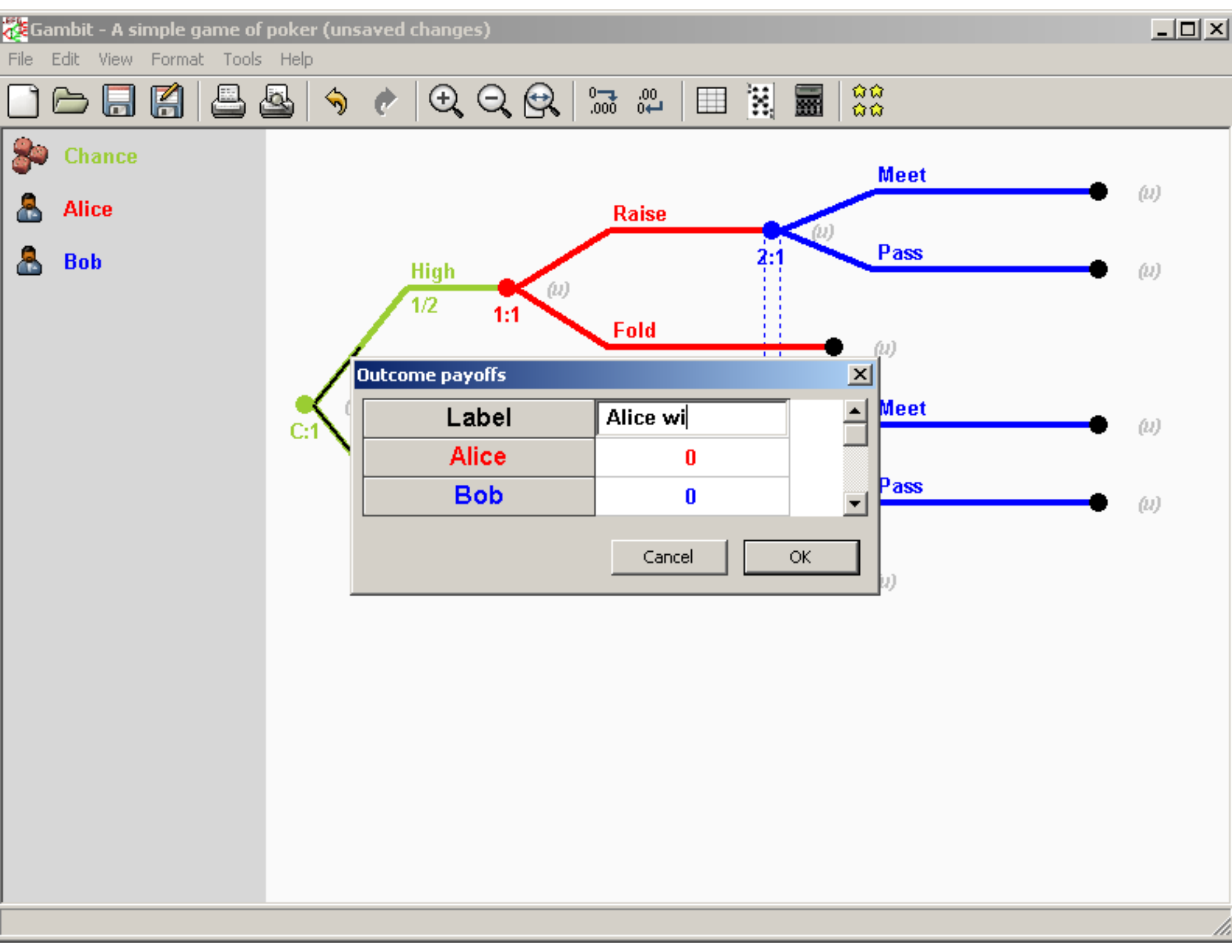


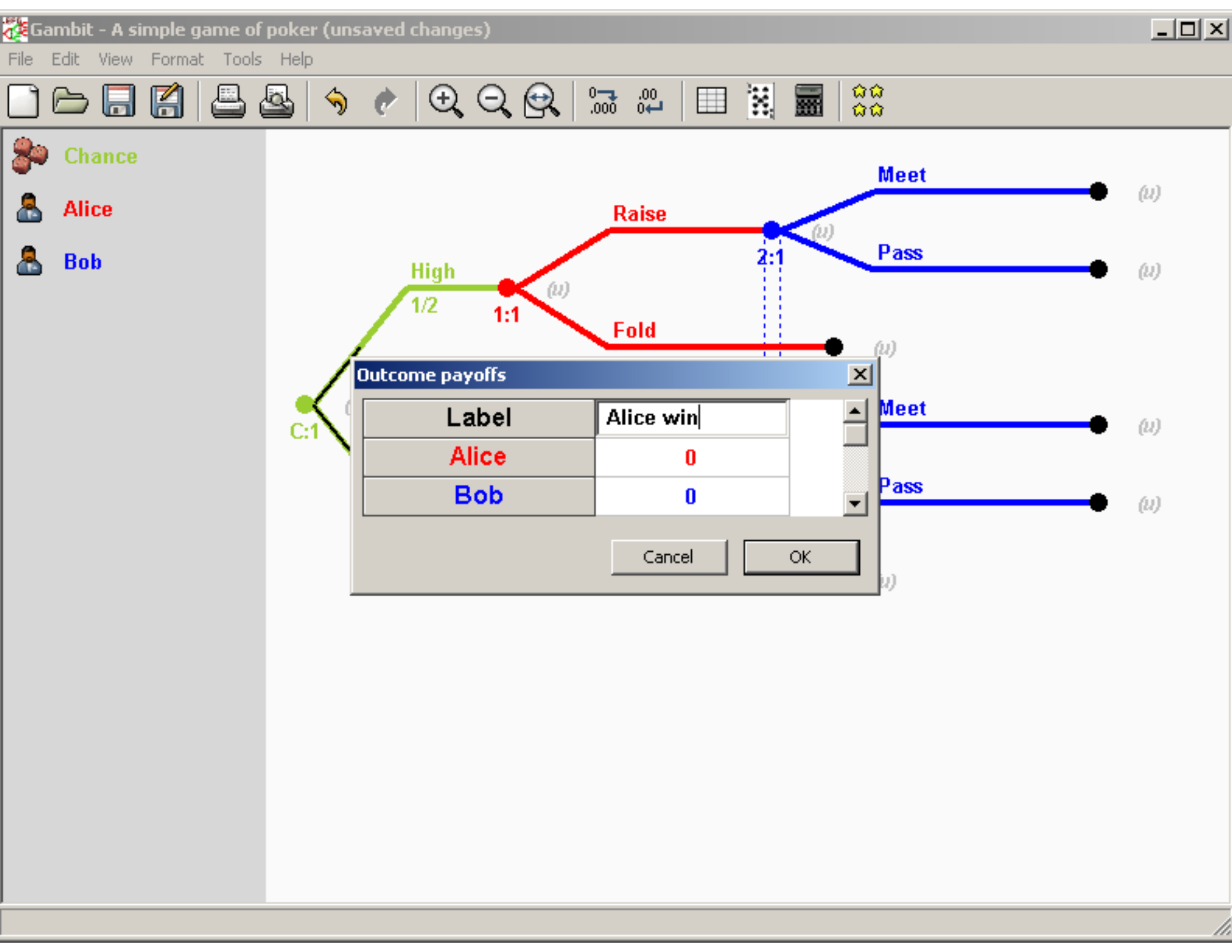


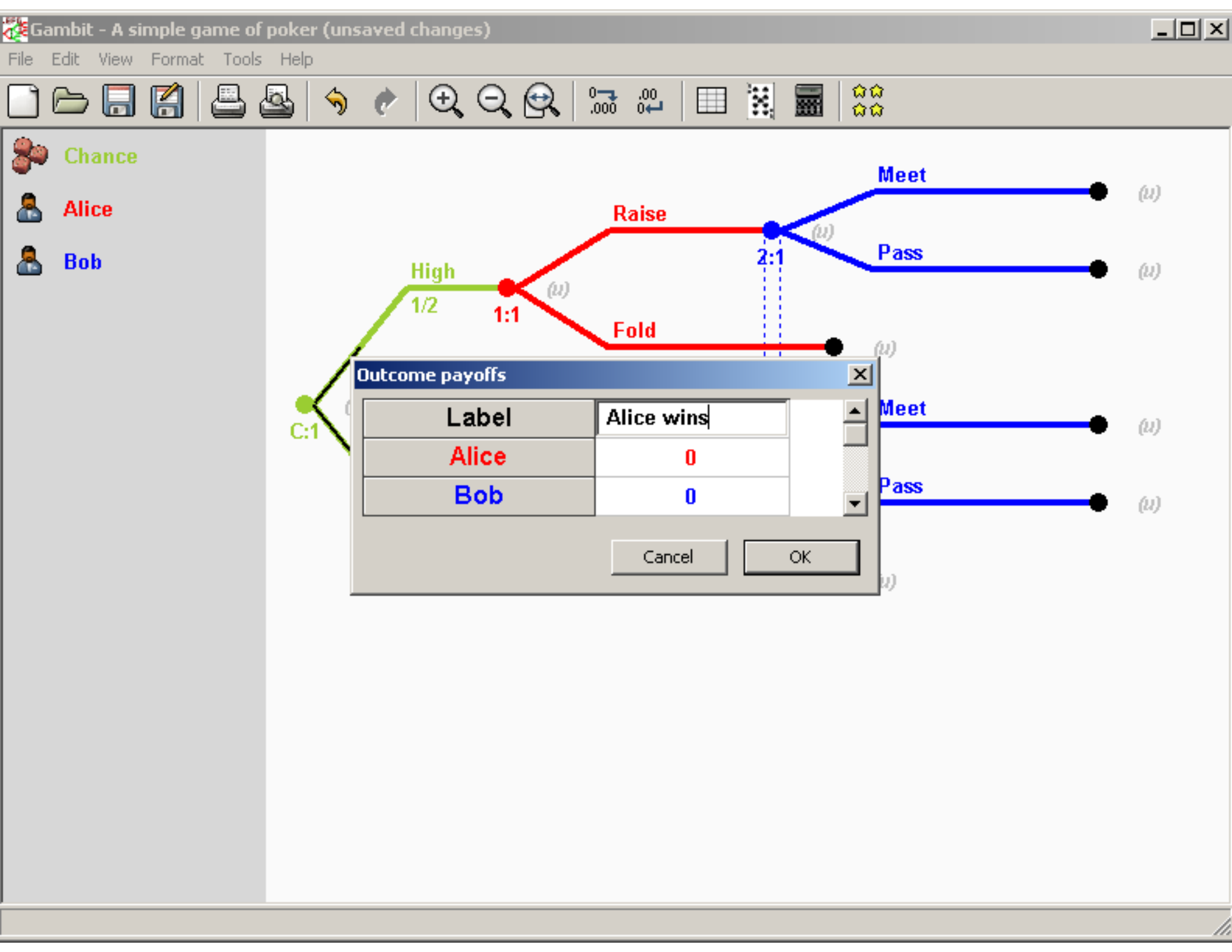


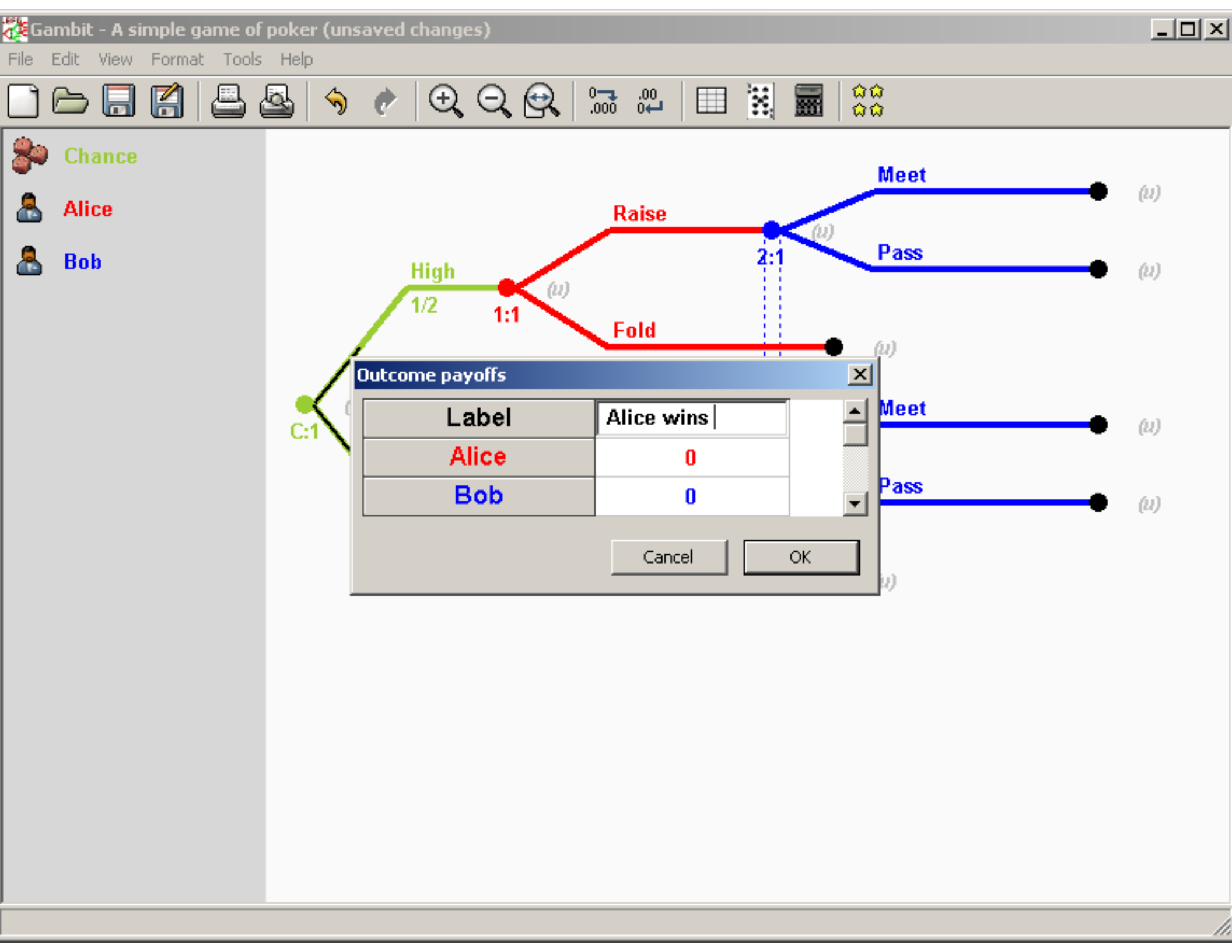


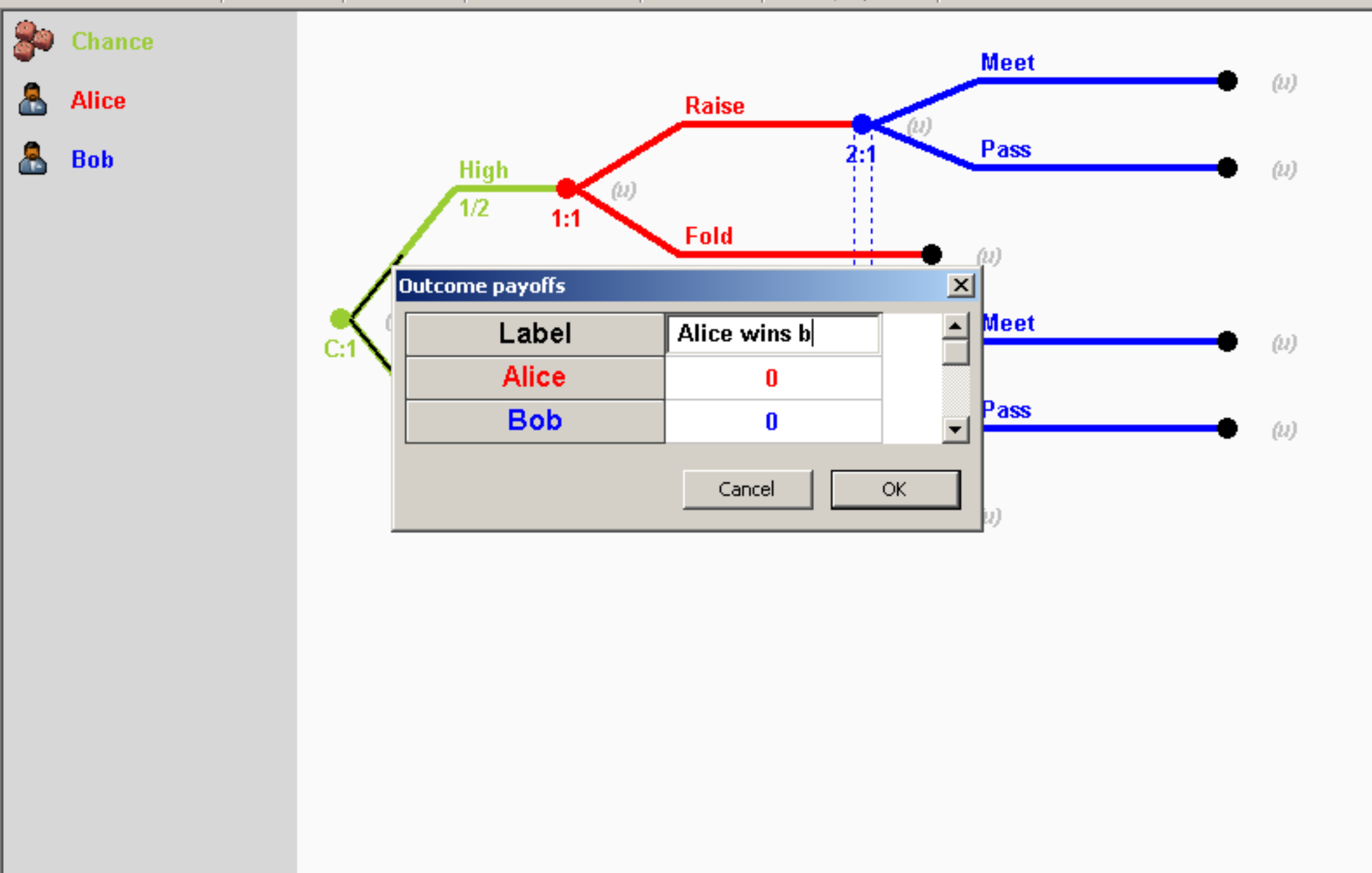


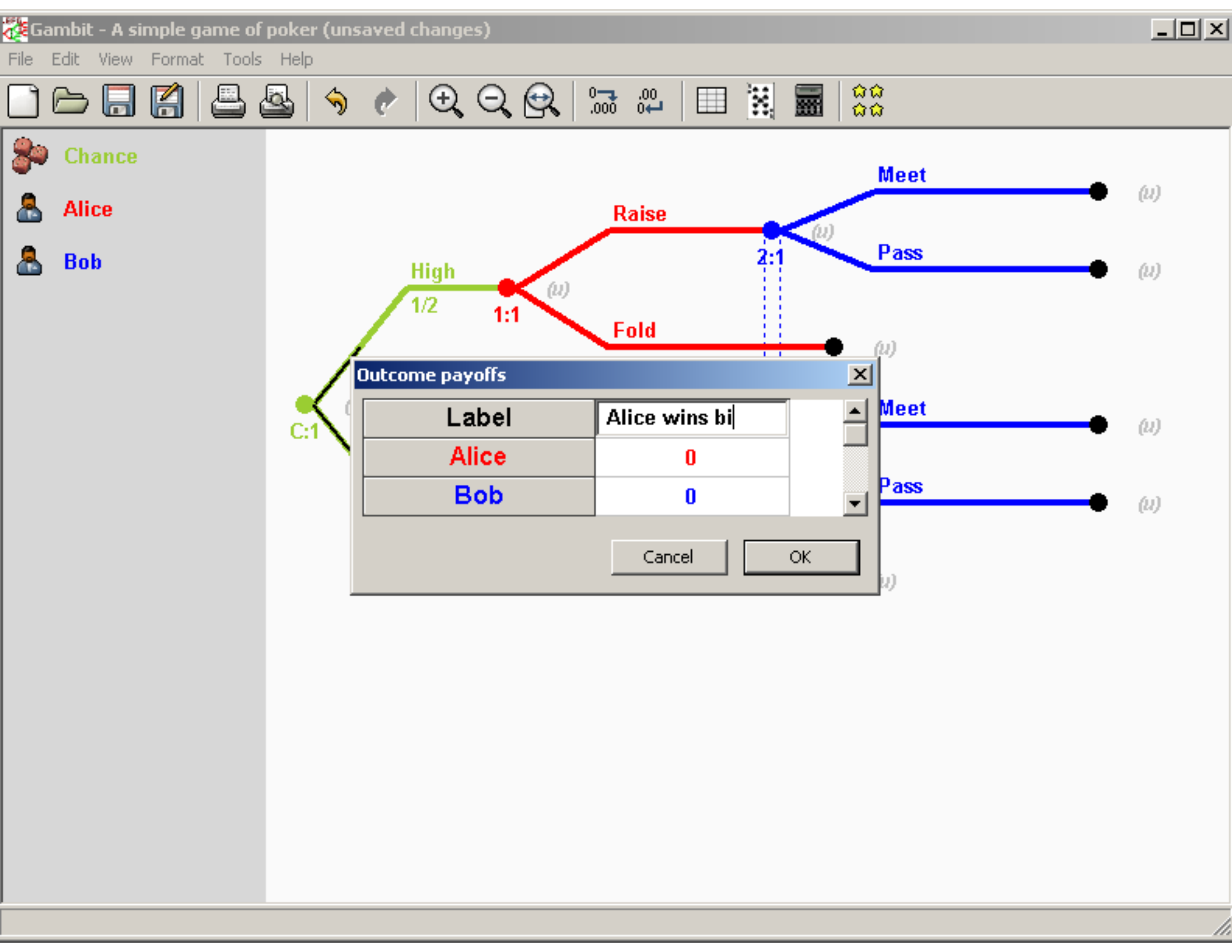


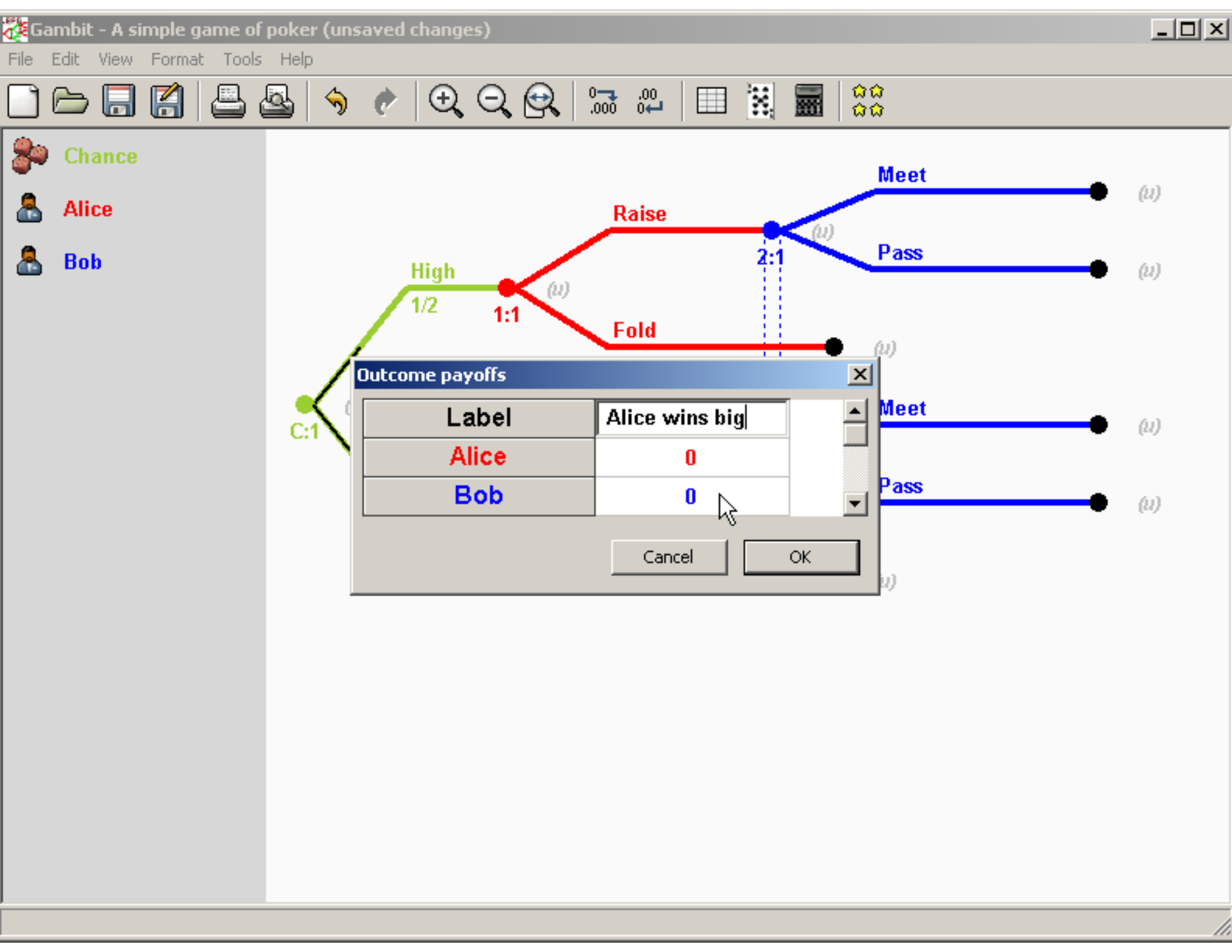










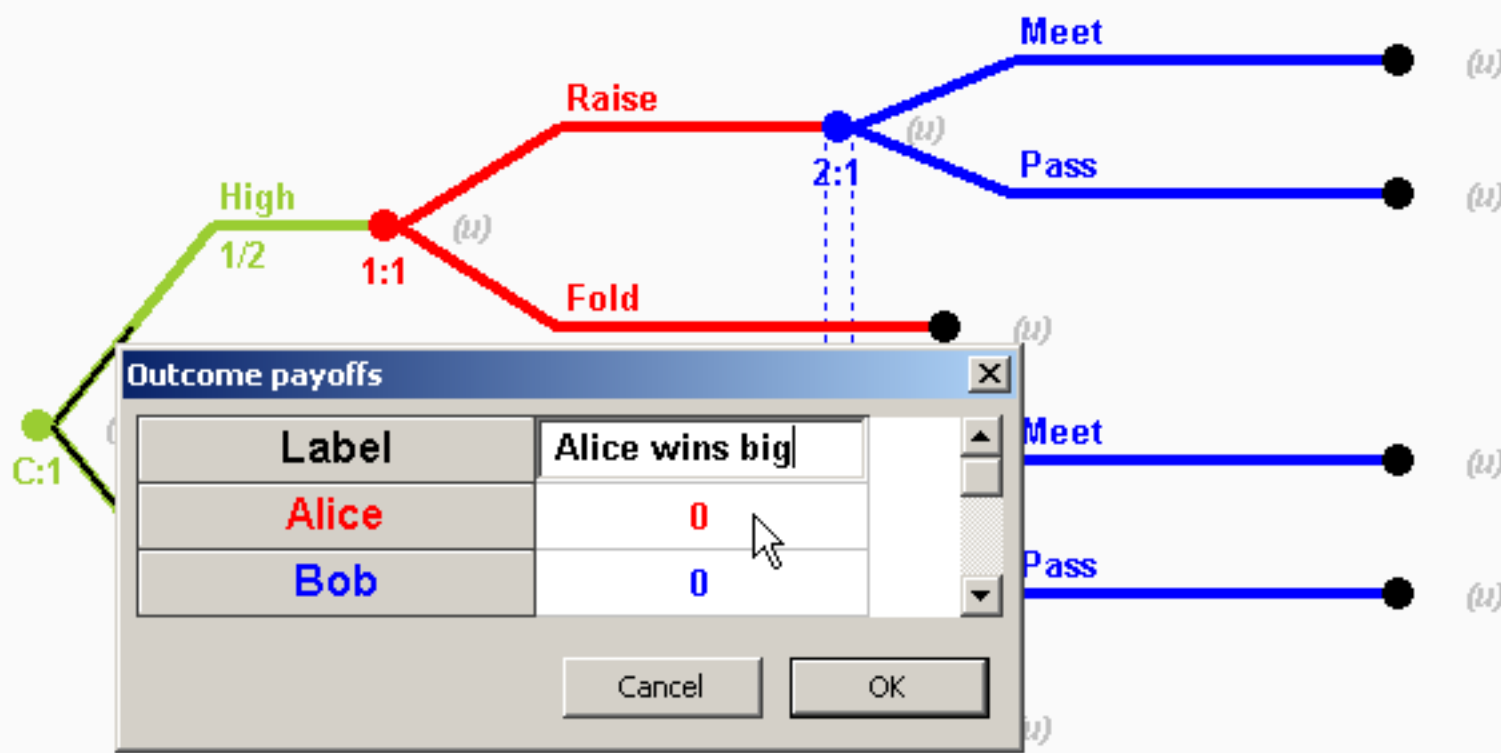


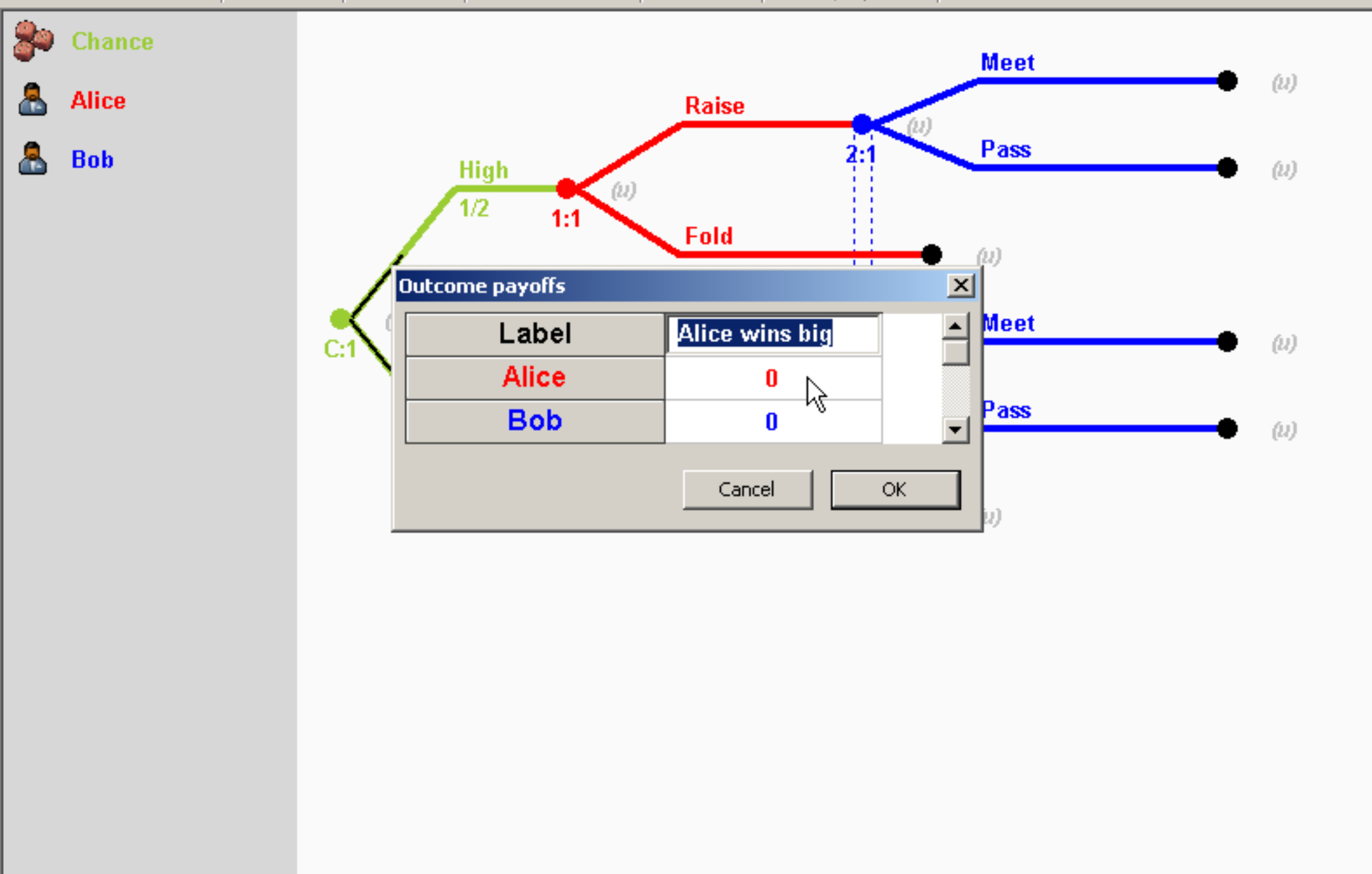


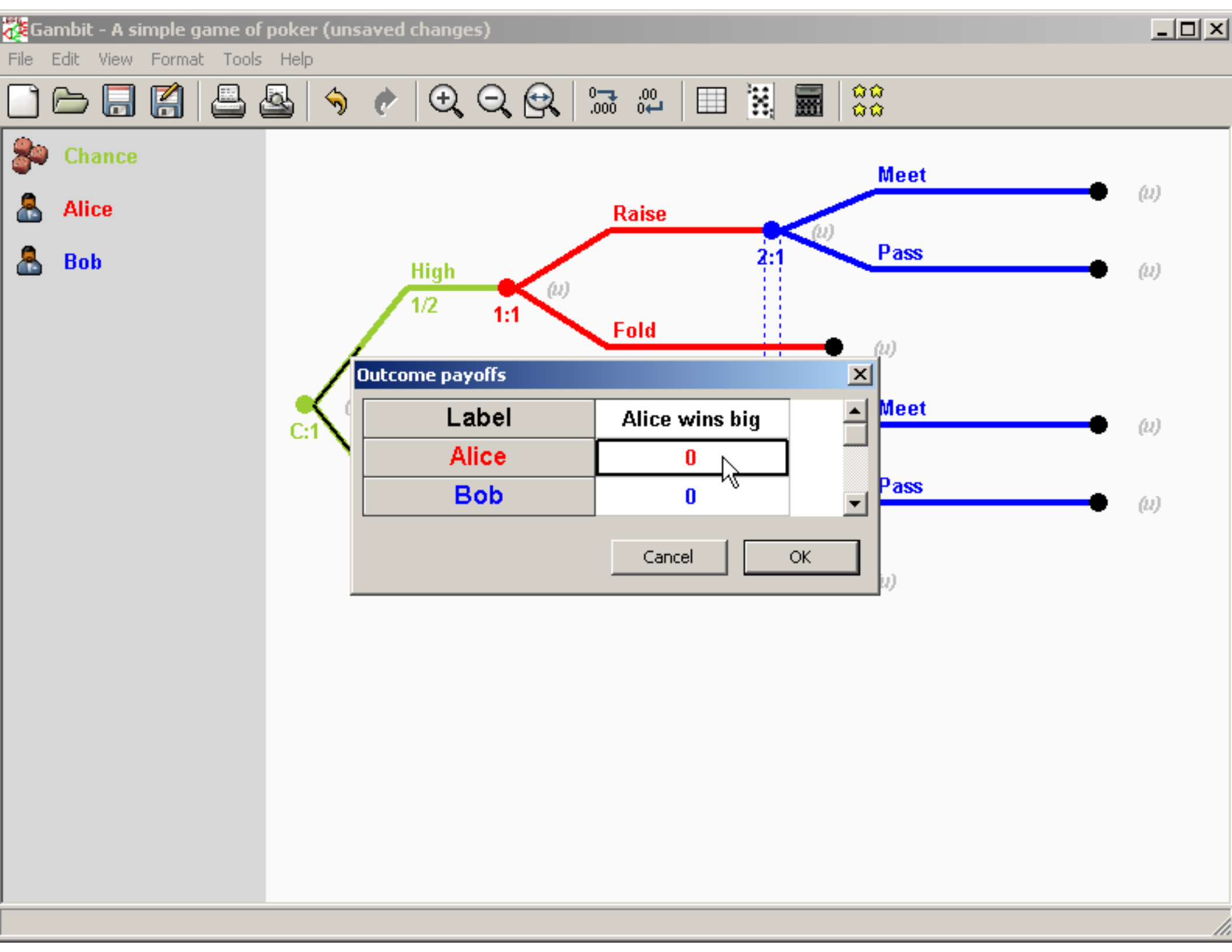
Chance

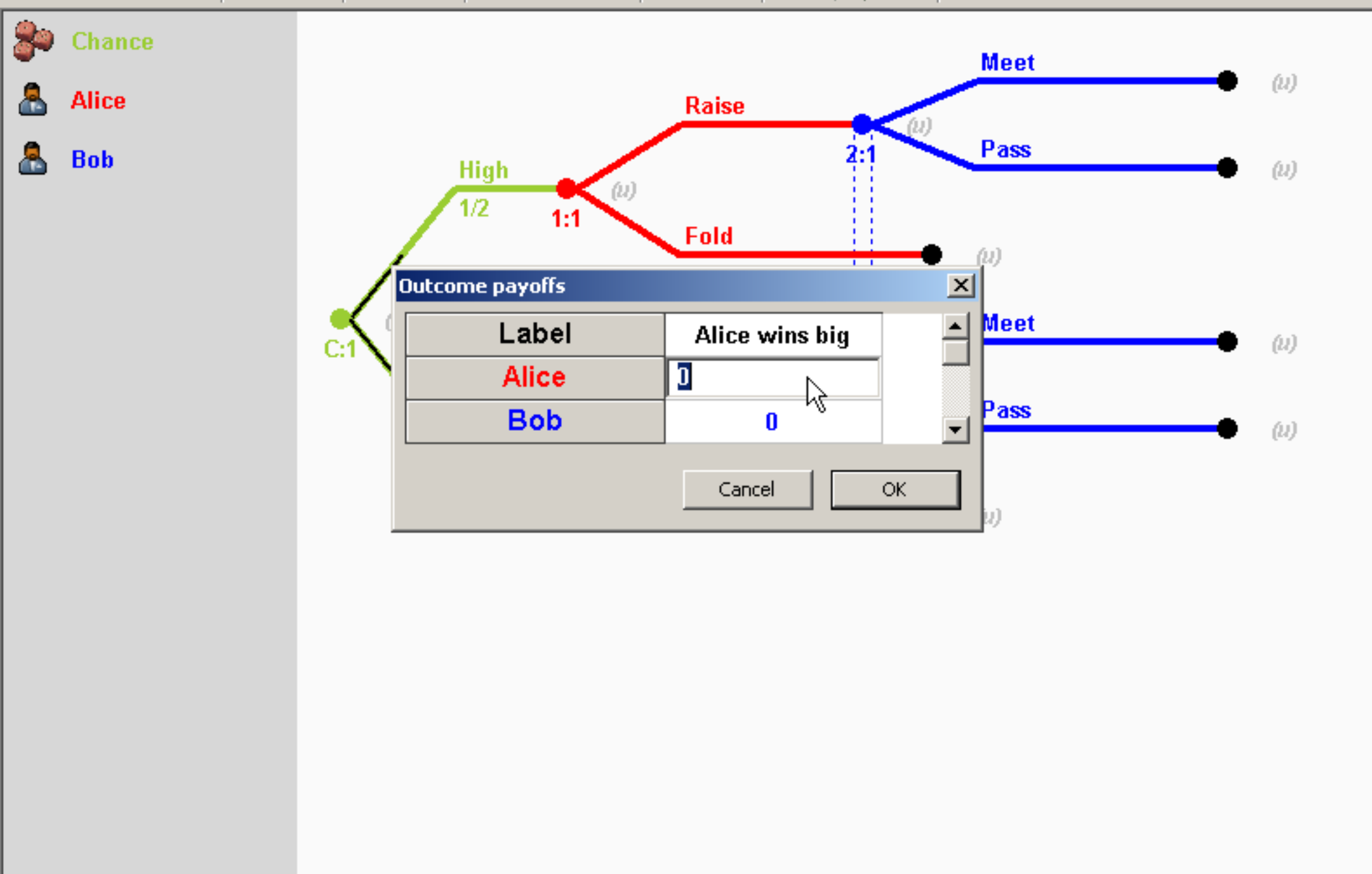
 Alice

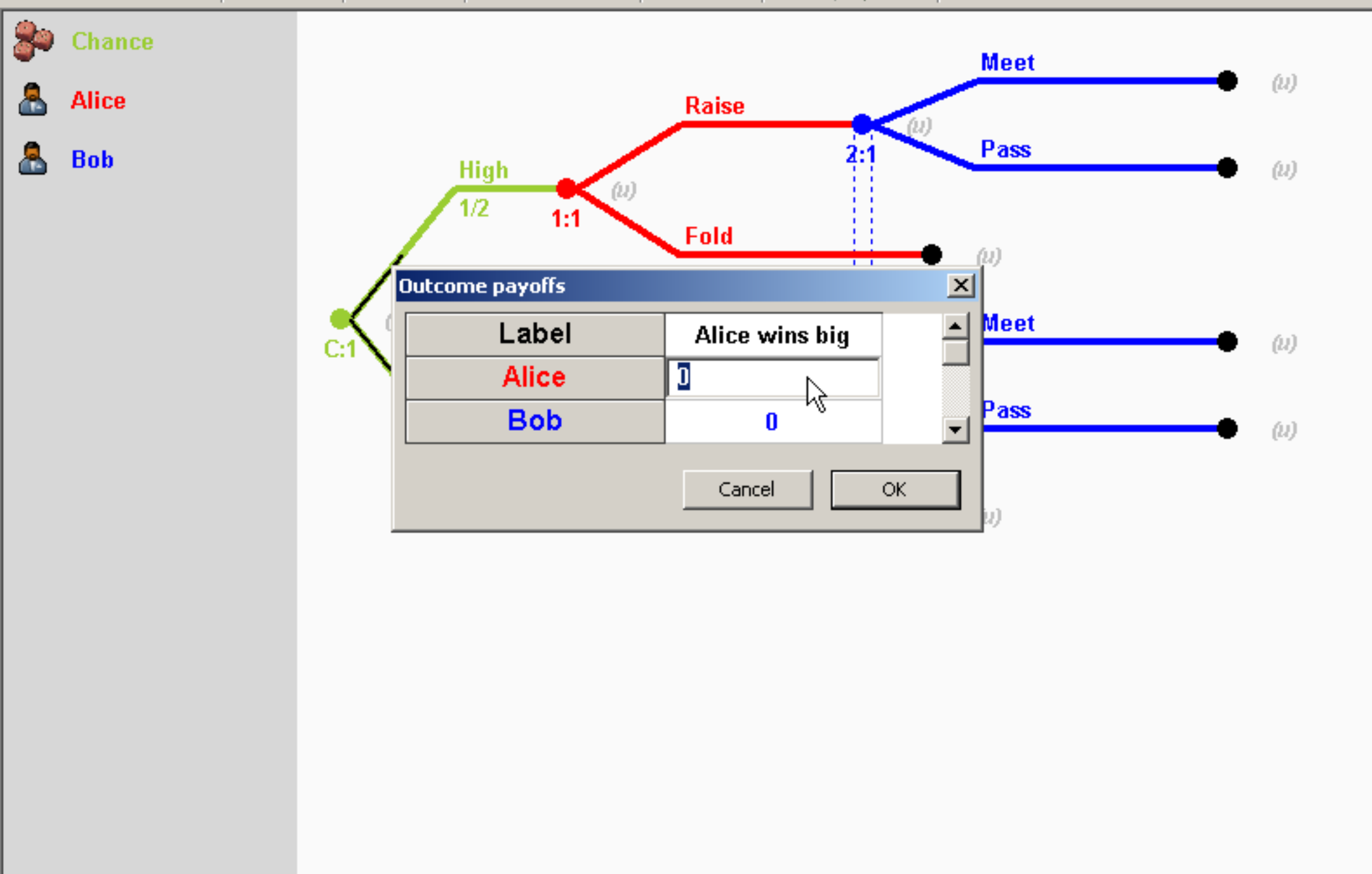
 Bok







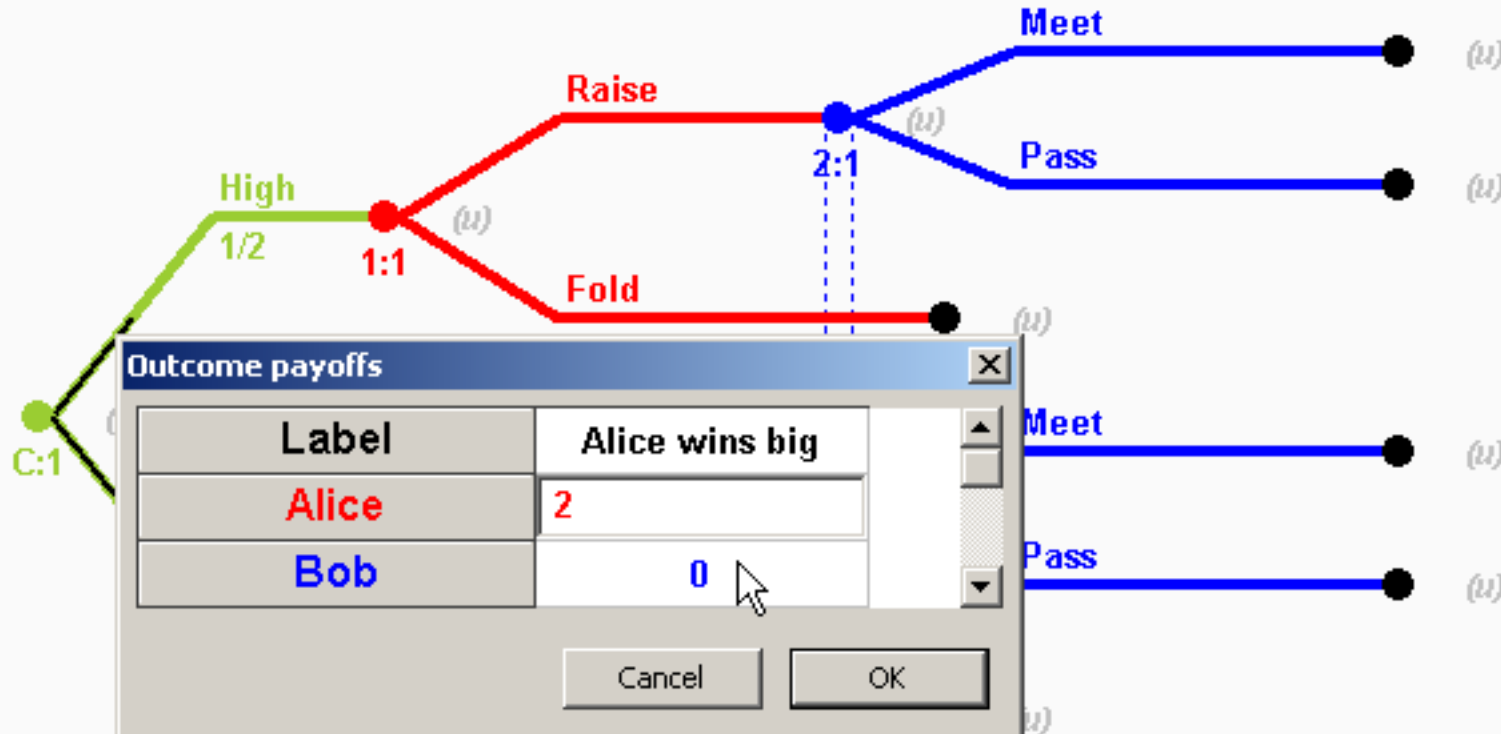


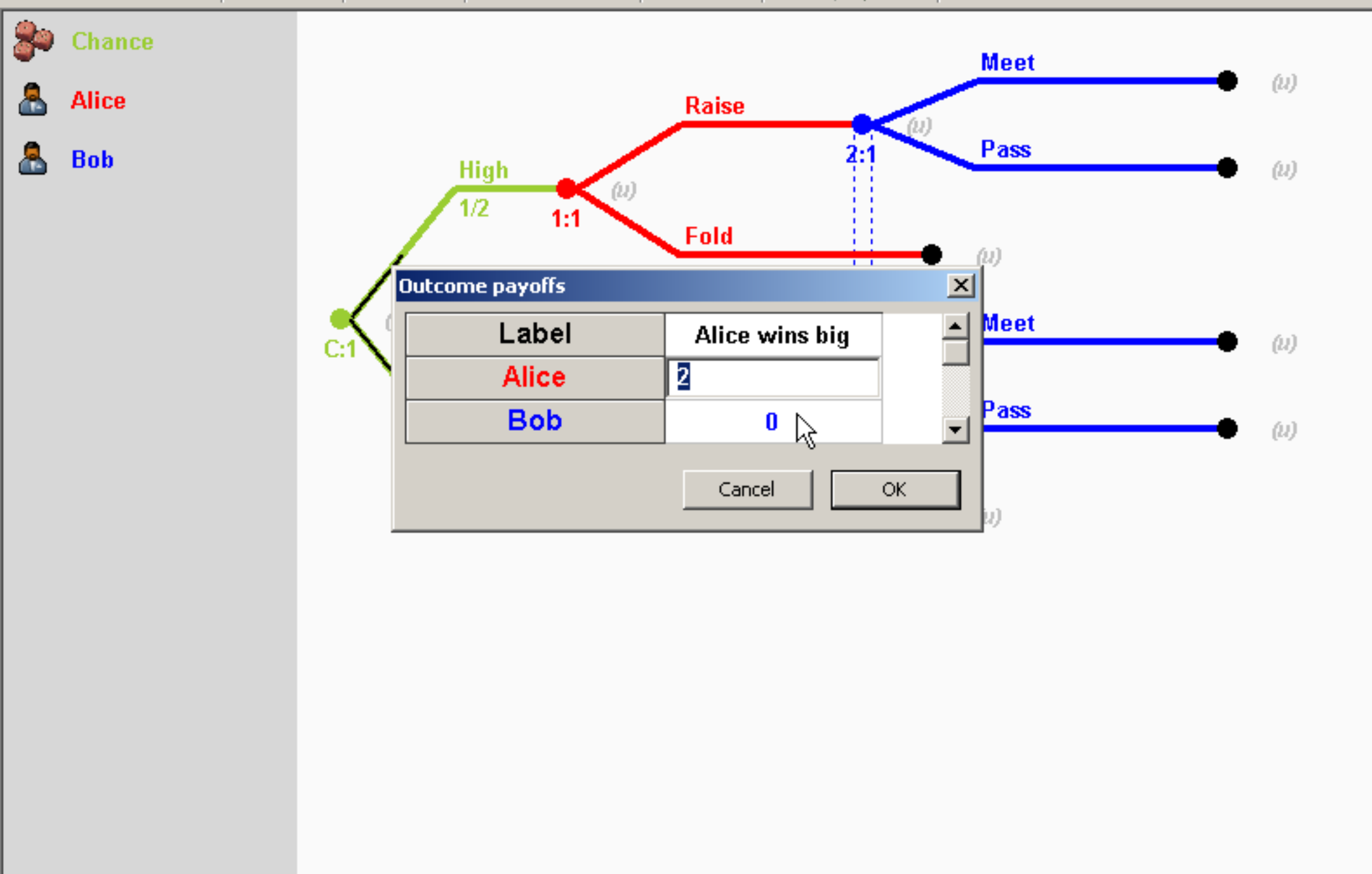


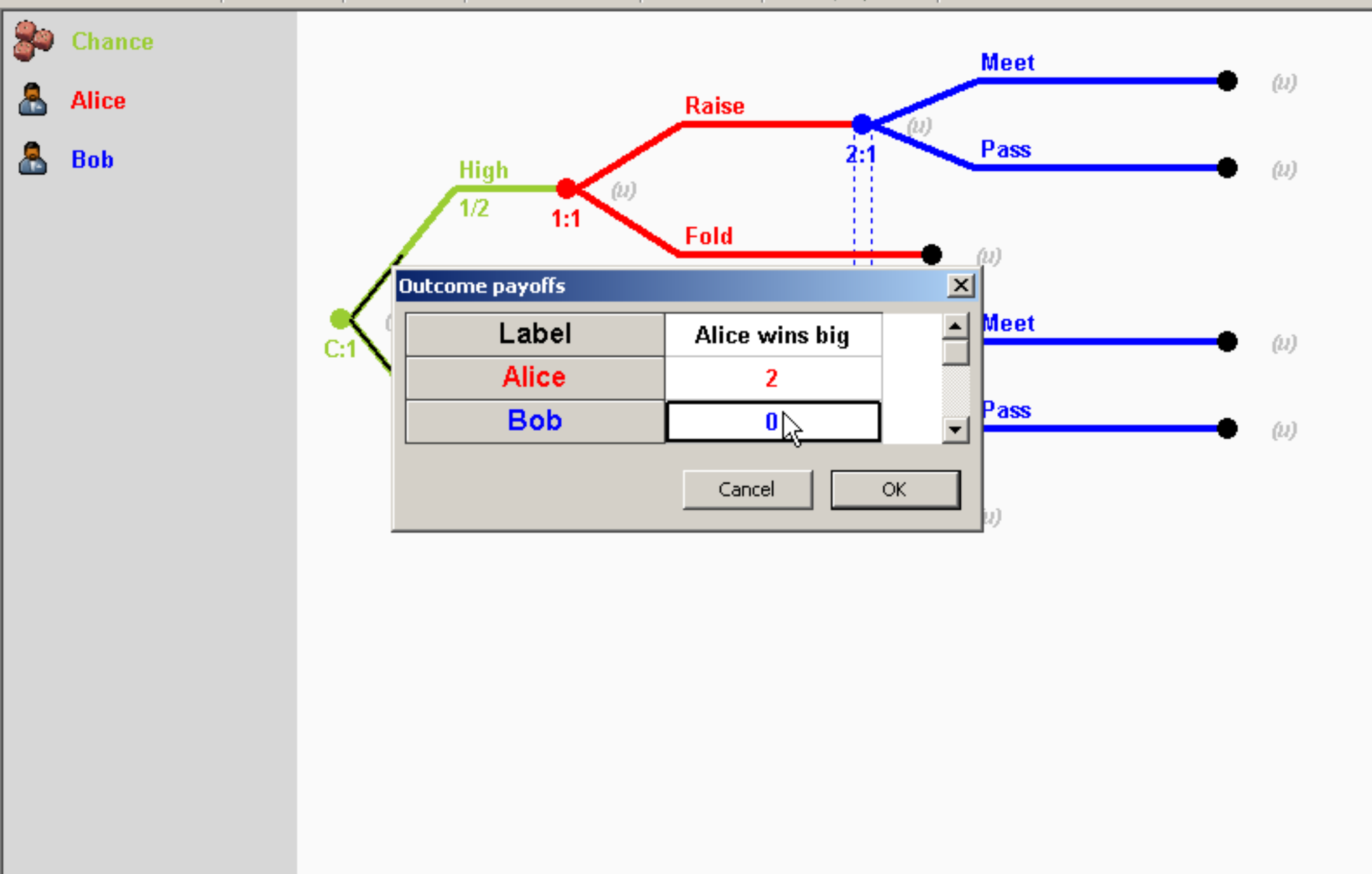


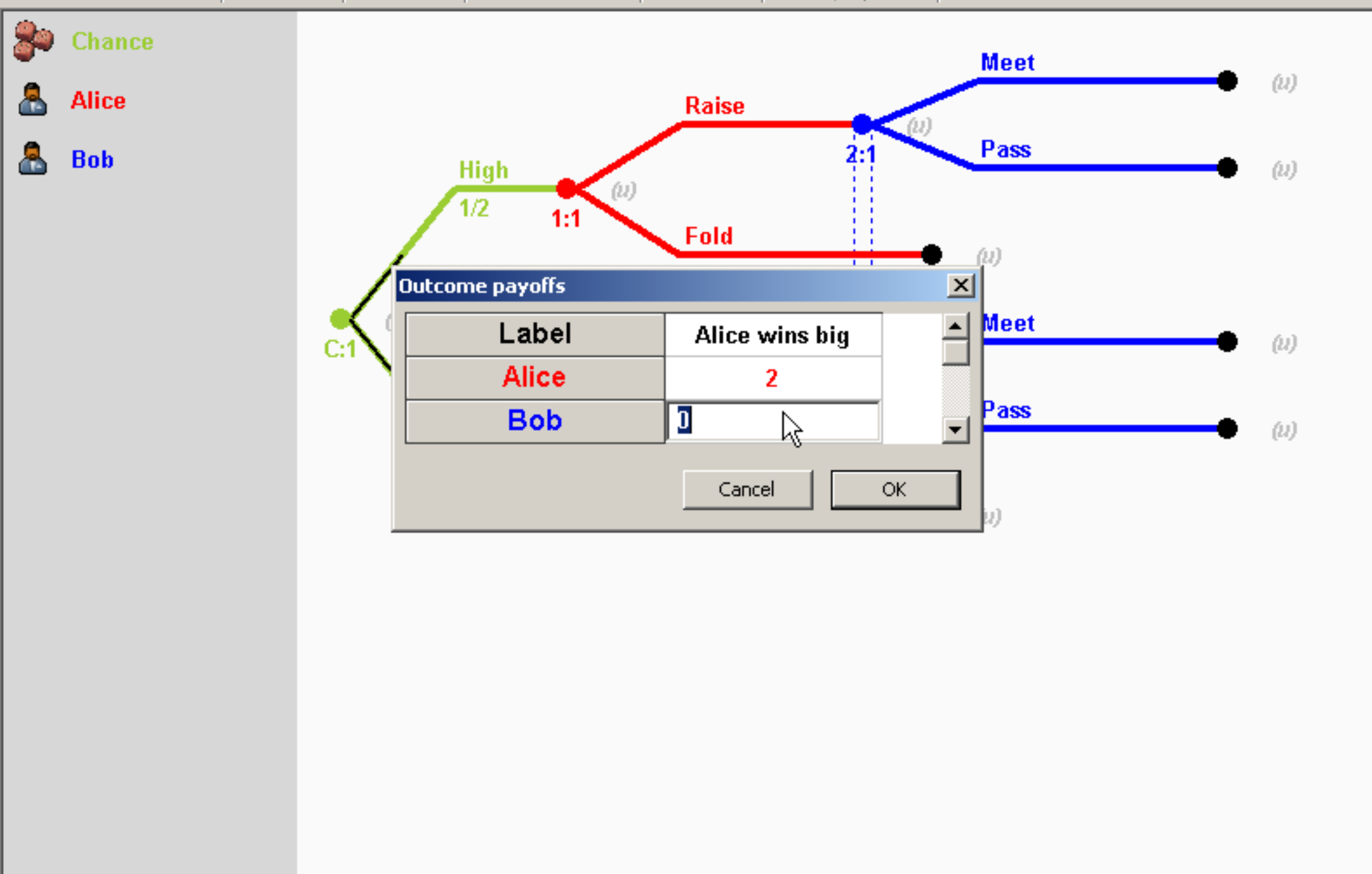
Chance

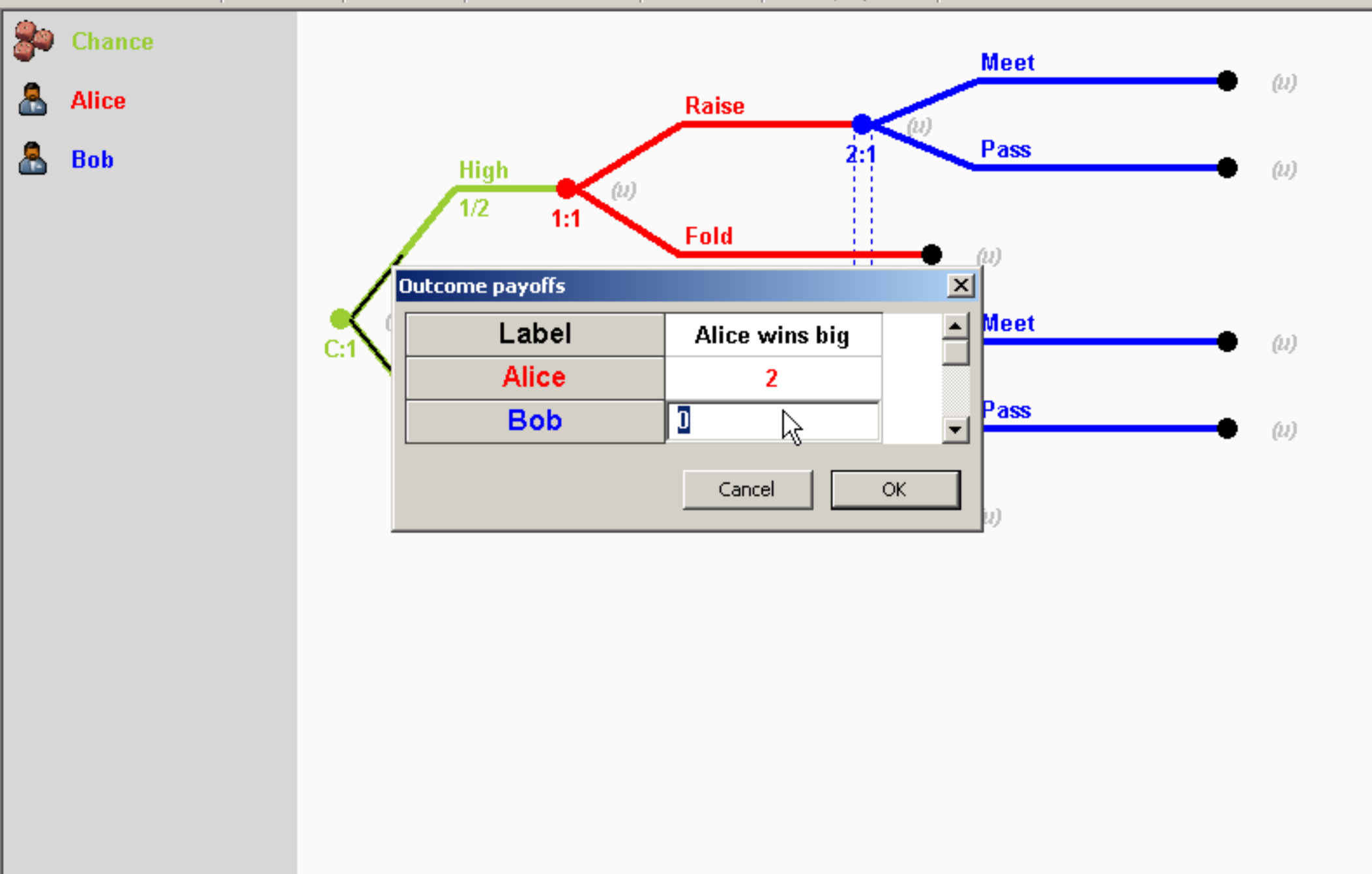
 Alice

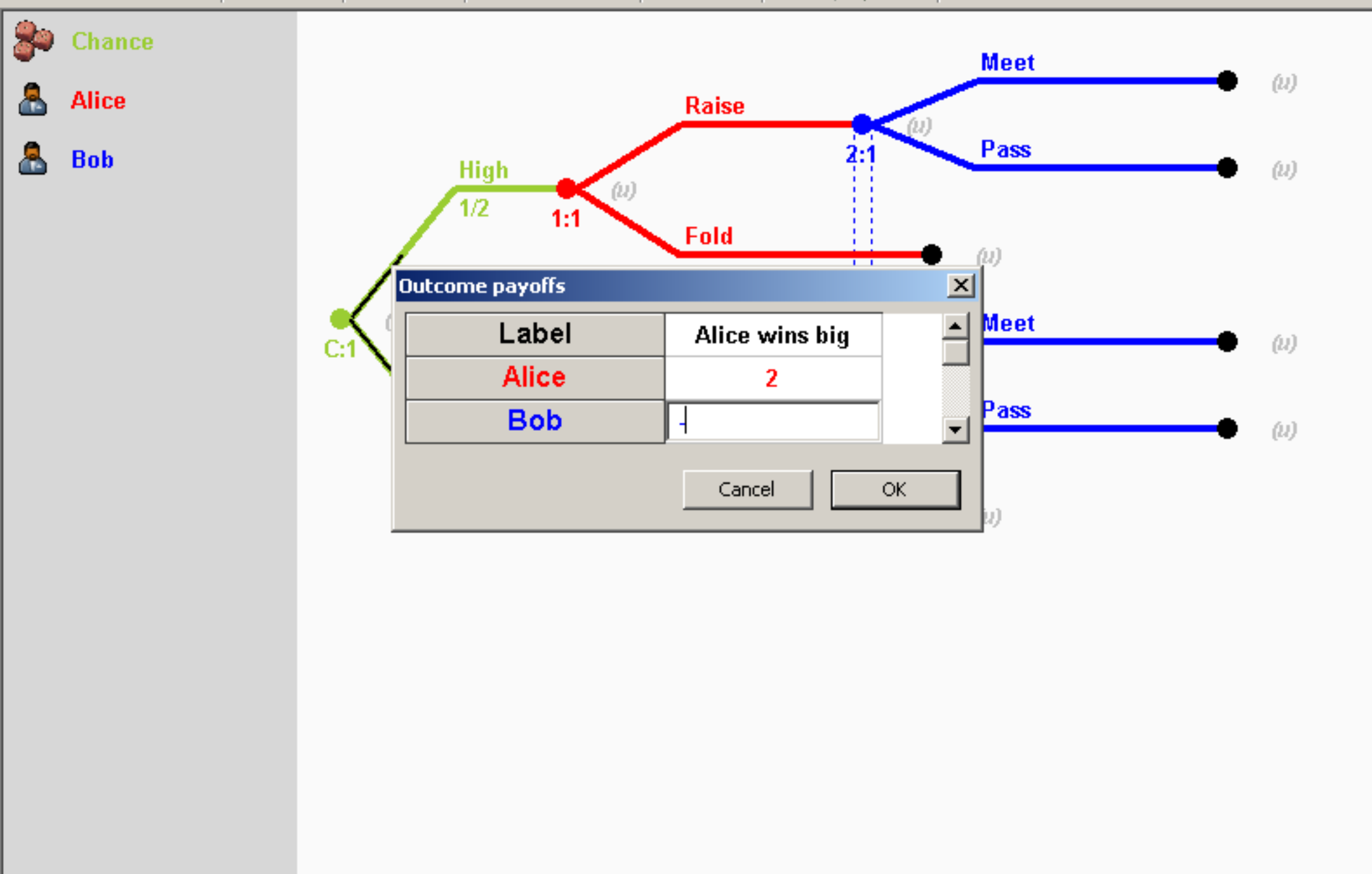
 Bob

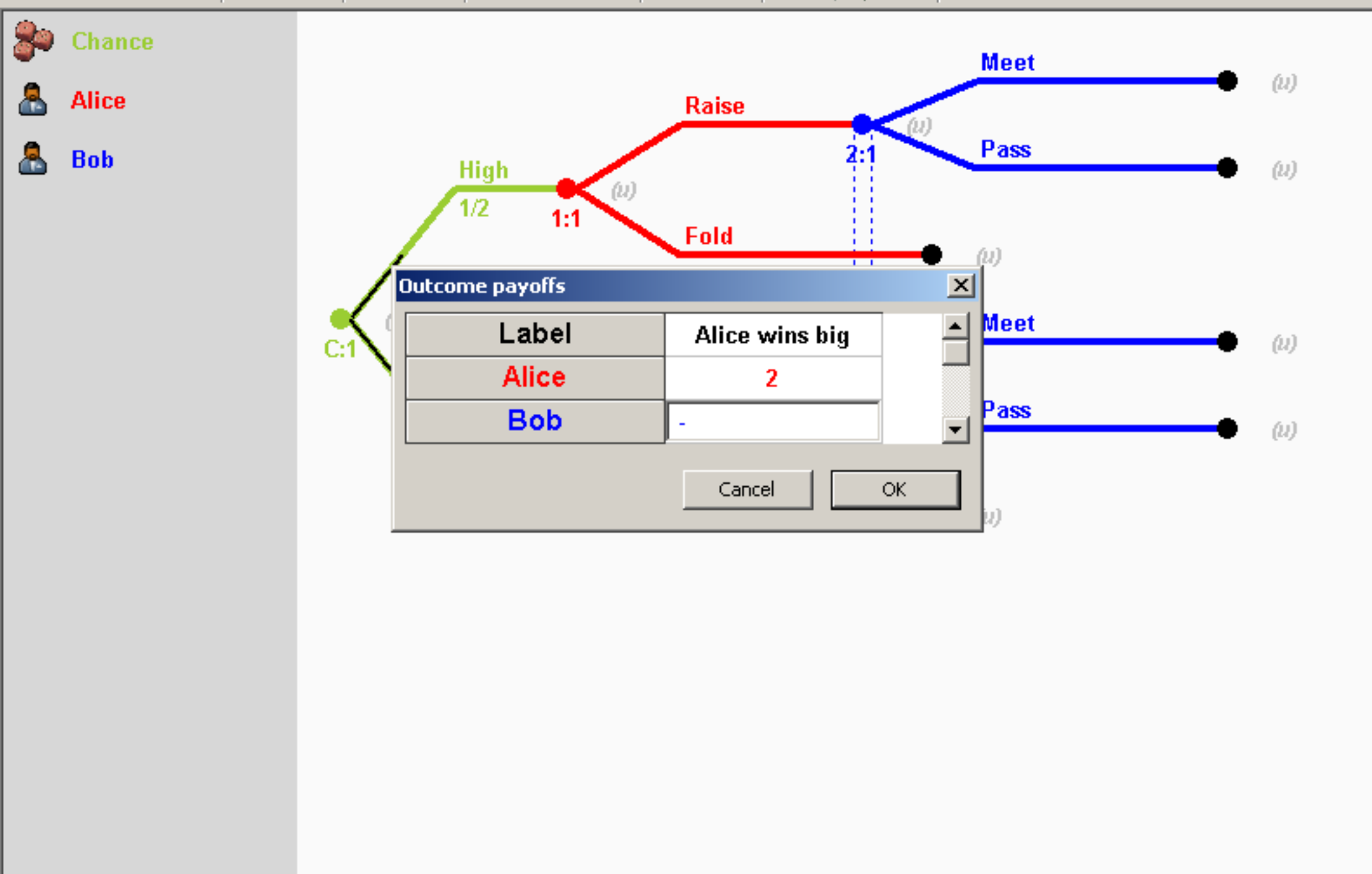




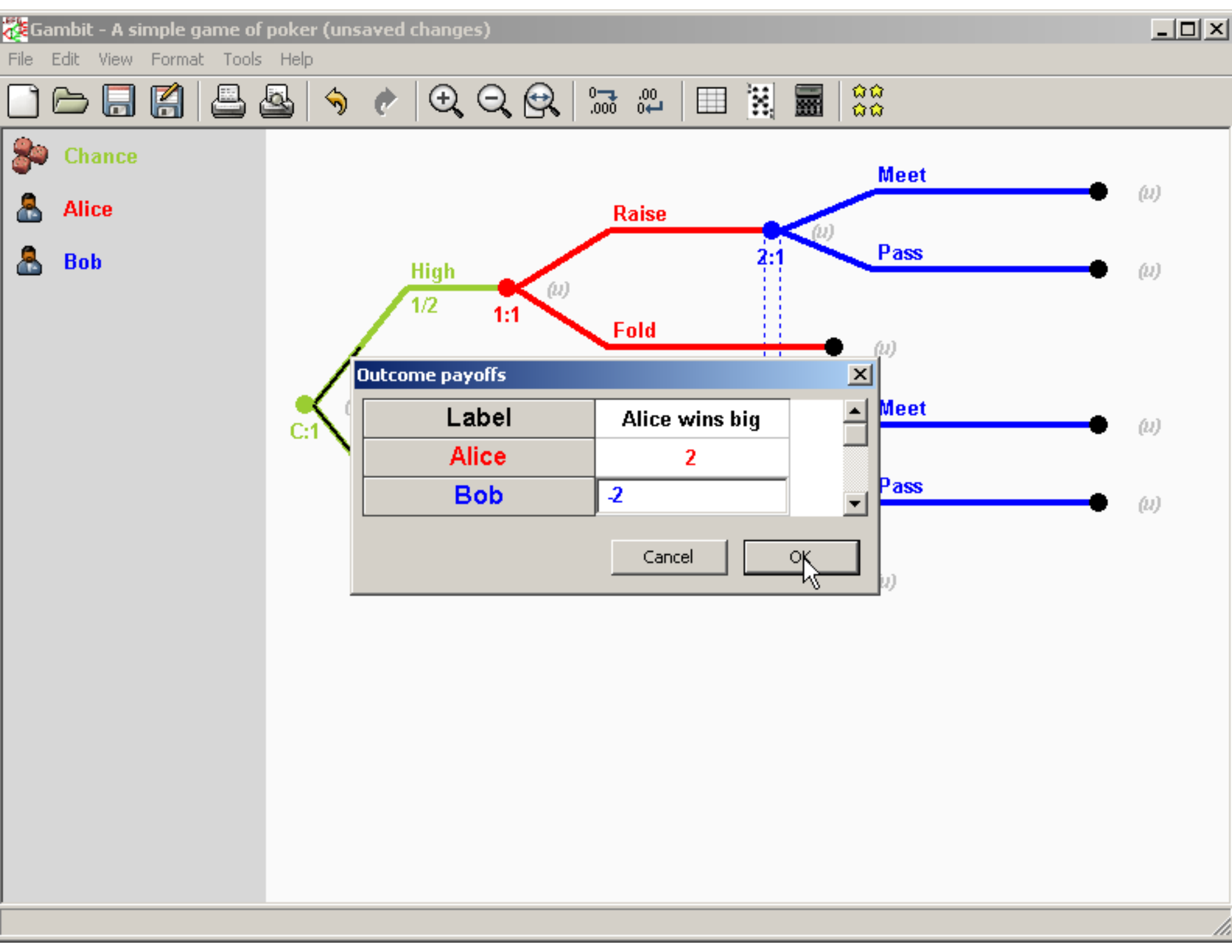


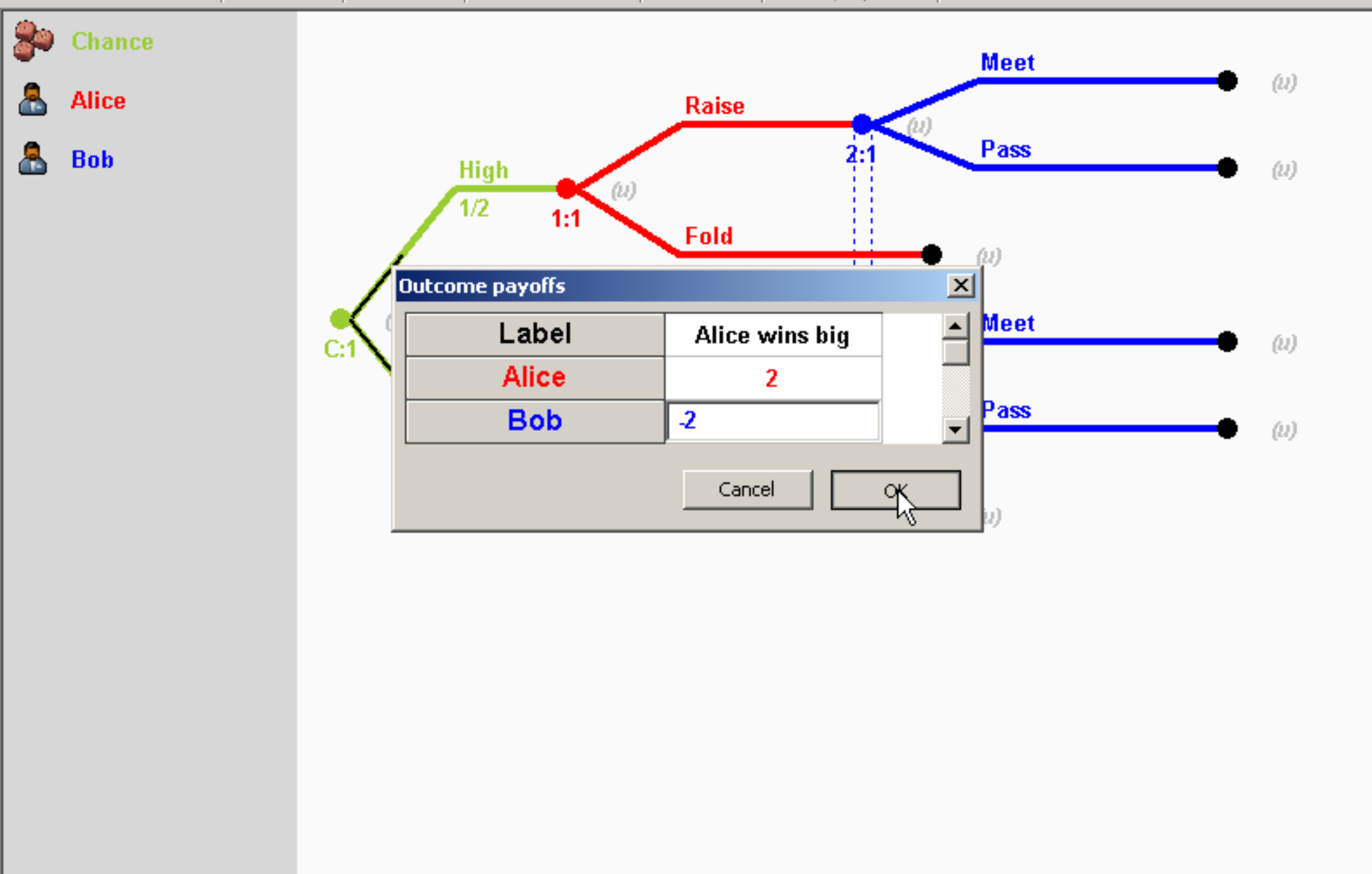


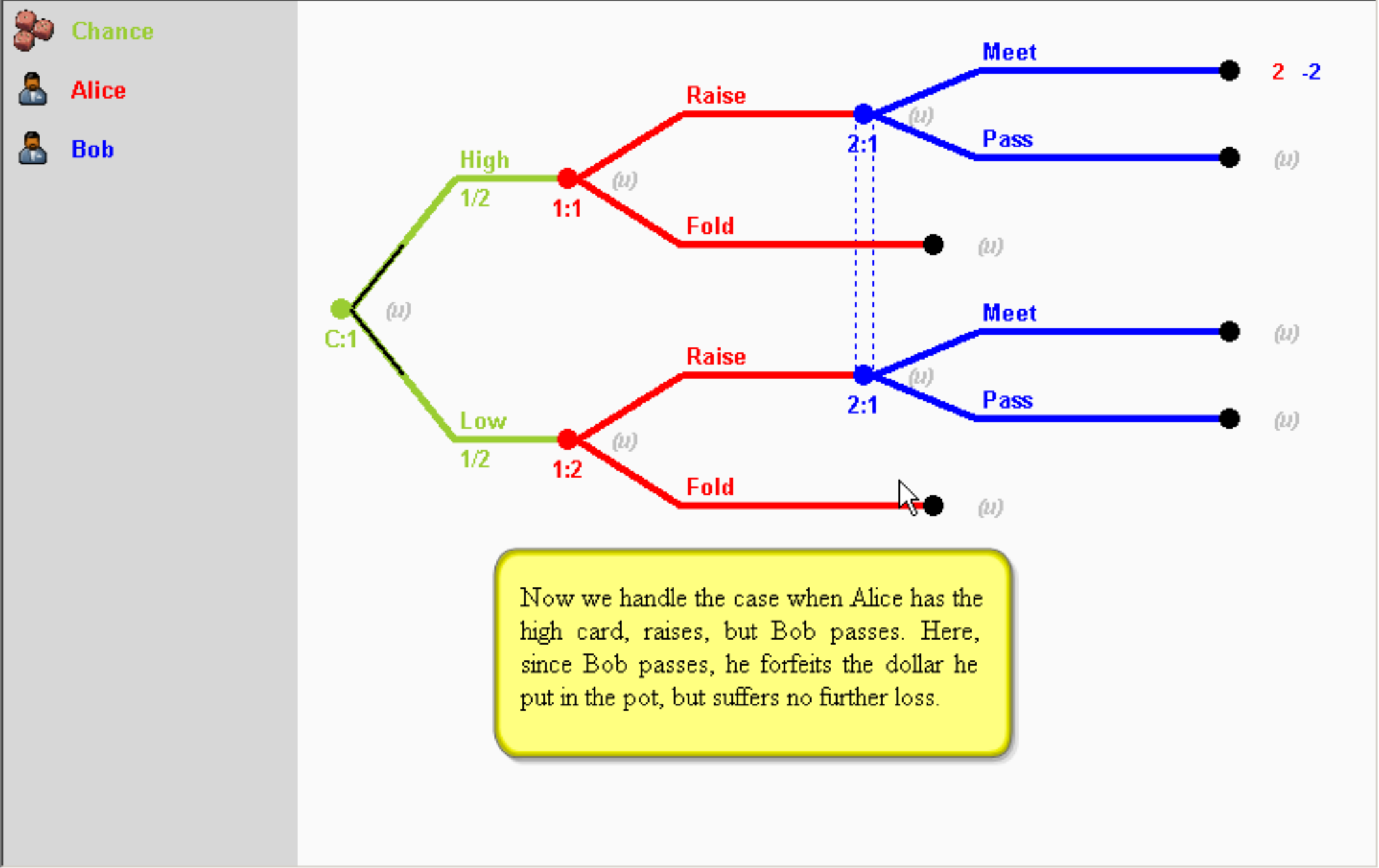
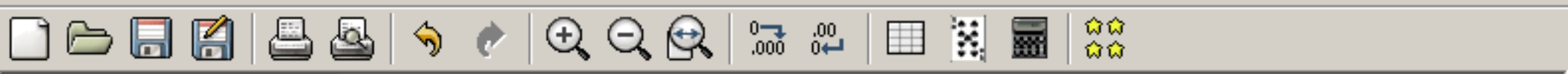


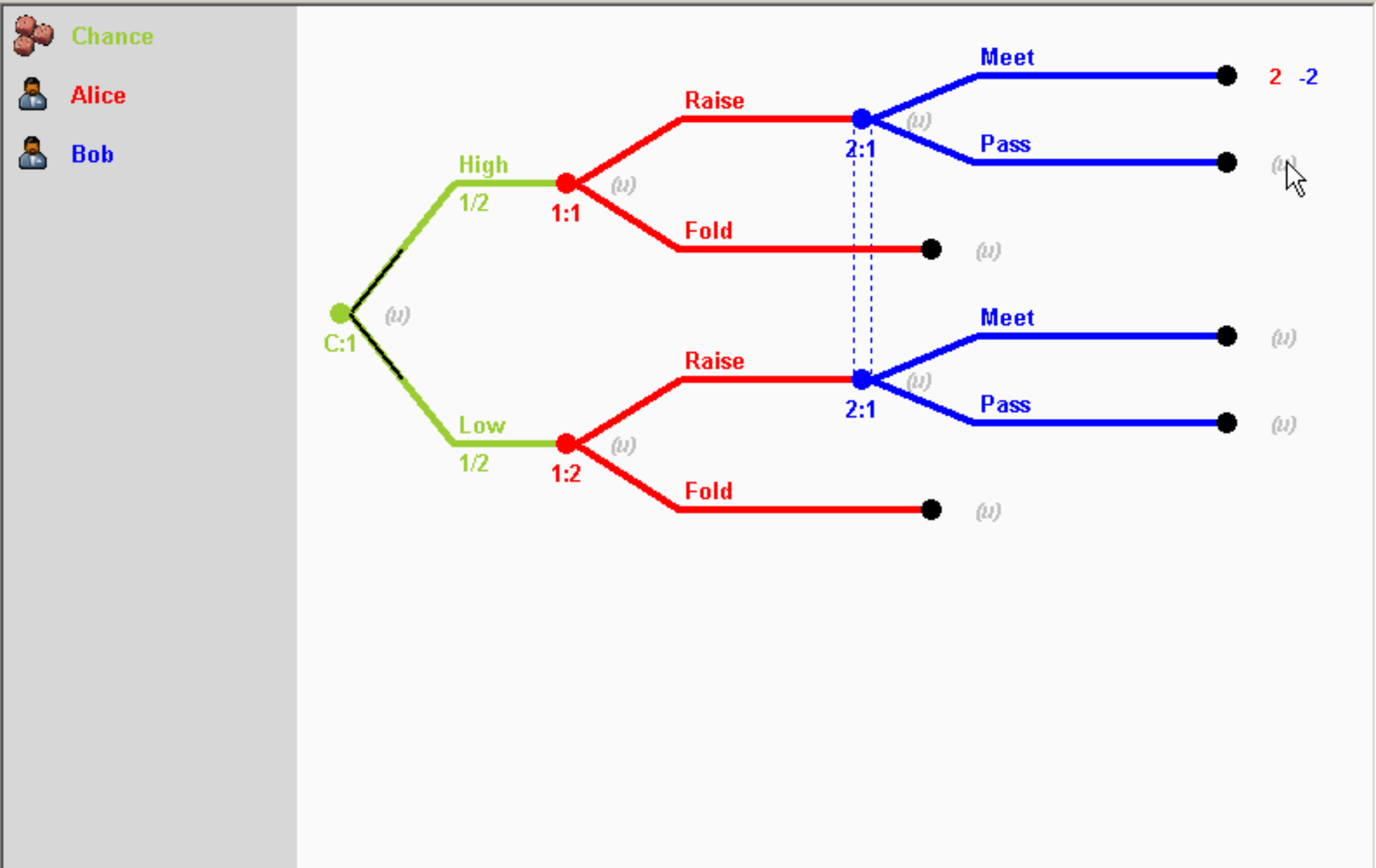
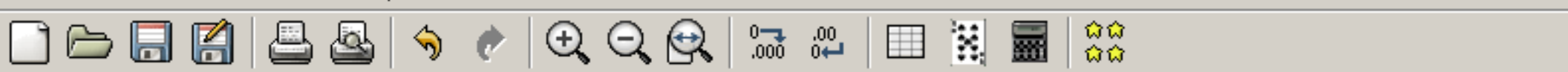


 **Chance**
 **Alice**
 **Bob**





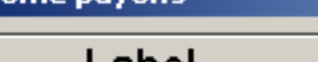
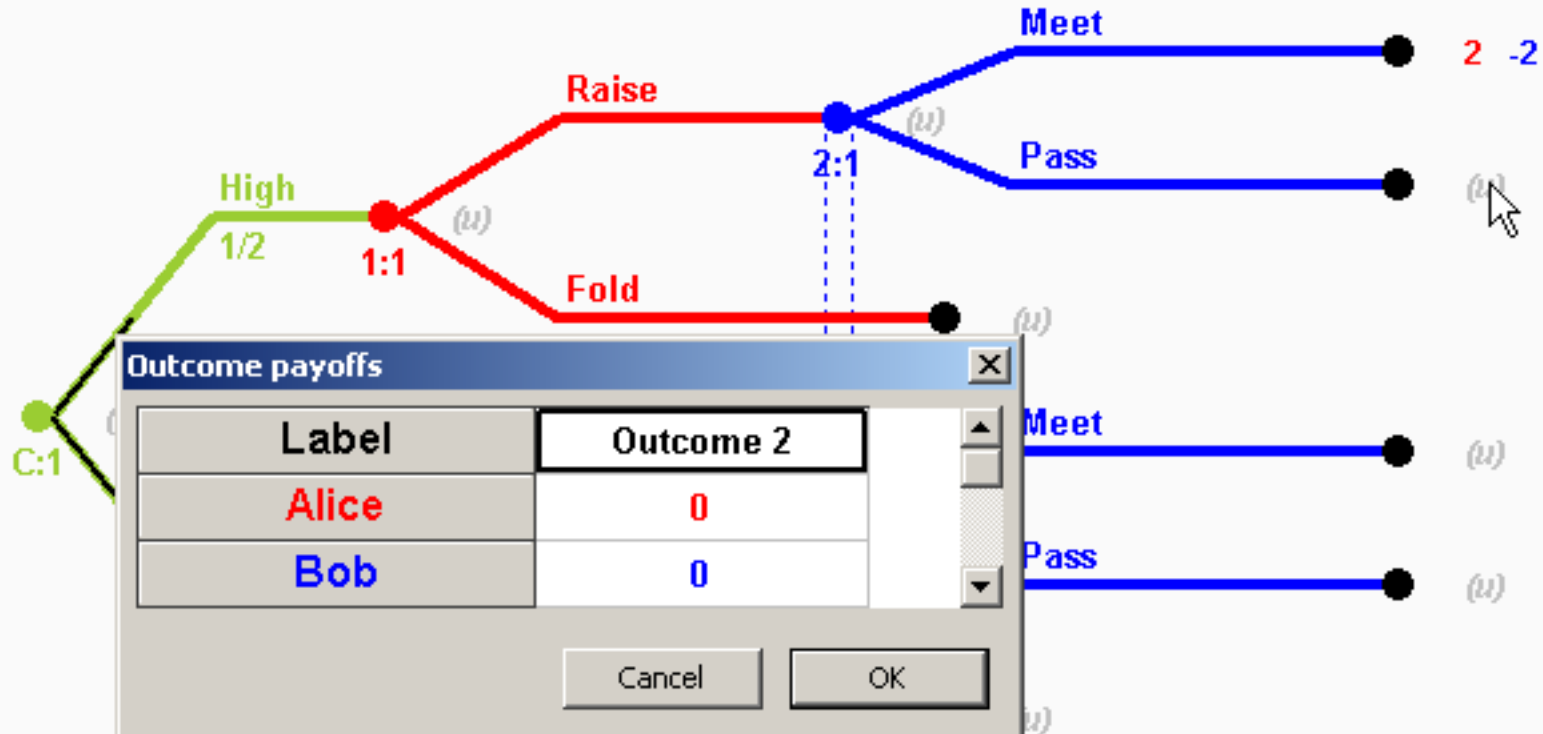




 **Chance**

 Alice

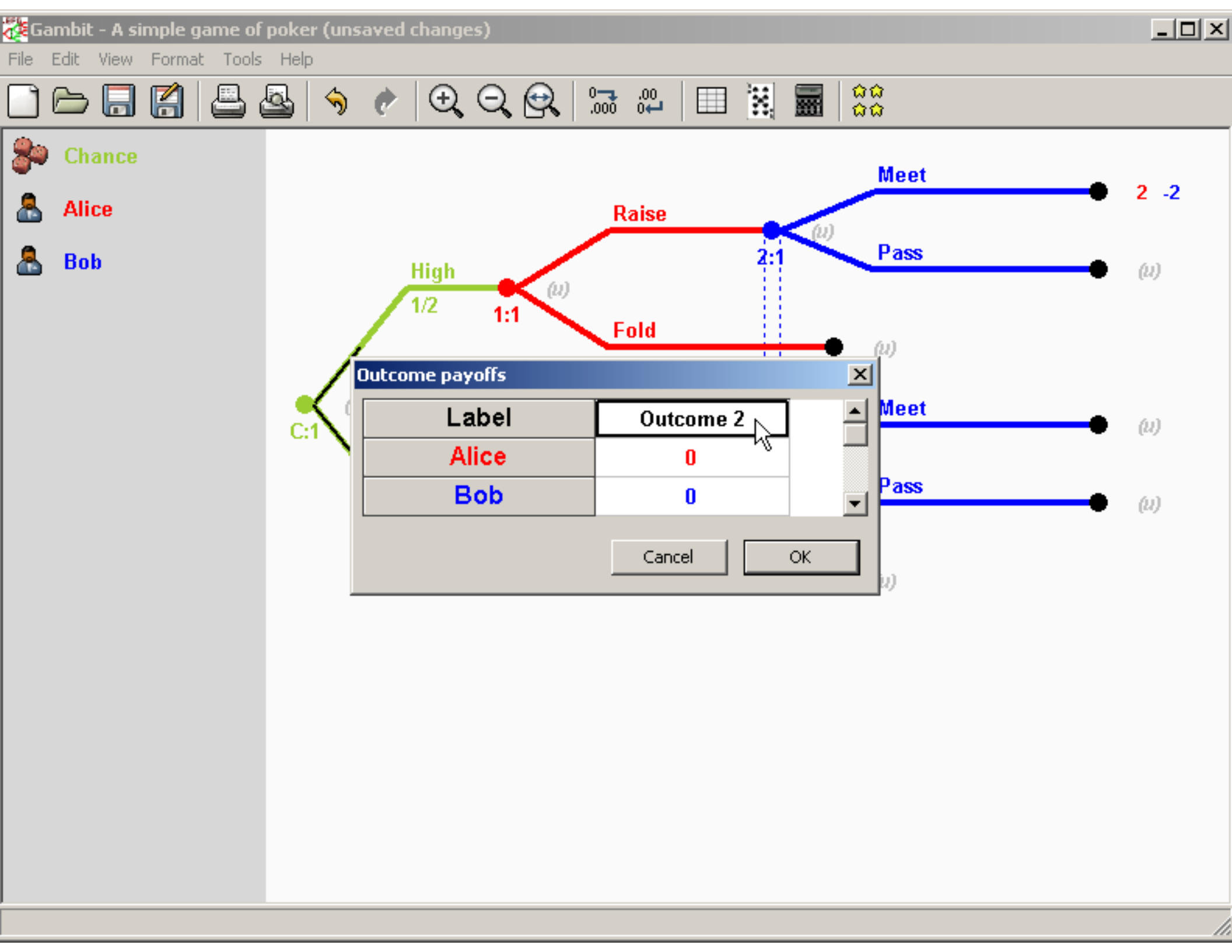
 Bok

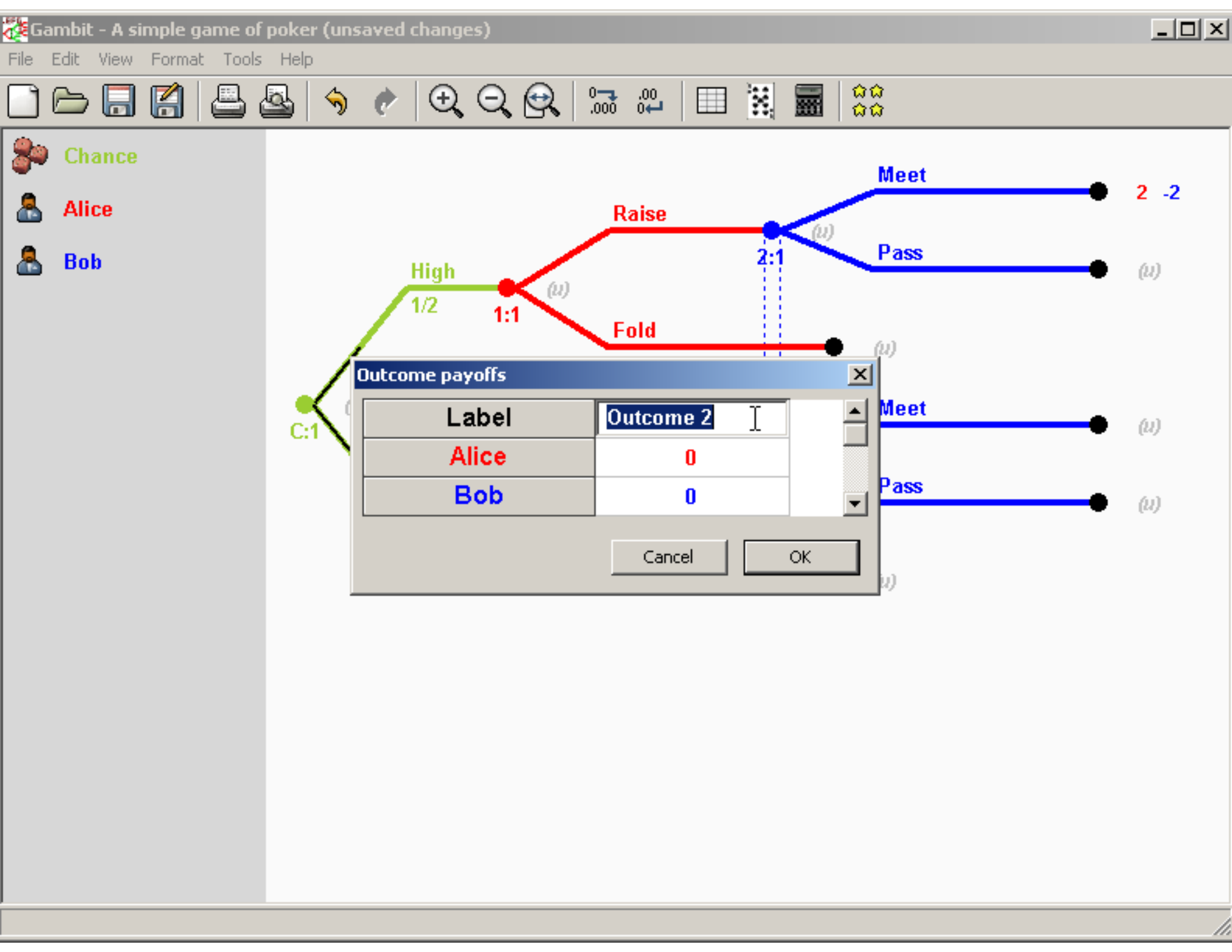


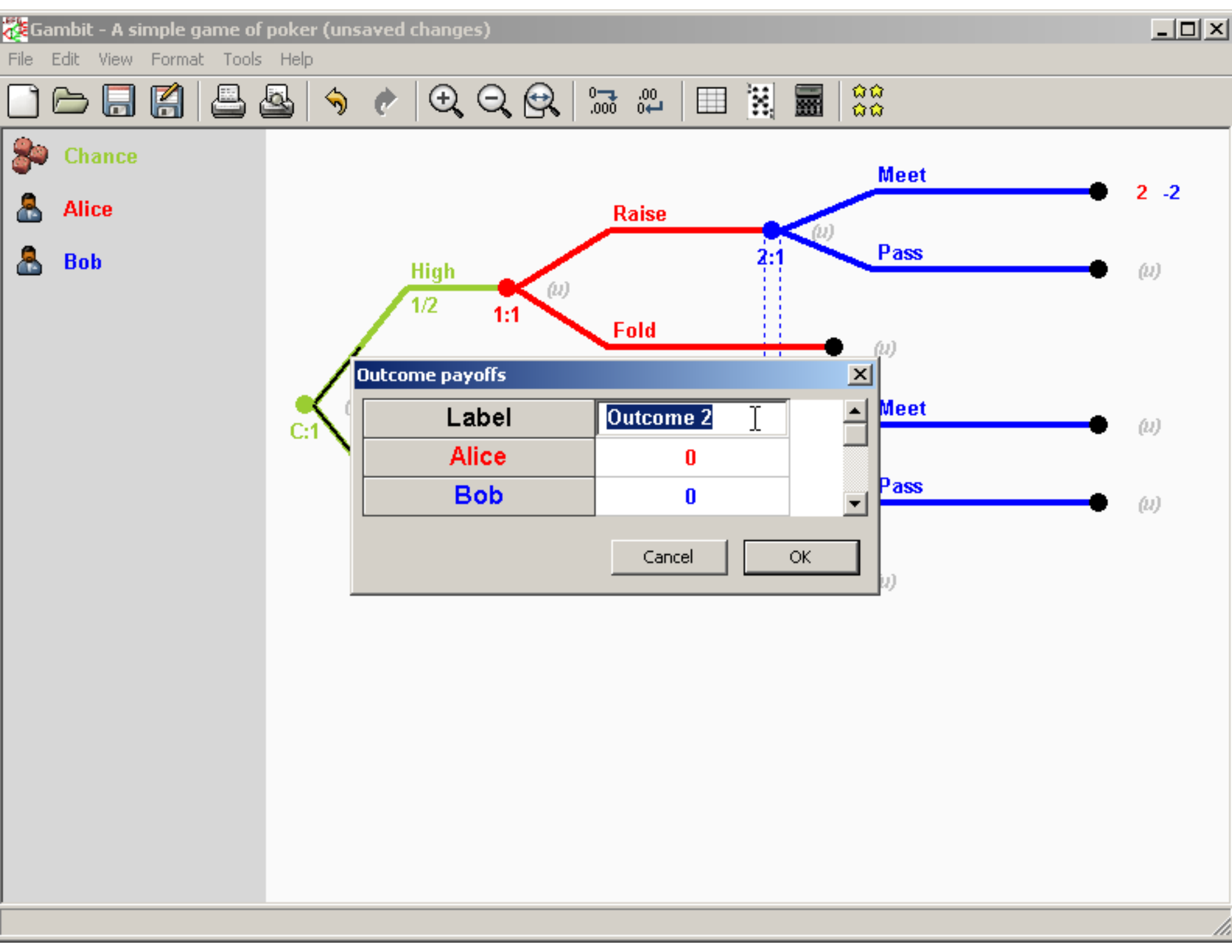
Outcome payoffs

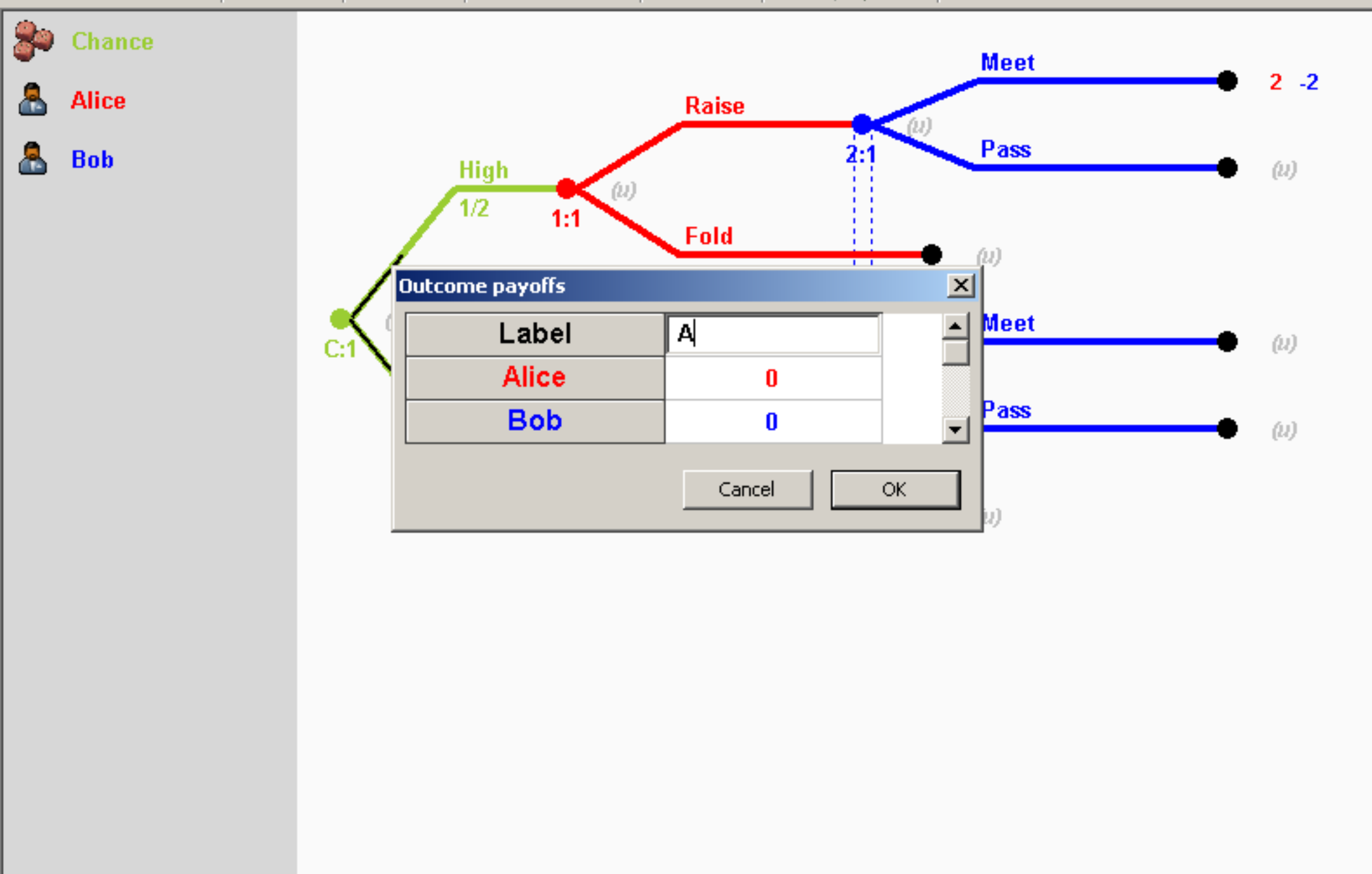
Label	Outcome 2
Alice	0
Bob	0

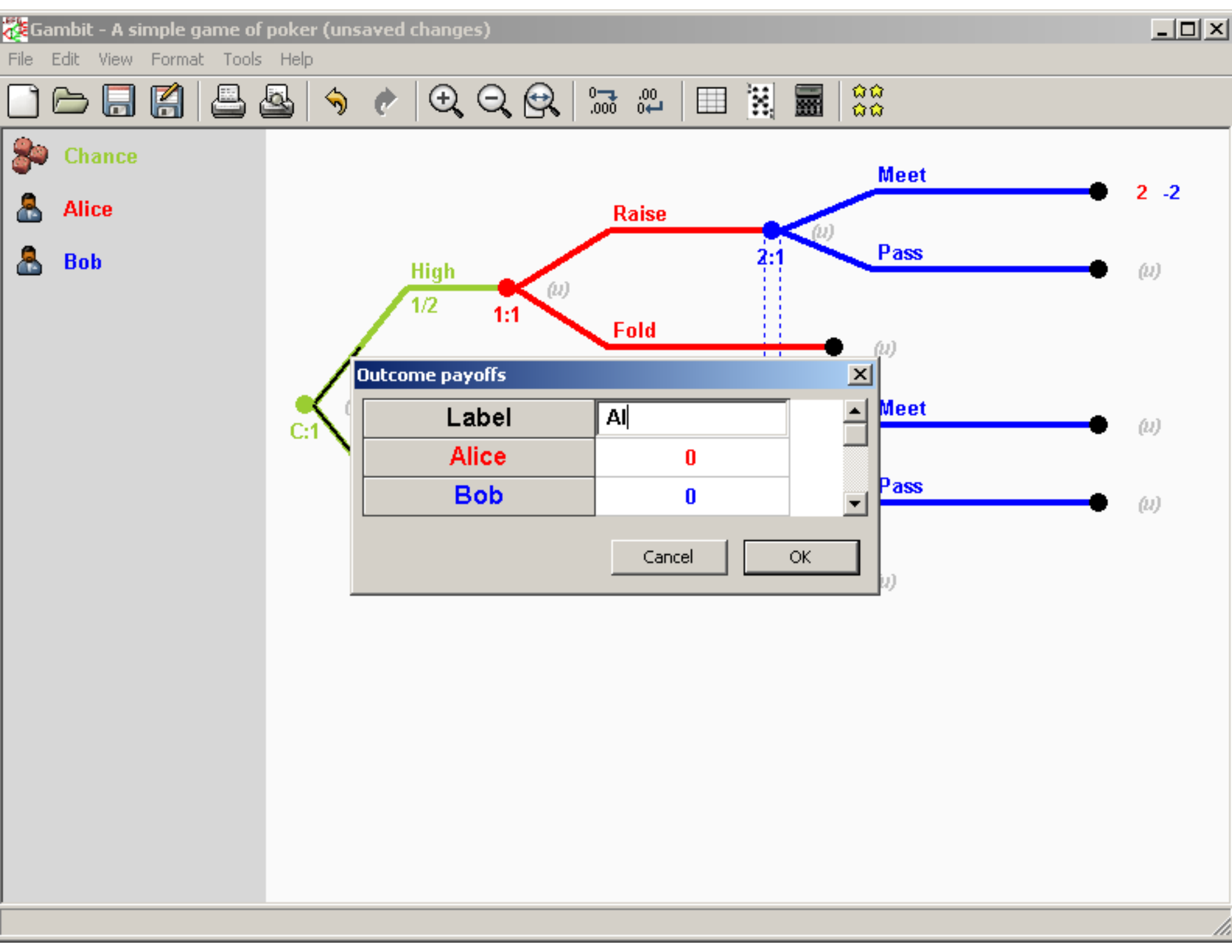
Cancel OK

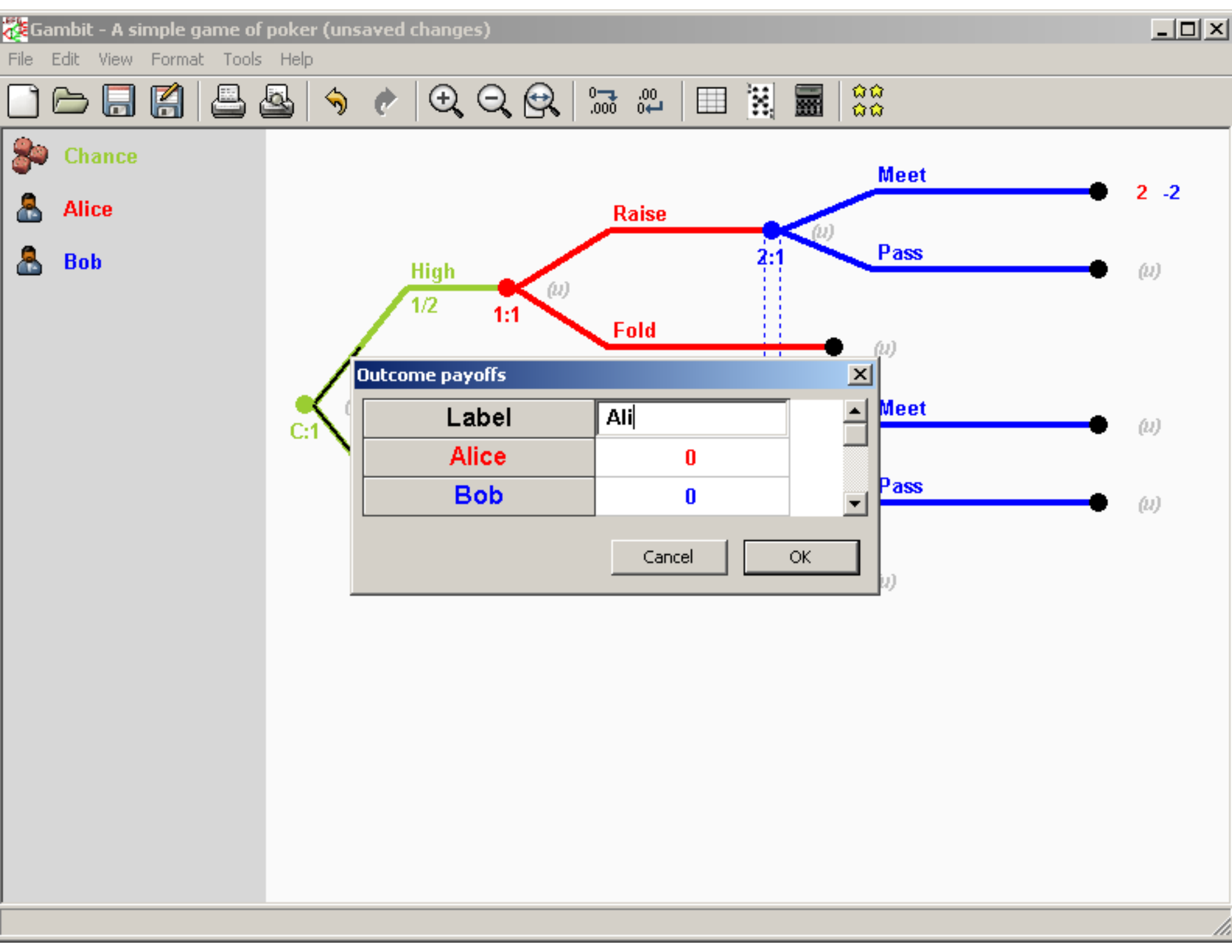


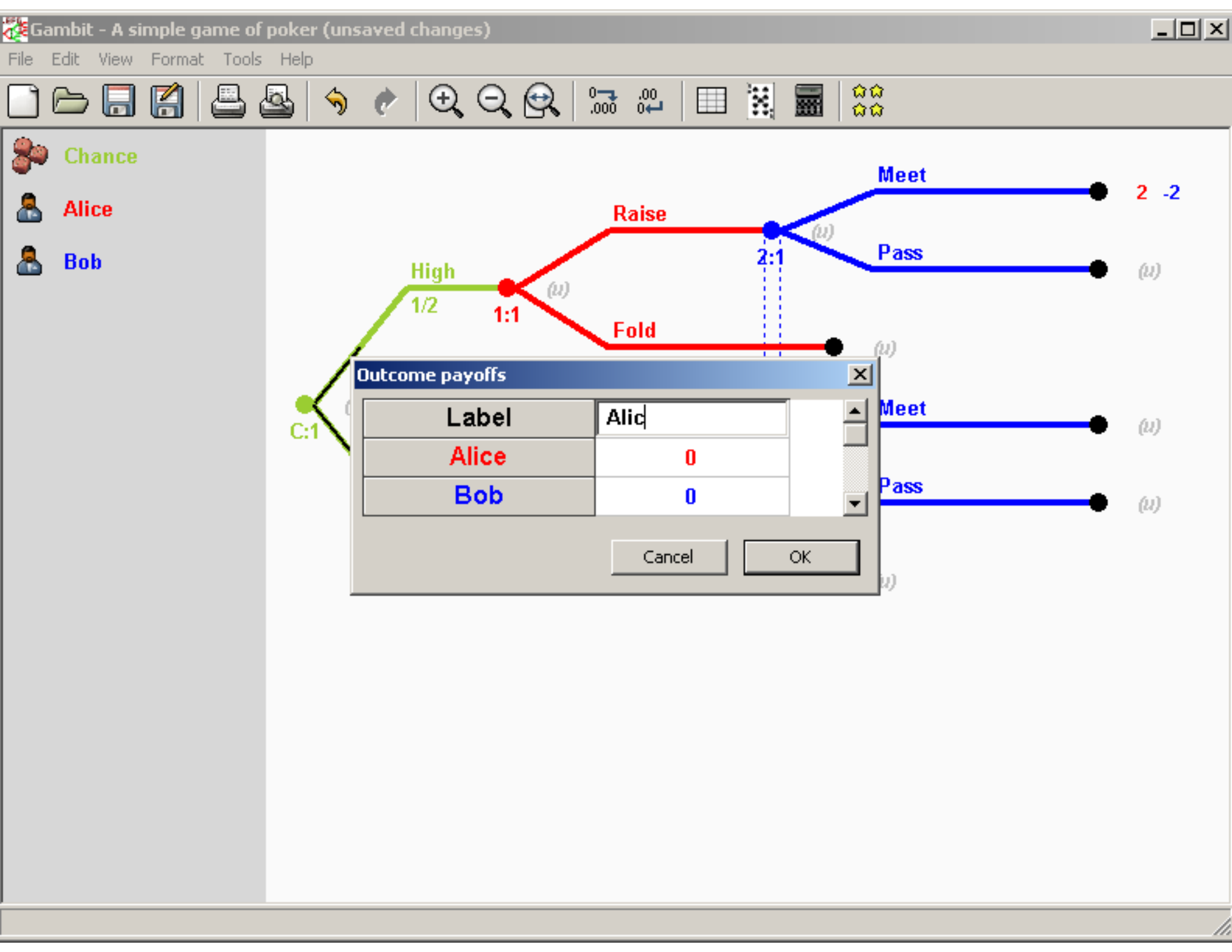


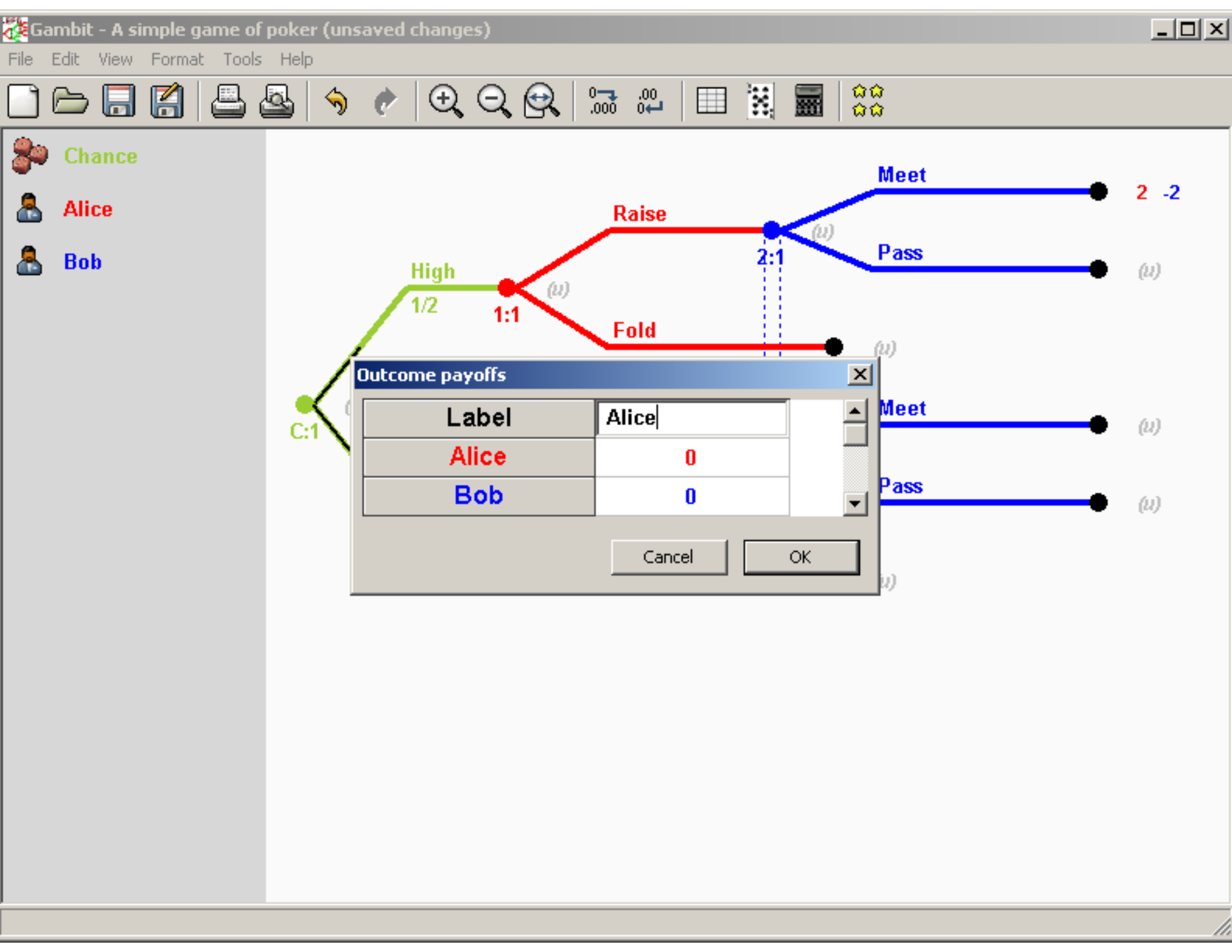


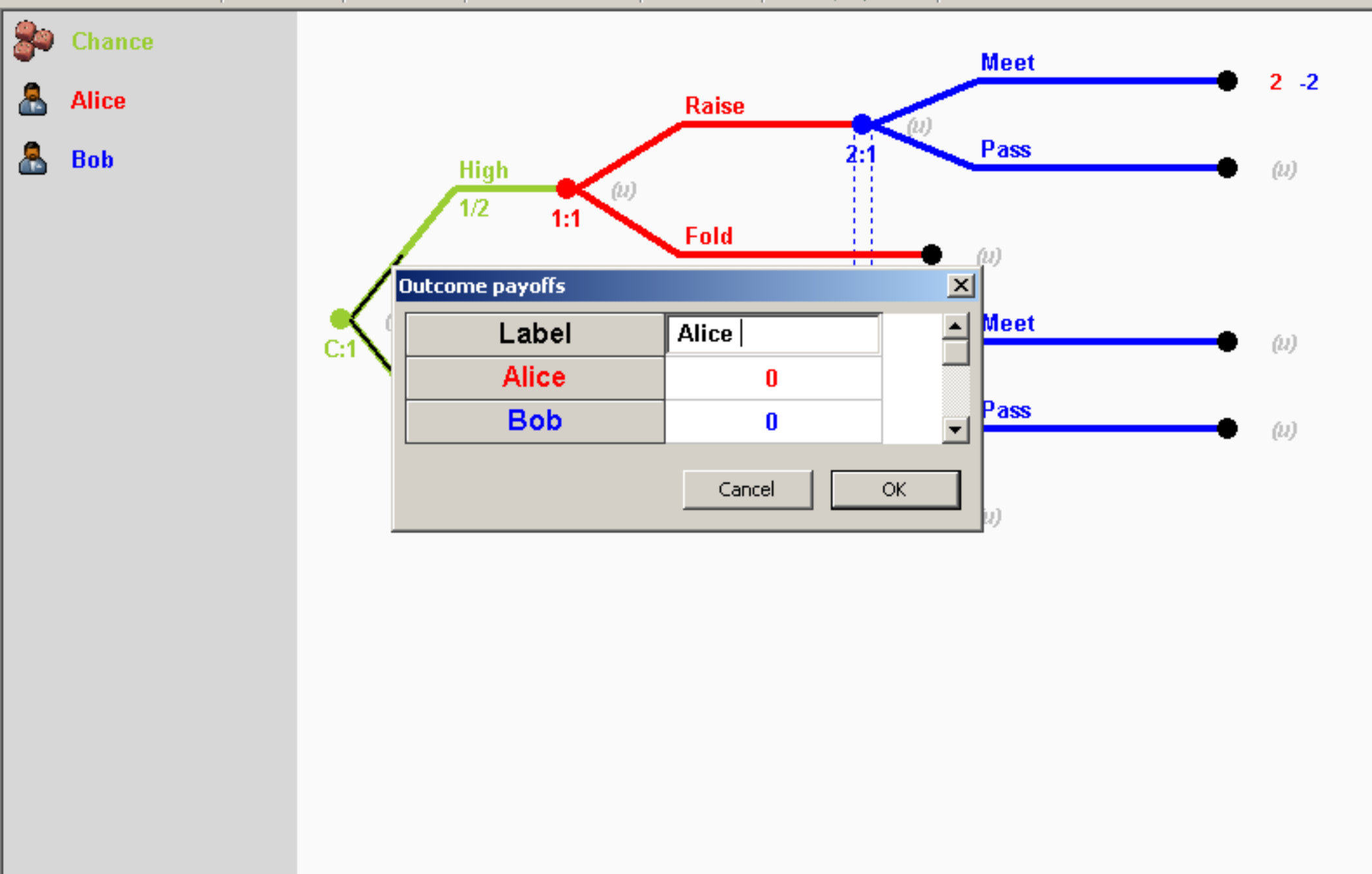


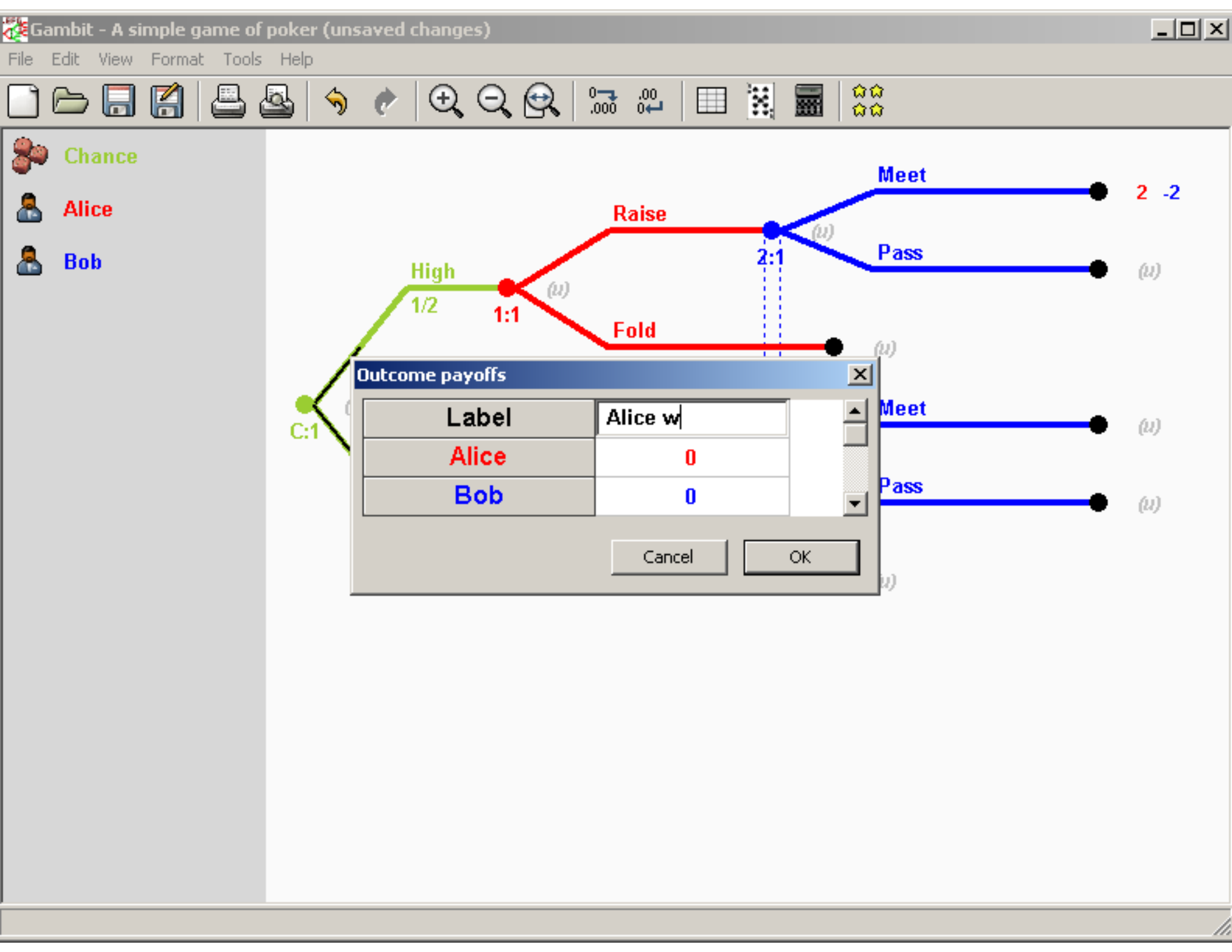


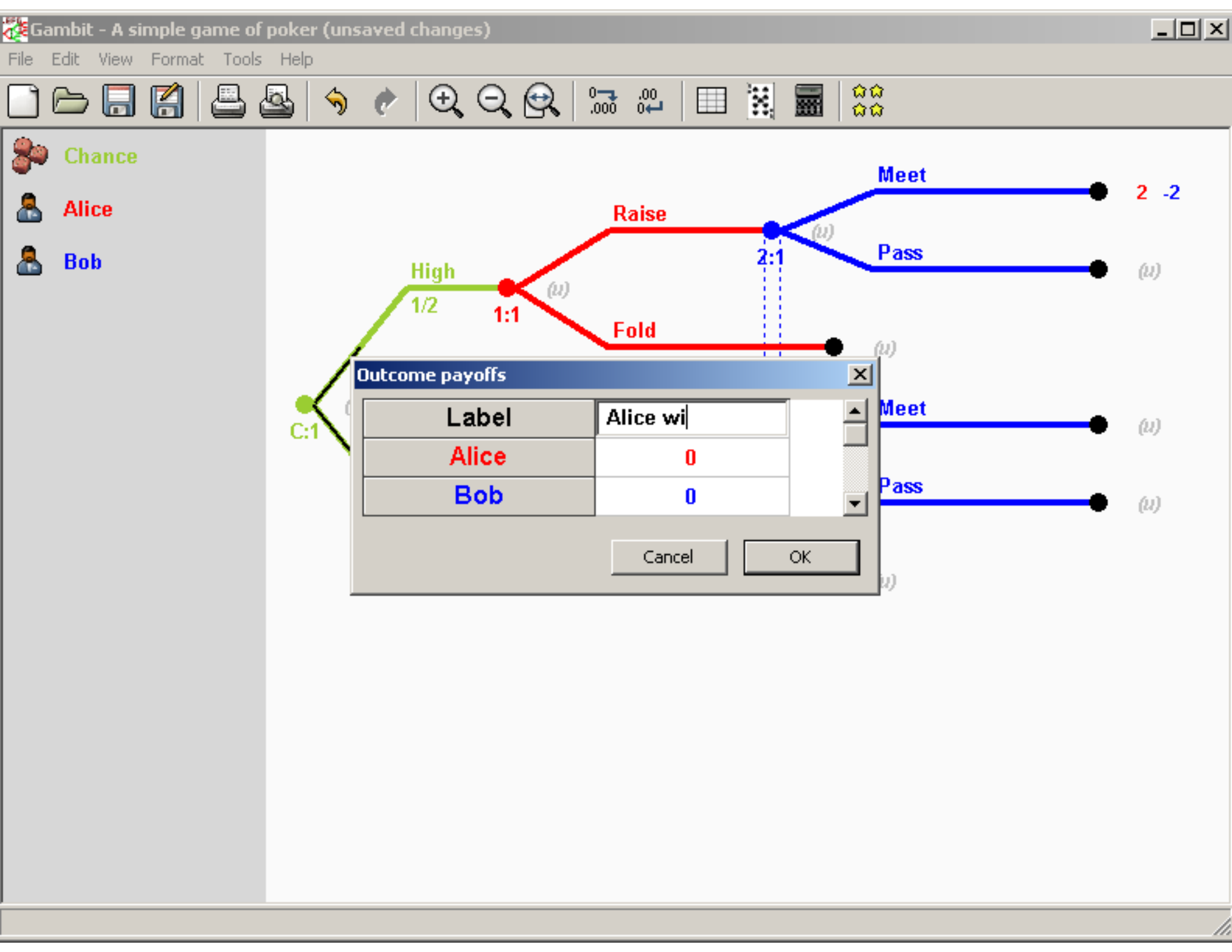


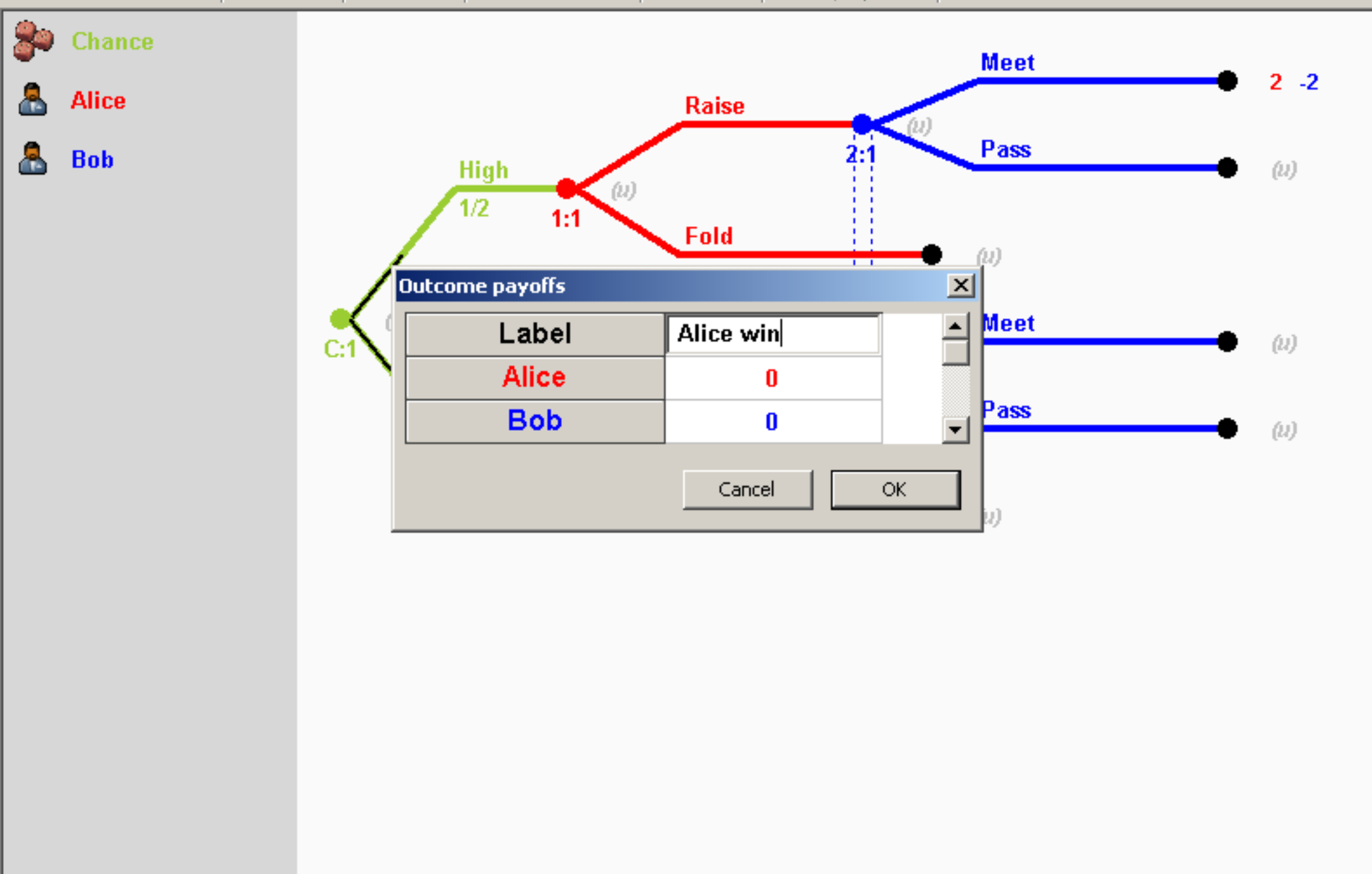


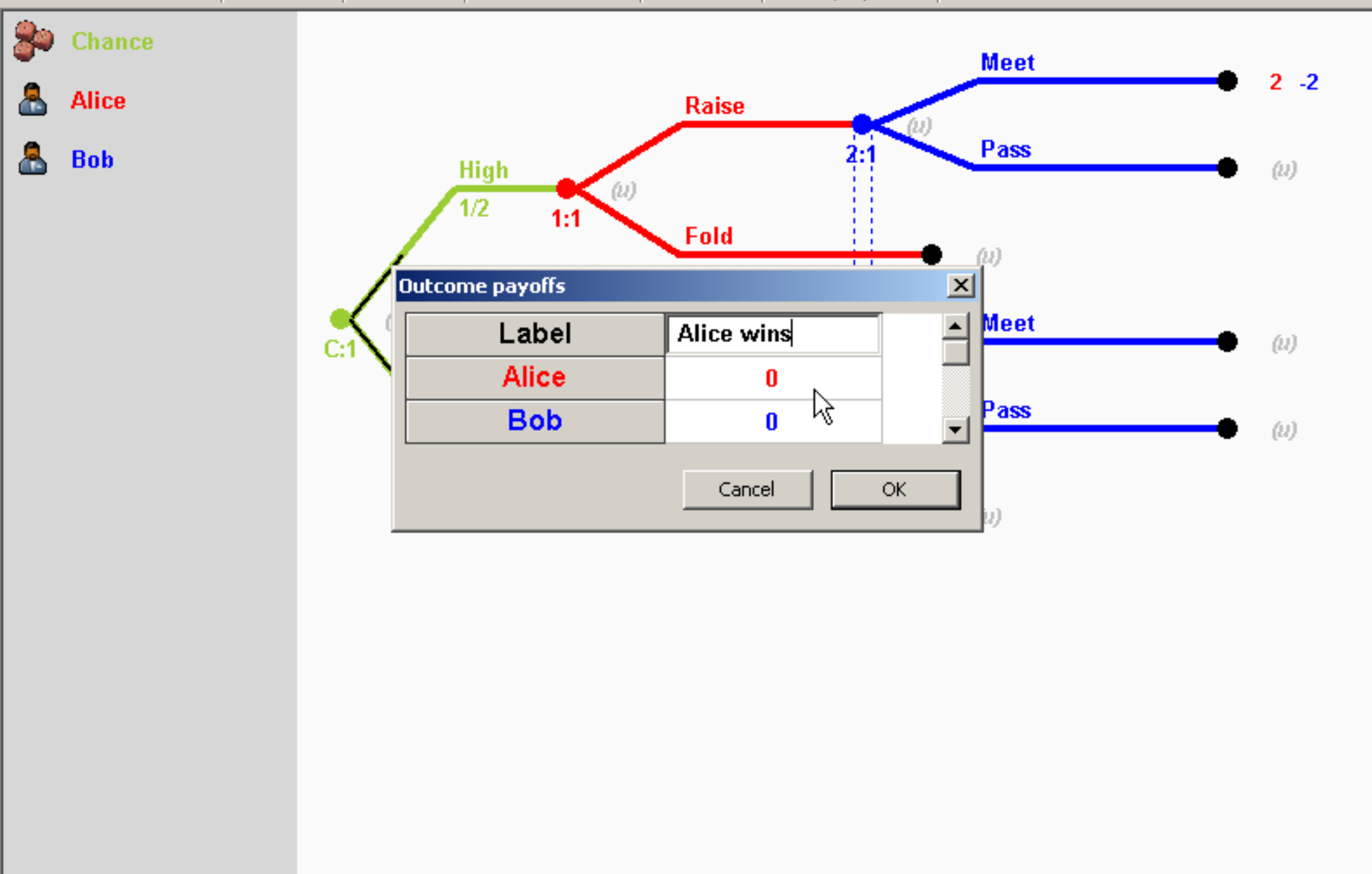


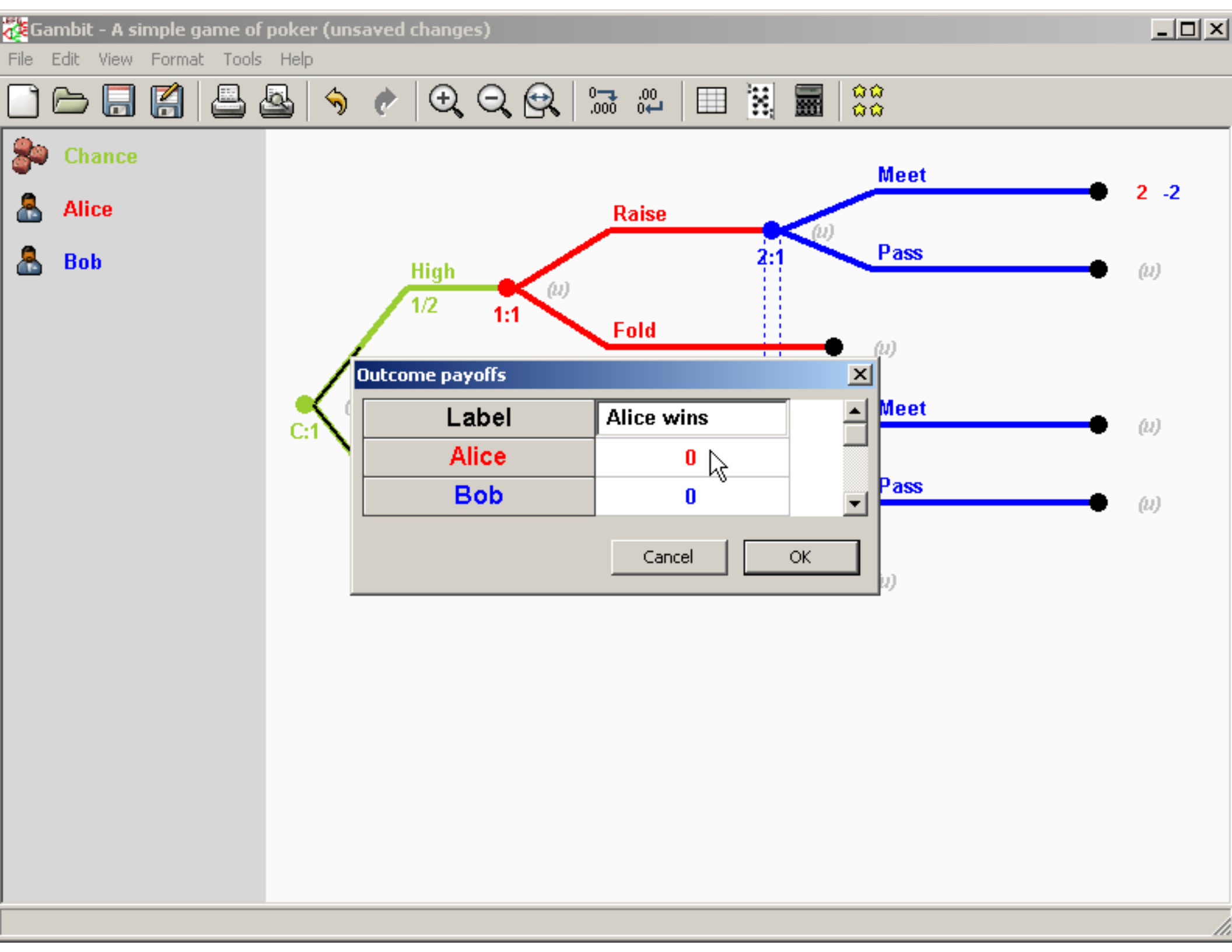


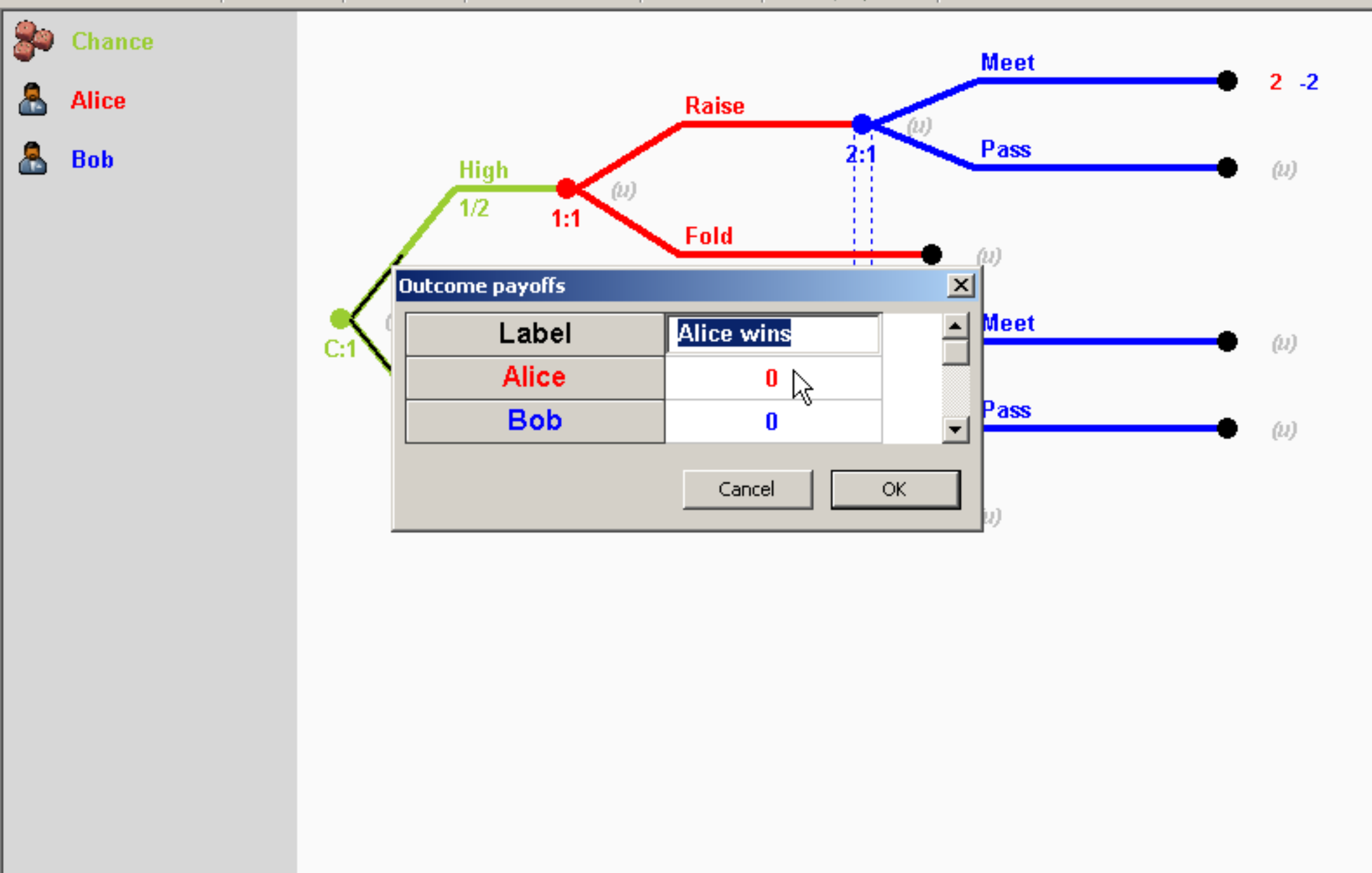


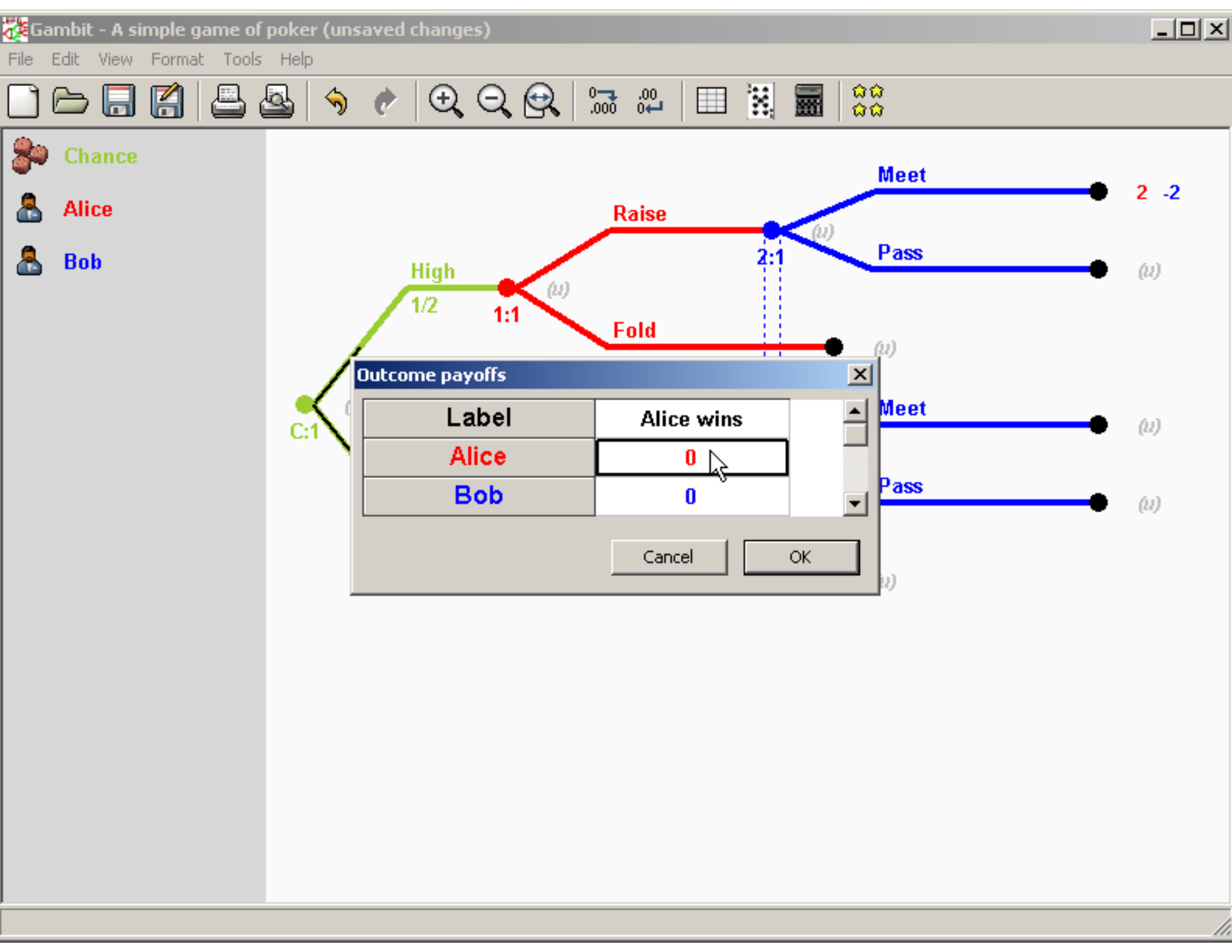


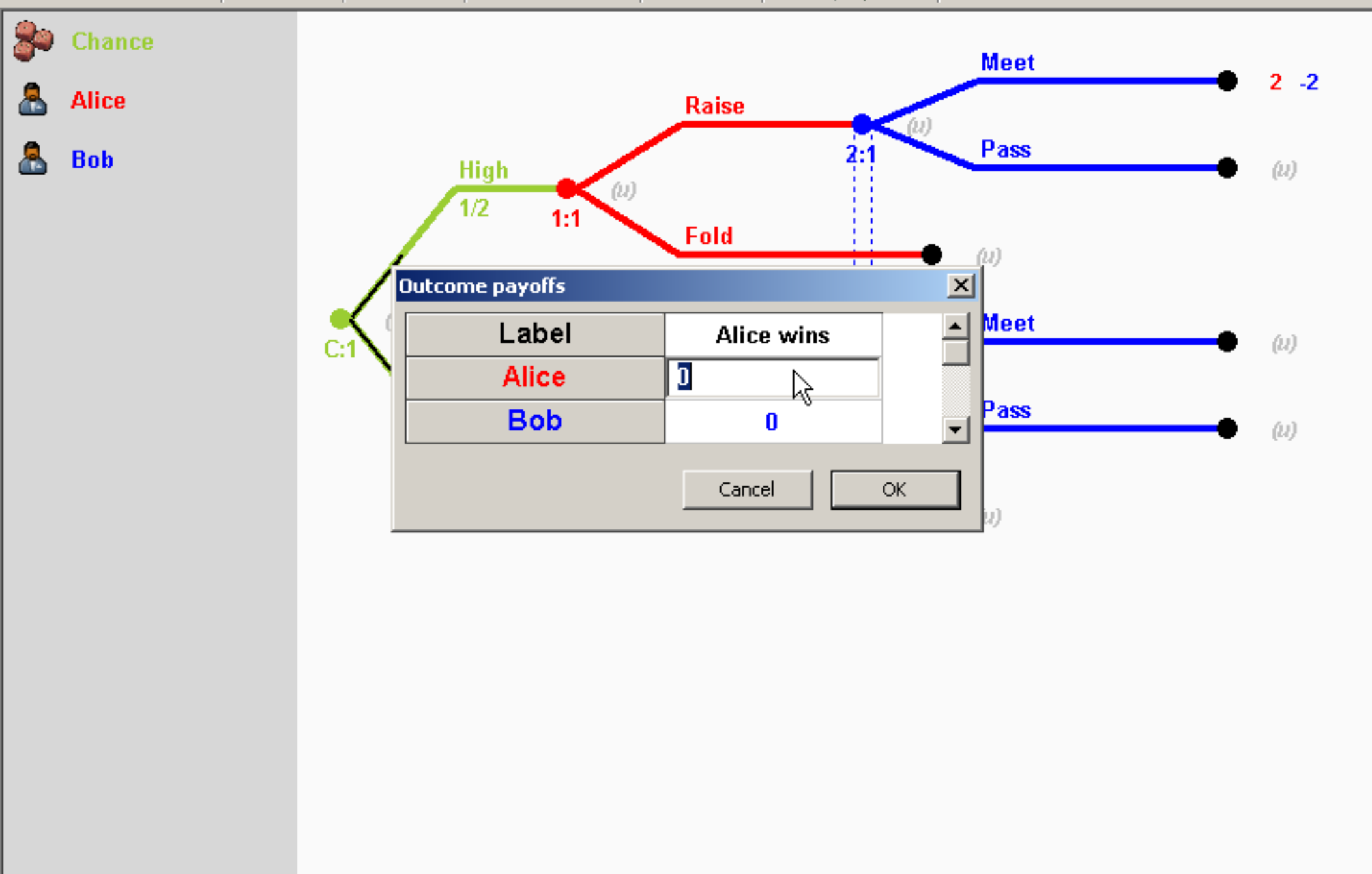


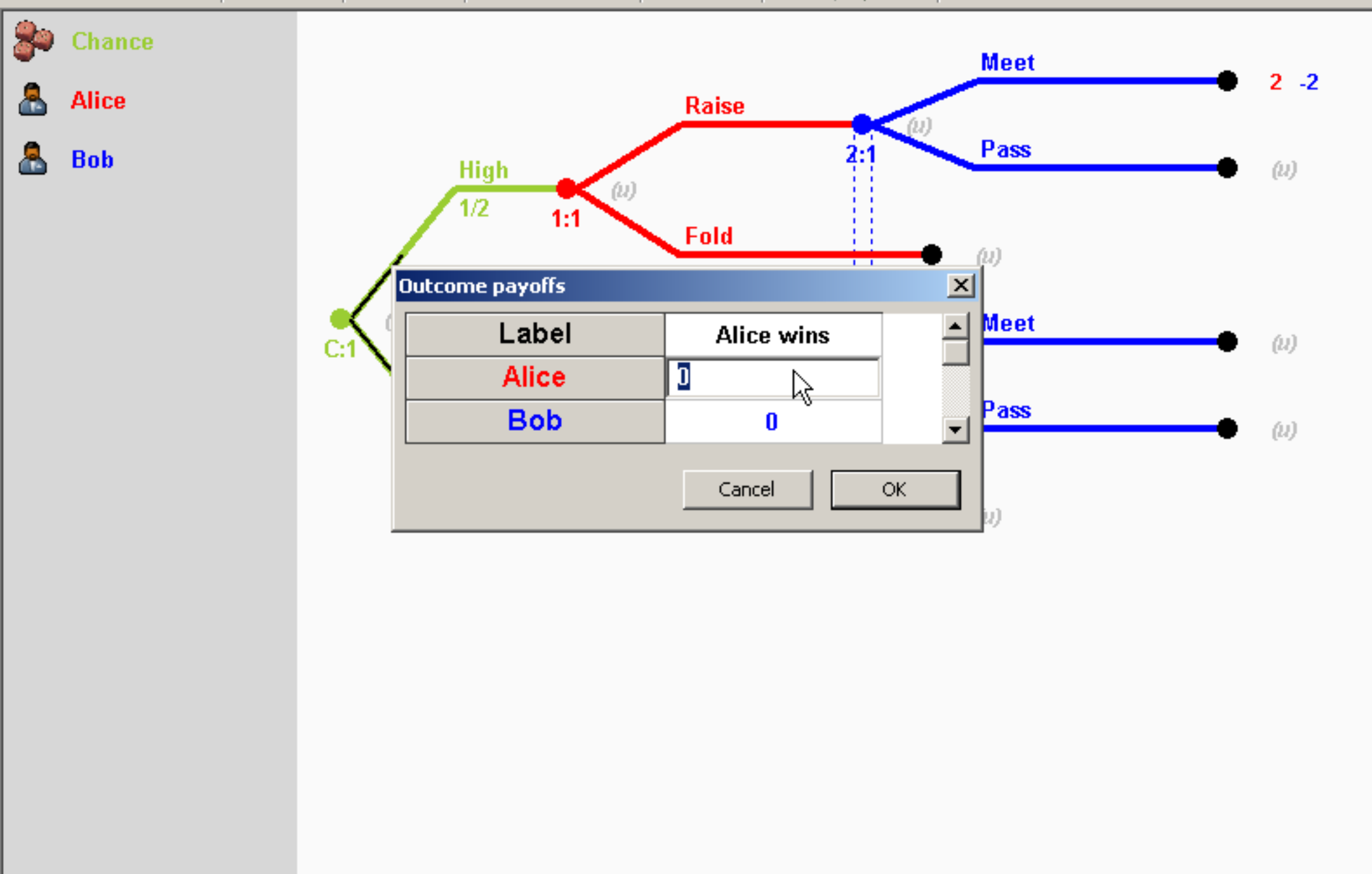


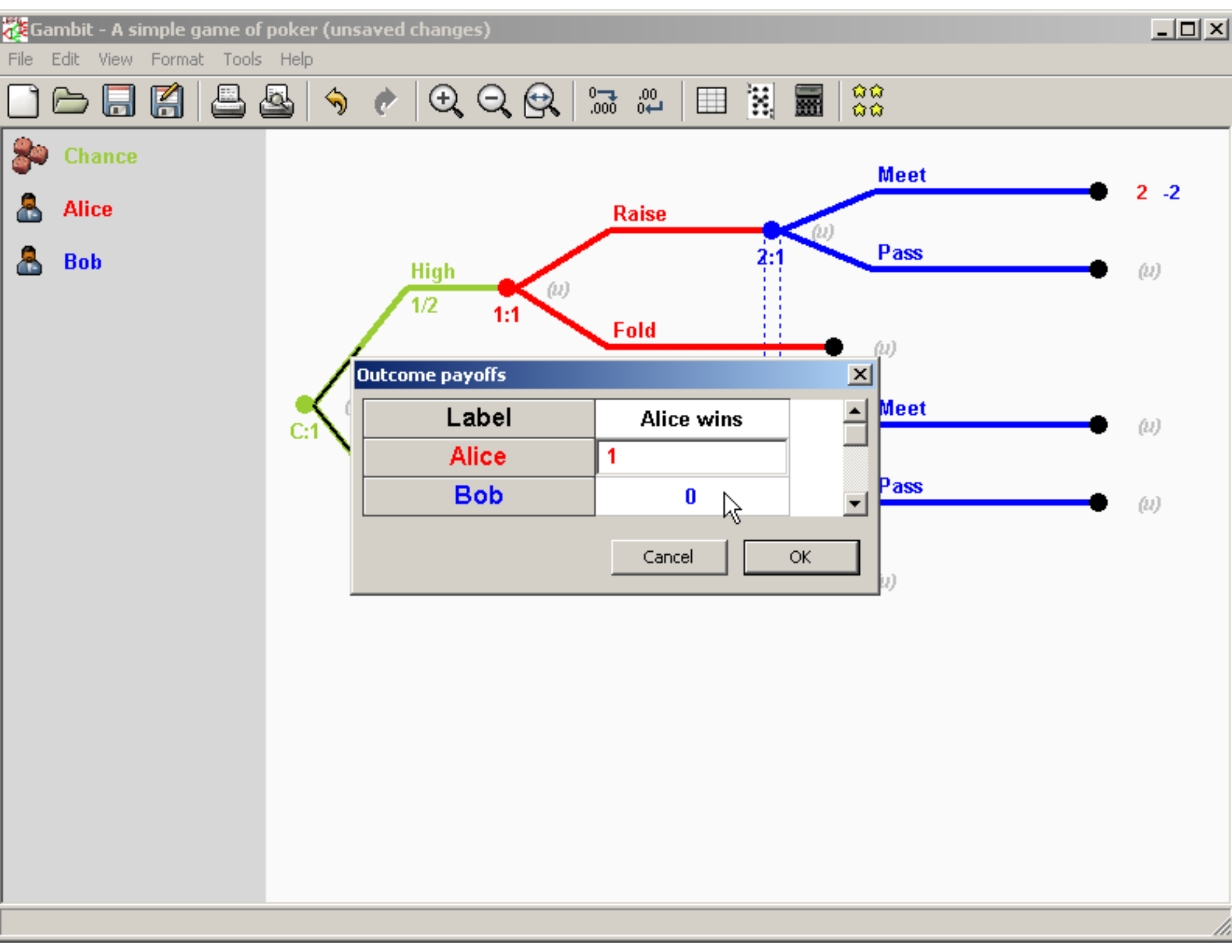


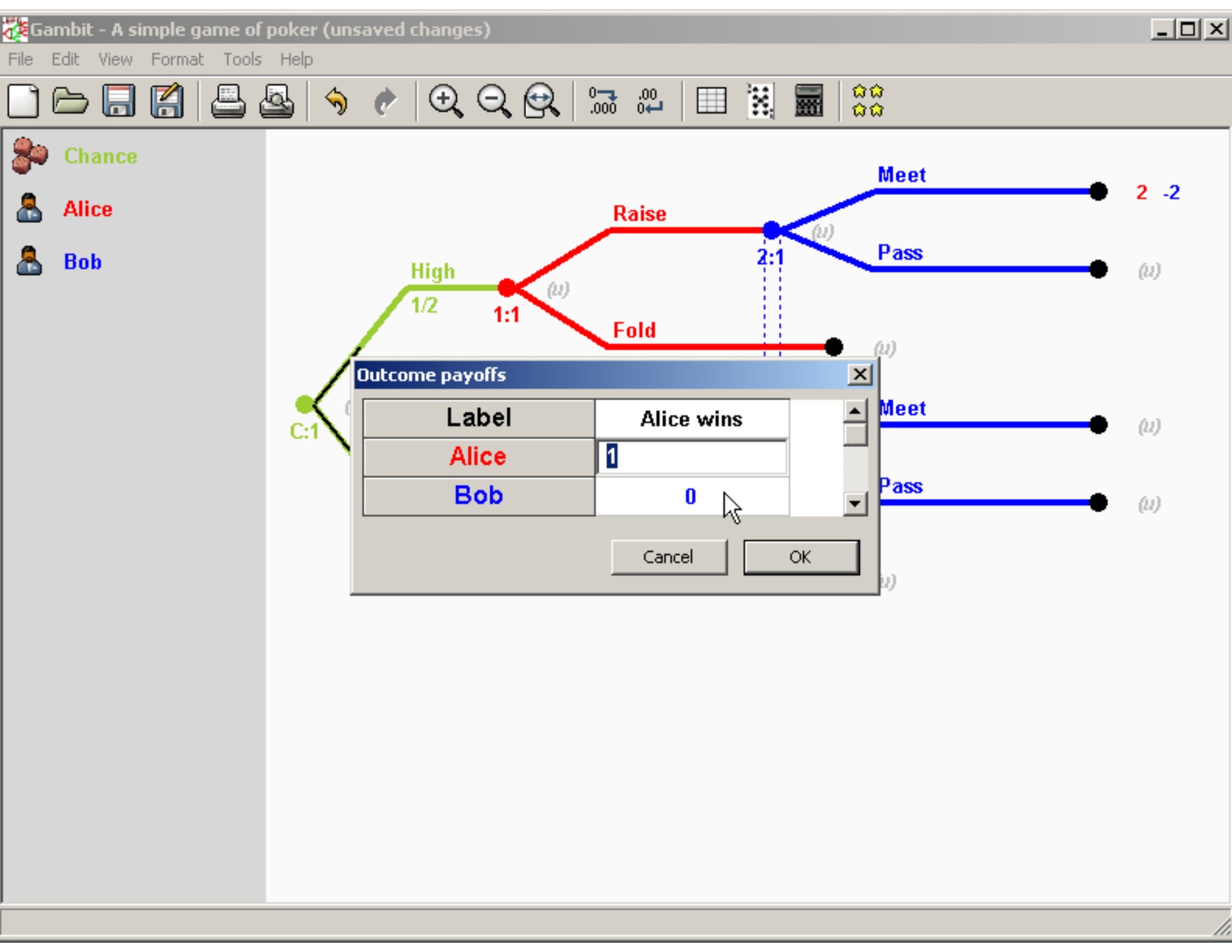


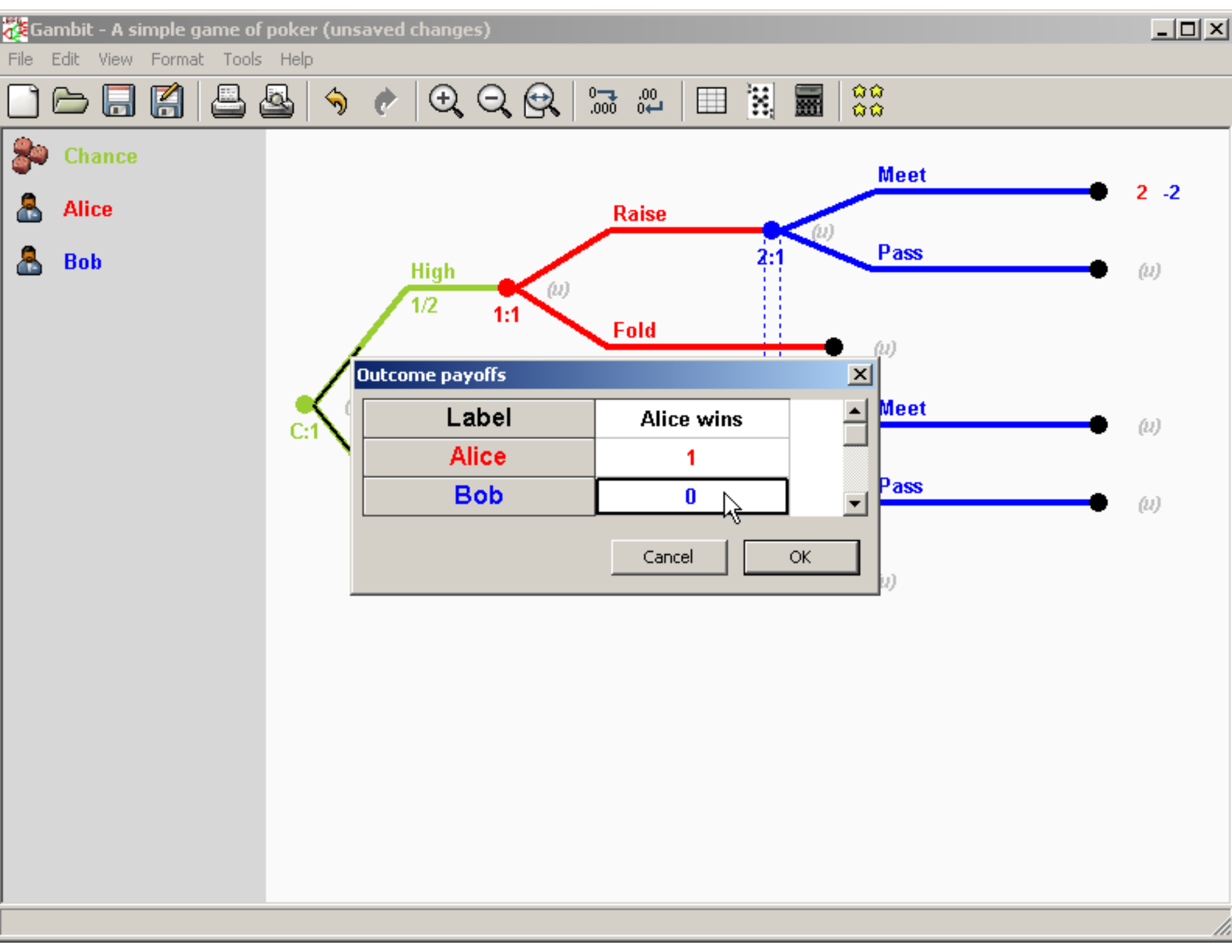


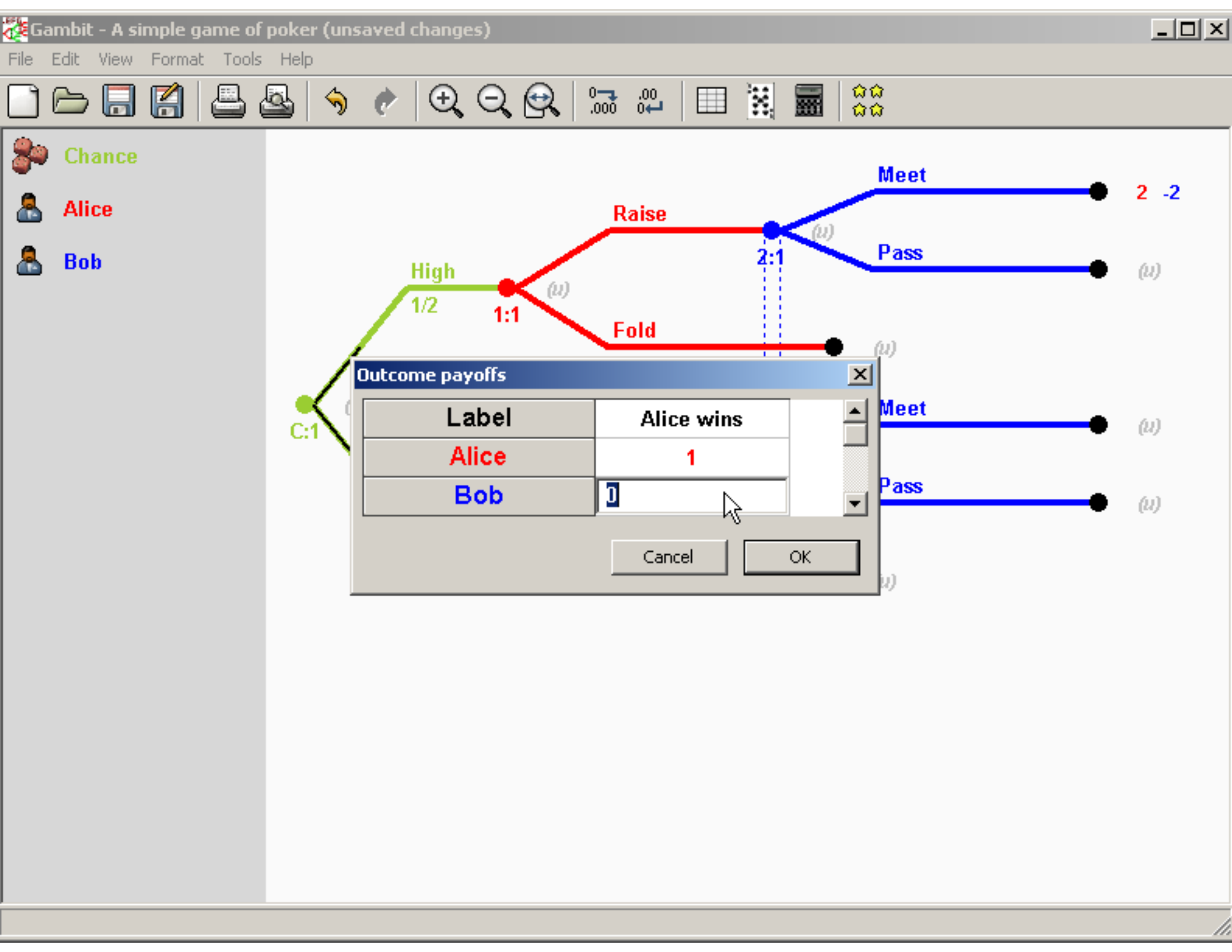


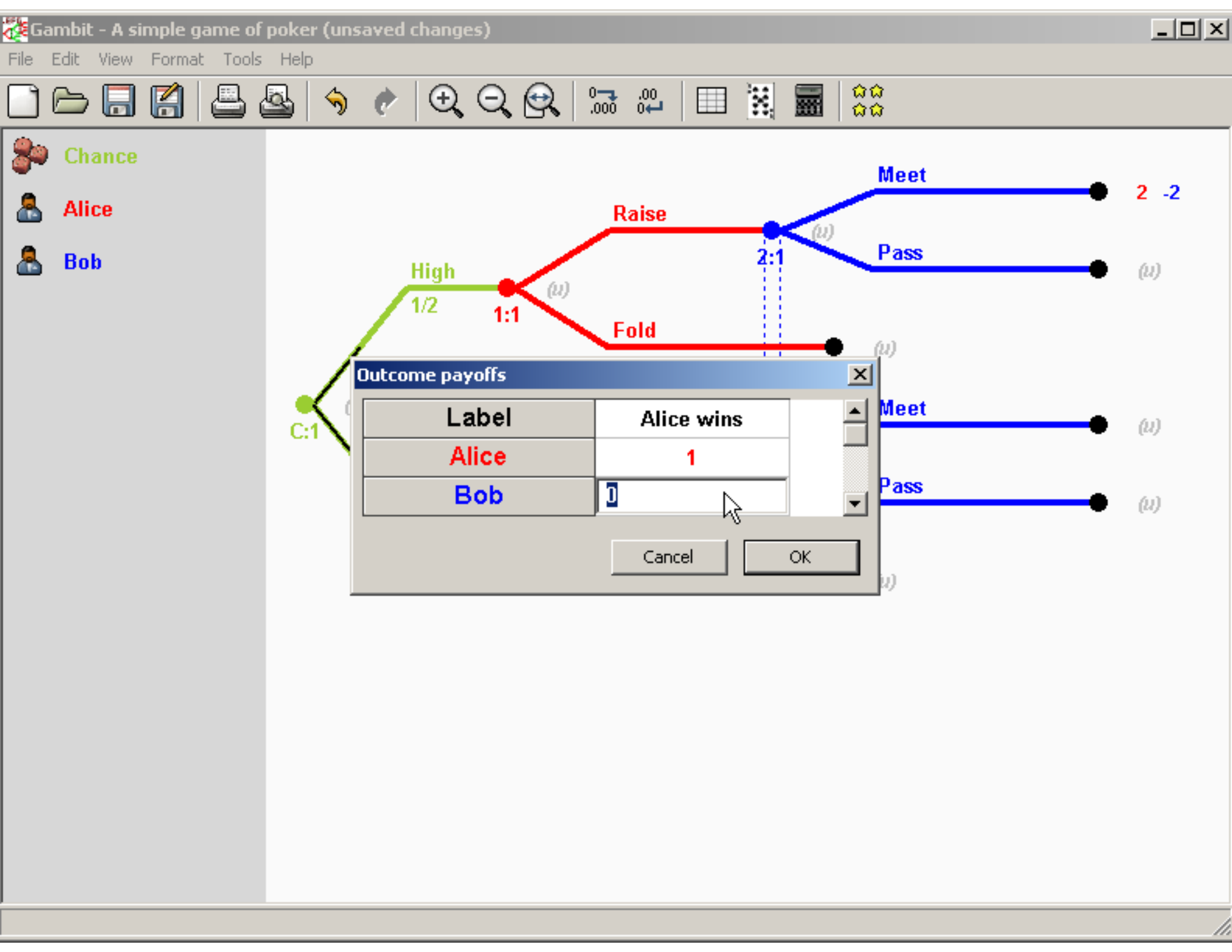


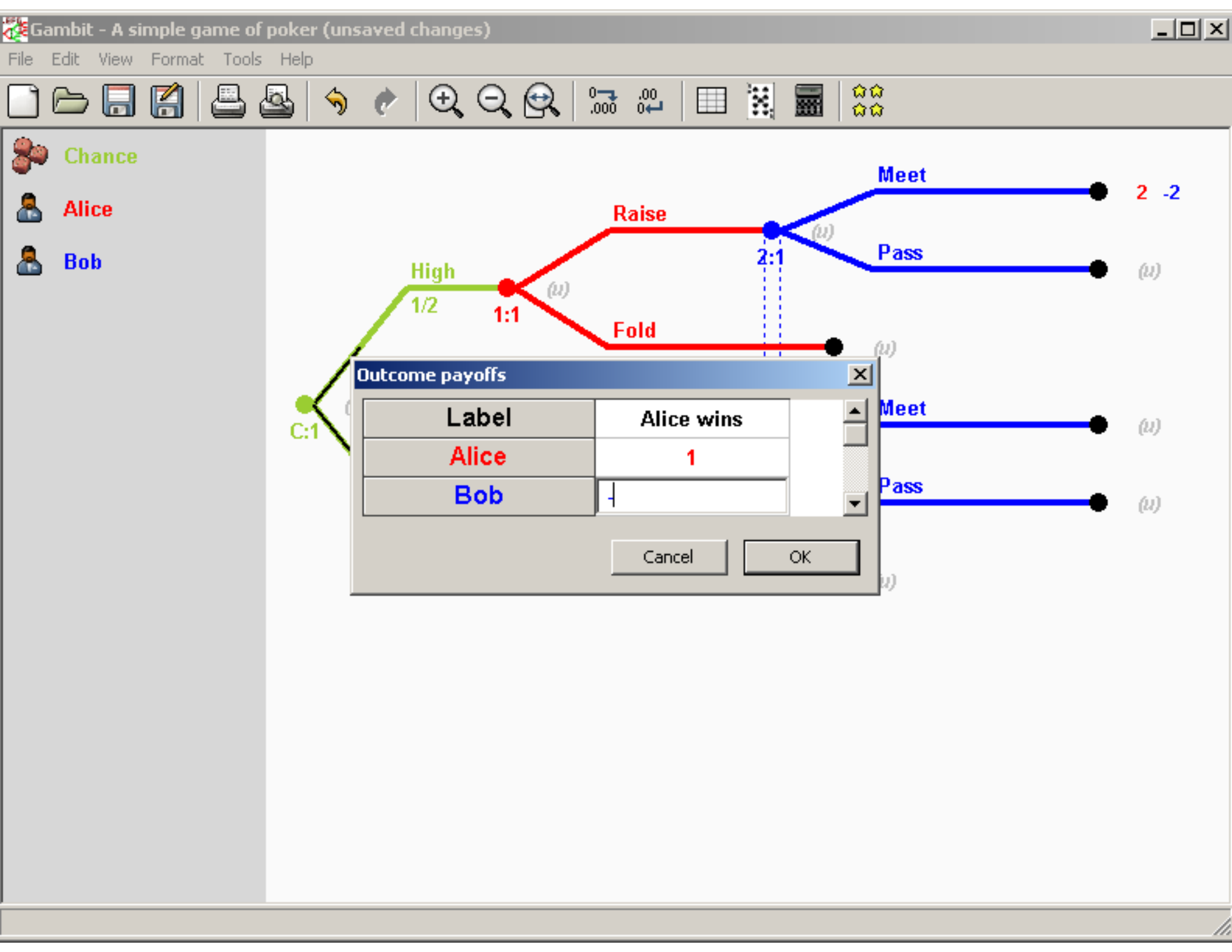


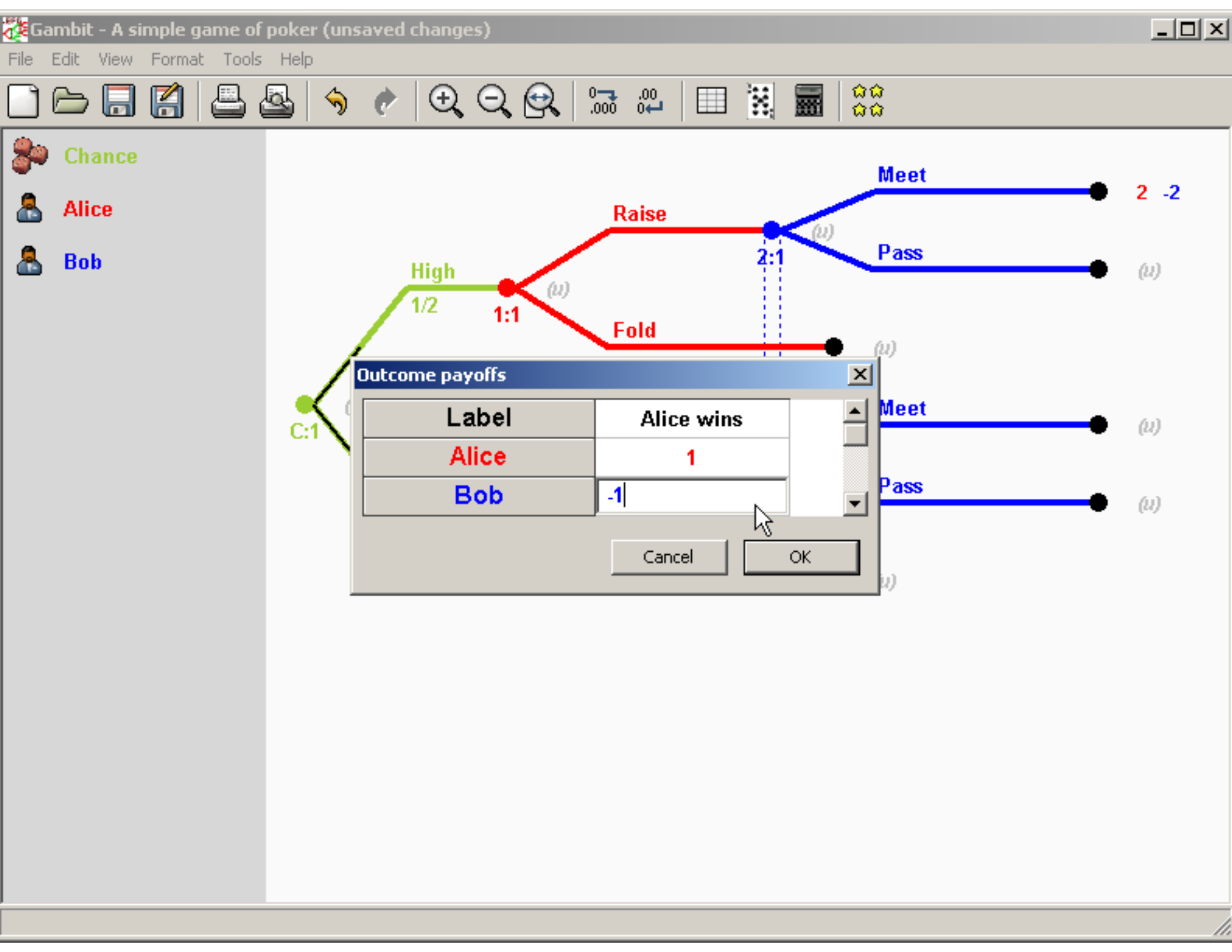


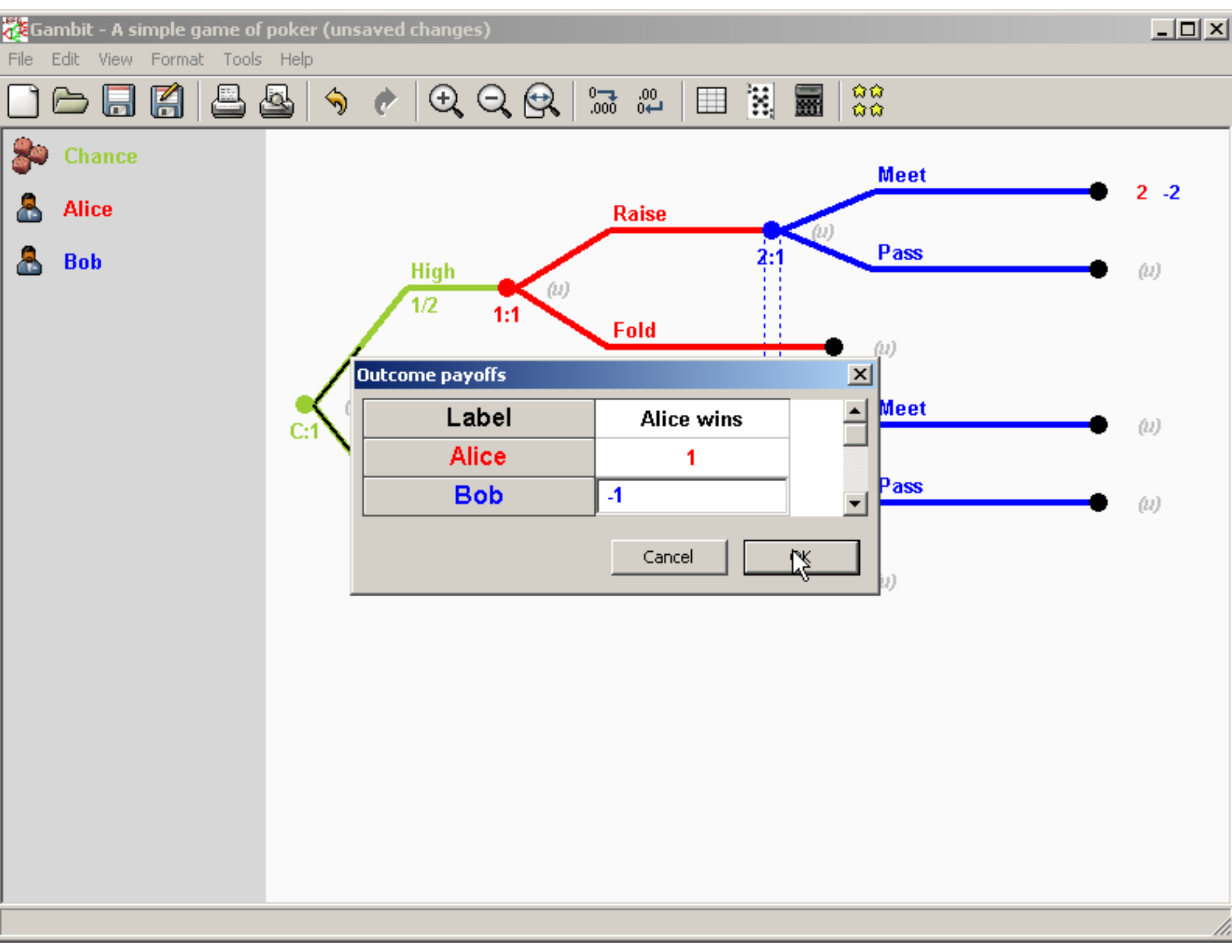








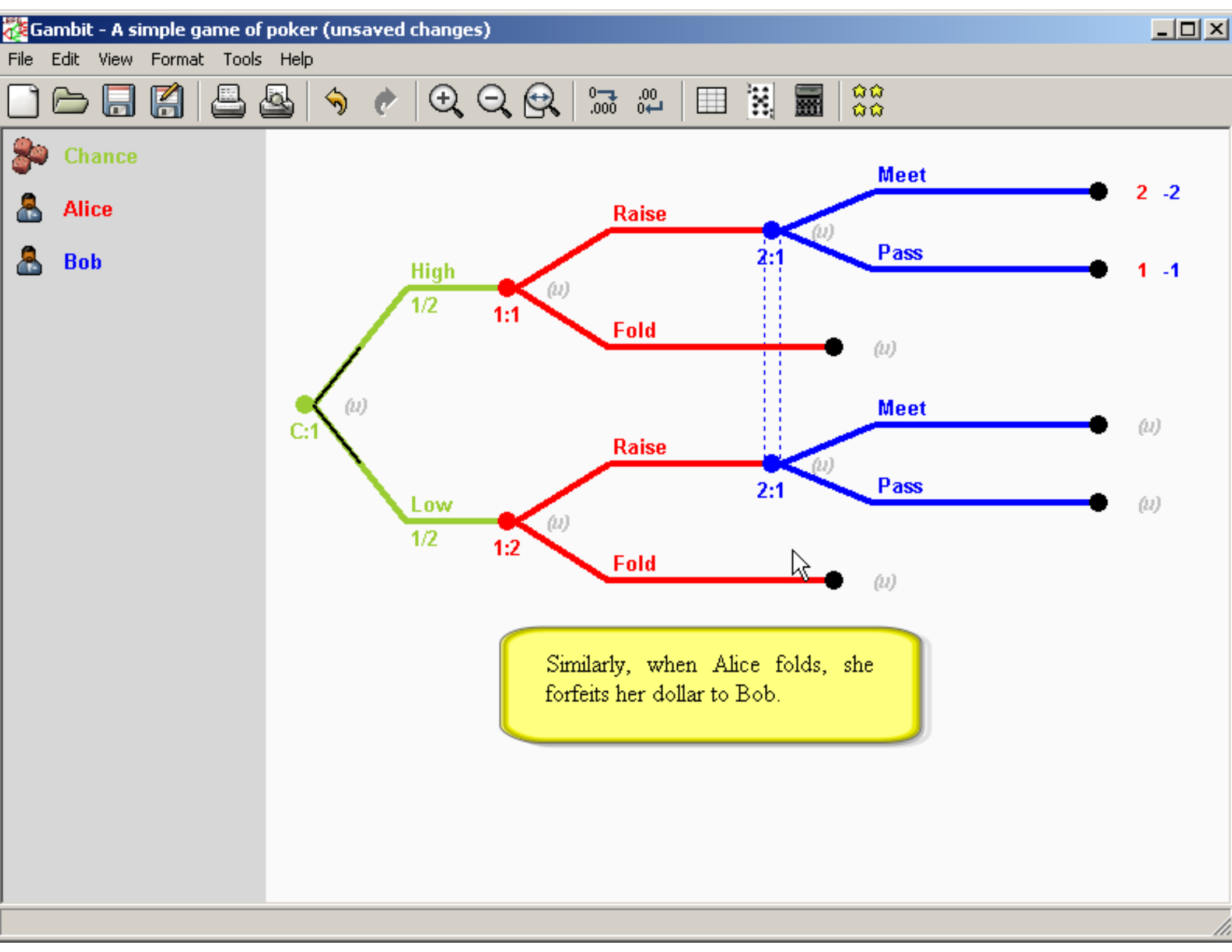


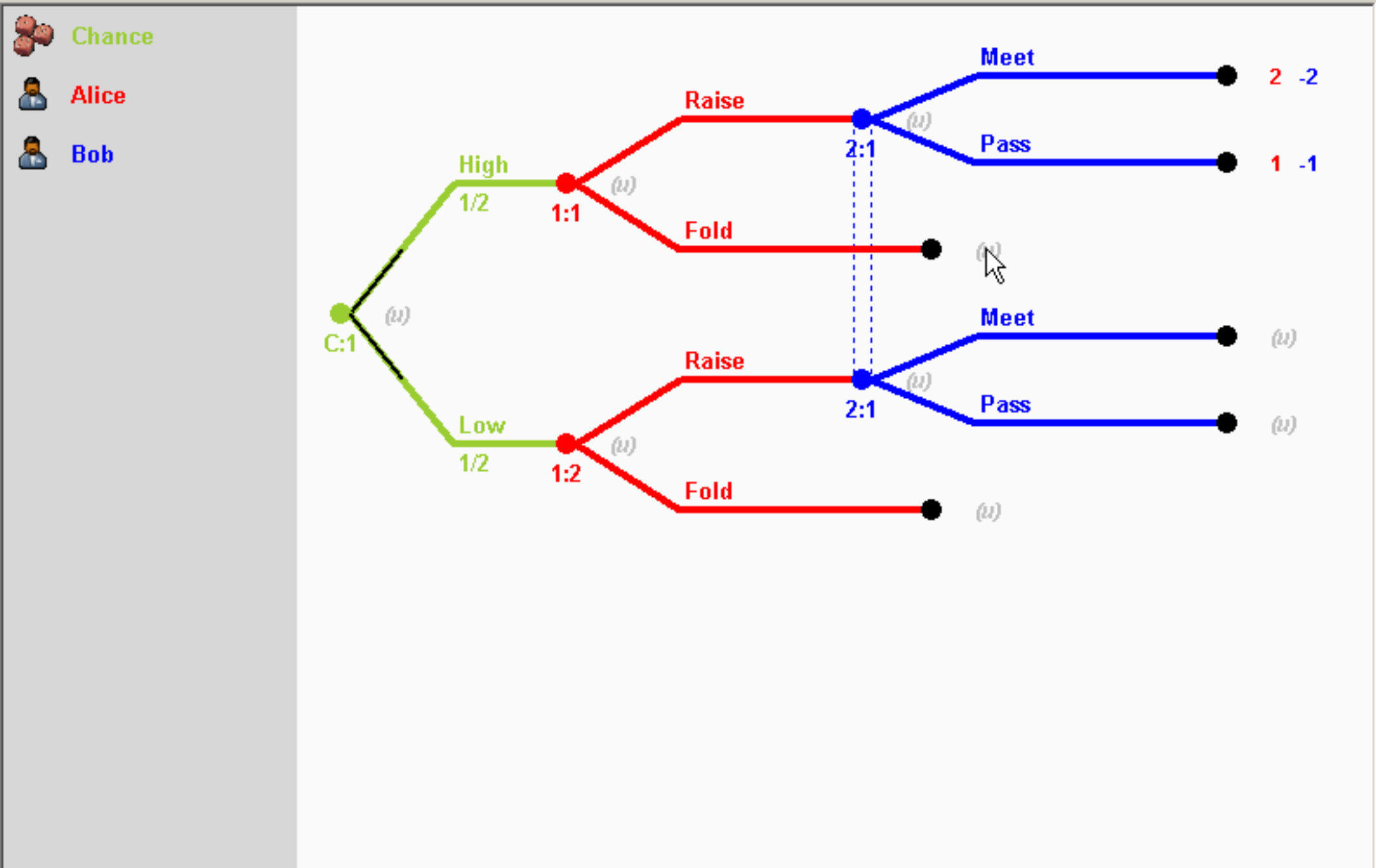
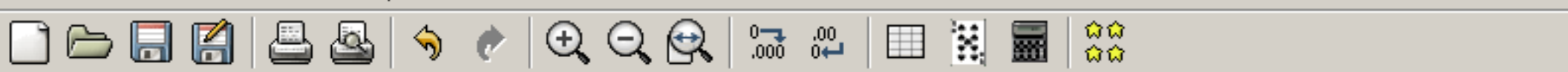


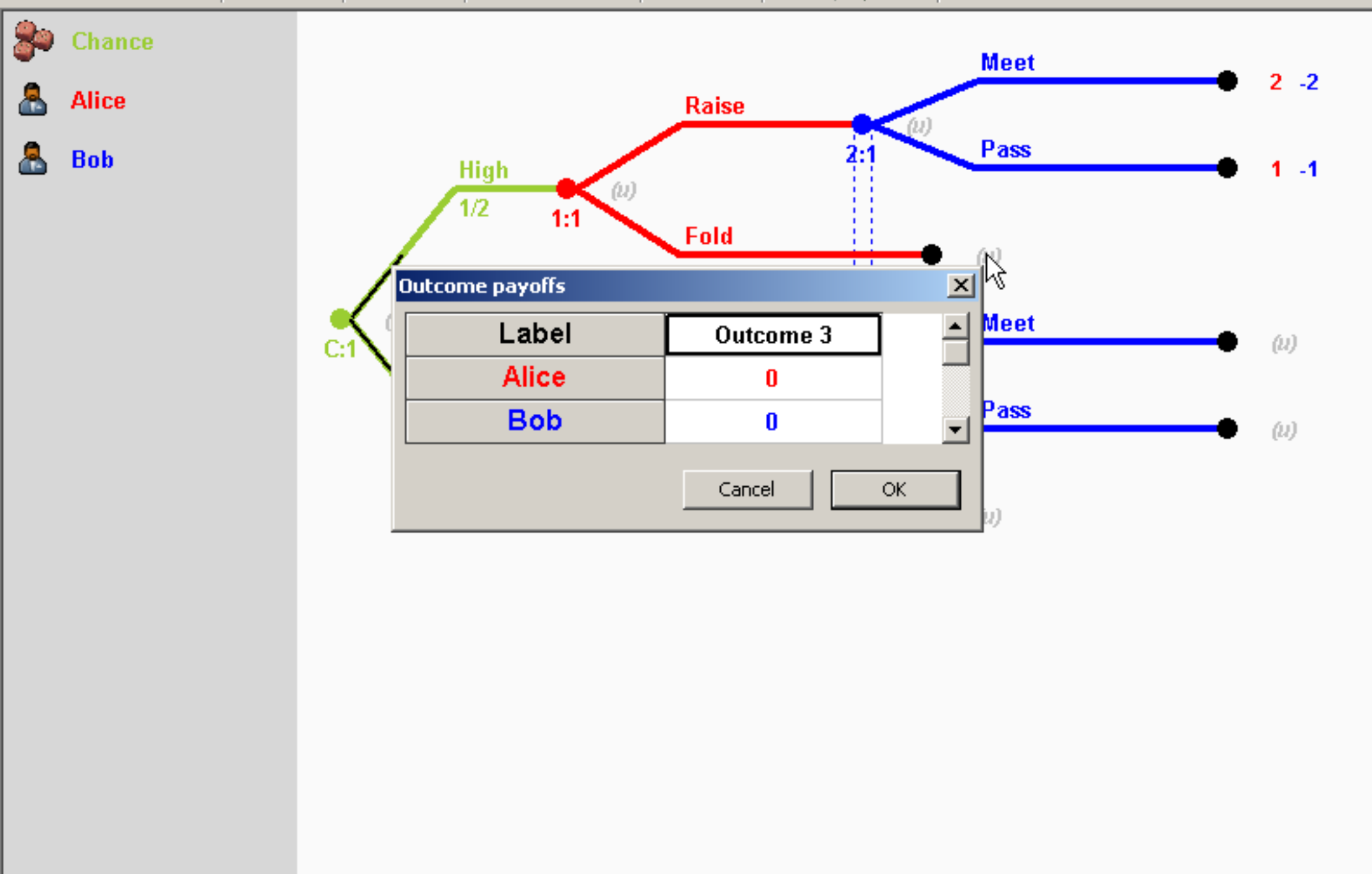
The screenshot shows a poker game interface. On the left, a sidebar lists the players: Chance (green), Alice (red), and Bob (blue). The main area displays a game tree. A green branch labeled 'High' with probability $1/2$ leads to a red node labeled '1:1'. From this node, a red branch labeled 'Raise' leads to a blue node labeled '2:1', and a red branch labeled 'Fold' leads to a black node labeled '(u)'. The blue node '2:1' has two blue branches: 'Meet' leading to a black node with payoffs '2 -2', and 'Pass' leading to a black node labeled '(u)'. A dashed blue line connects the '2:1' node to the 'Meet' node. An 'Outcome payoffs' window is open in the foreground, showing the following table:

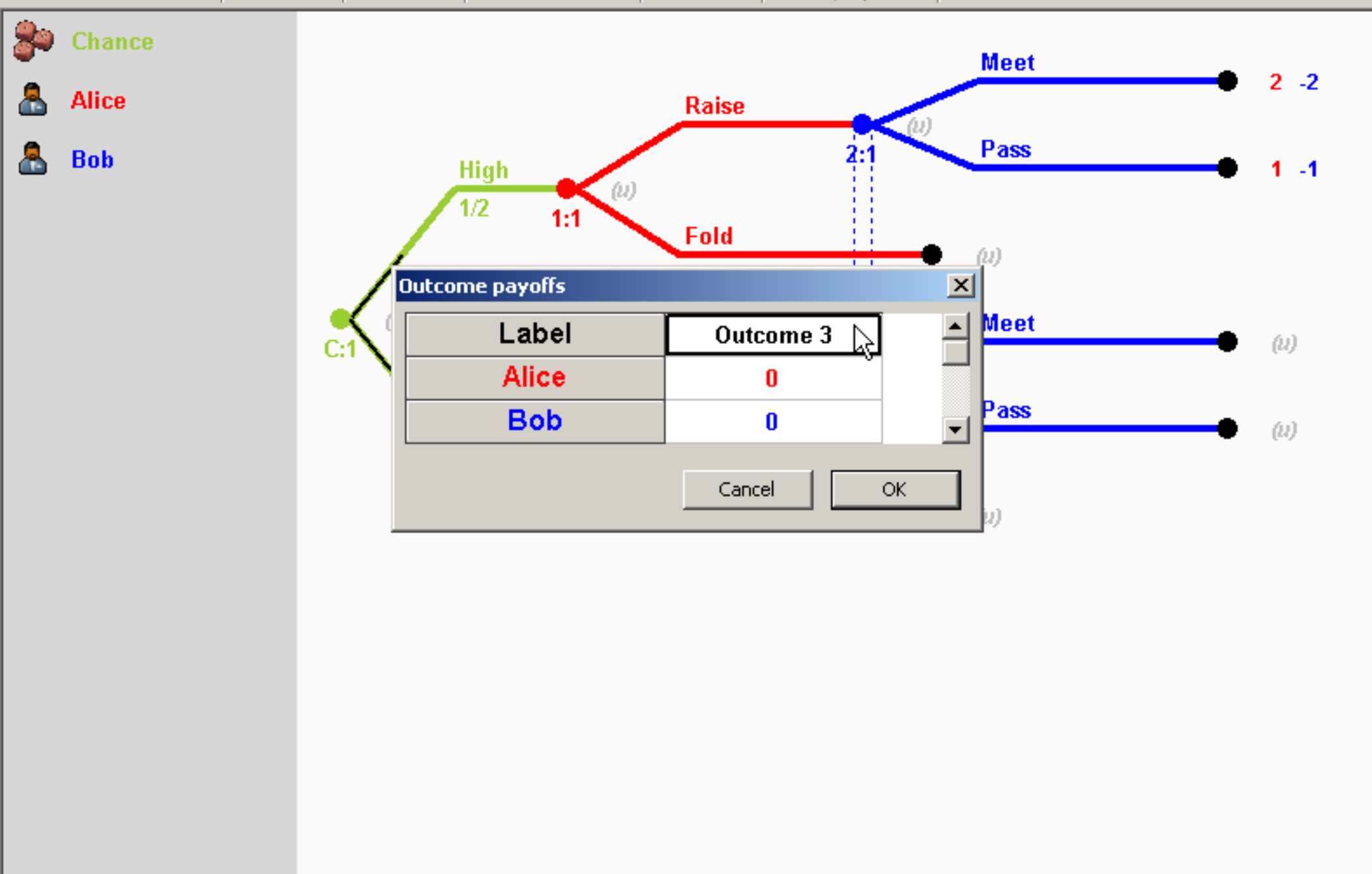
Outcome payoffs	
Label	Alice wins
Alice	1
Bob	-1

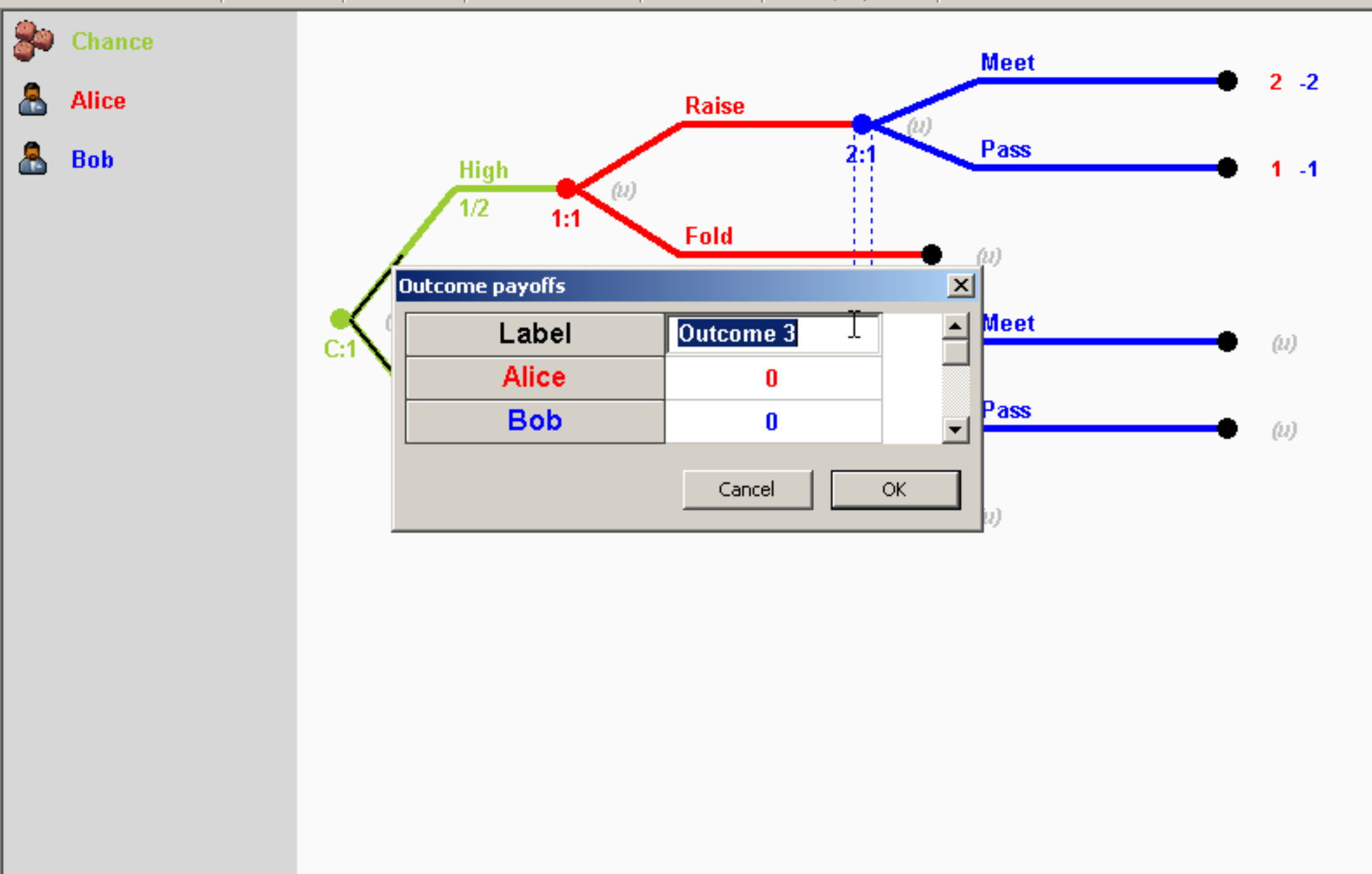
The window has 'Cancel' and 'OK' buttons at the bottom. A mouse cursor is hovering over the 'OK' button.

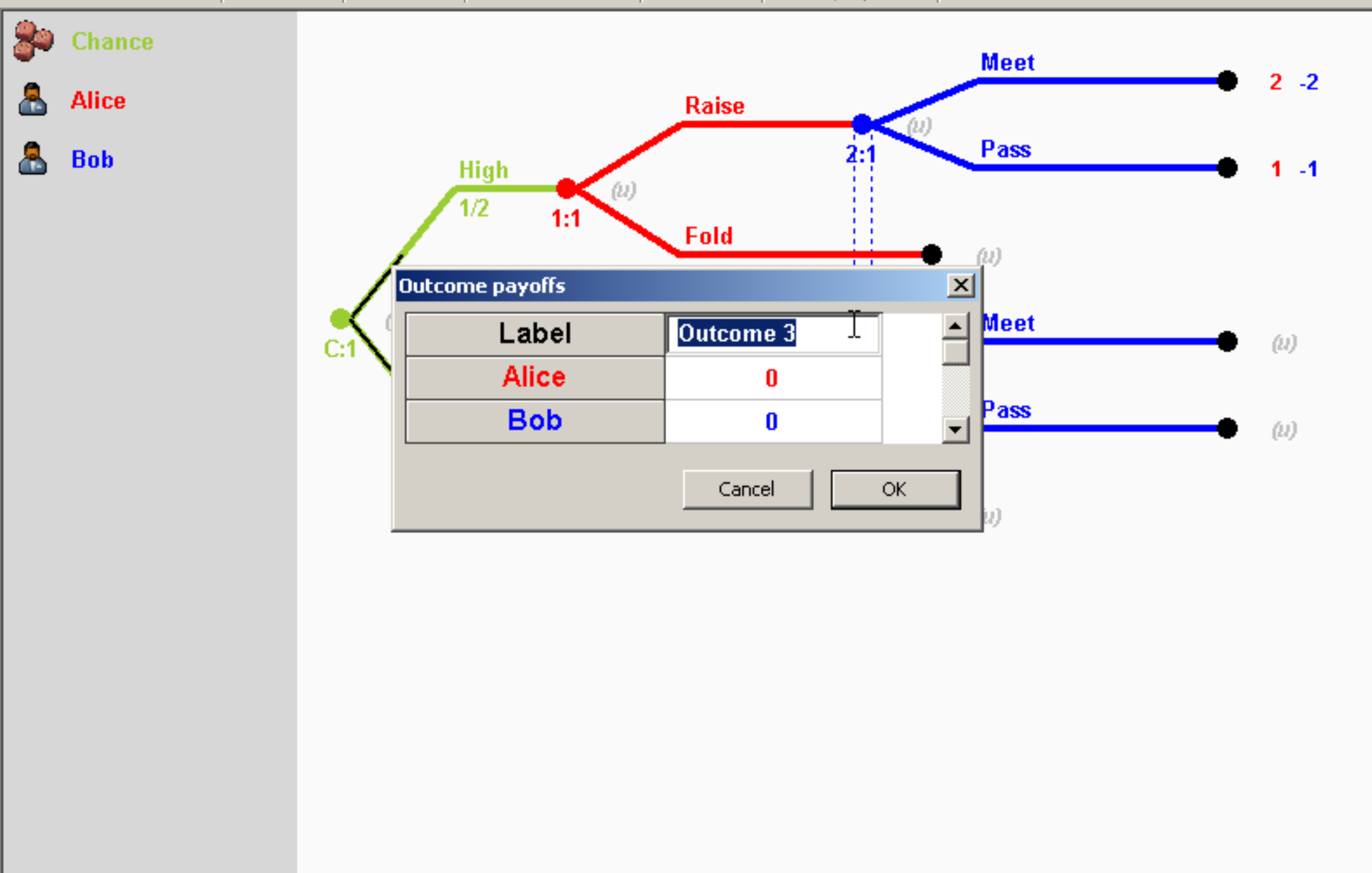


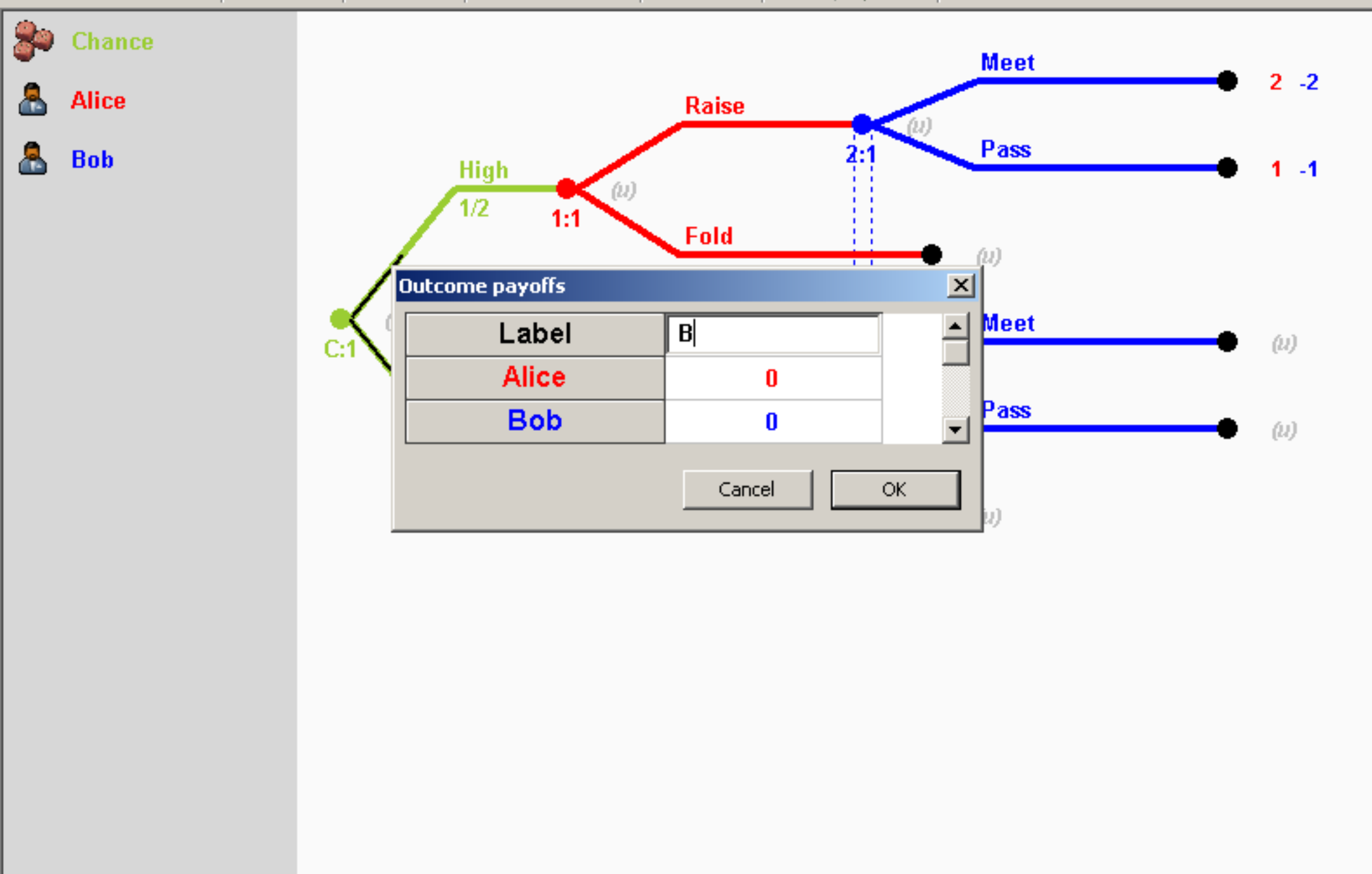


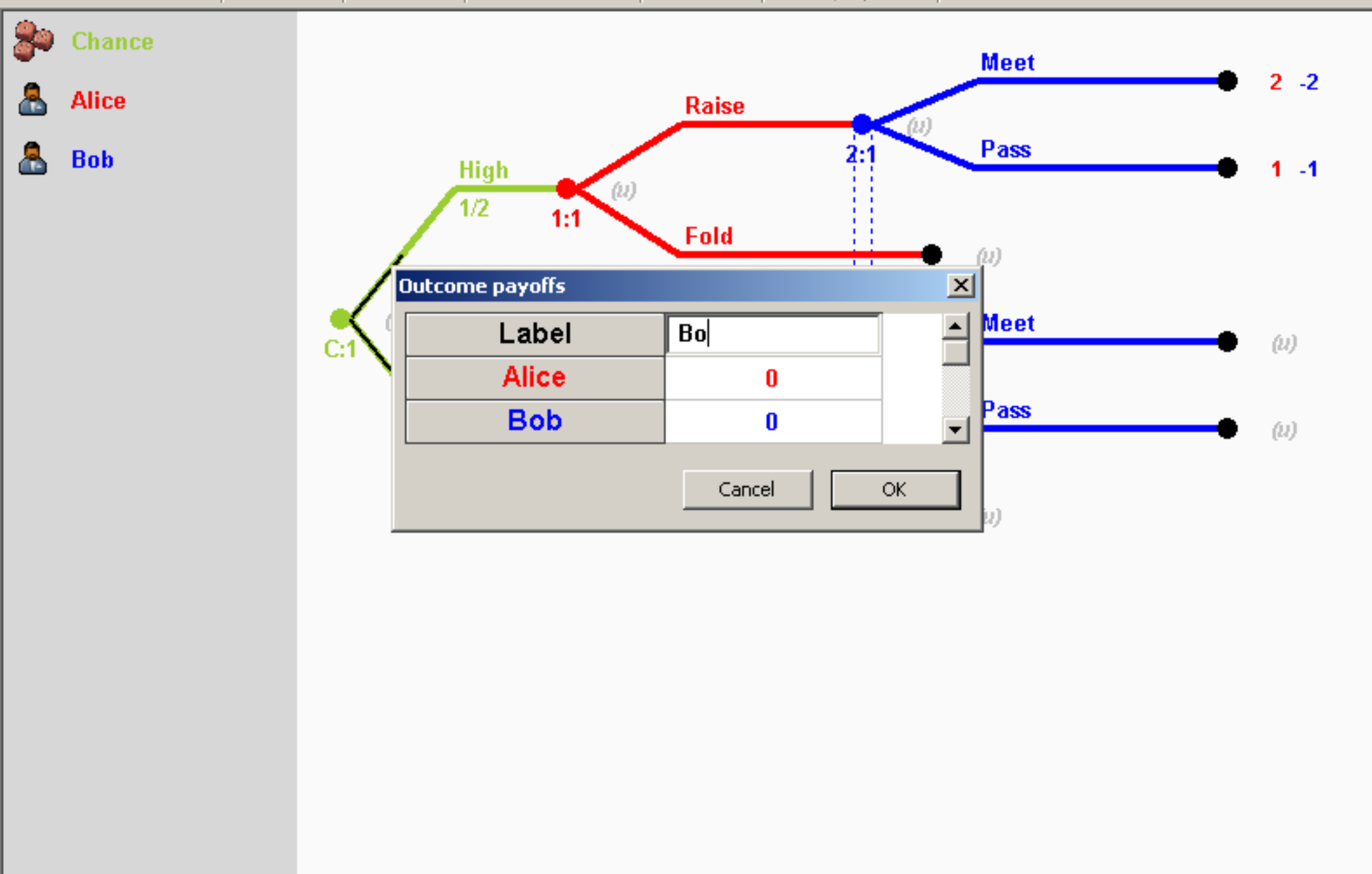


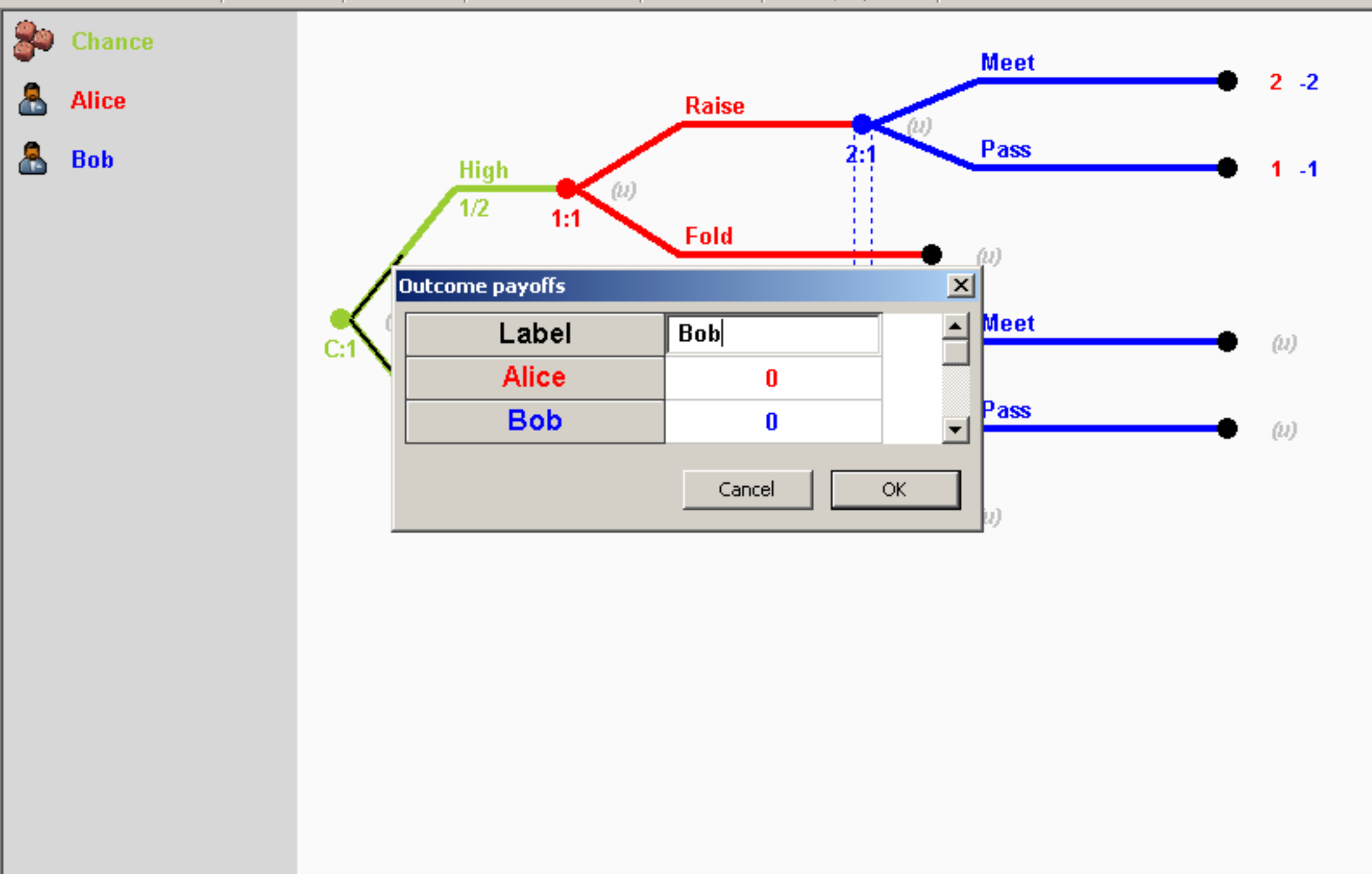


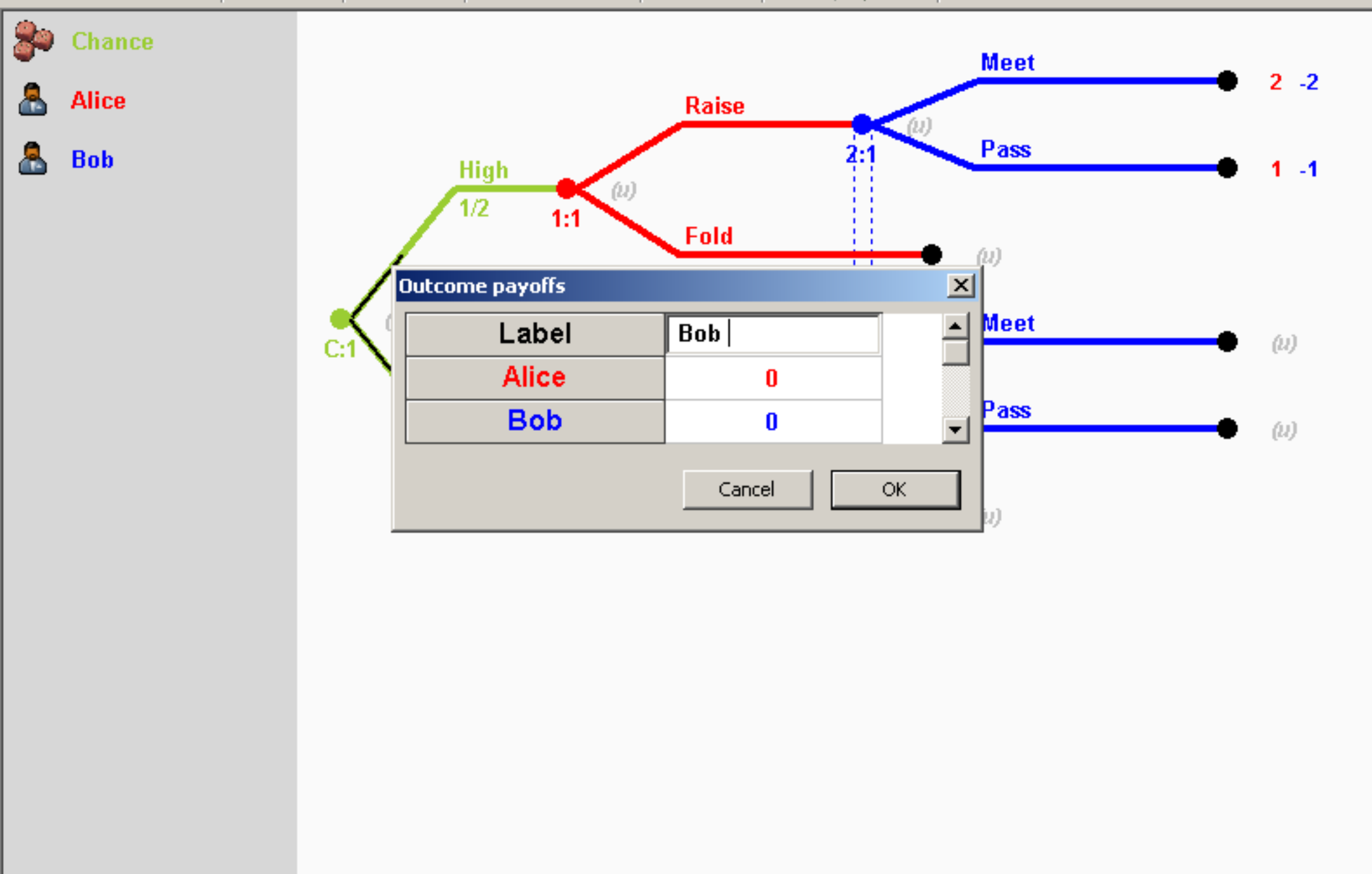


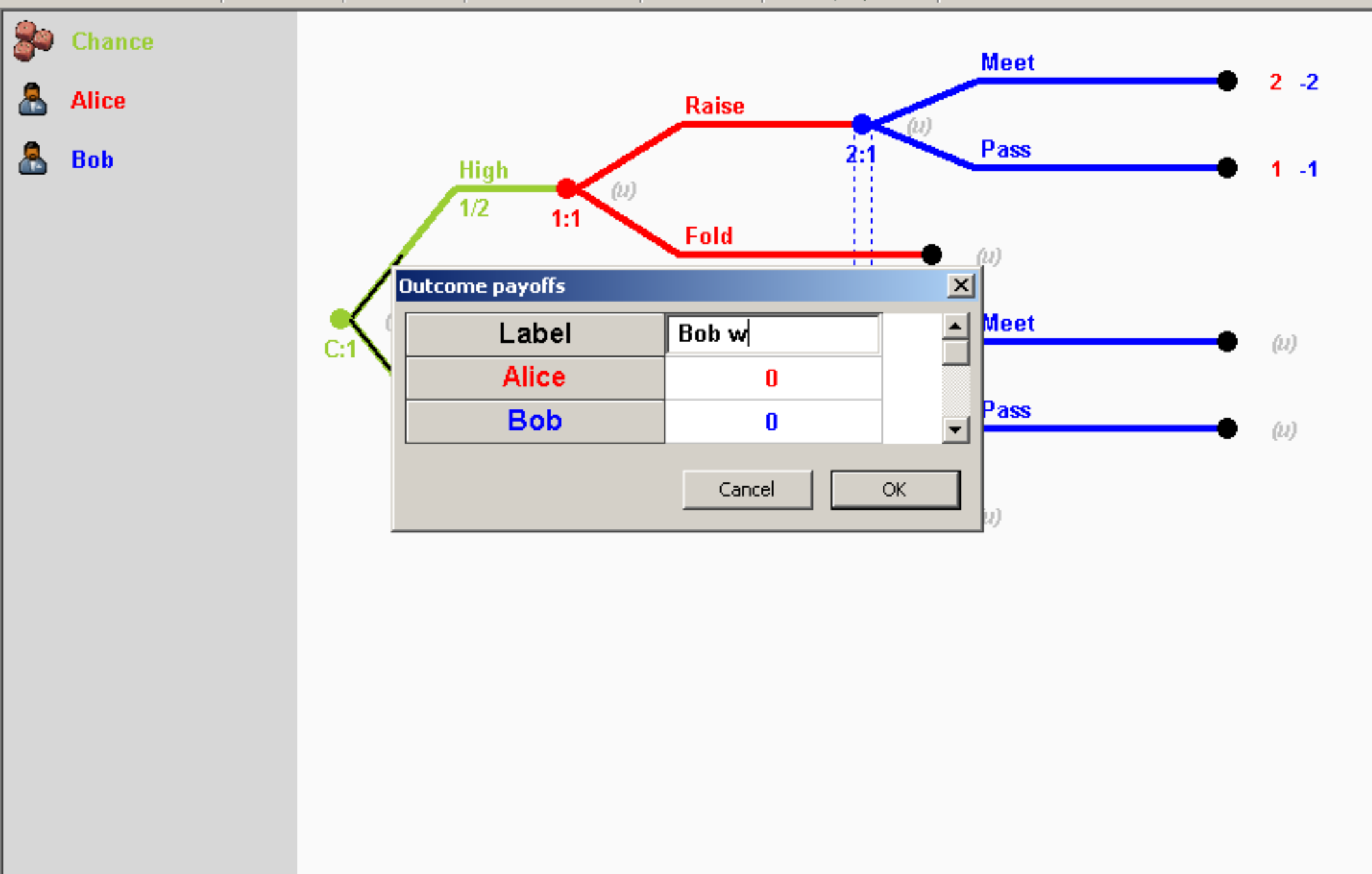


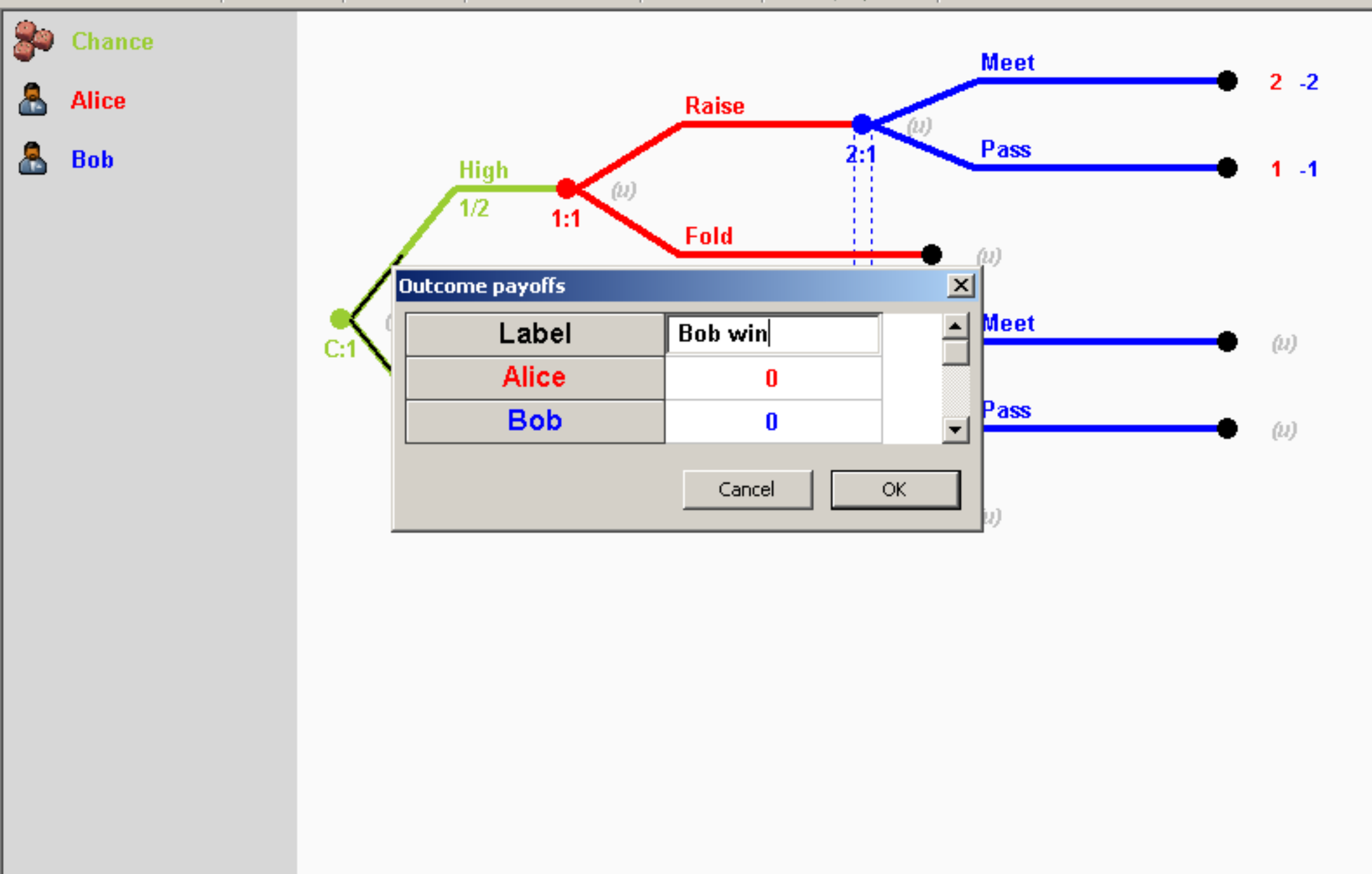








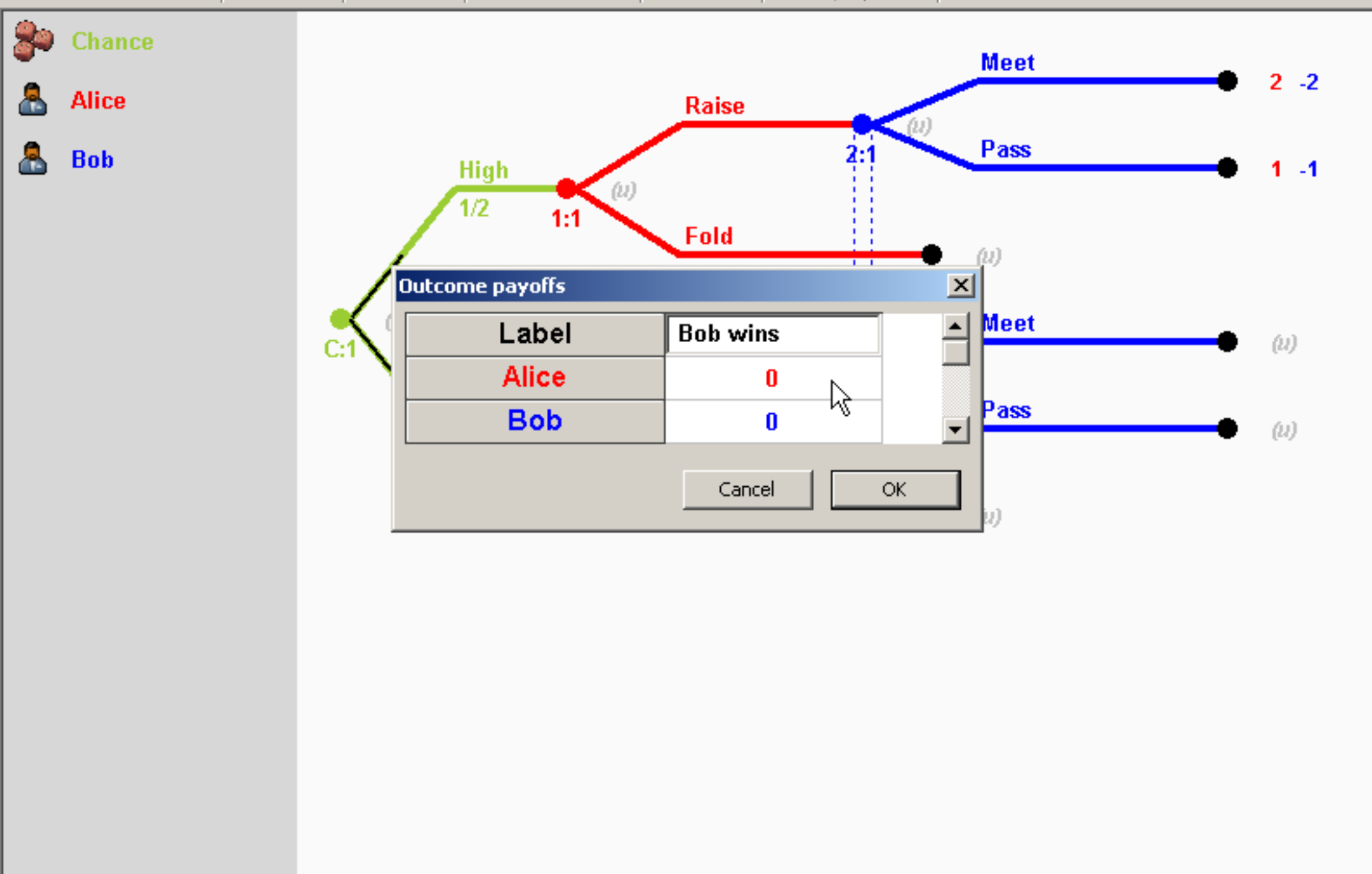




The screenshot shows a poker hand simulation interface. On the left, a sidebar lists the players: Chance (green), Alice (red), and Bob (blue). The main area displays a game tree for a poker hand. The tree starts with a green node labeled 'C:1' (Chance) with a probability of 1/2. A green branch labeled 'High' leads to a red node labeled '1:1' (Alice). From this node, a red branch labeled 'Raise' leads to a blue node labeled '2:1' (Bob), and a red branch labeled 'Fold' leads to a black terminal node. From the '2:1' node, a blue branch labeled 'Meet' leads to a black terminal node with payoffs (2, -2), and a blue branch labeled 'Pass' leads to a black terminal node with payoffs (1, -1). A dashed blue line indicates an information set for Bob, consisting of the '2:1' node and the 'Fold' terminal node. The 'Outcome payoffs' dialog box is open, showing a table with the following content:

Label	Bob wins
Alice	0
Bob	0

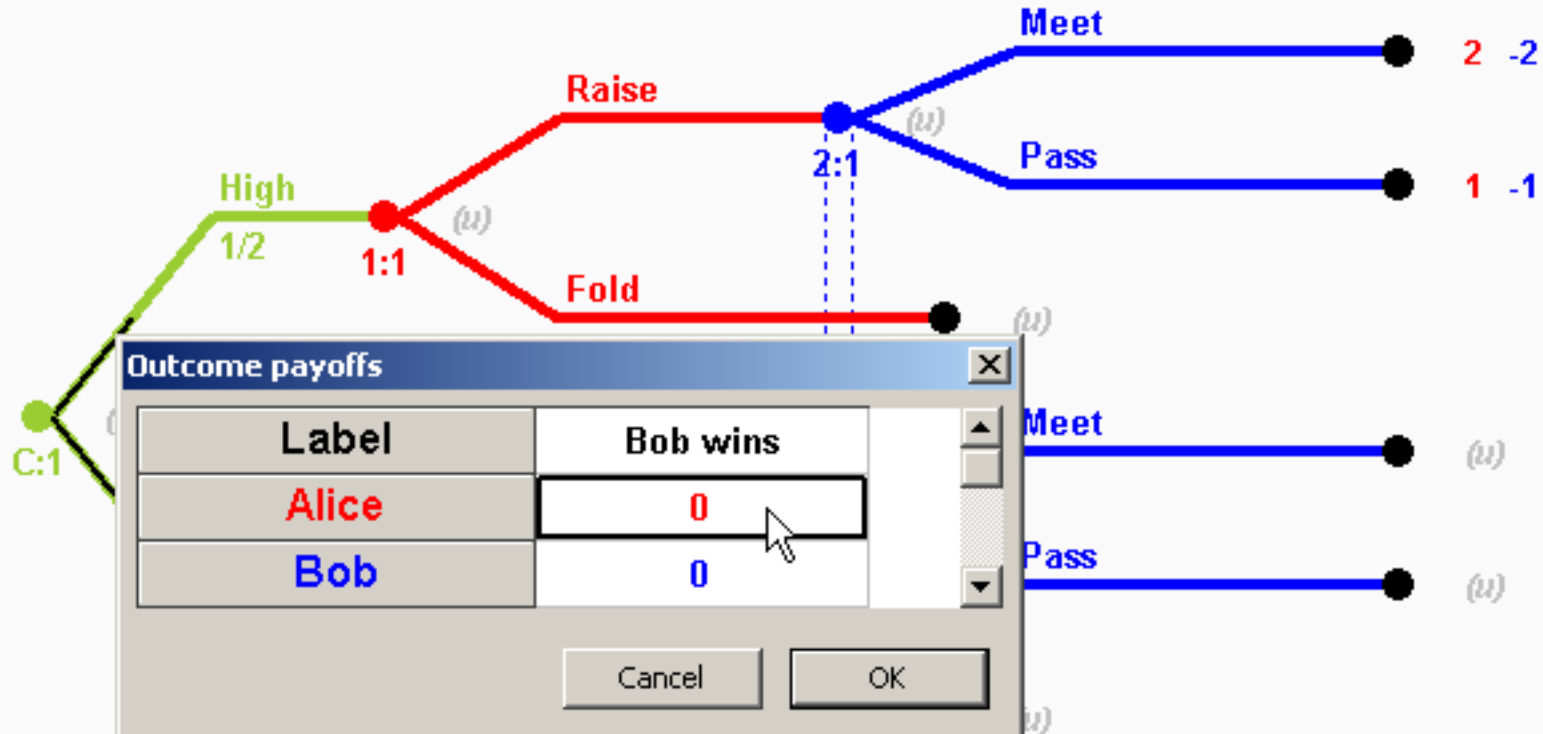
The dialog box also has 'Cancel' and 'OK' buttons.



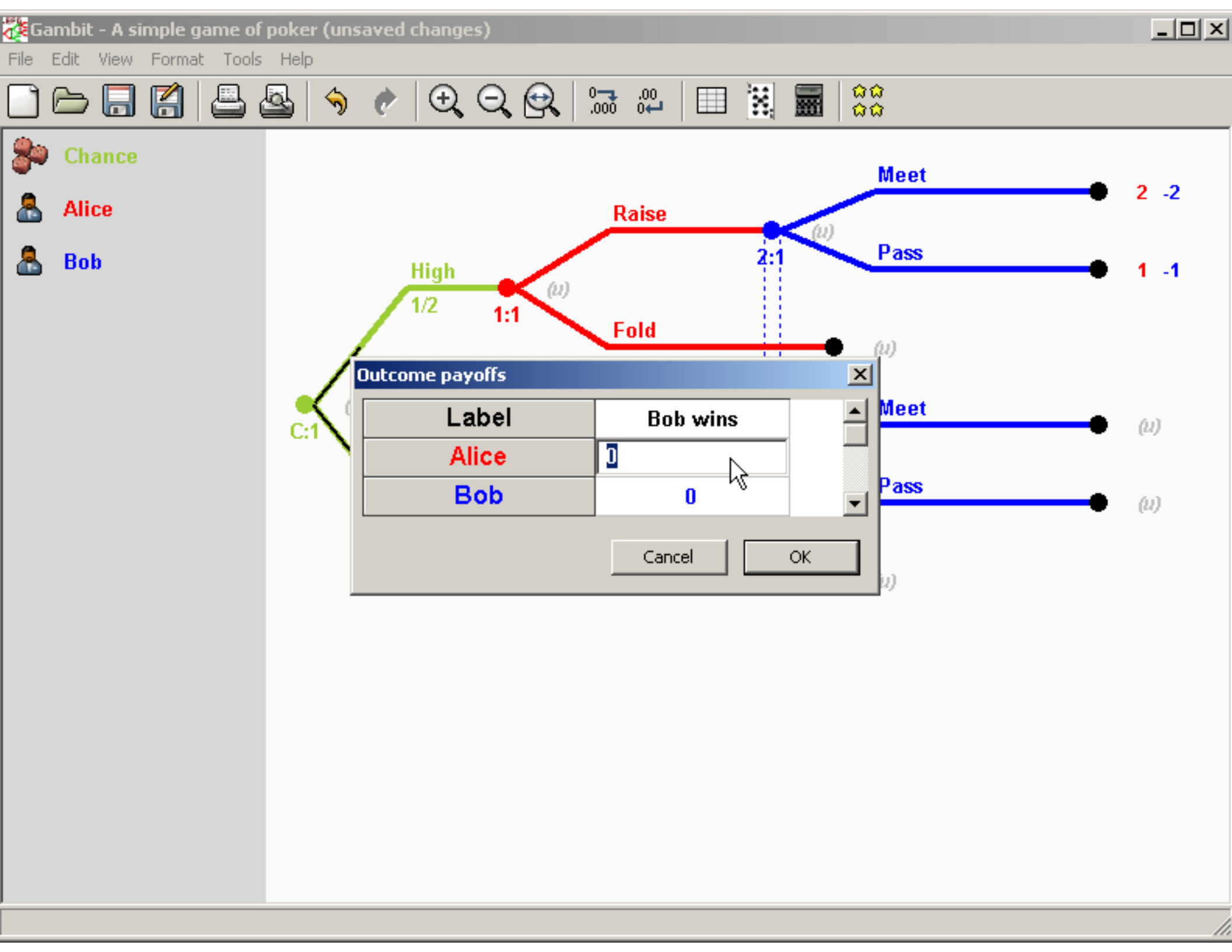
 **Chance**

 Alice

 Bok



The screenshot shows a poker game interface. On the left, a sidebar lists the players: Chance (green), Alice (red), and Bob (blue). The main area displays a game tree. The tree starts with a green node for Chance, which branches into 'High' (green) and 'Low' (black). The 'High' branch has a probability of $1/2$. This leads to a red node for Alice, who can choose 'Raise' (red) or 'Fold' (red). The 'Raise' branch has a probability of $1:1$. This leads to a blue node for Bob, who can choose 'Meet' (blue) or 'Pass' (blue). The 'Meet' branch has a probability of $2:1$. The 'Fold' branch leads to a black terminal node. The 'Meet' branch leads to a black terminal node with payoffs $2 -2$. The 'Pass' branch leads to a black terminal node with payoffs $1 -1$. An 'Outcome payoffs' dialog box is open, showing 'Bob wins' with a payoff of 1 for Alice and 0 for Bob. The dialog box has 'Cancel' and 'OK' buttons.

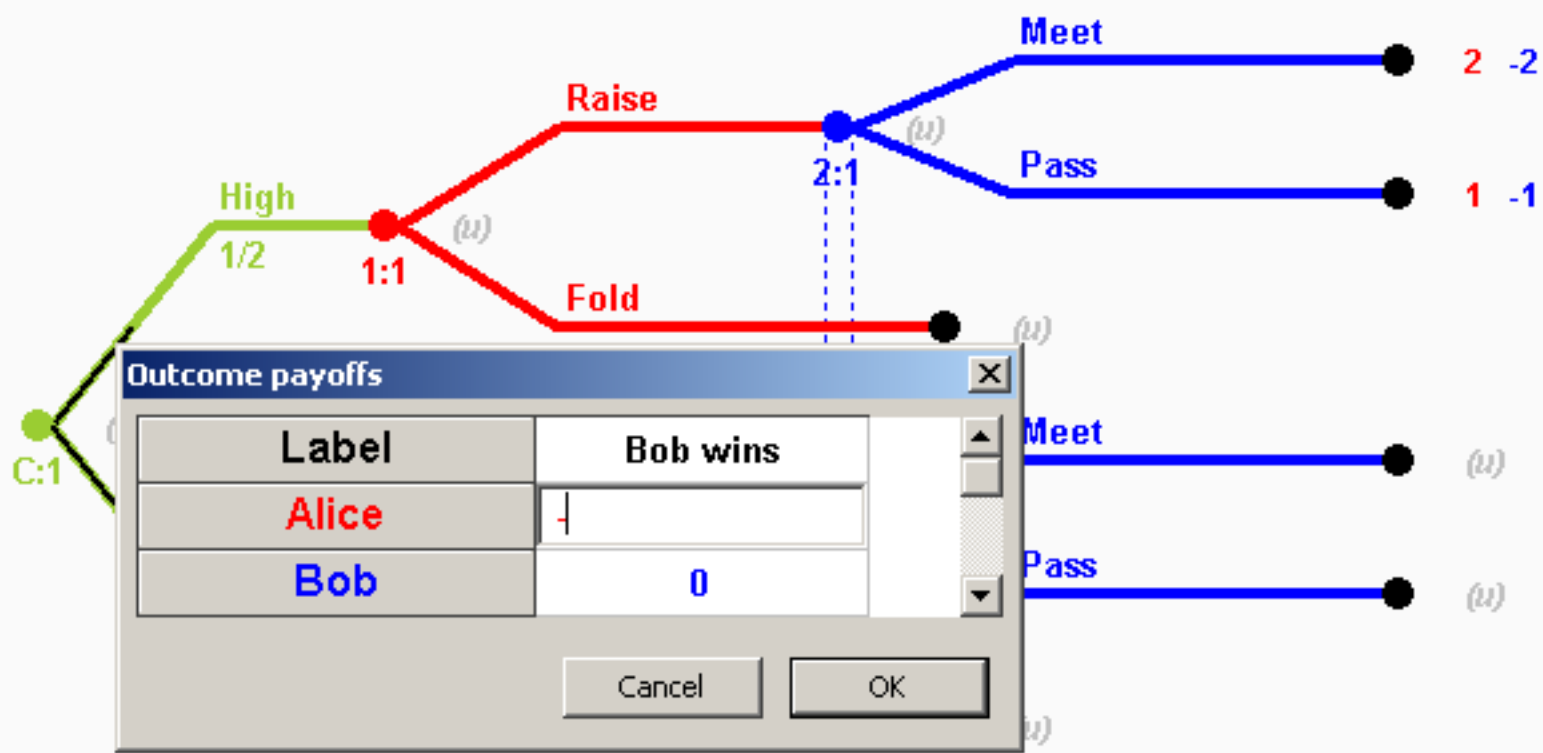




Chance

 Alice

 Bok

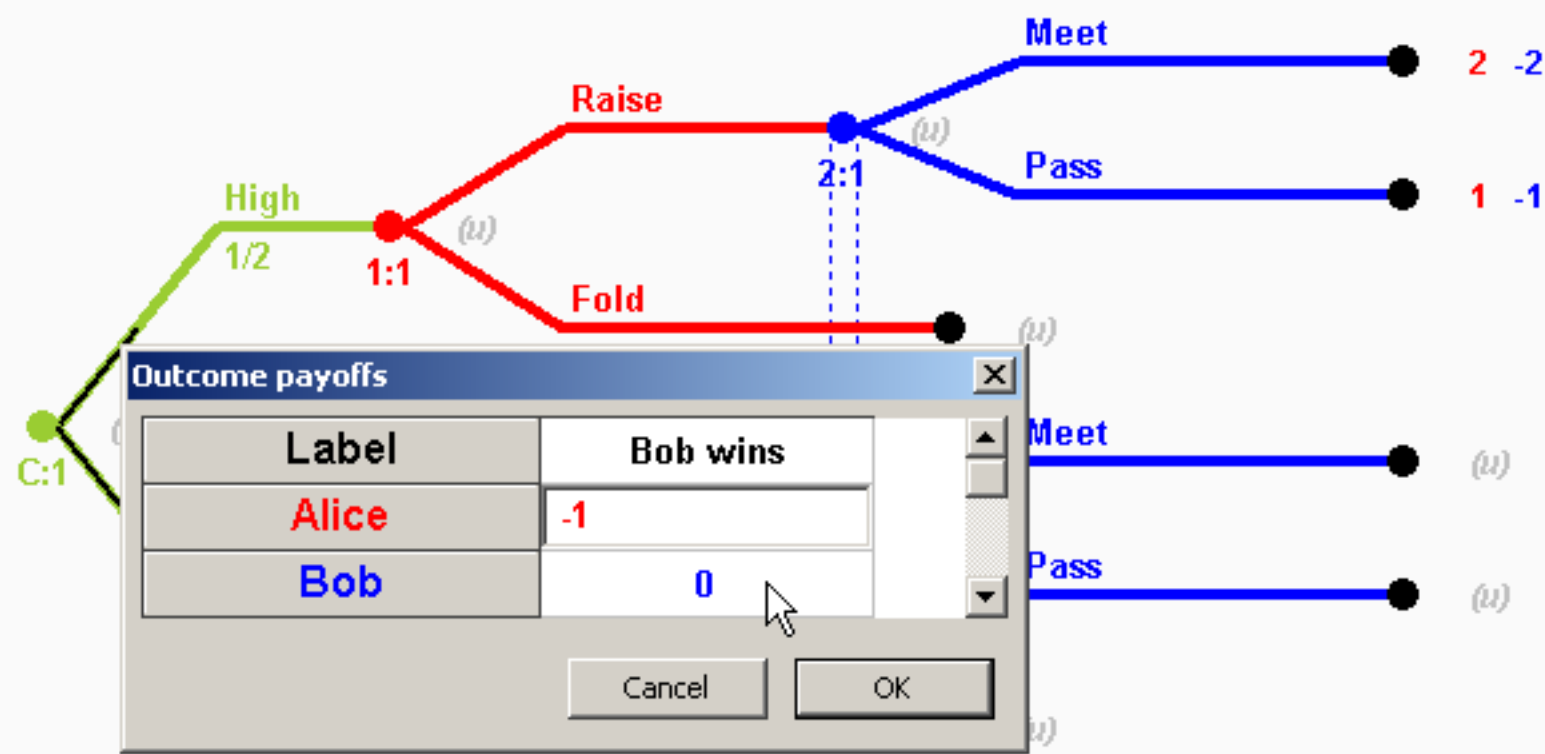


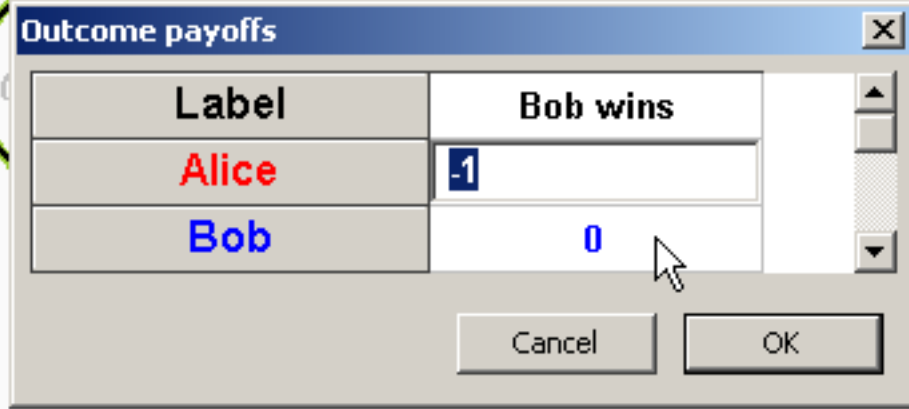
The screenshot shows a poker game interface. On the left, there is a sidebar with icons for 'Chance' (three red balls), 'Alice' (a person icon), and 'Bob' (a person icon). The main area displays a poker hand in progress. A green line represents the 'High' card, with a probability of $\frac{1}{2}$. A red line represents the 'Fold' button. A blue line represents the 'Meet' button. A dialog box titled 'Outcome payoffs' is open, showing a table with the following data:

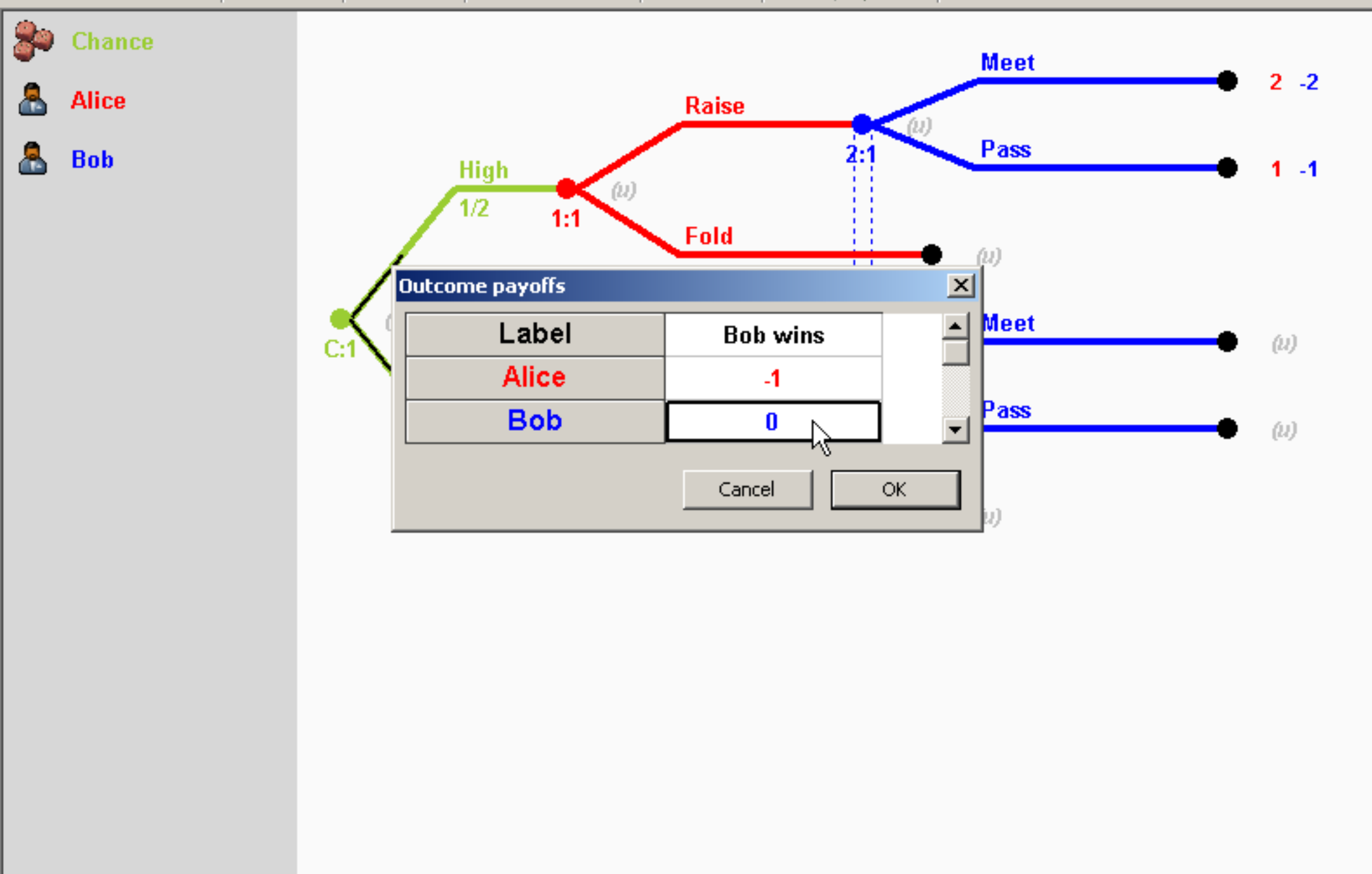
Label	Alice	Bob
Bob wins	-1	0
Alice wins	1	-1

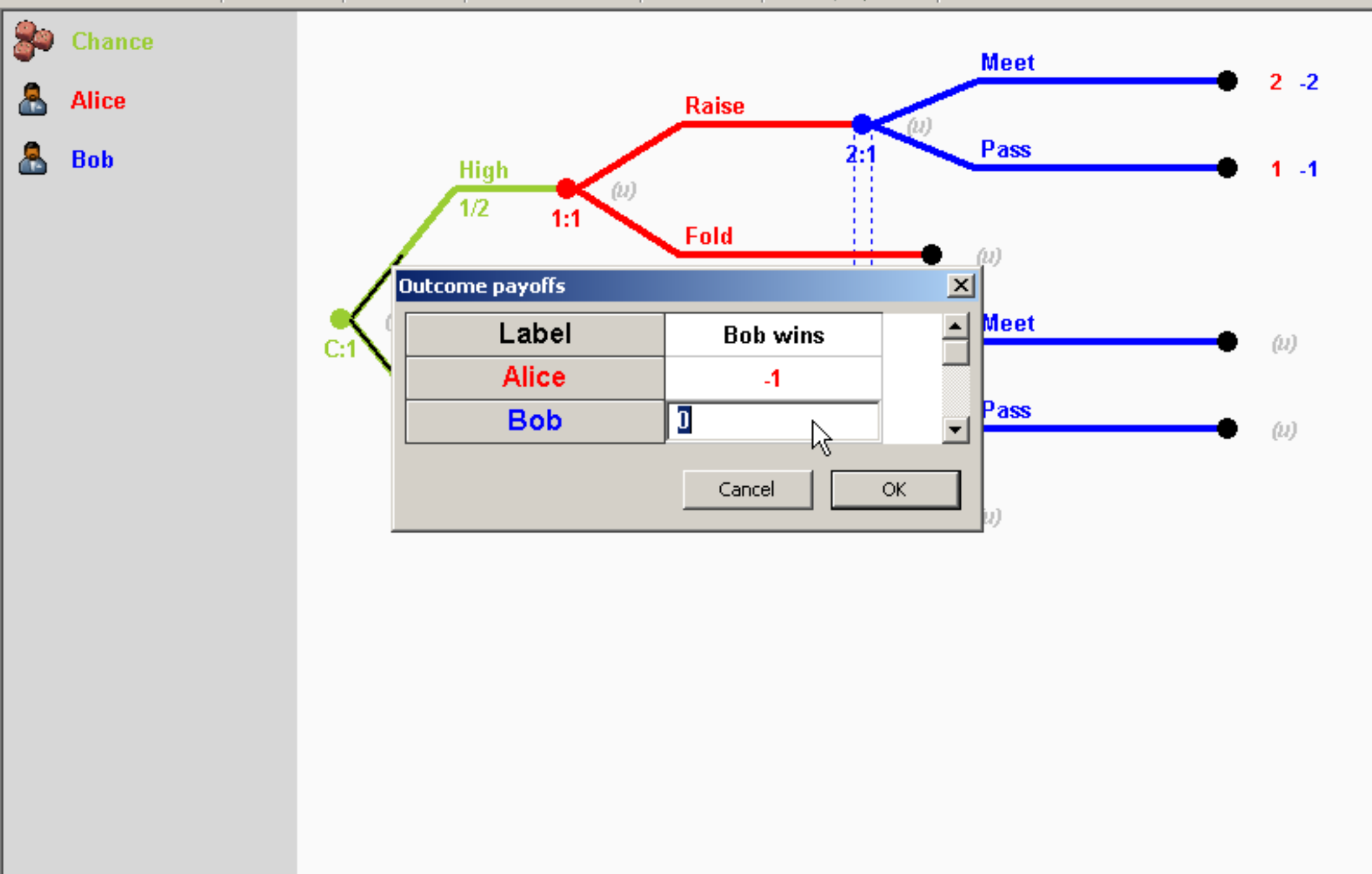
The dialog box also has 'Cancel' and 'OK' buttons. The background shows a poker hand in progress with a green 'High' card and a red 'Fold' button. A blue line represents the 'Meet' button. A dialog box titled 'Outcome payoffs' is open, showing a table with the following data:

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

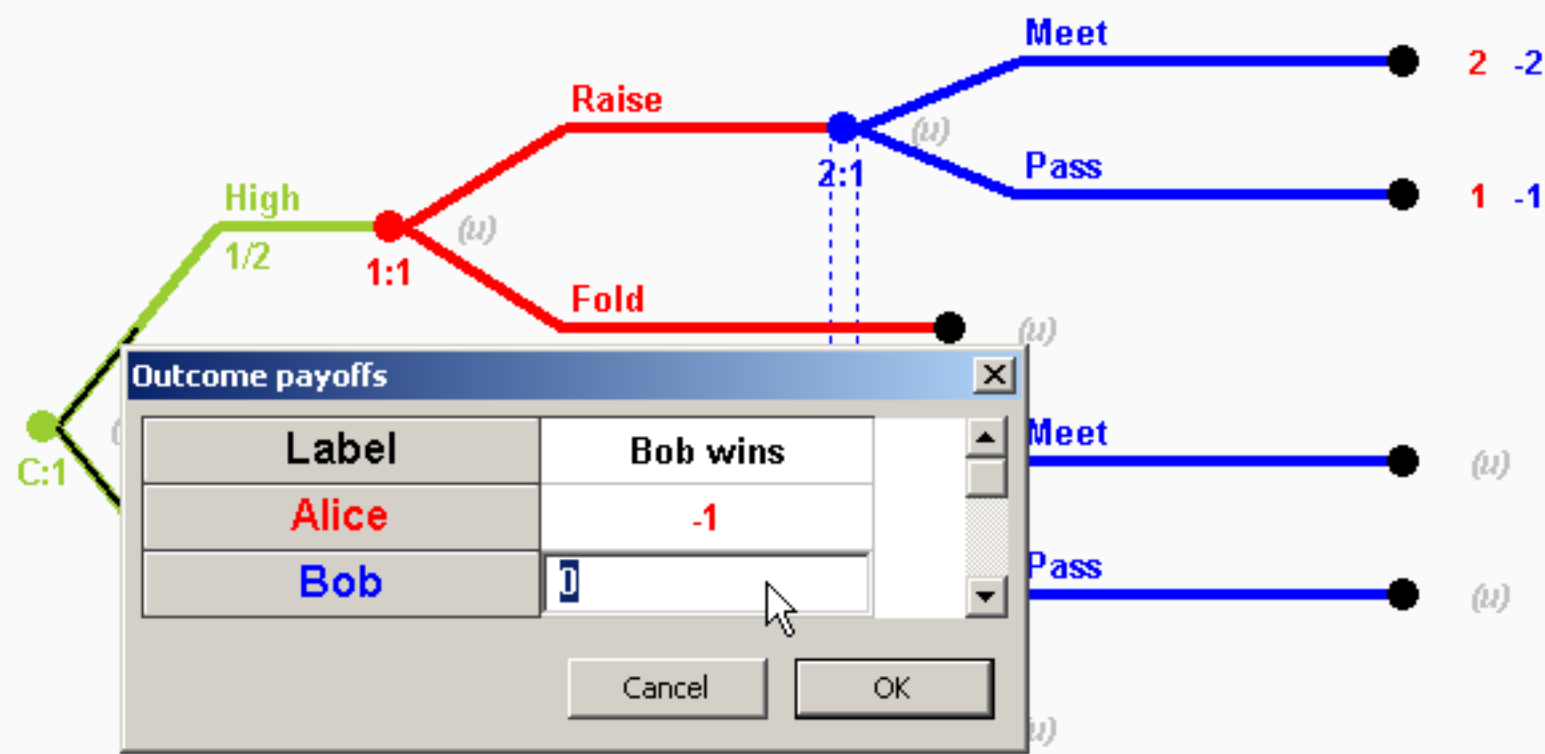








 **Chance**
 **Alice**
 **Bob**



The screenshot shows a poker hand simulation interface. On the left, a legend identifies the players: Chance (green), Alice (red), and Bob (blue). The main area displays a game tree for a hand. The tree starts with a green node labeled 'C:1' (Chance) with a probability of 1/2. A green branch labeled 'High' leads to a red node labeled '1:1' (Alice). From this node, a red branch labeled 'Raise' leads to a blue node labeled '2:1' (Bob), and a red branch labeled 'Fold' leads to a black node labeled '(u)'. From the '2:1' node, a blue branch labeled 'Meet' leads to a black node with payoffs '2 -2', and a blue branch labeled 'Pass' leads to a black node with payoffs '1 -1'. A dashed blue line connects the '2:1' node to the 'Meet' and 'Pass' branches. An 'Outcome payoffs' dialog box is open in the foreground, showing a table with the following content:

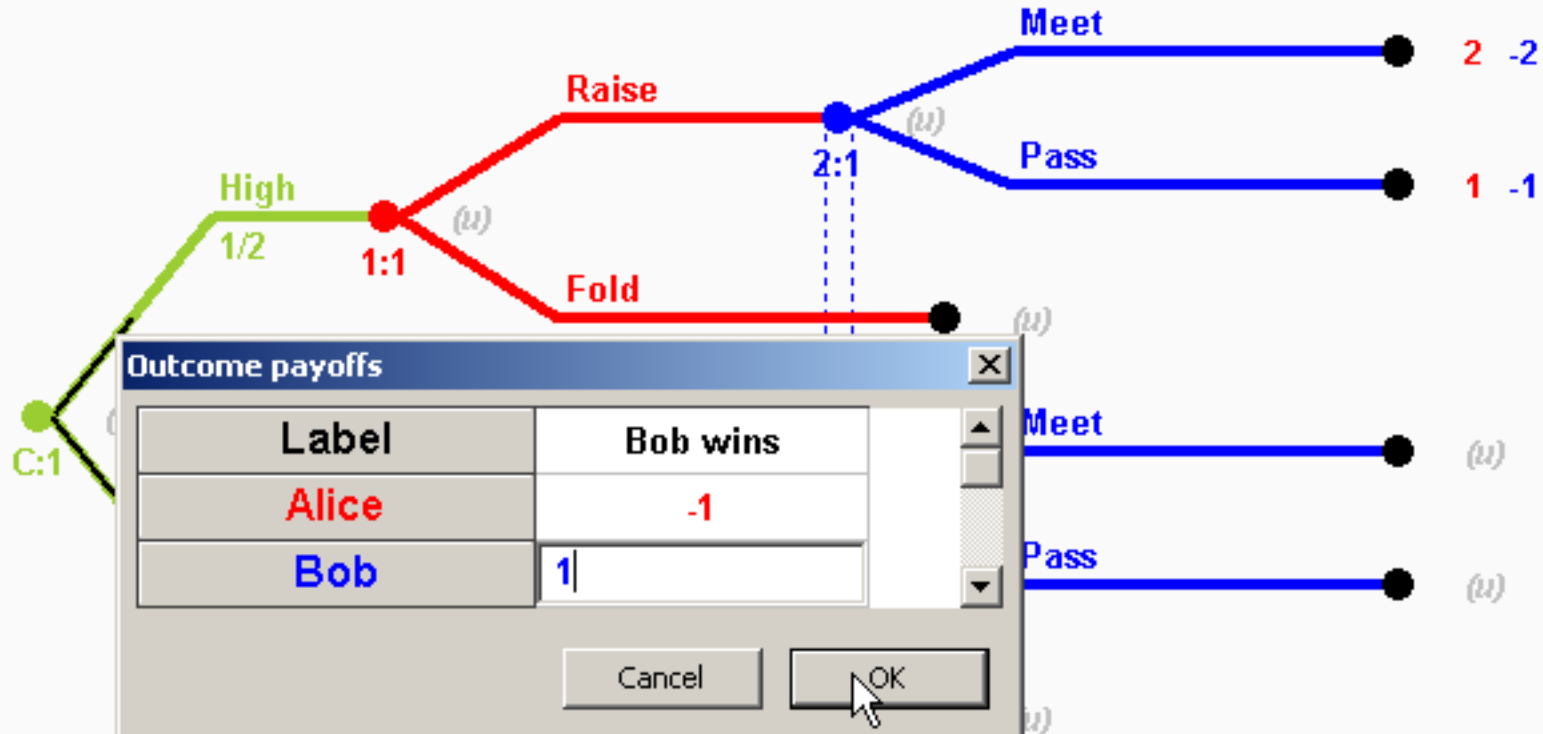
Outcome payoffs	
Label	Bob wins
Alice	-1
Bob	1

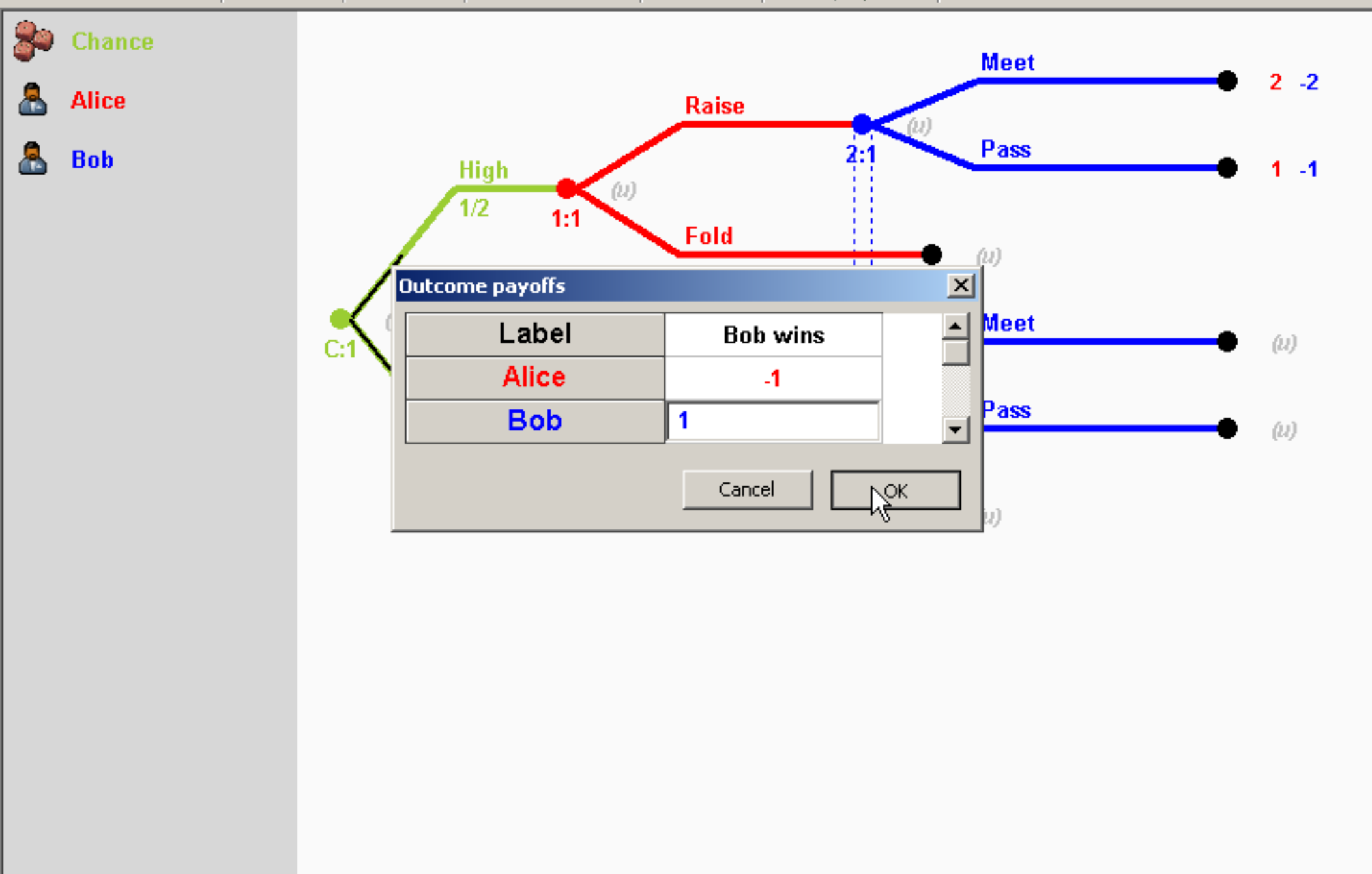
The dialog box has 'Cancel' and 'OK' buttons at the bottom. A mouse cursor is hovering over the 'OK' button. The background of the dialog box shows a continuation of the game tree with blue branches labeled 'Meet' and 'Pass' leading to black nodes with '(u)' labels.

 **Chance**

 Alice

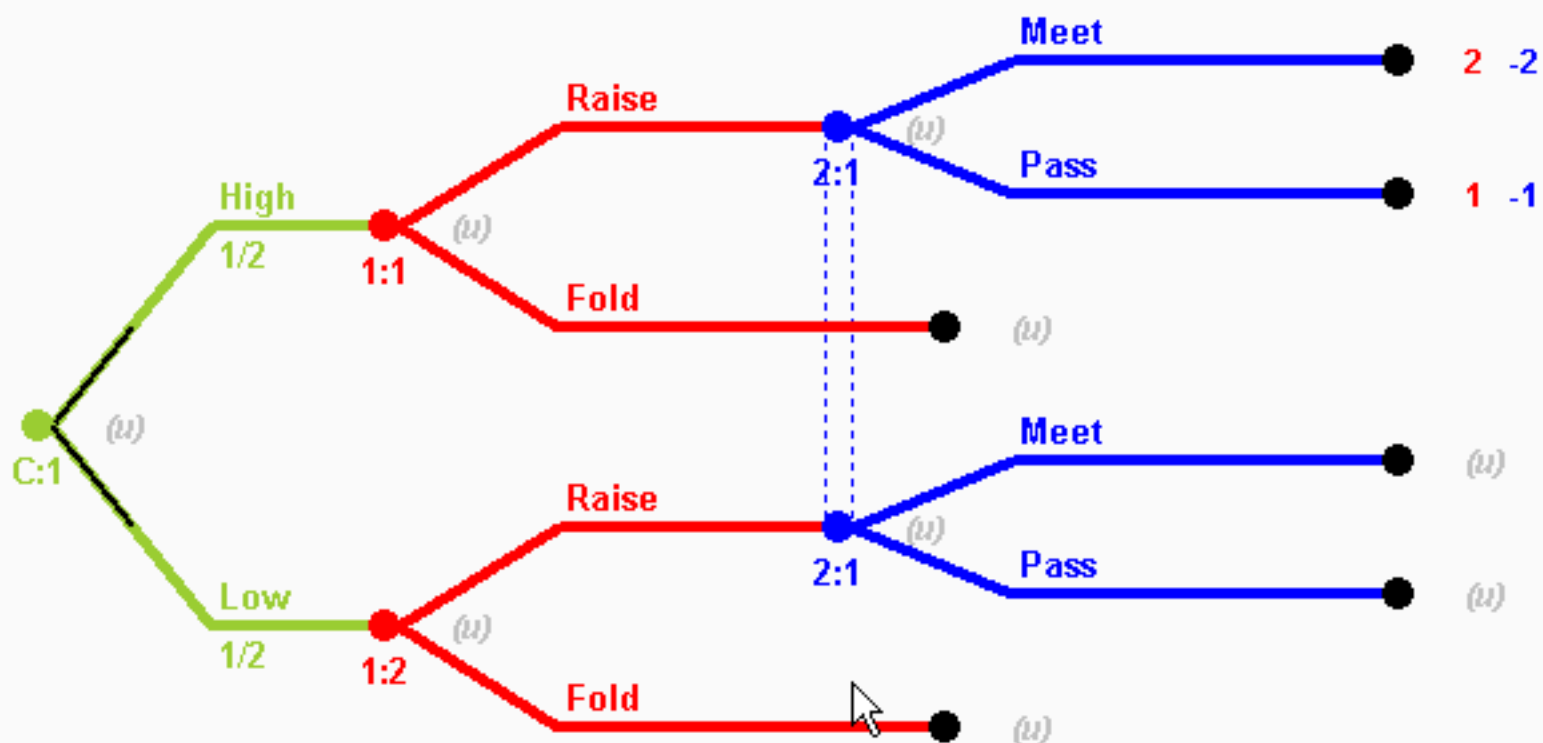
 Bok



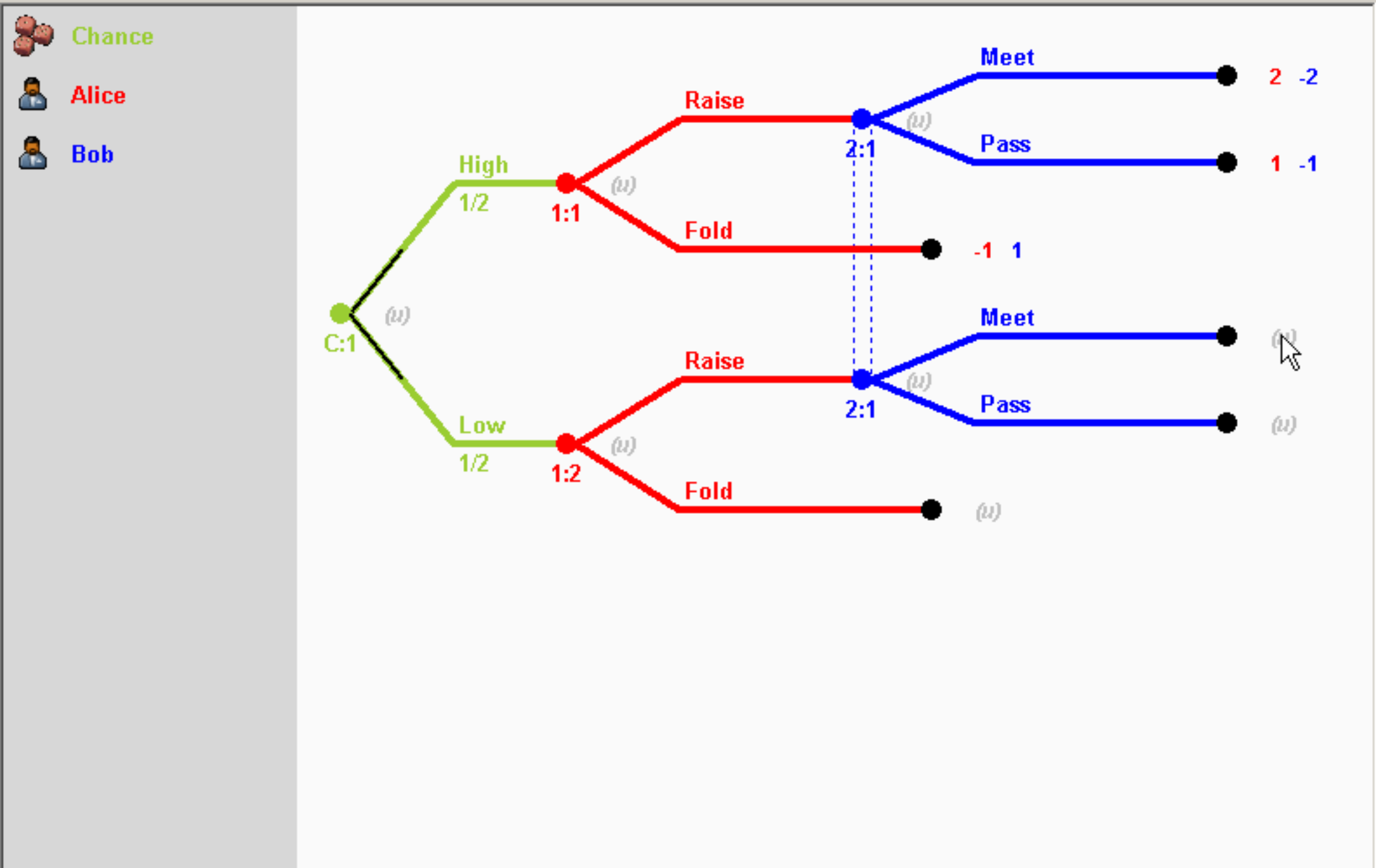
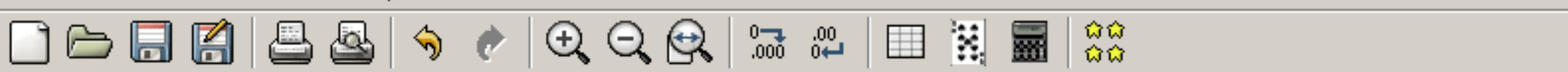


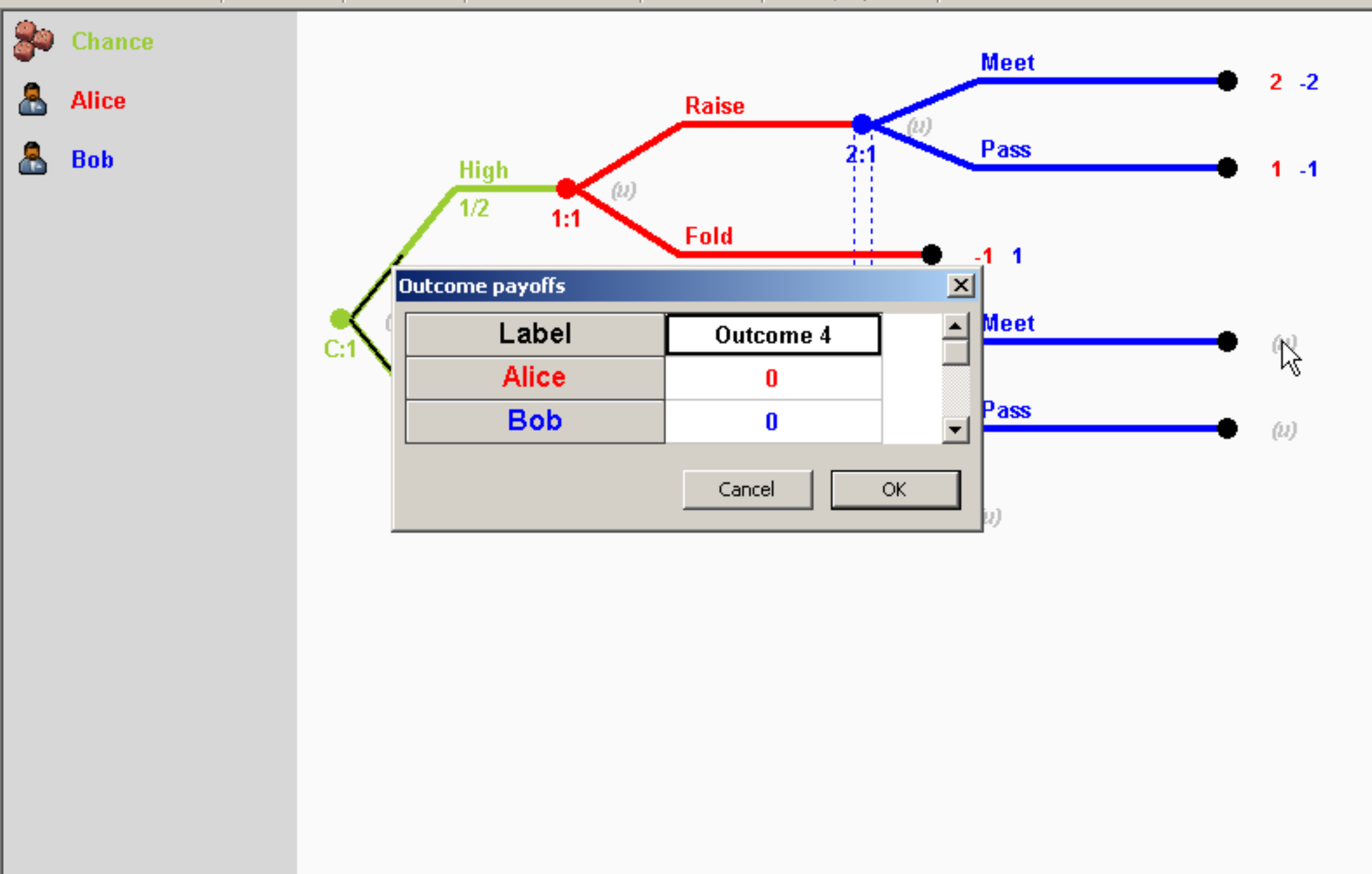


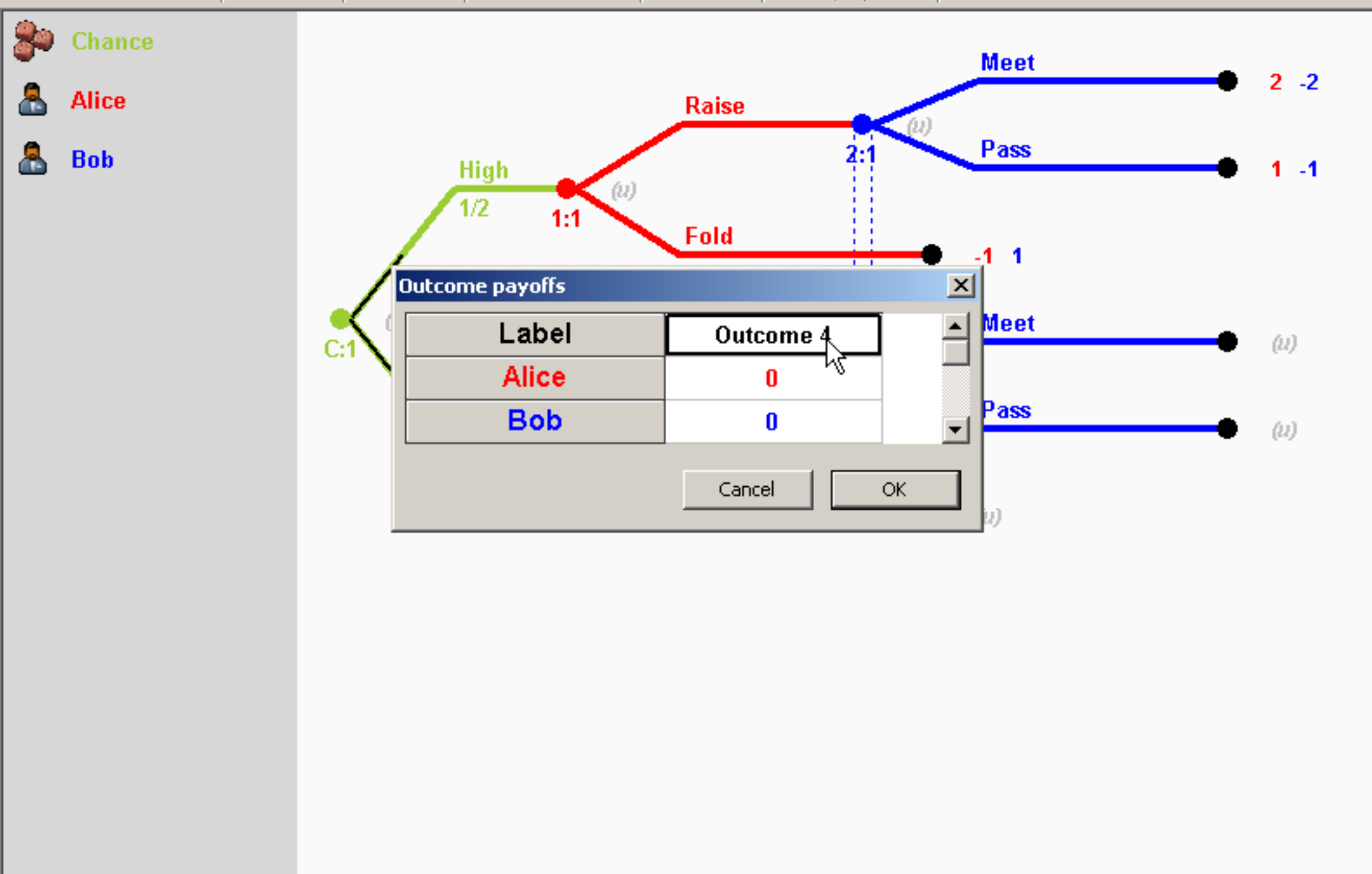
Chance

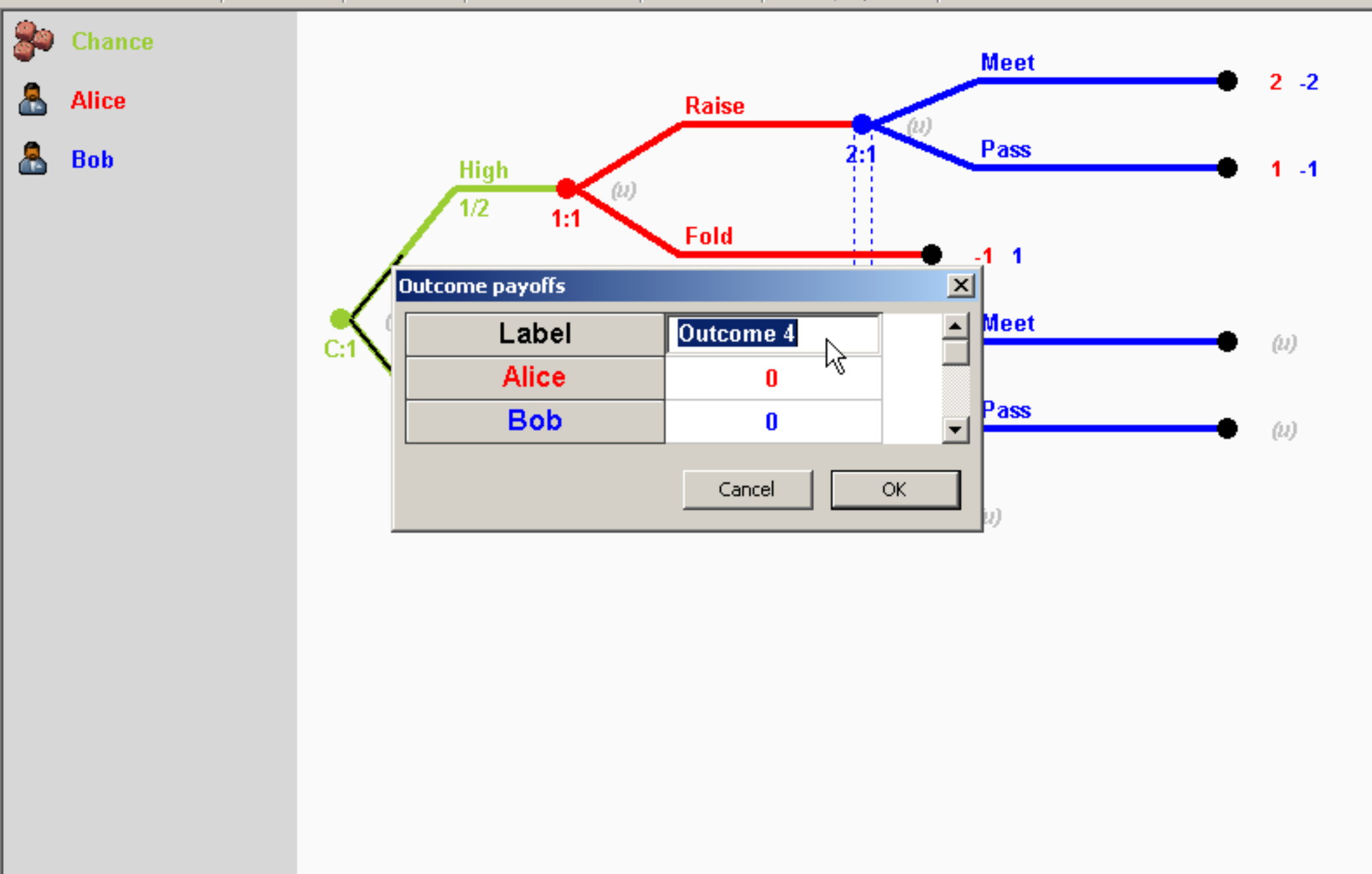
 Alice Bok

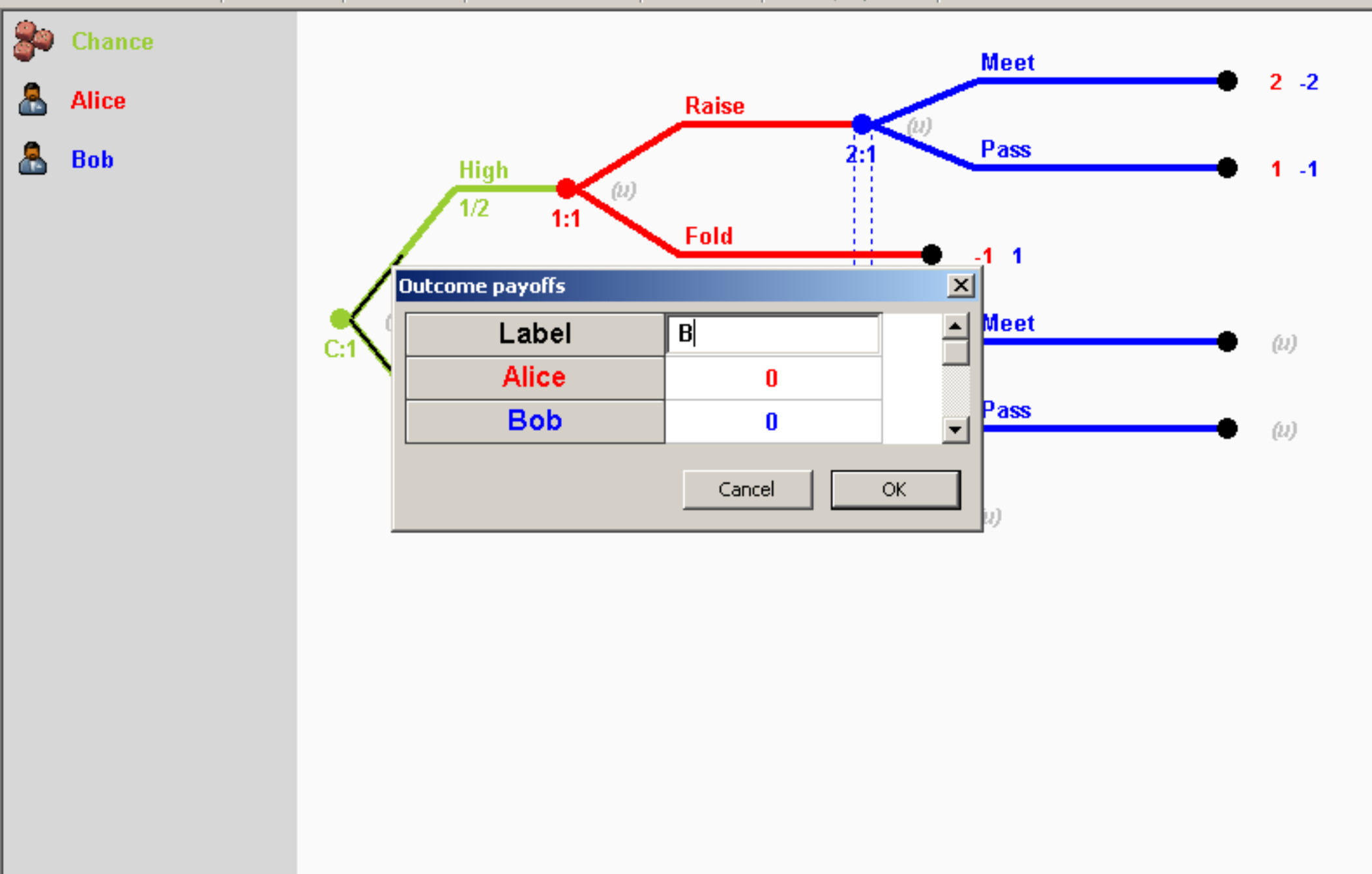
And, finally, if Alice gets a low card and raises, and Bob meets her, Bob wins, giving him a gain of two dollars for the game, and a loss of two dollars for Alice.

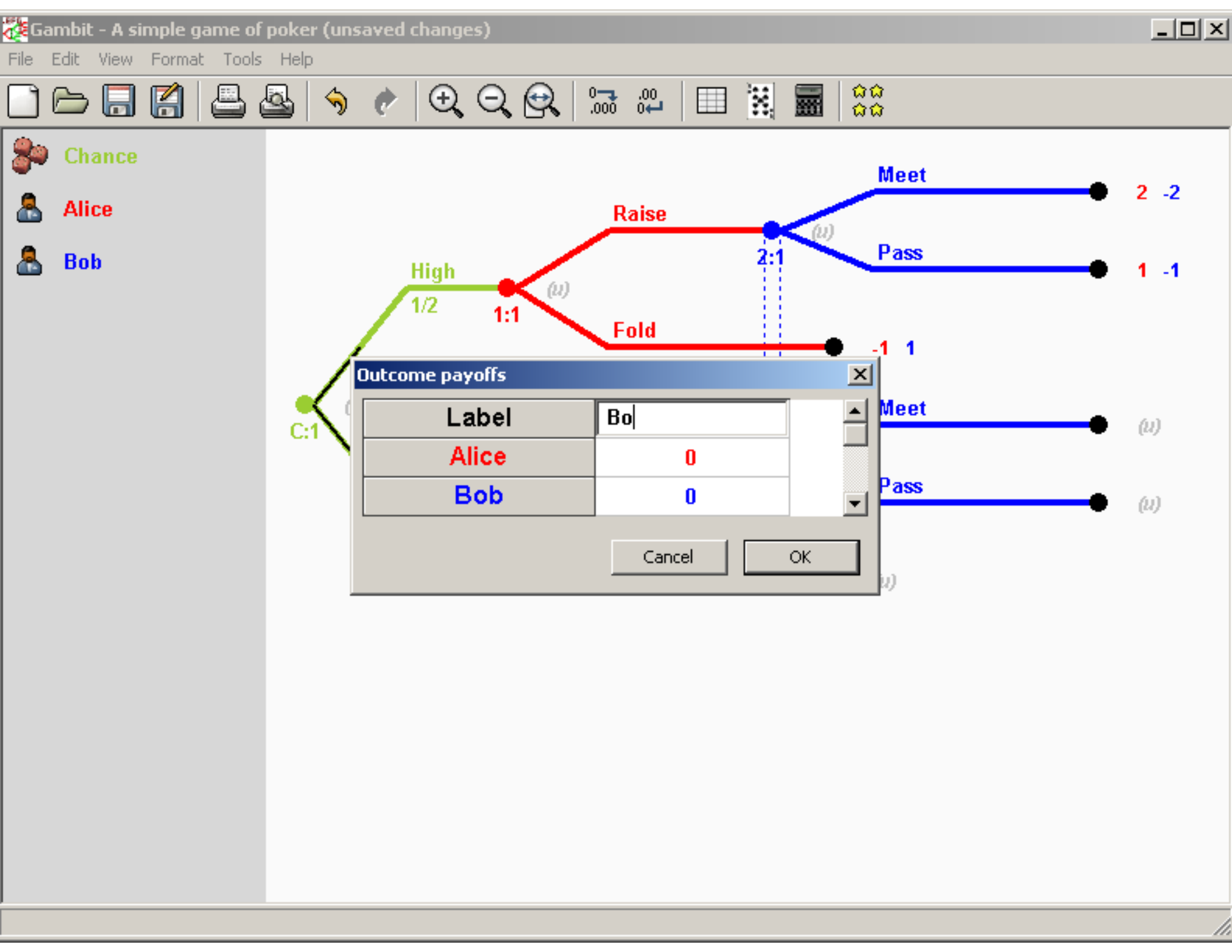


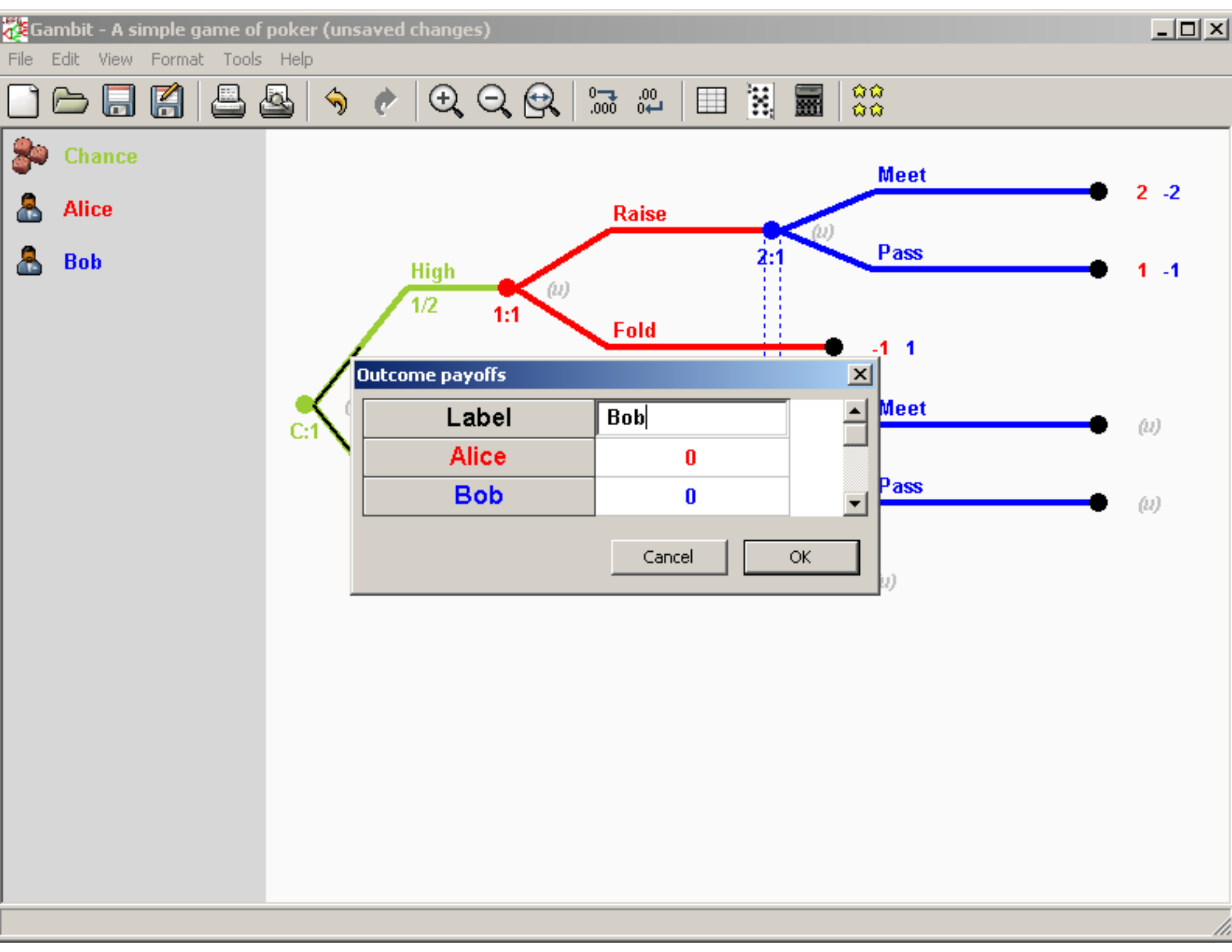


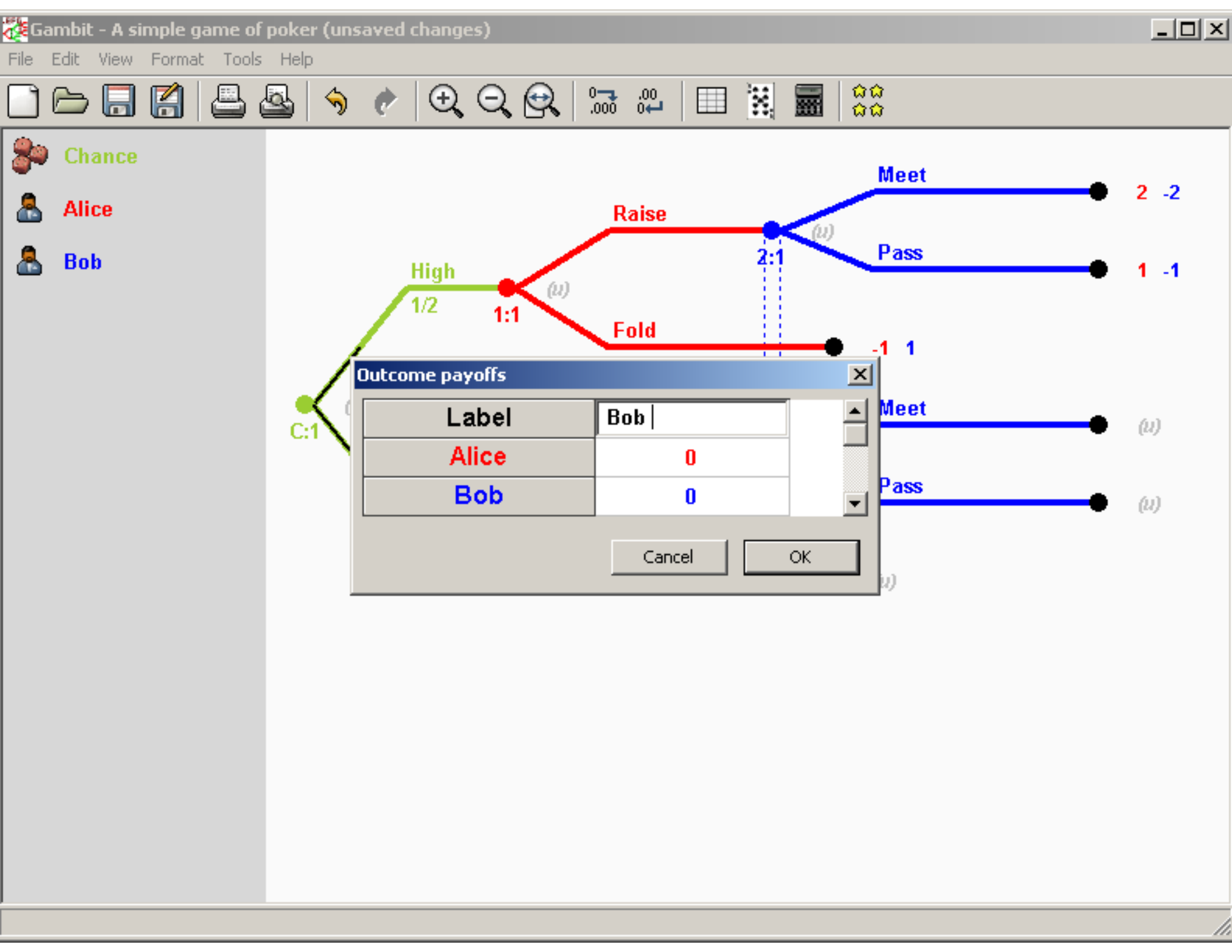


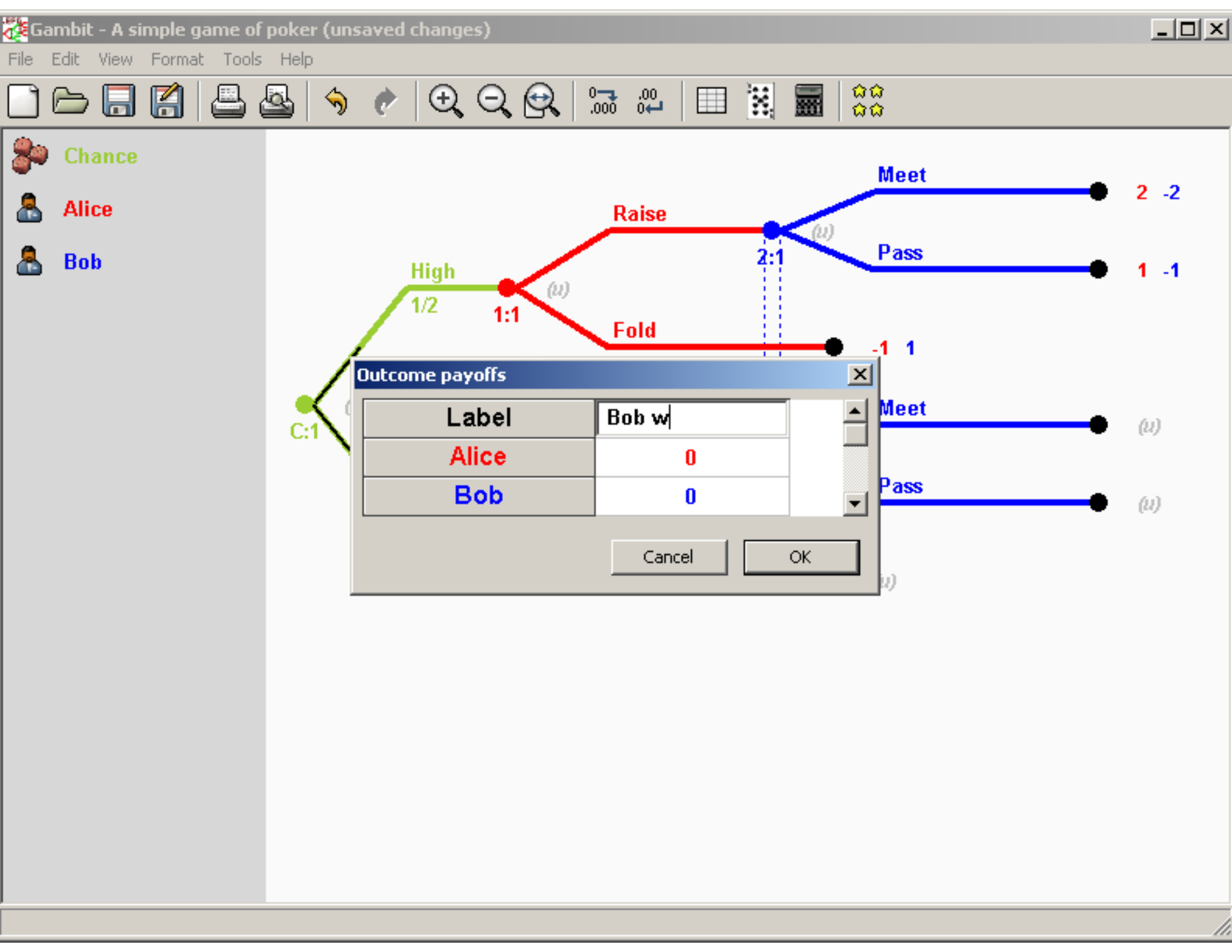


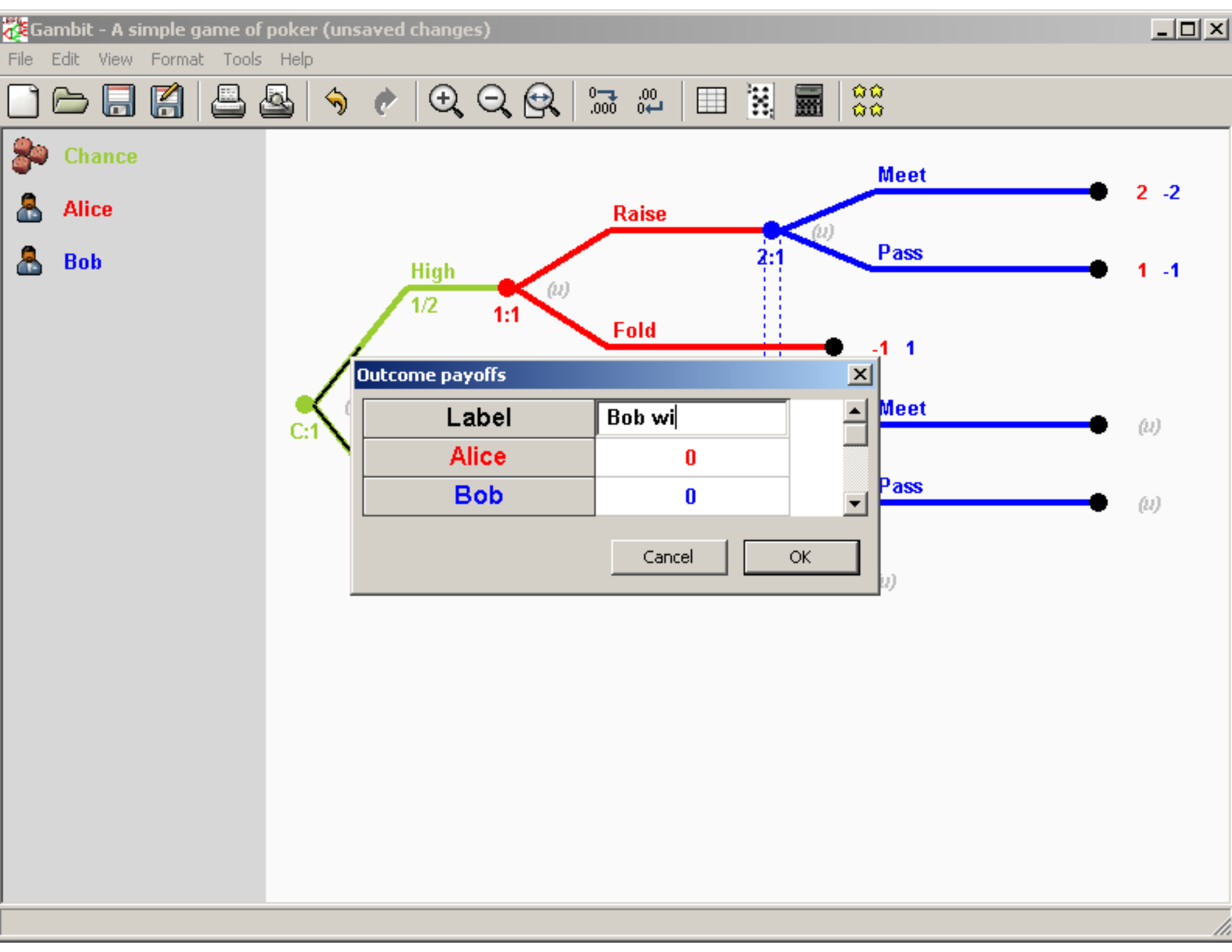


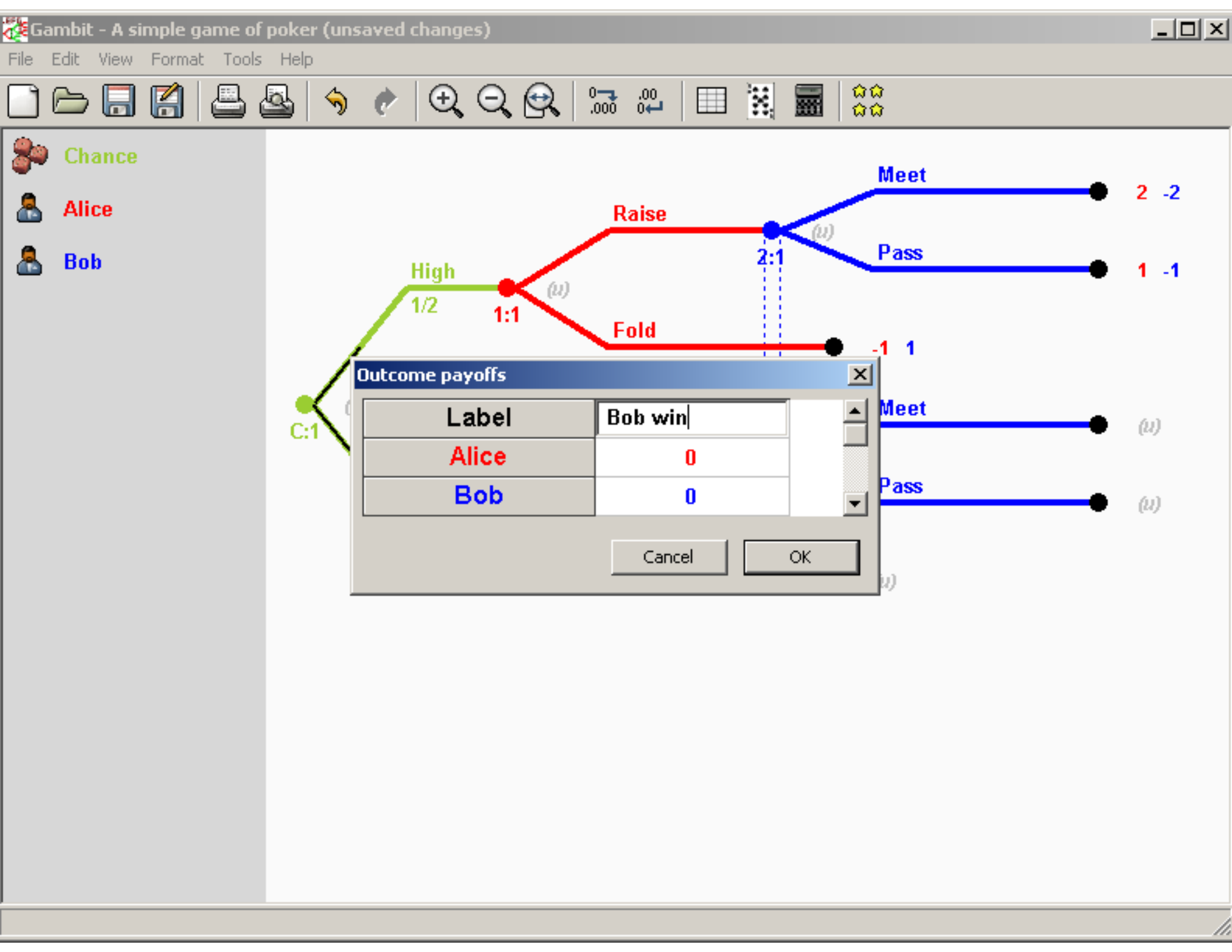


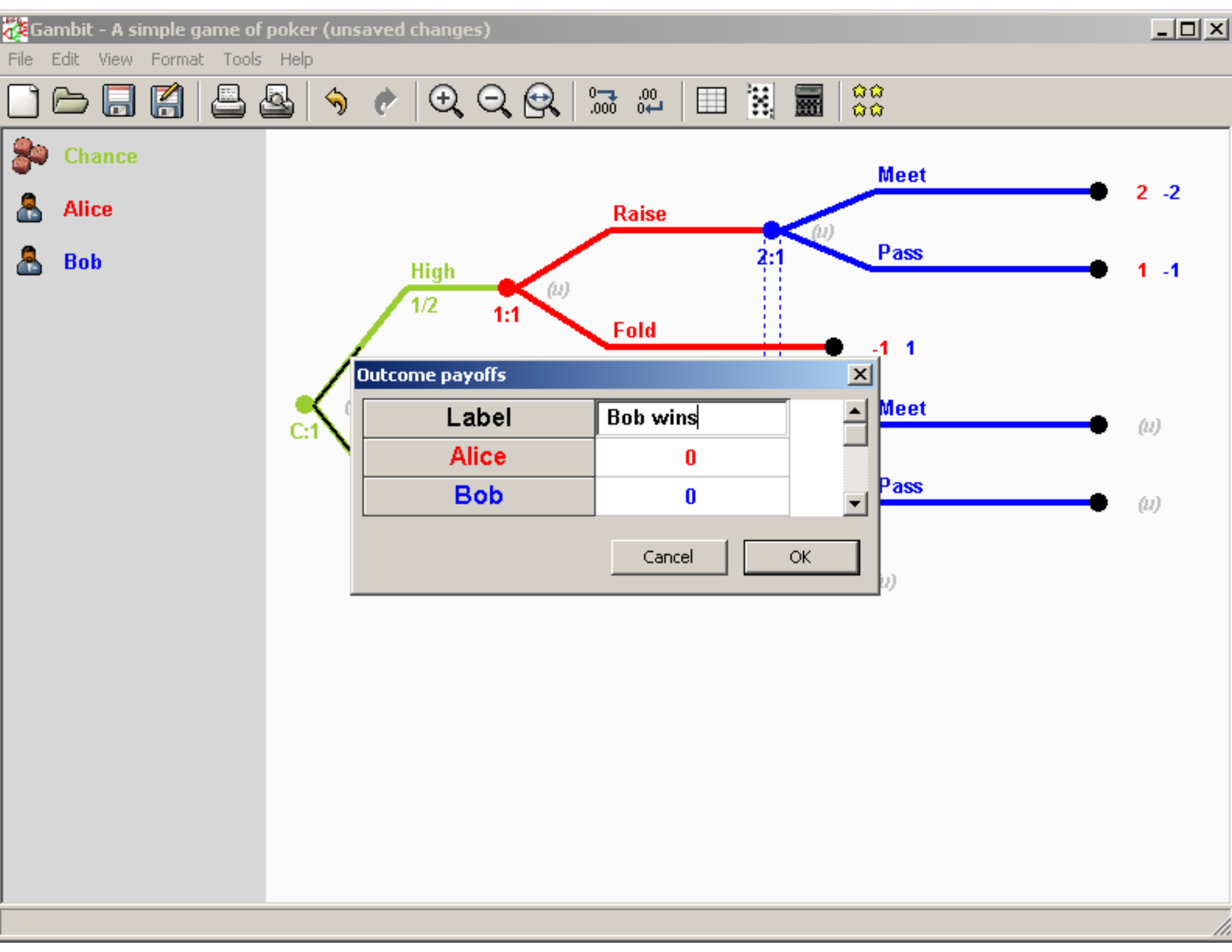


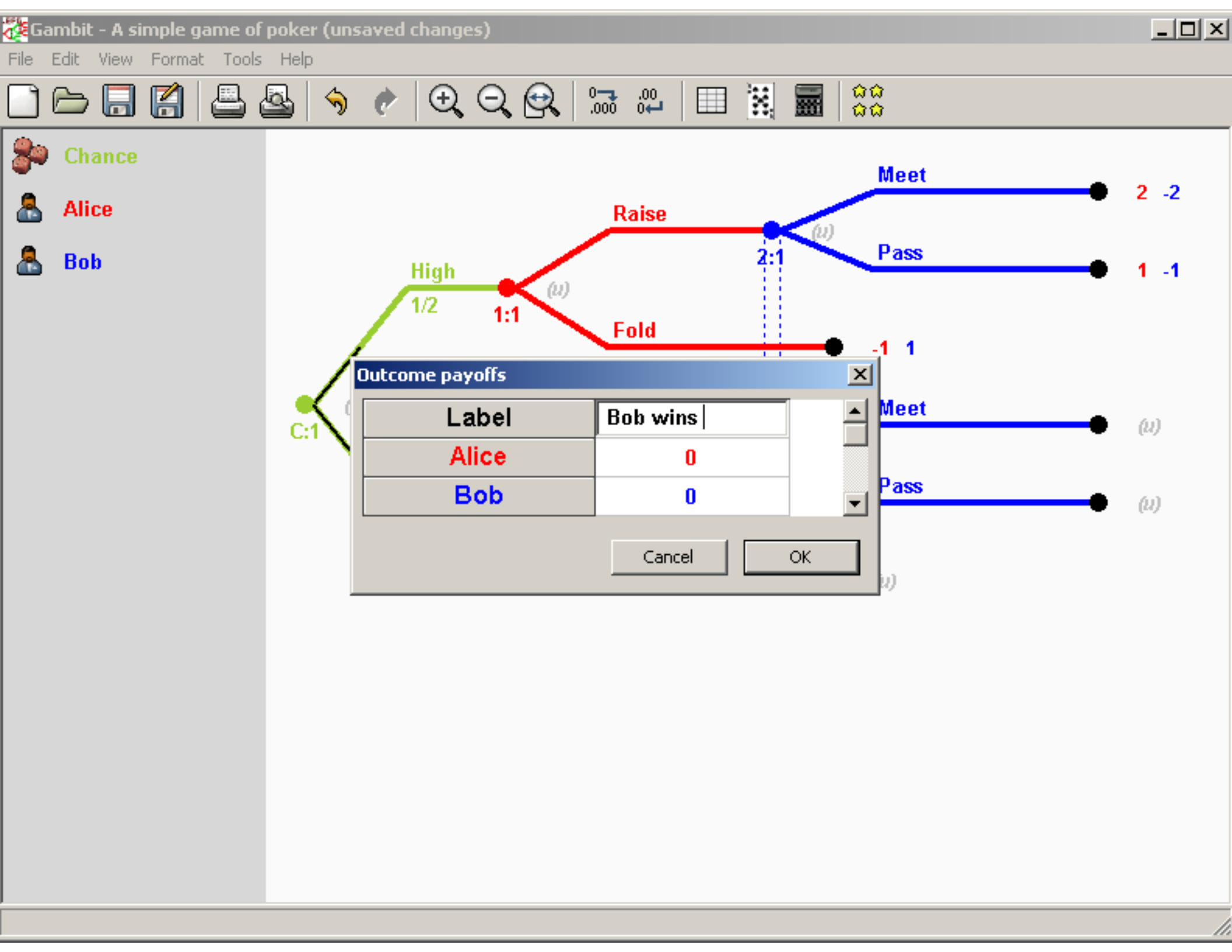


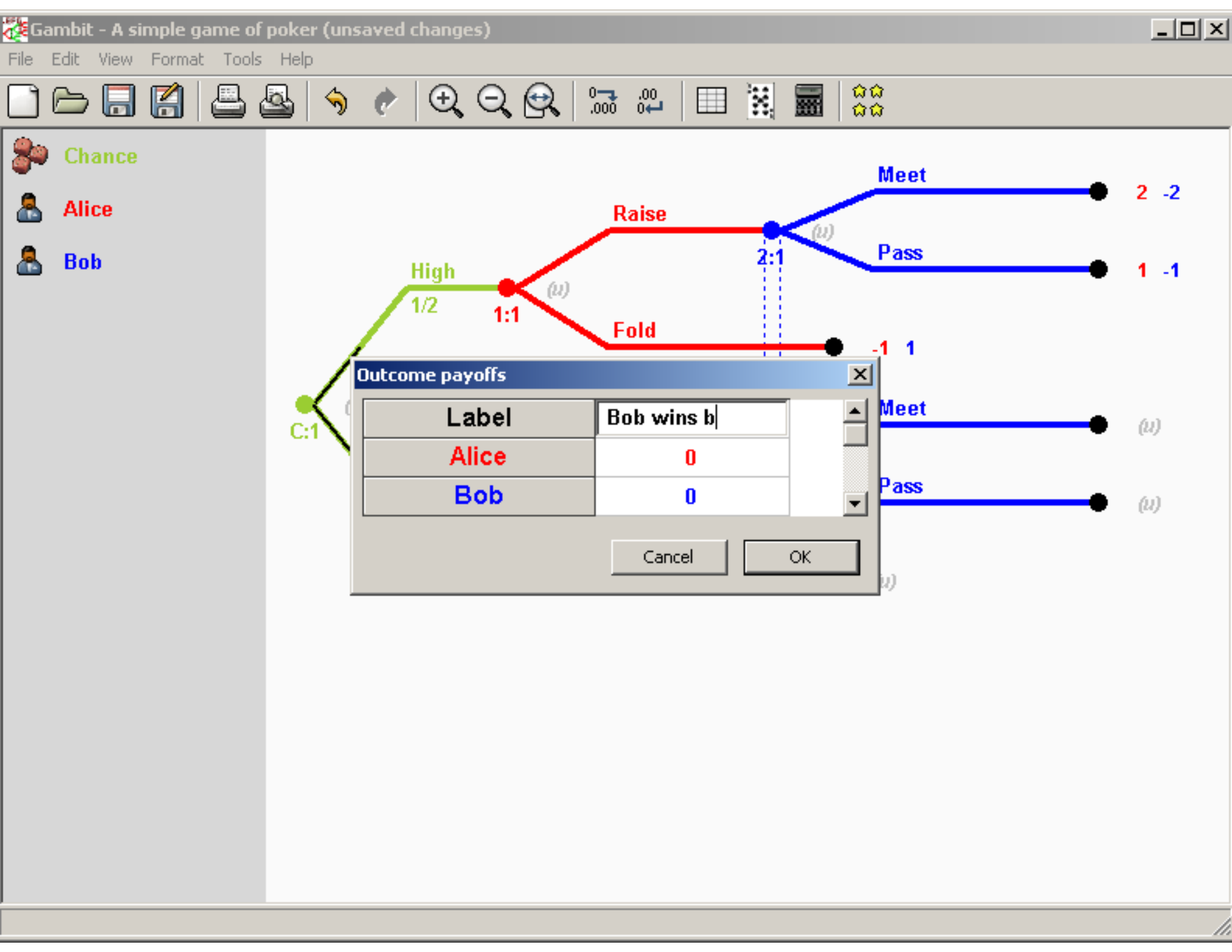


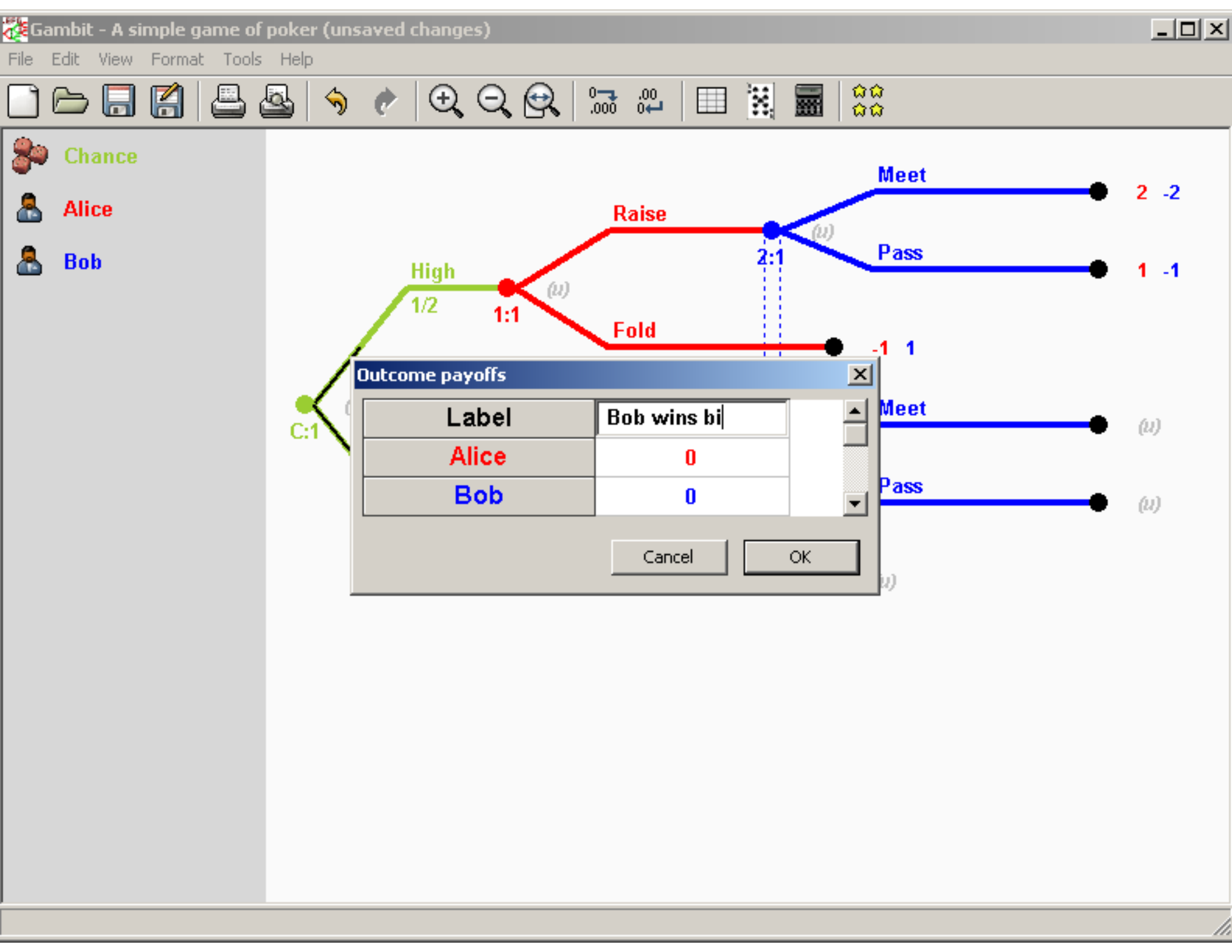










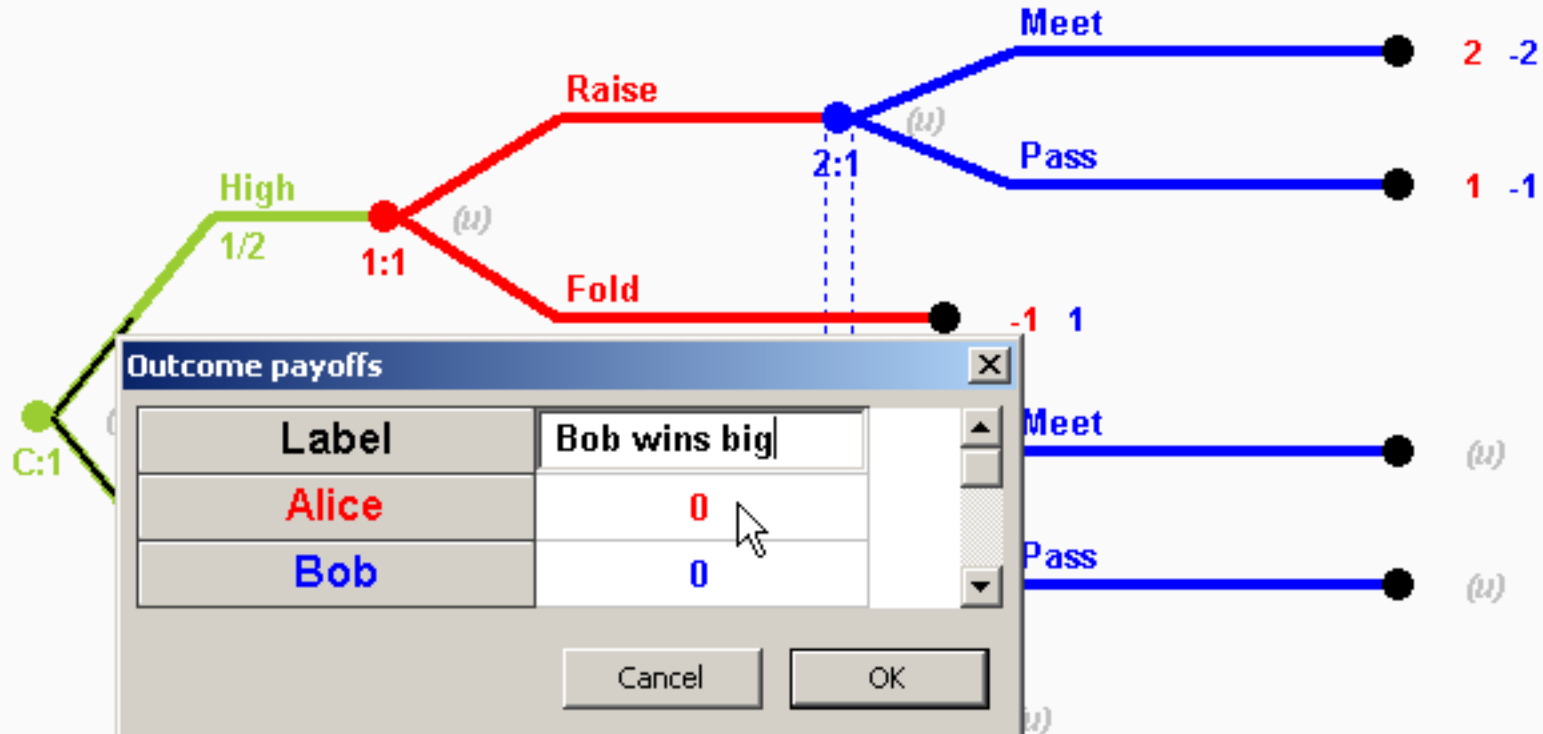


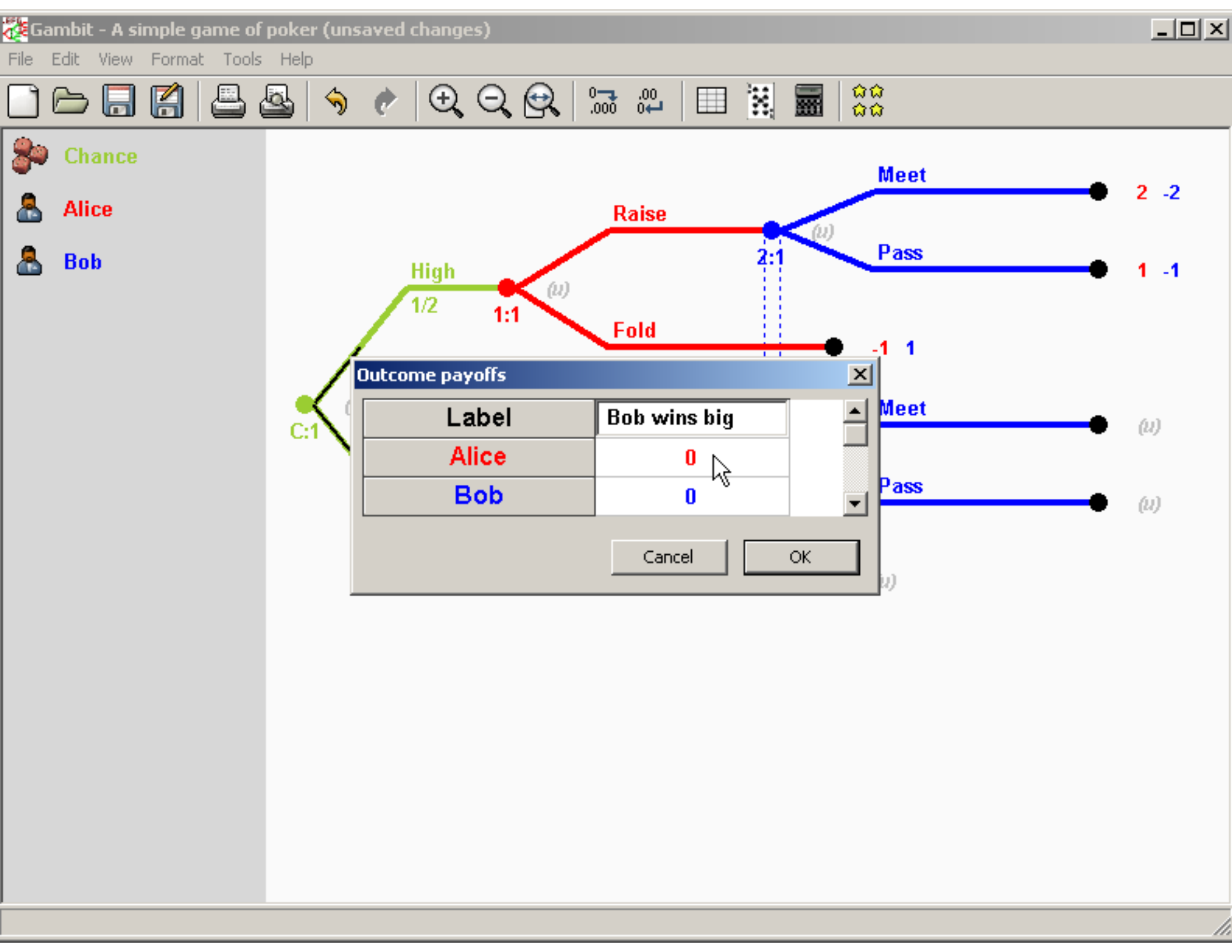


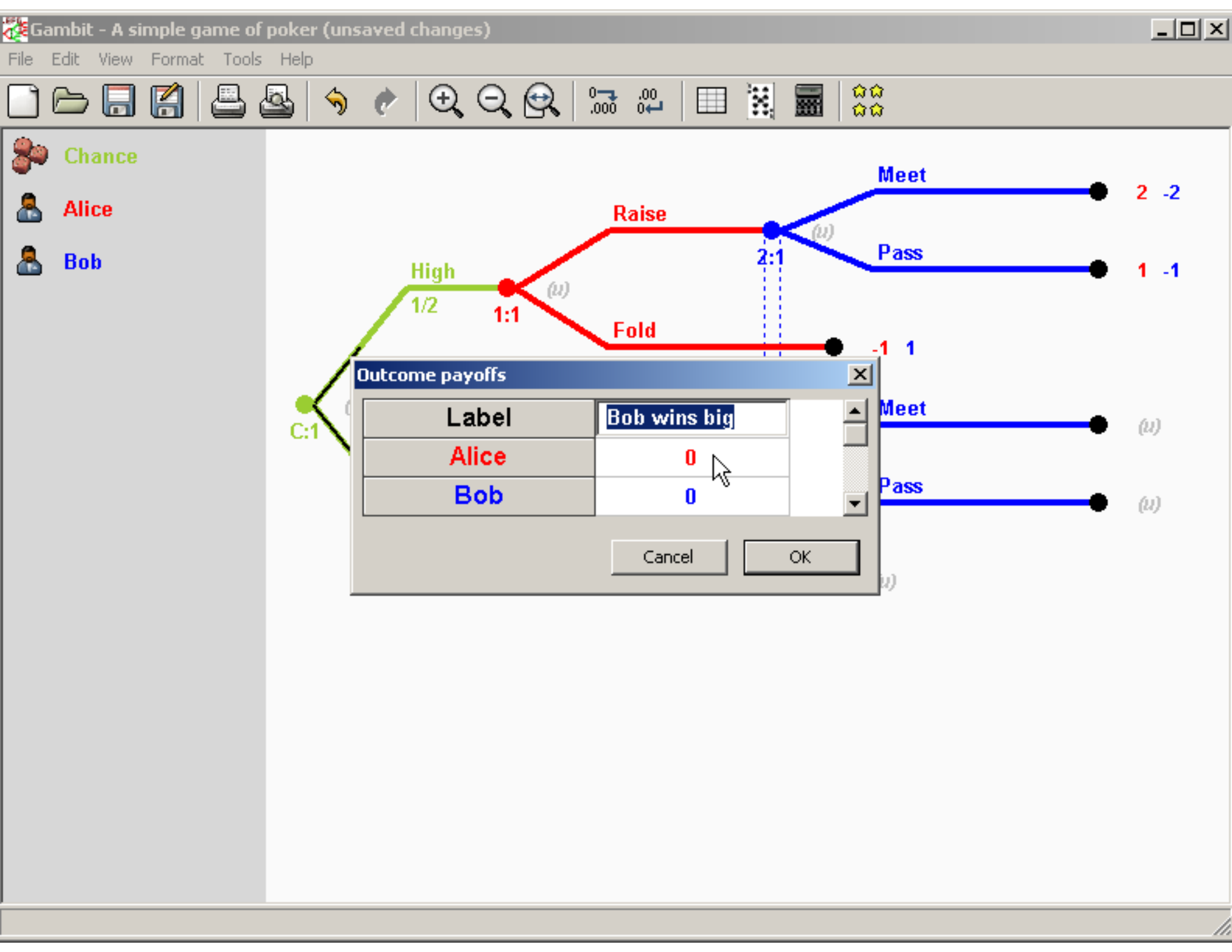
Chance

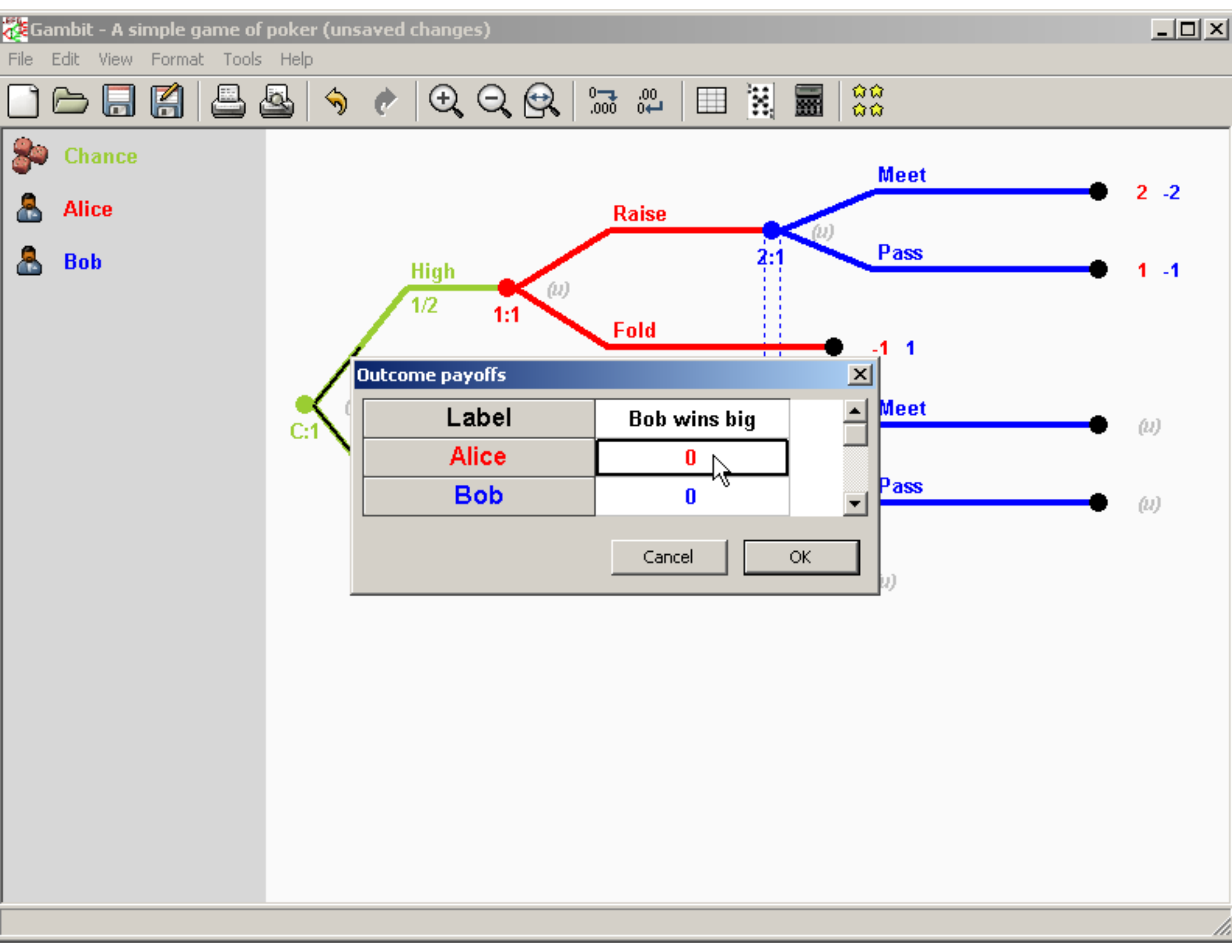
 Alice

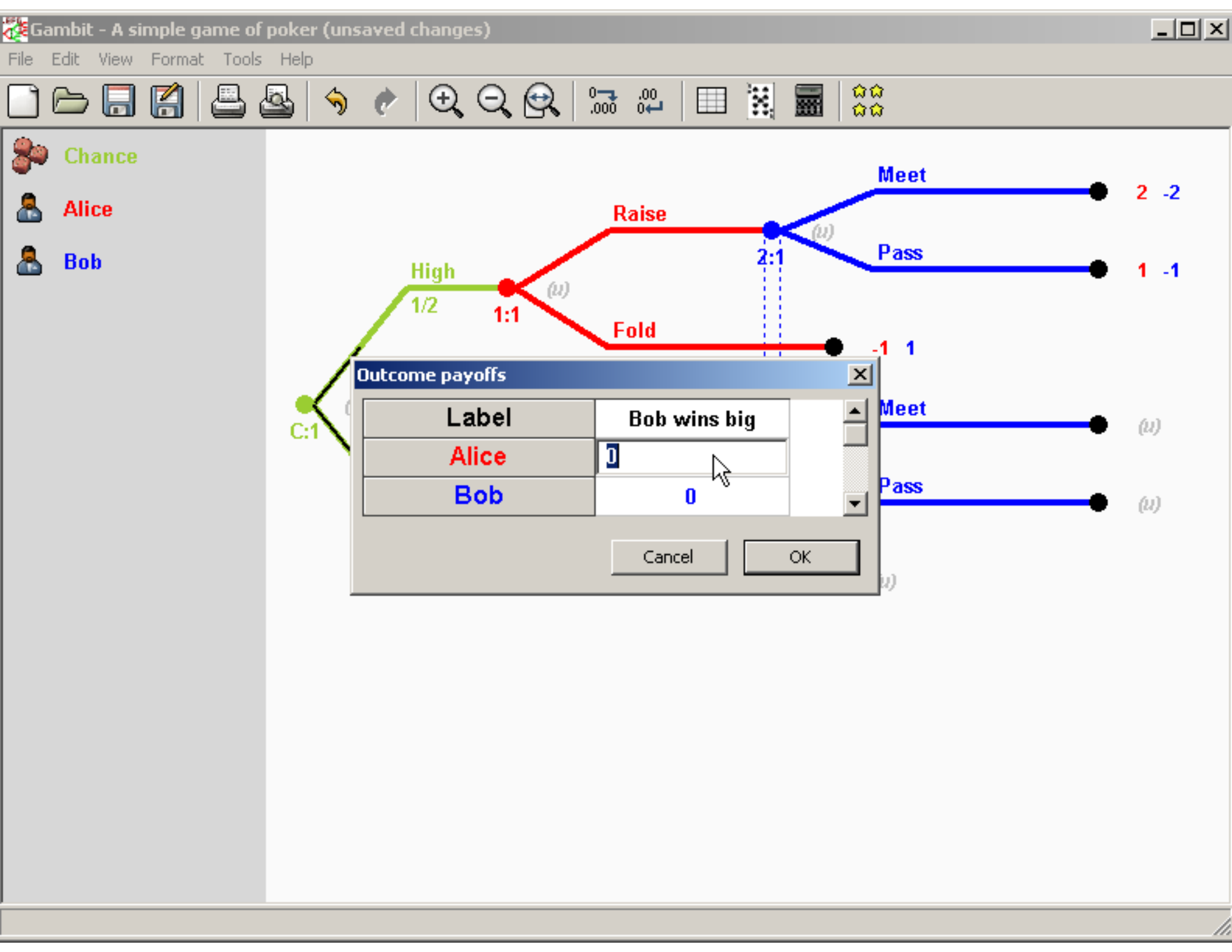
 Bok

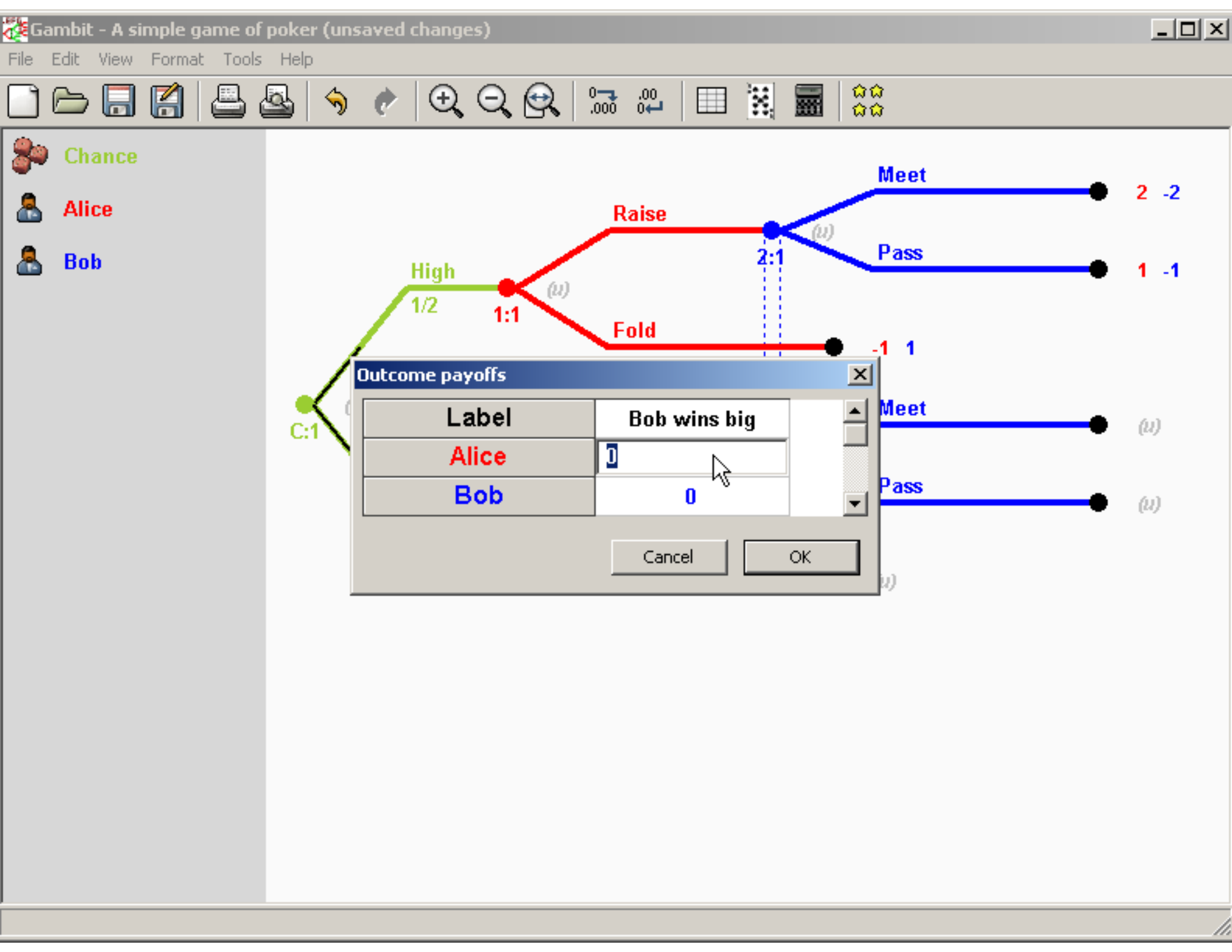


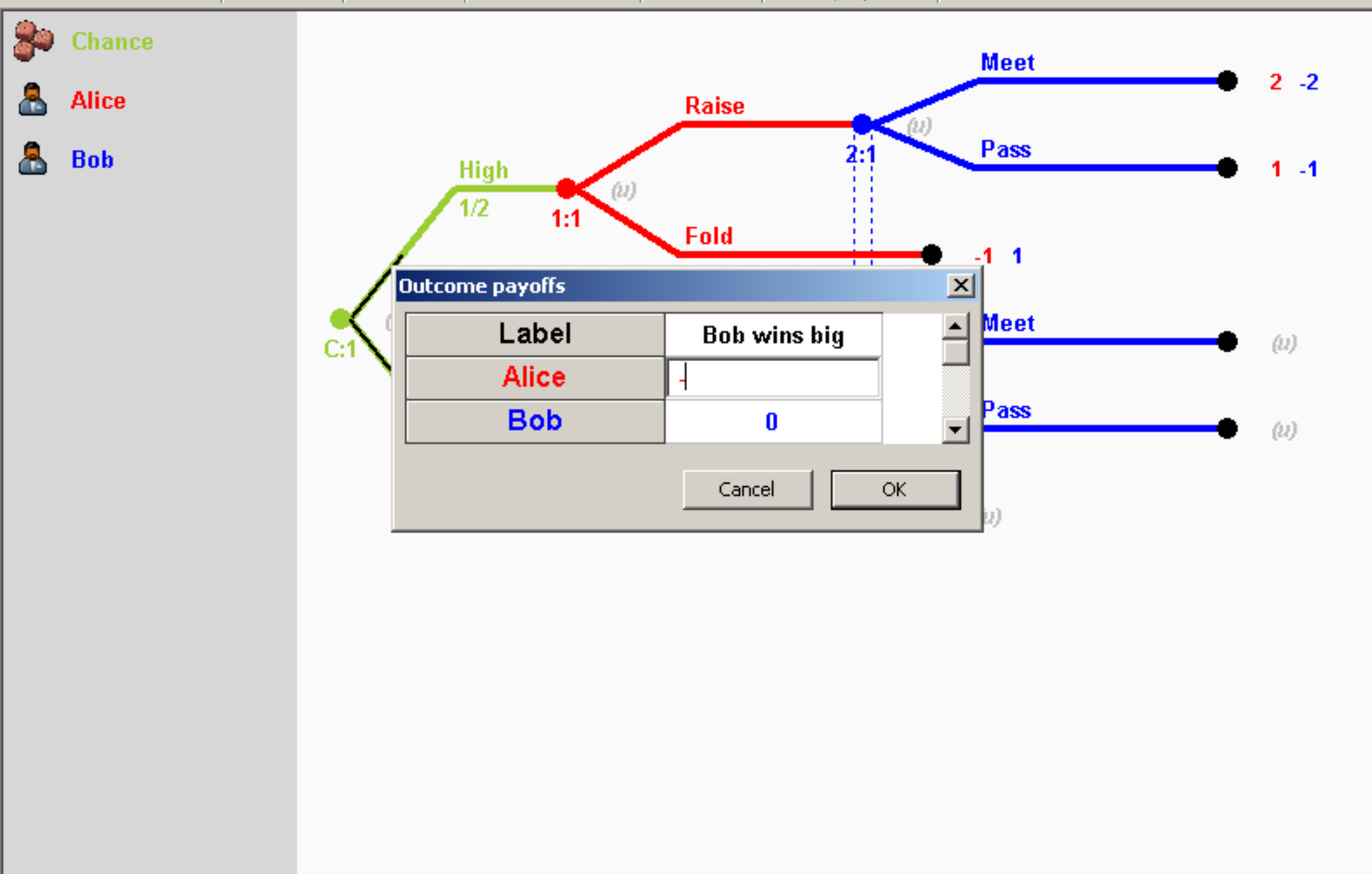


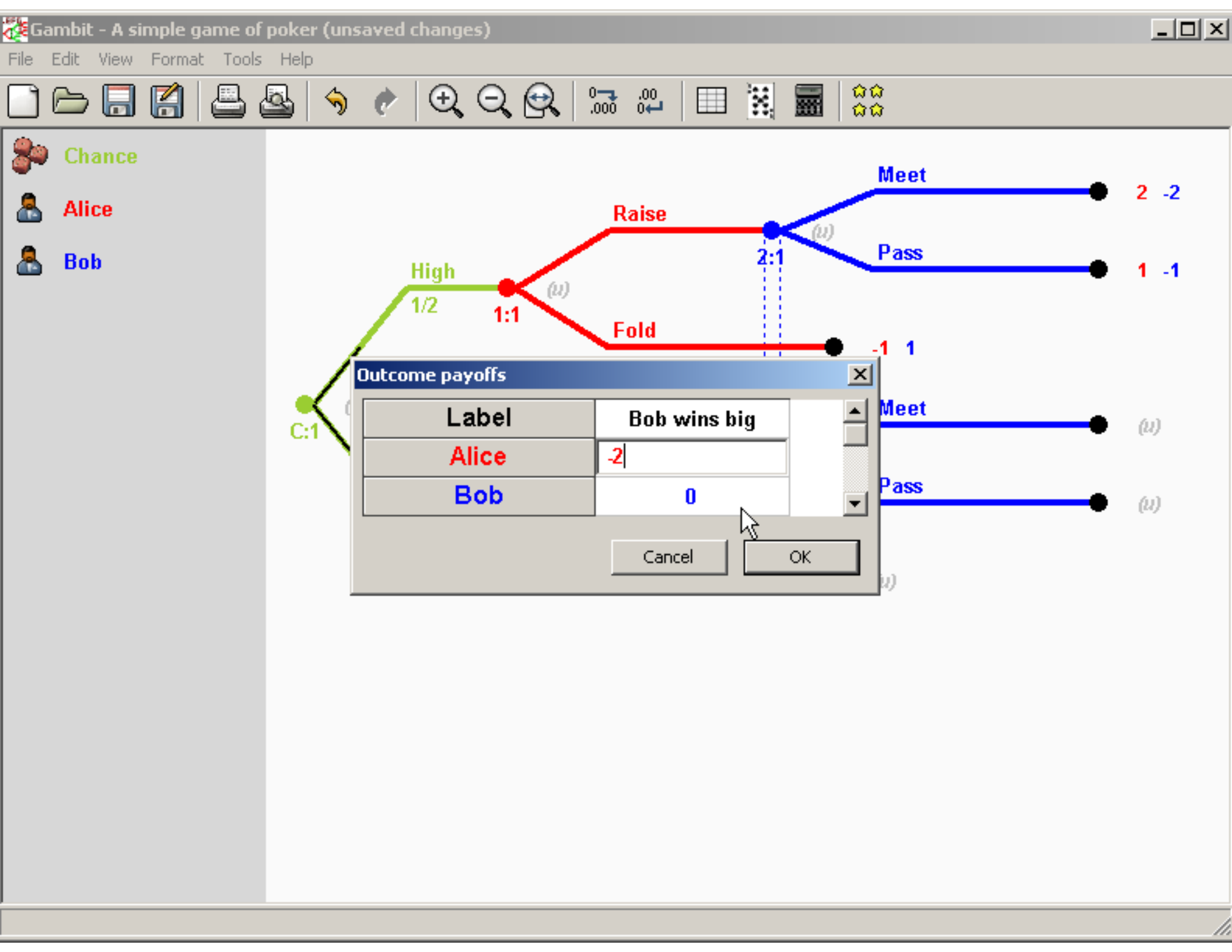


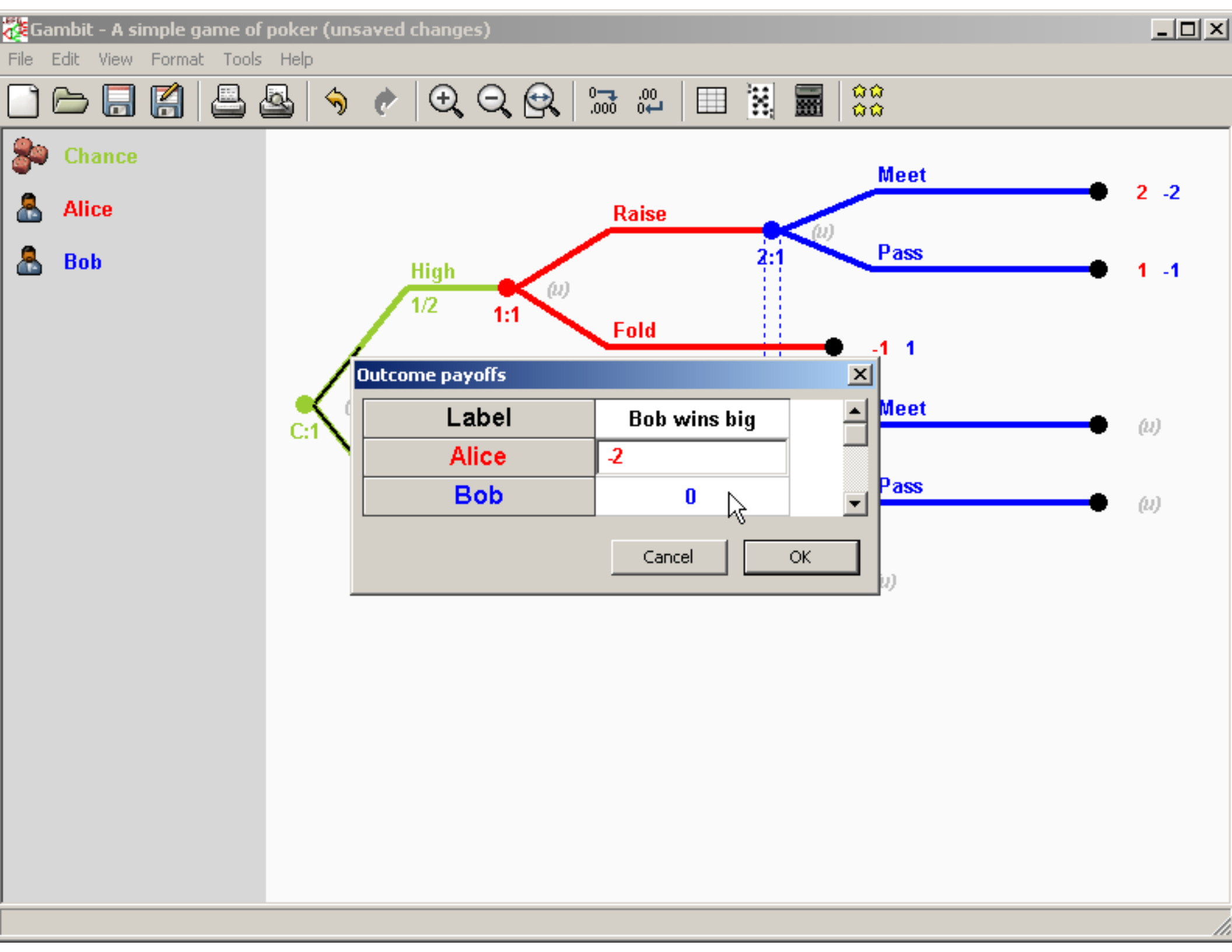


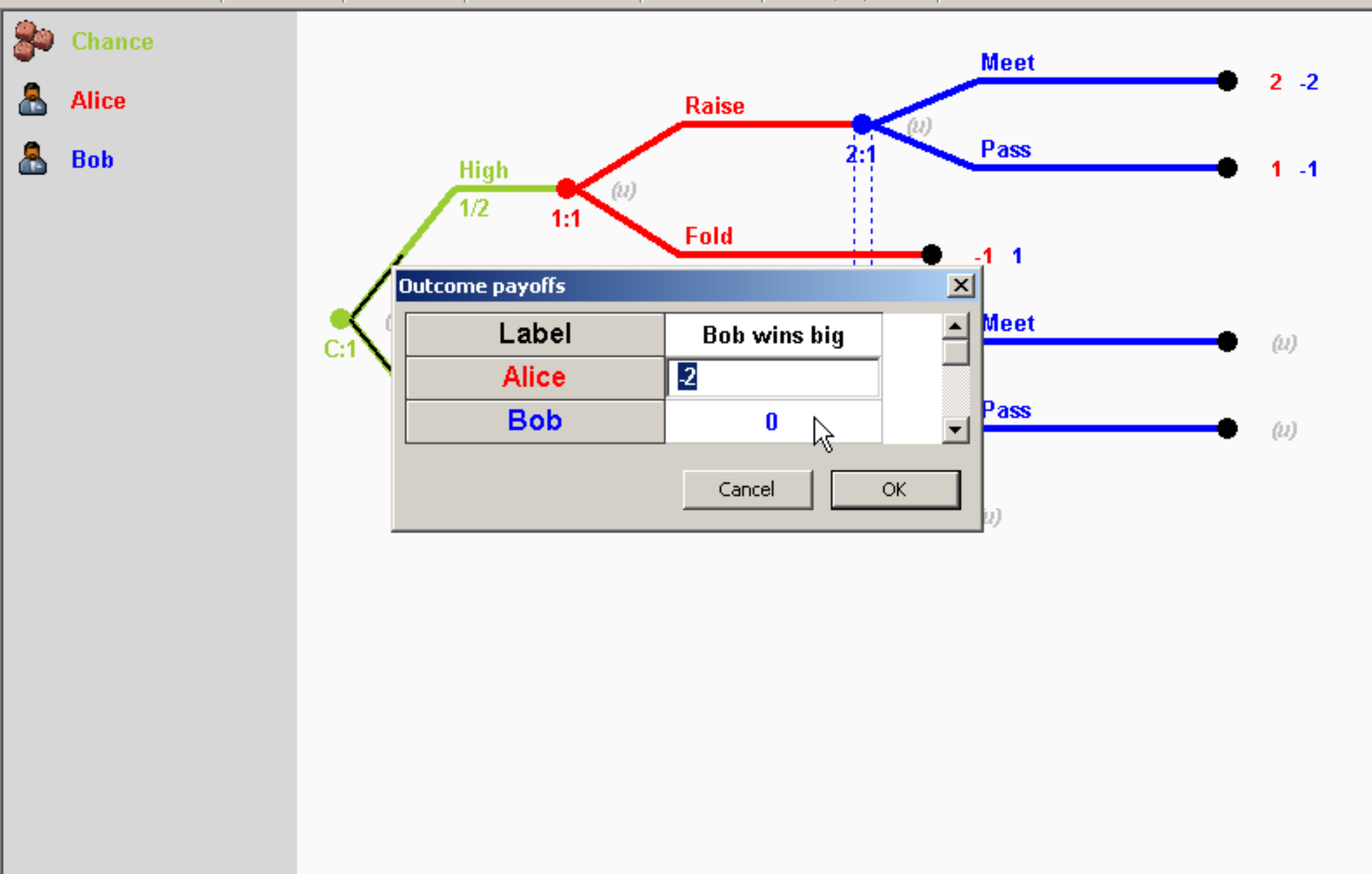


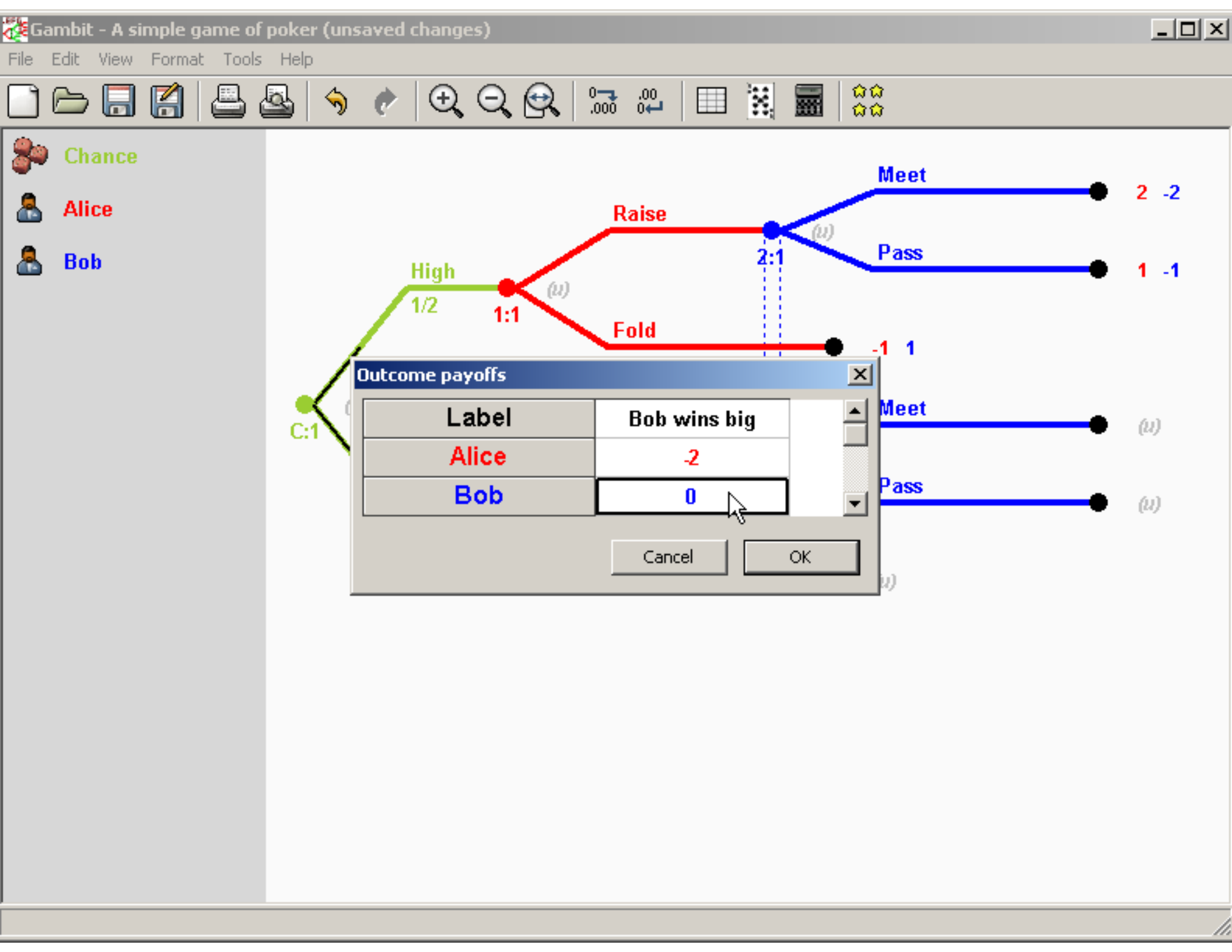


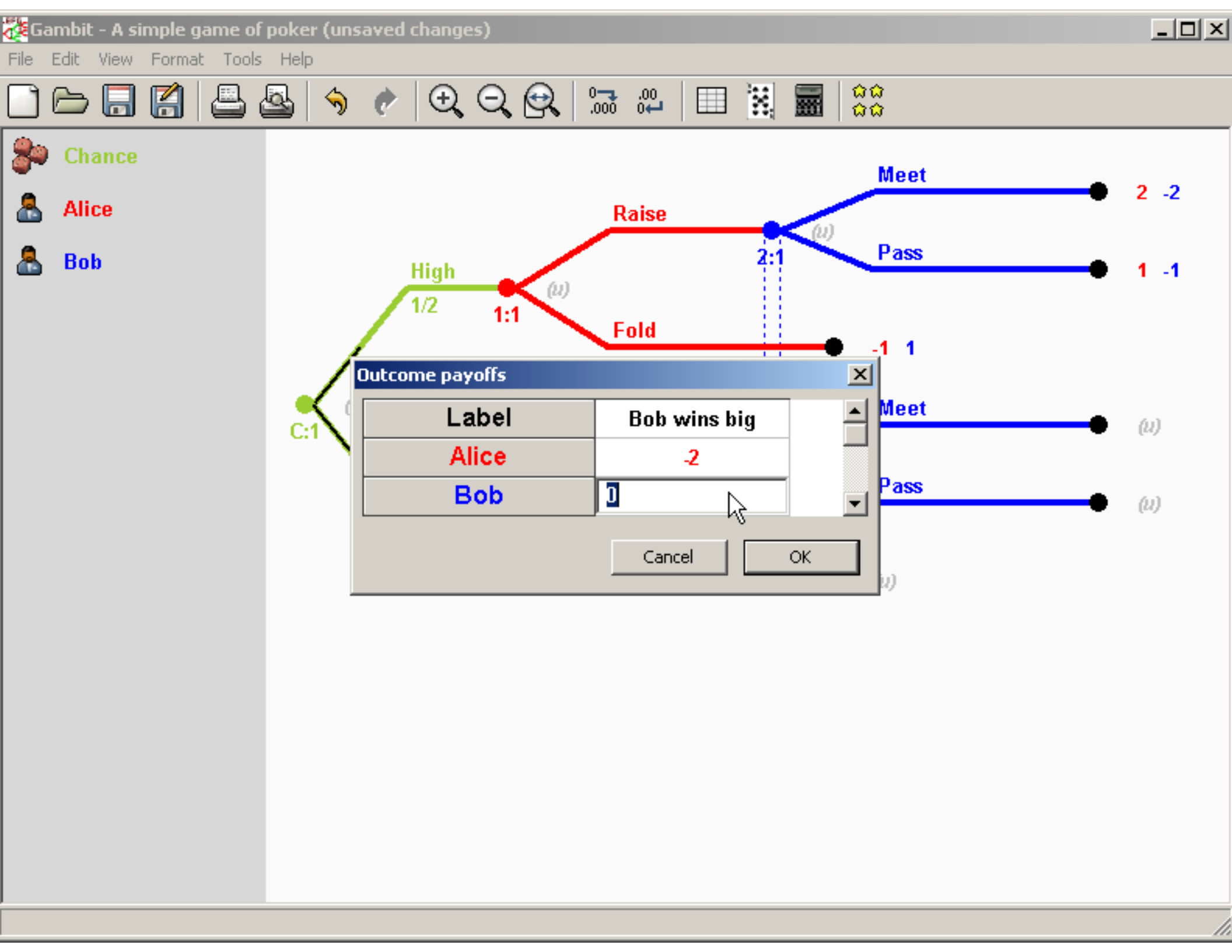


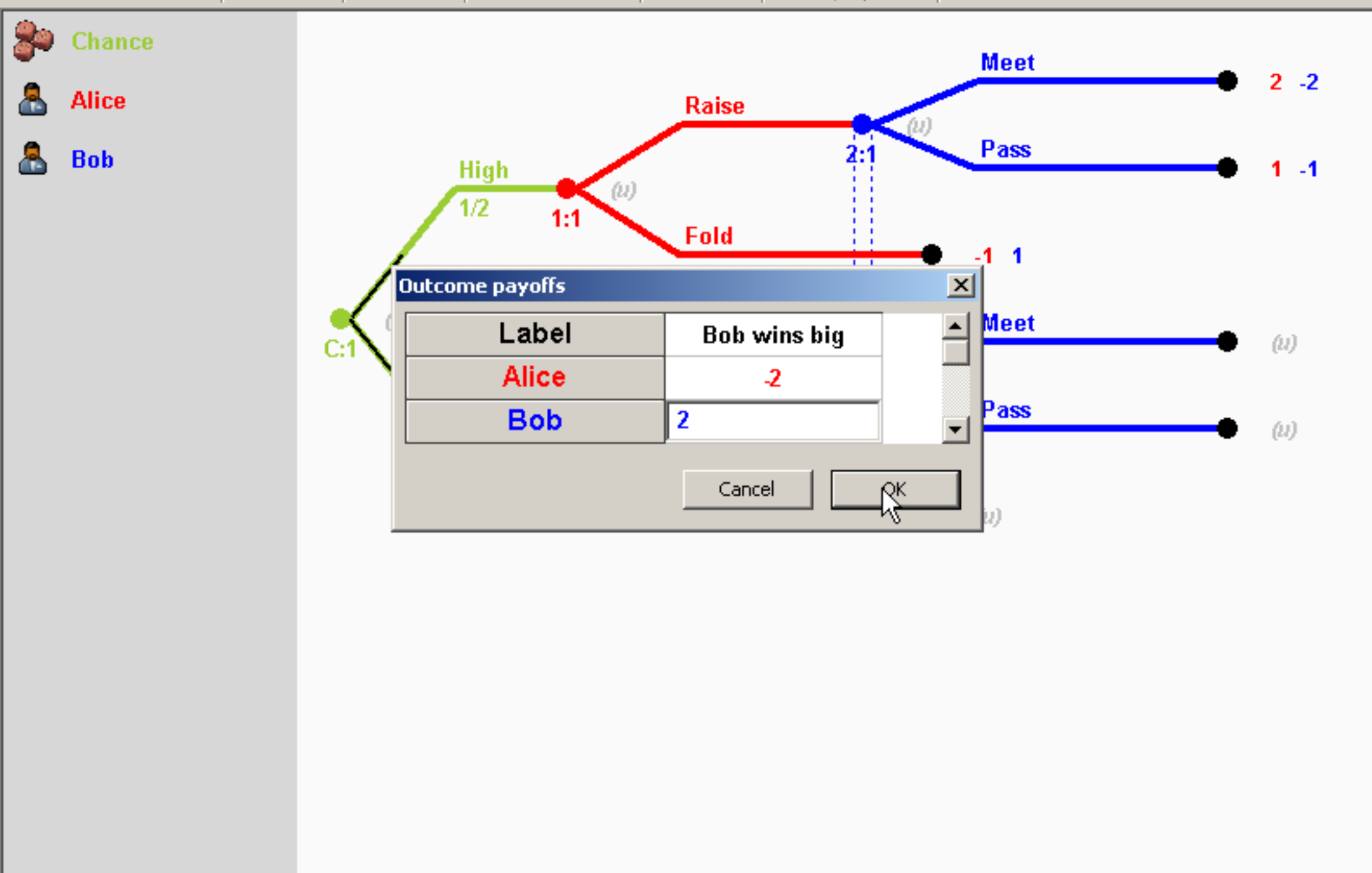


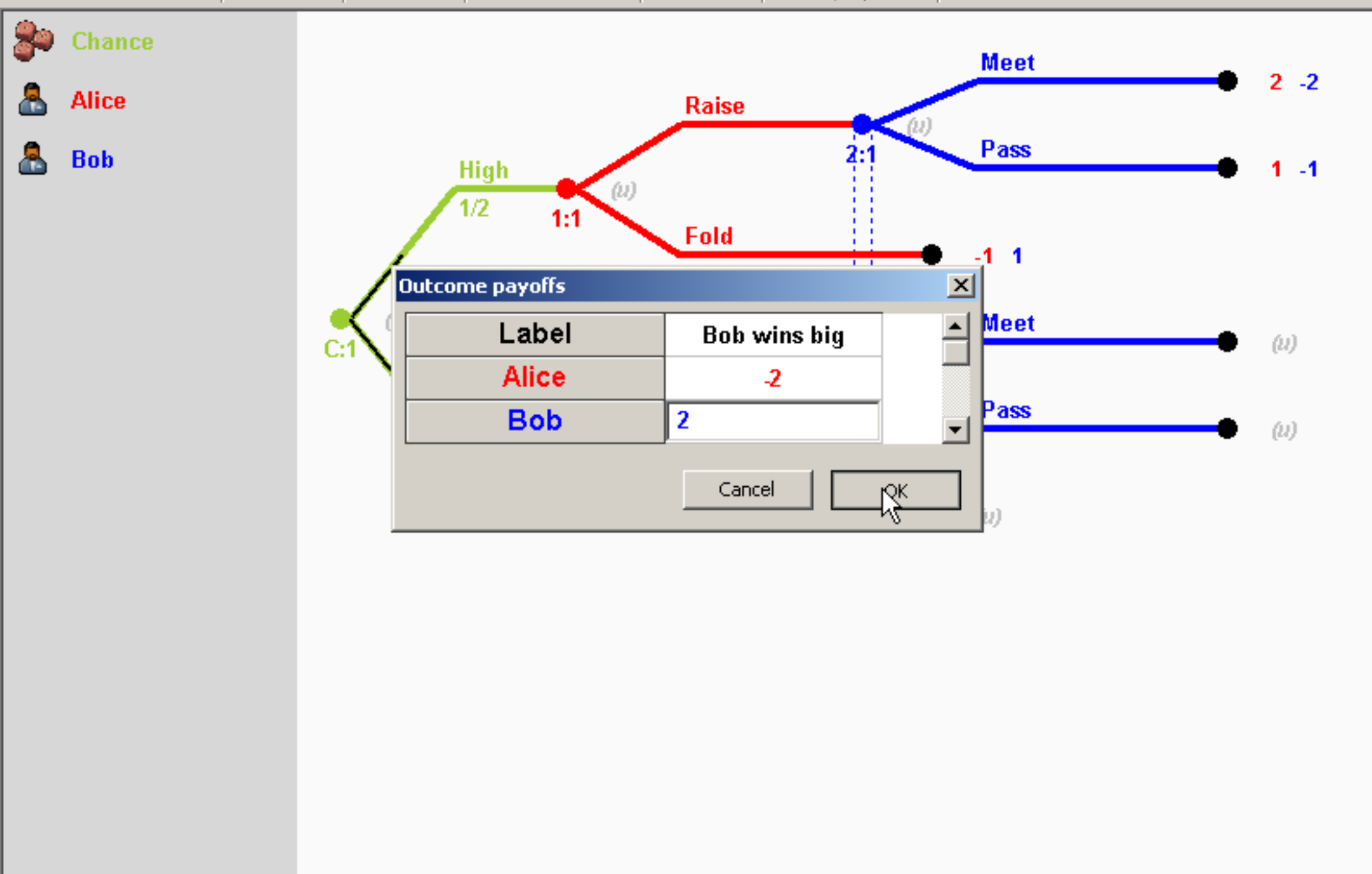


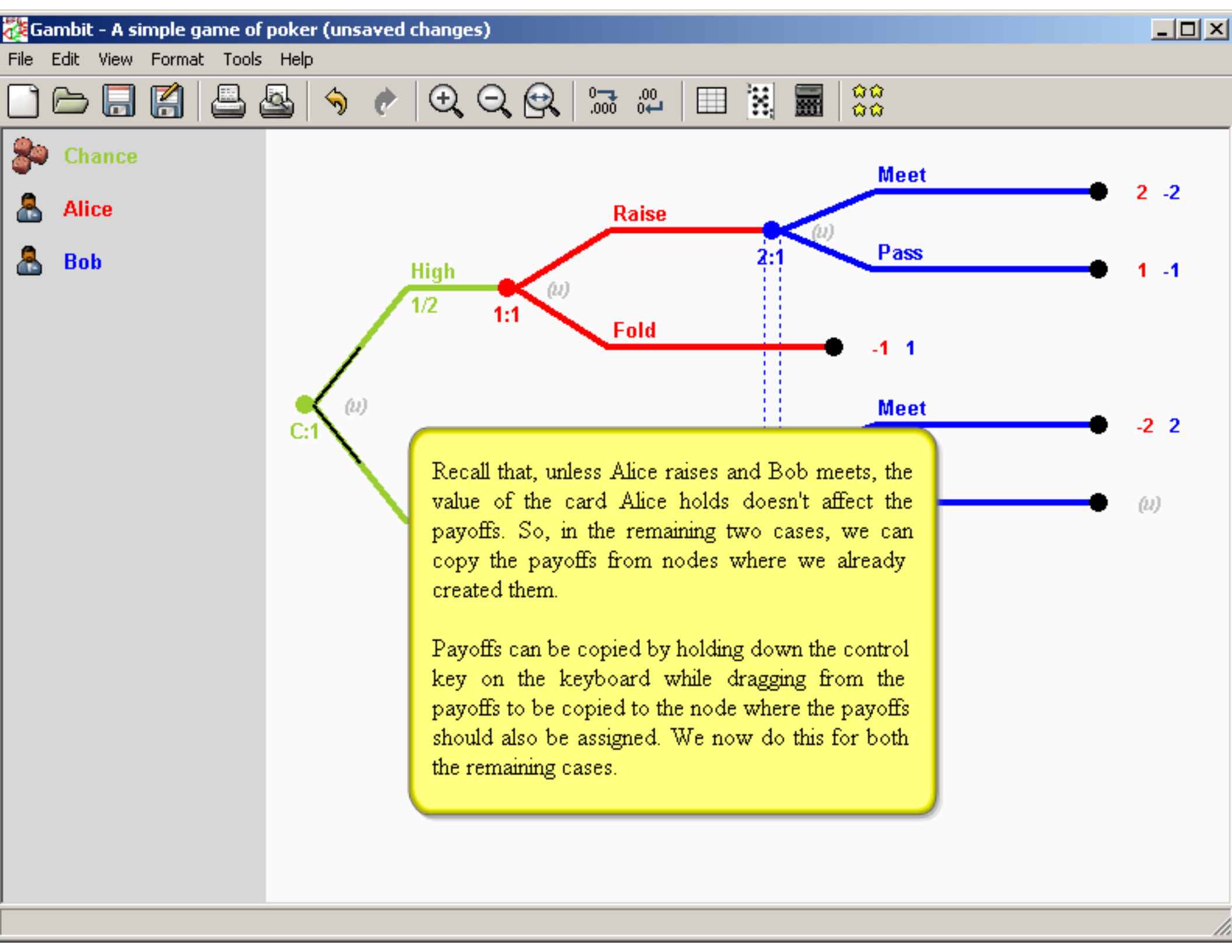


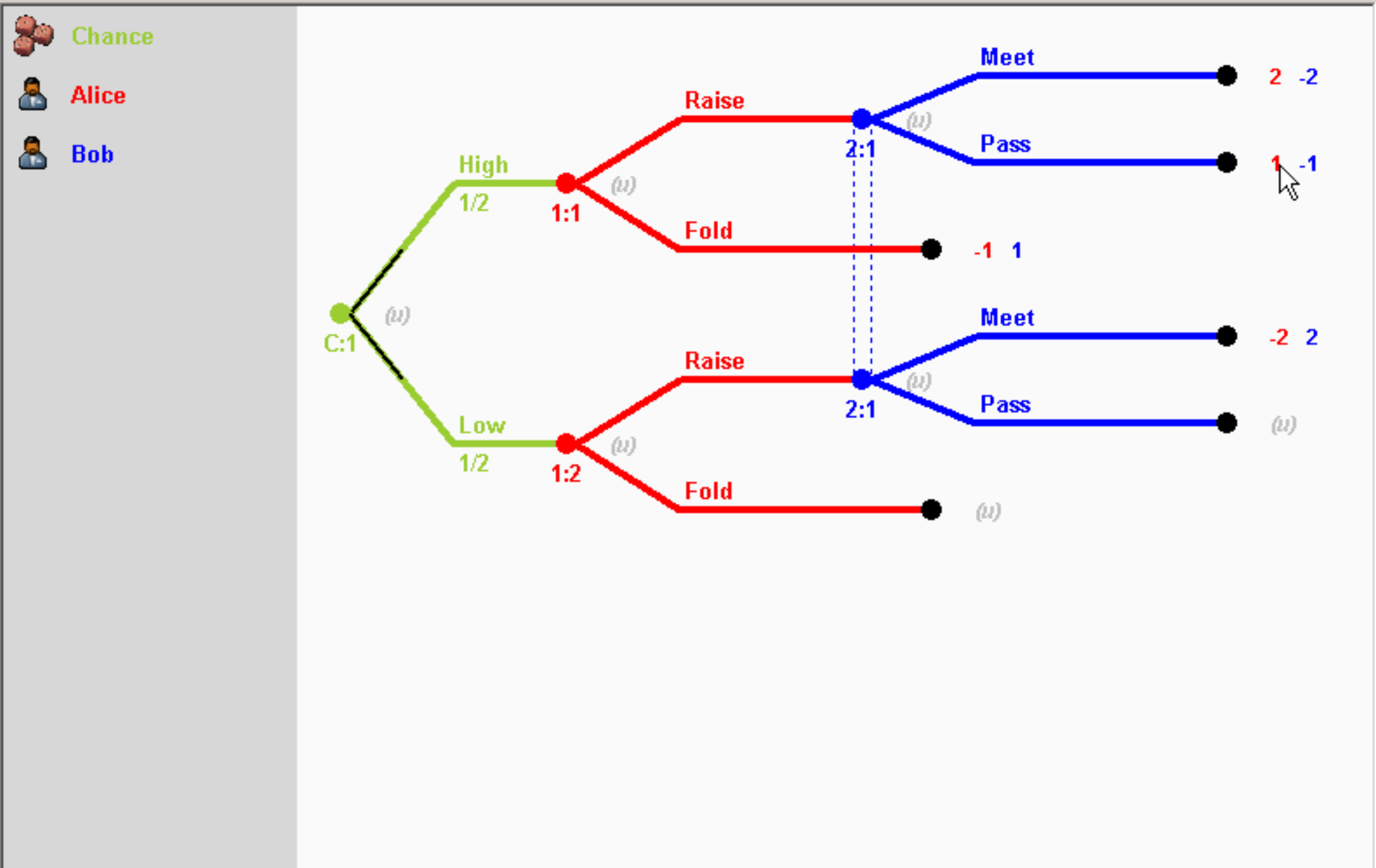
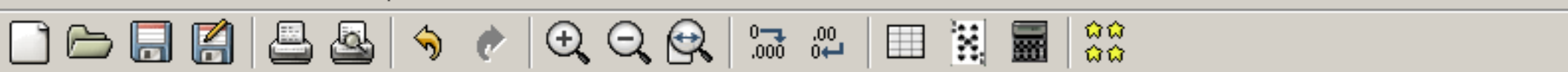










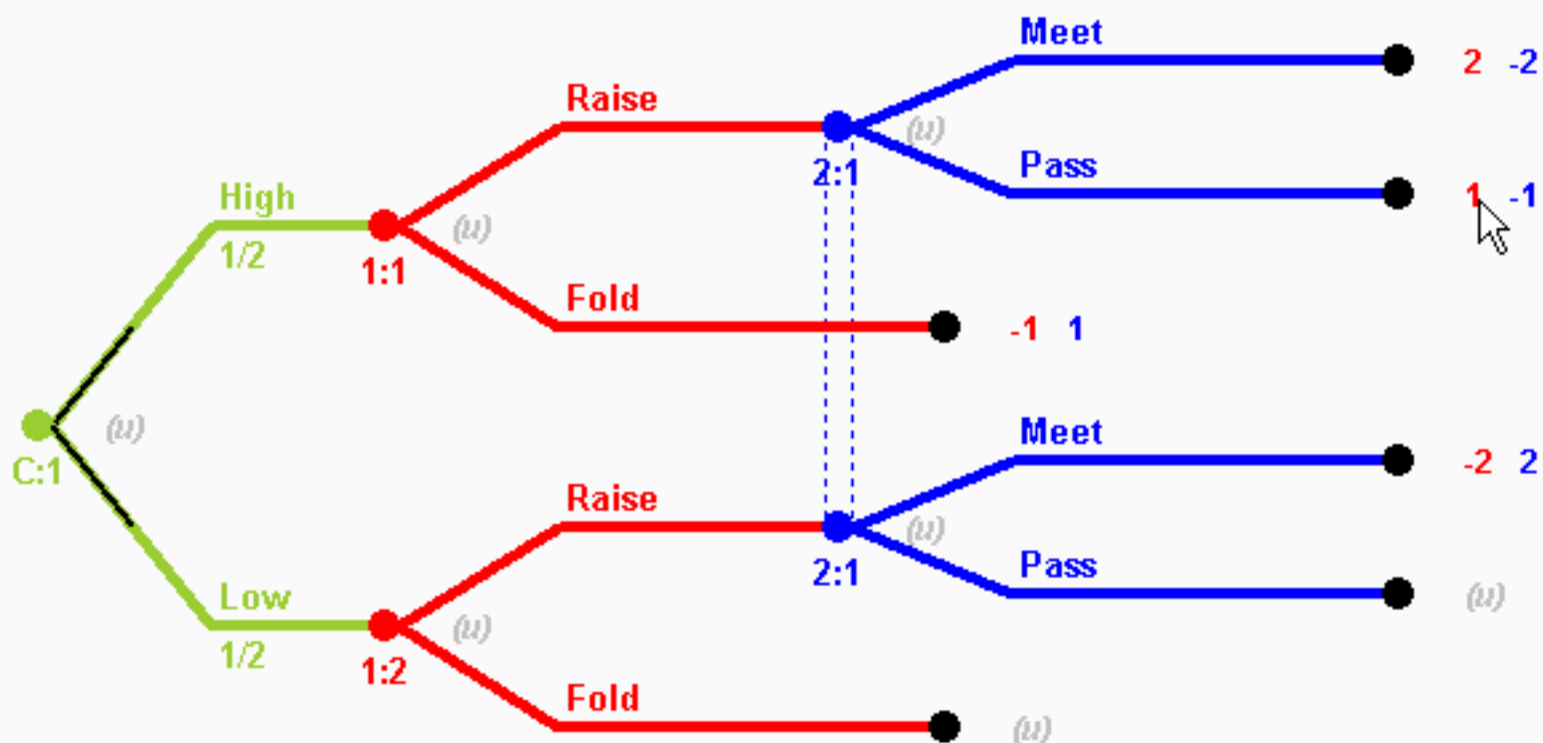


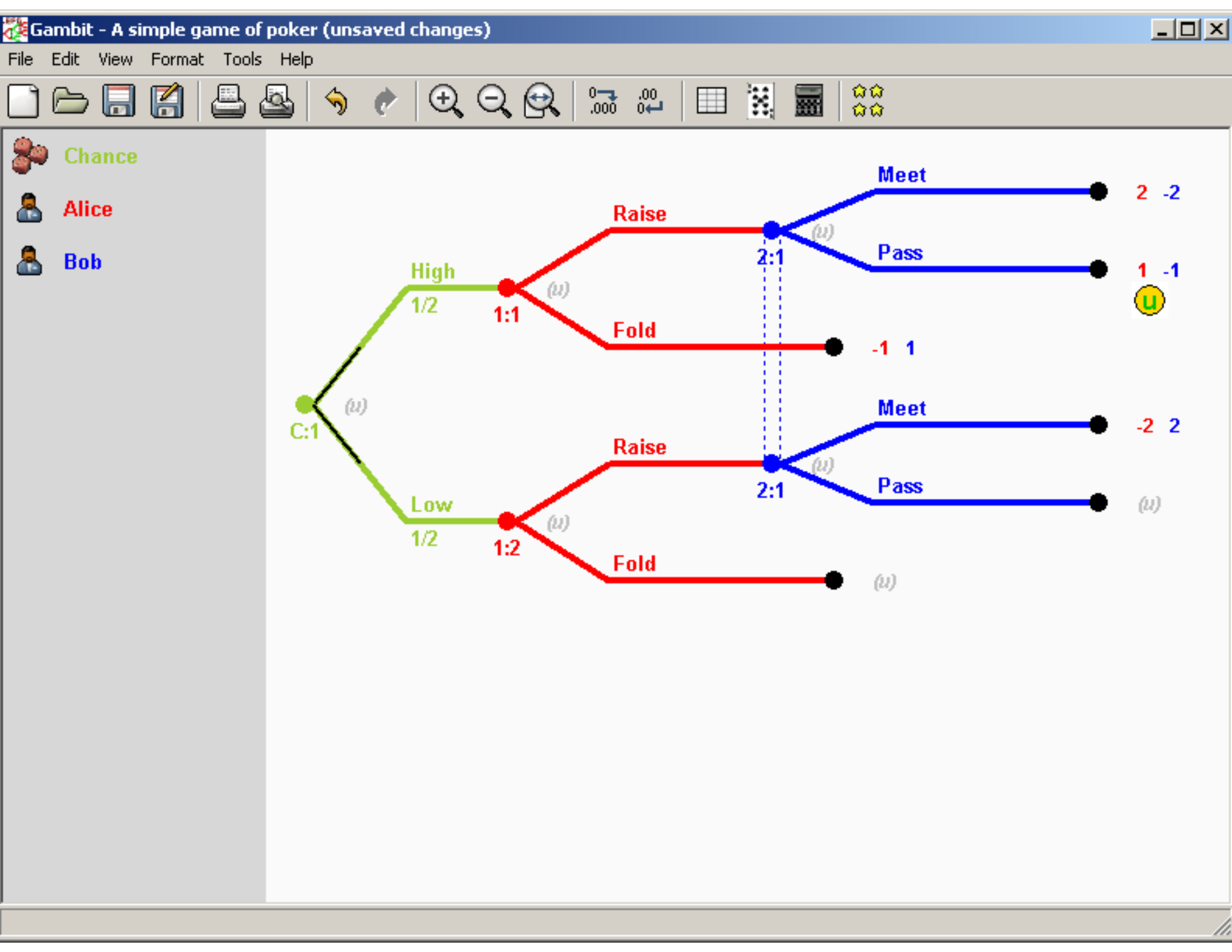


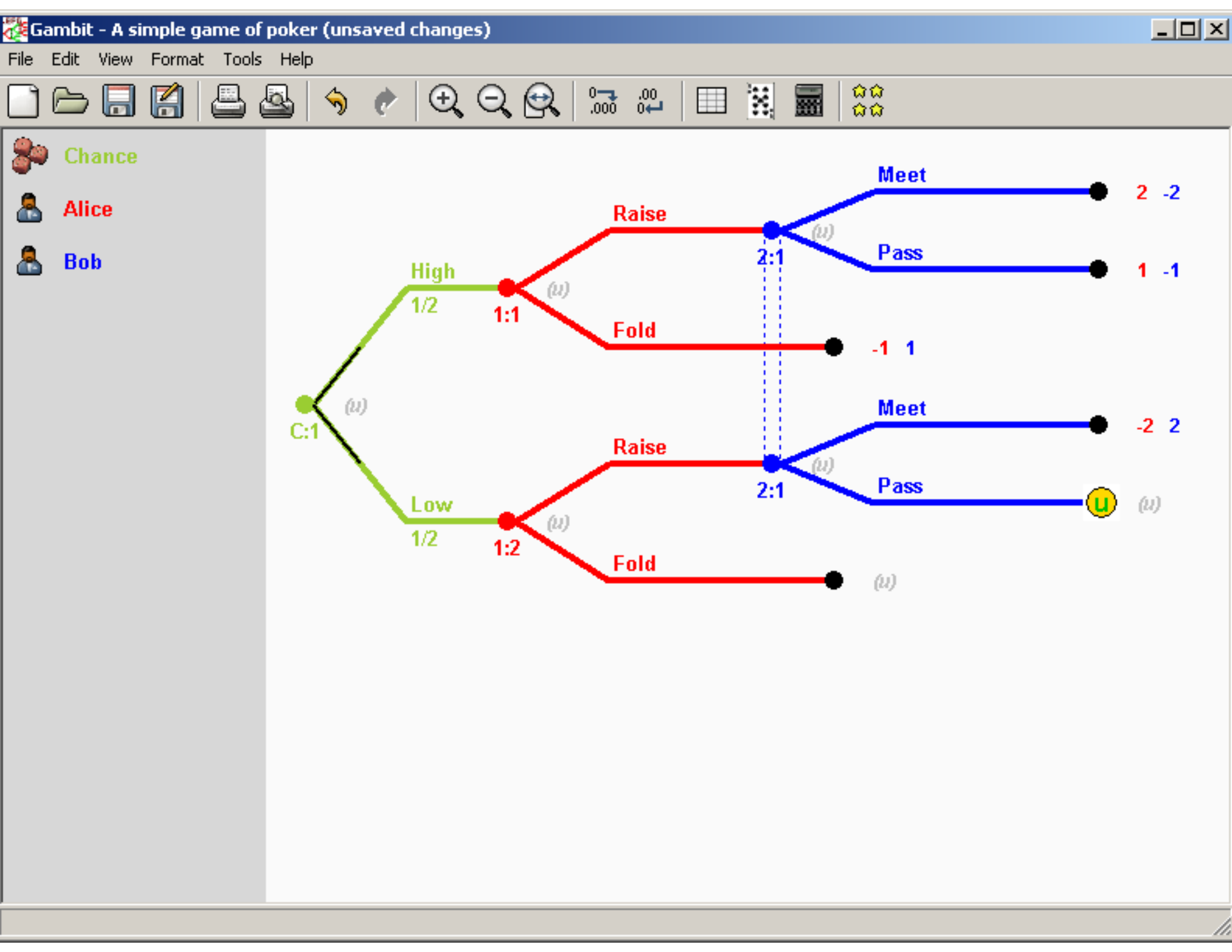
Chance

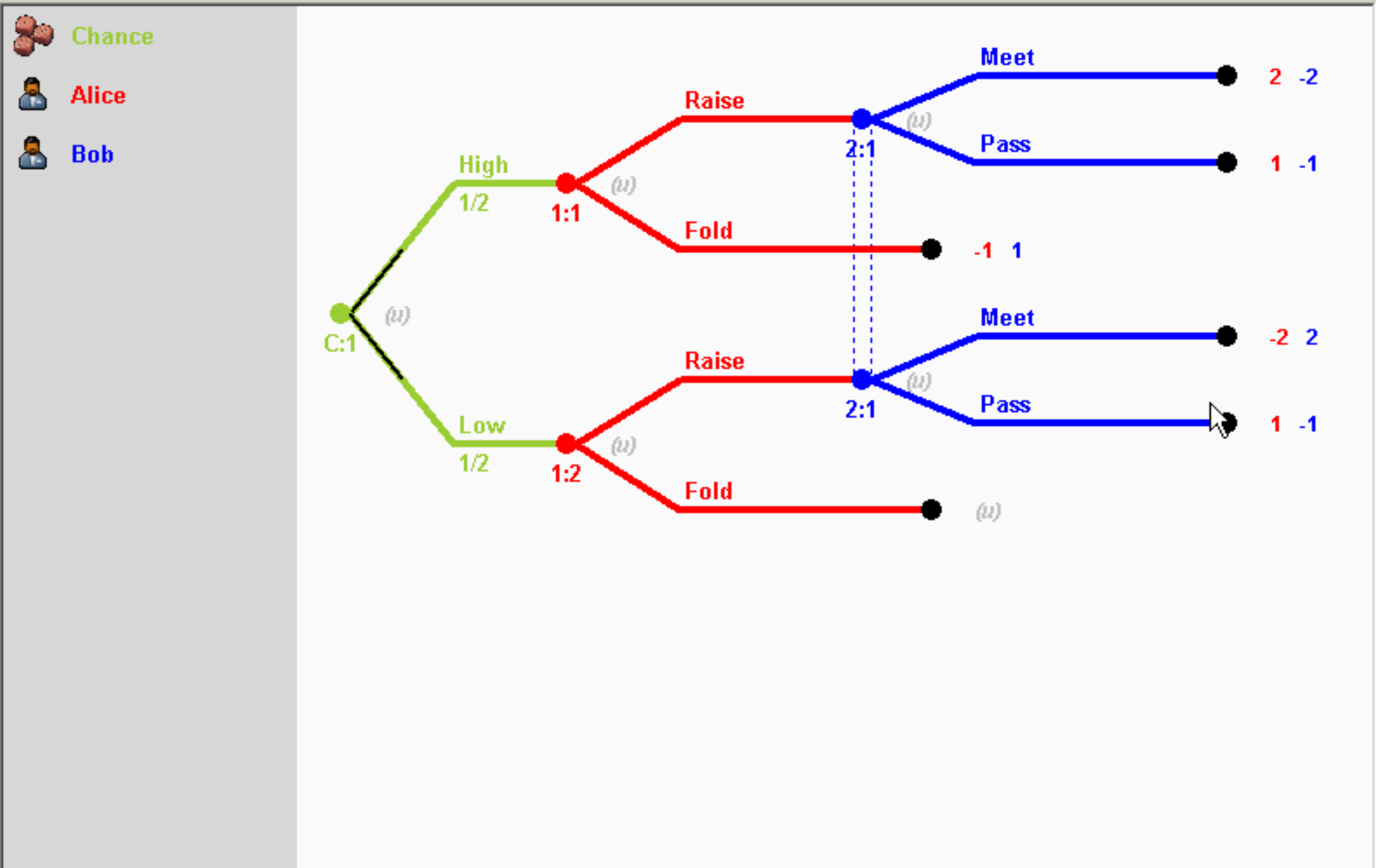
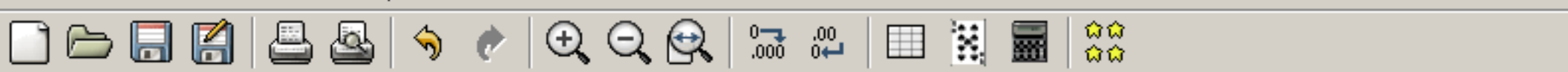
 Alice

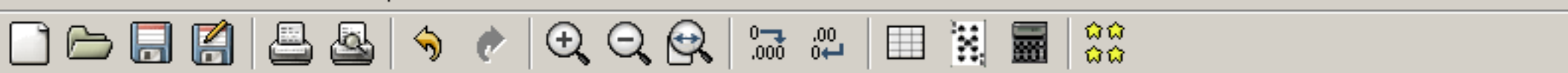
 Bok







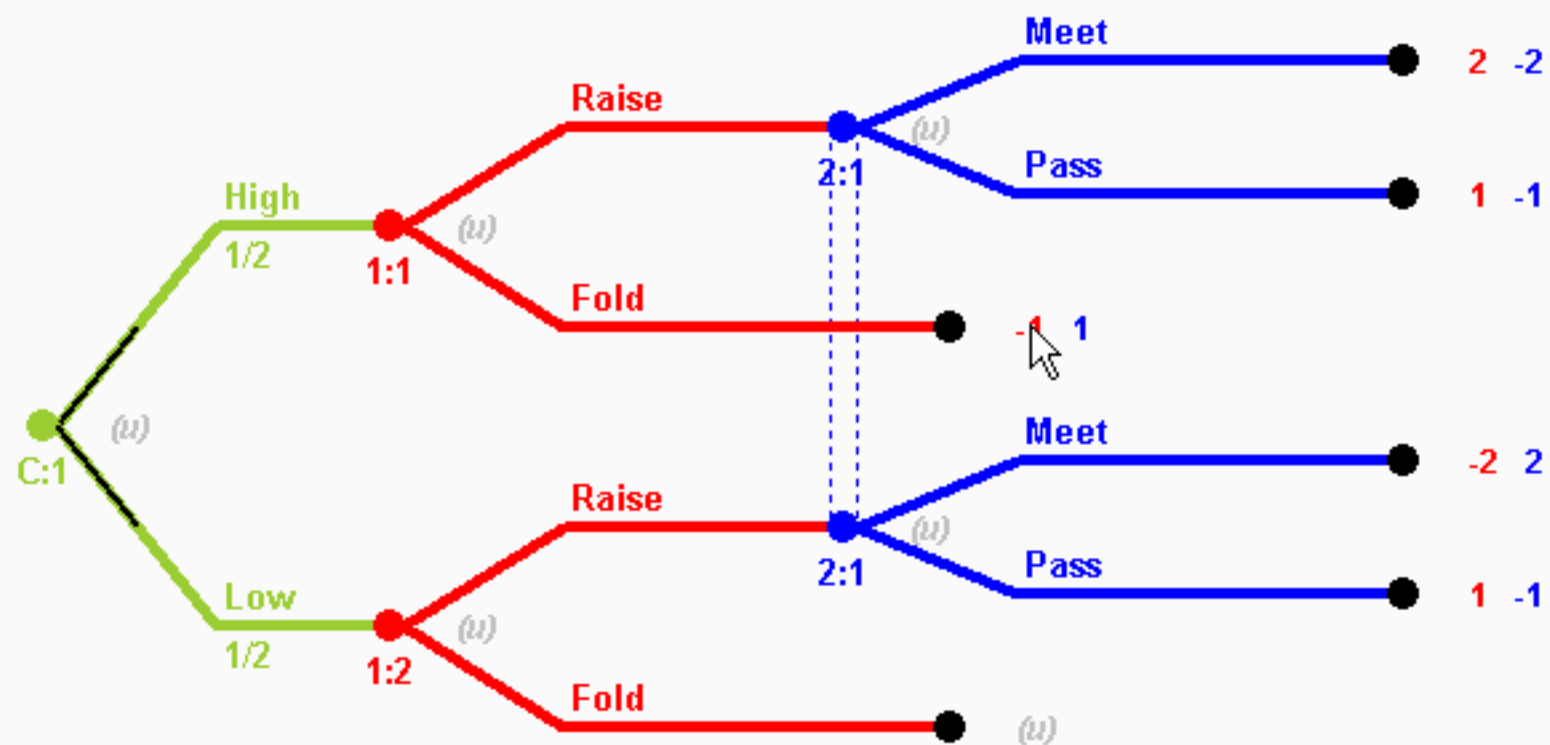


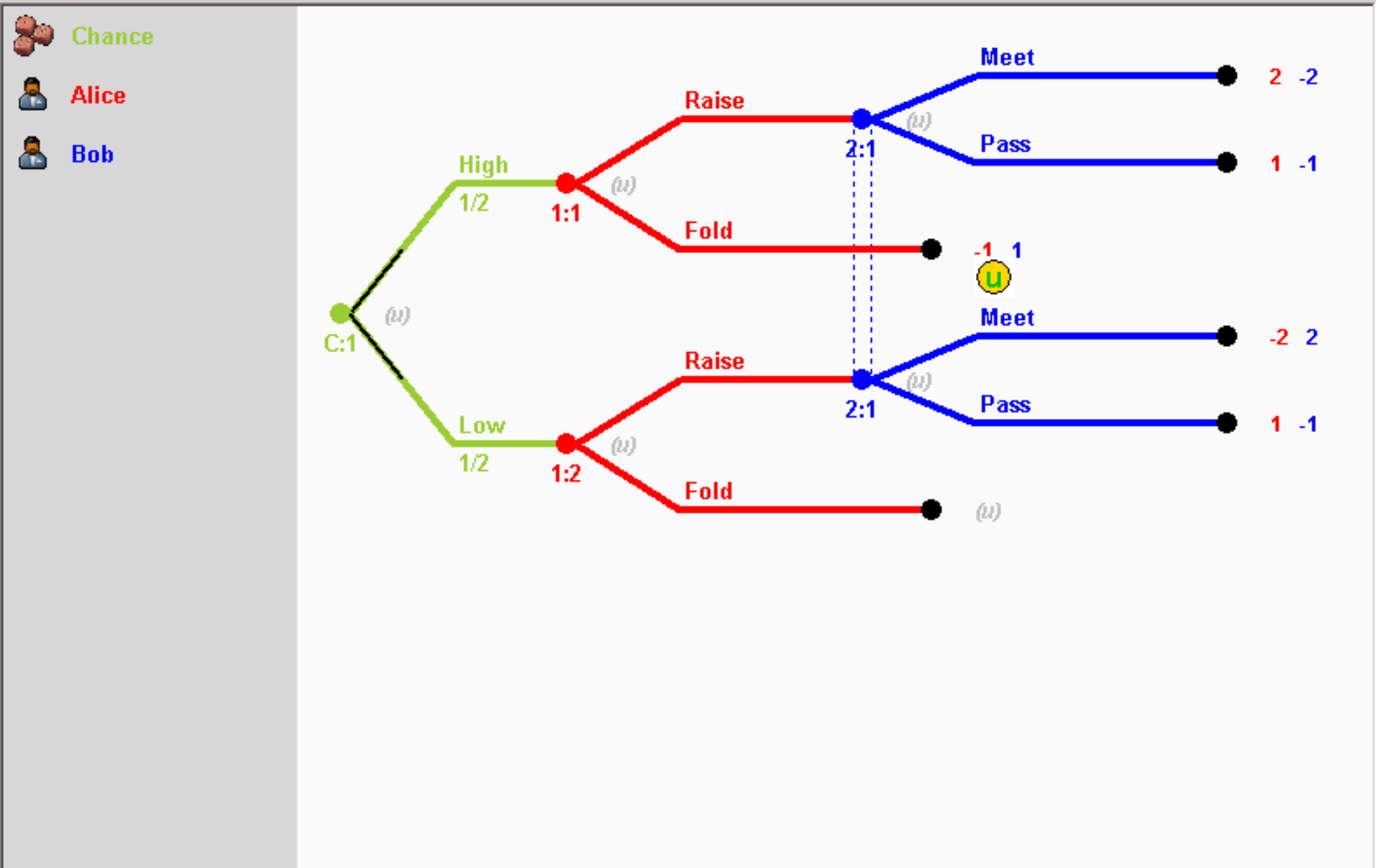
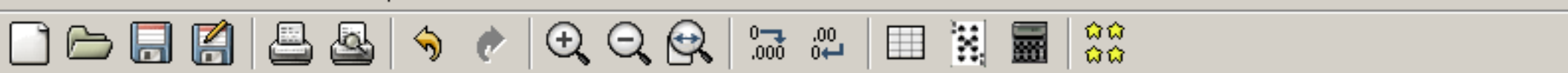


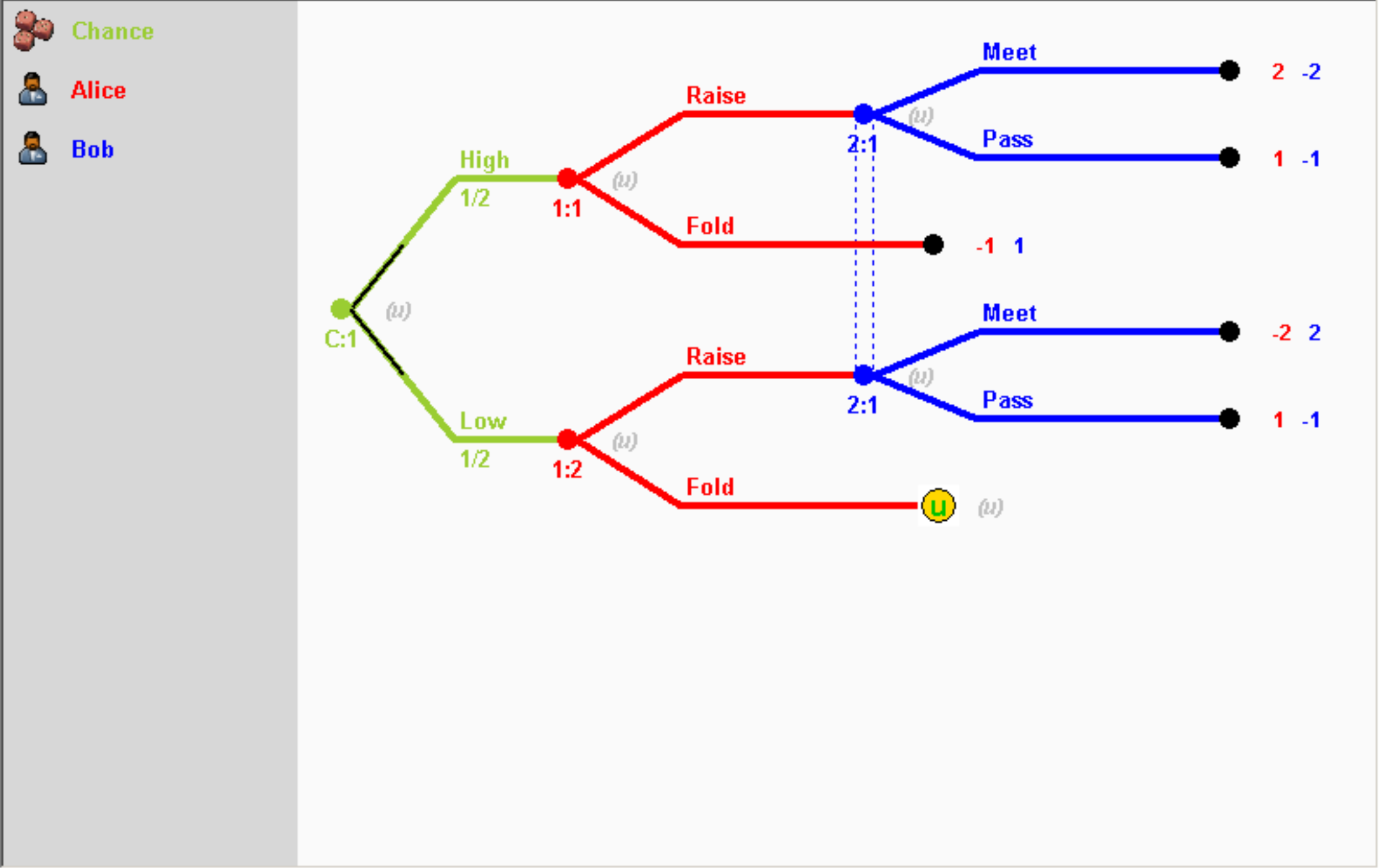
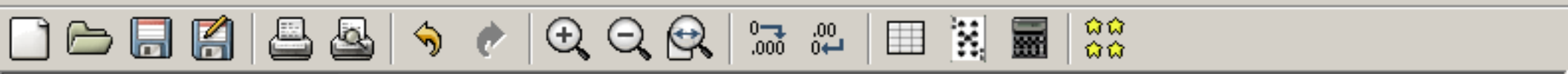
 **Chance**

 **Alice**

 **Bob**

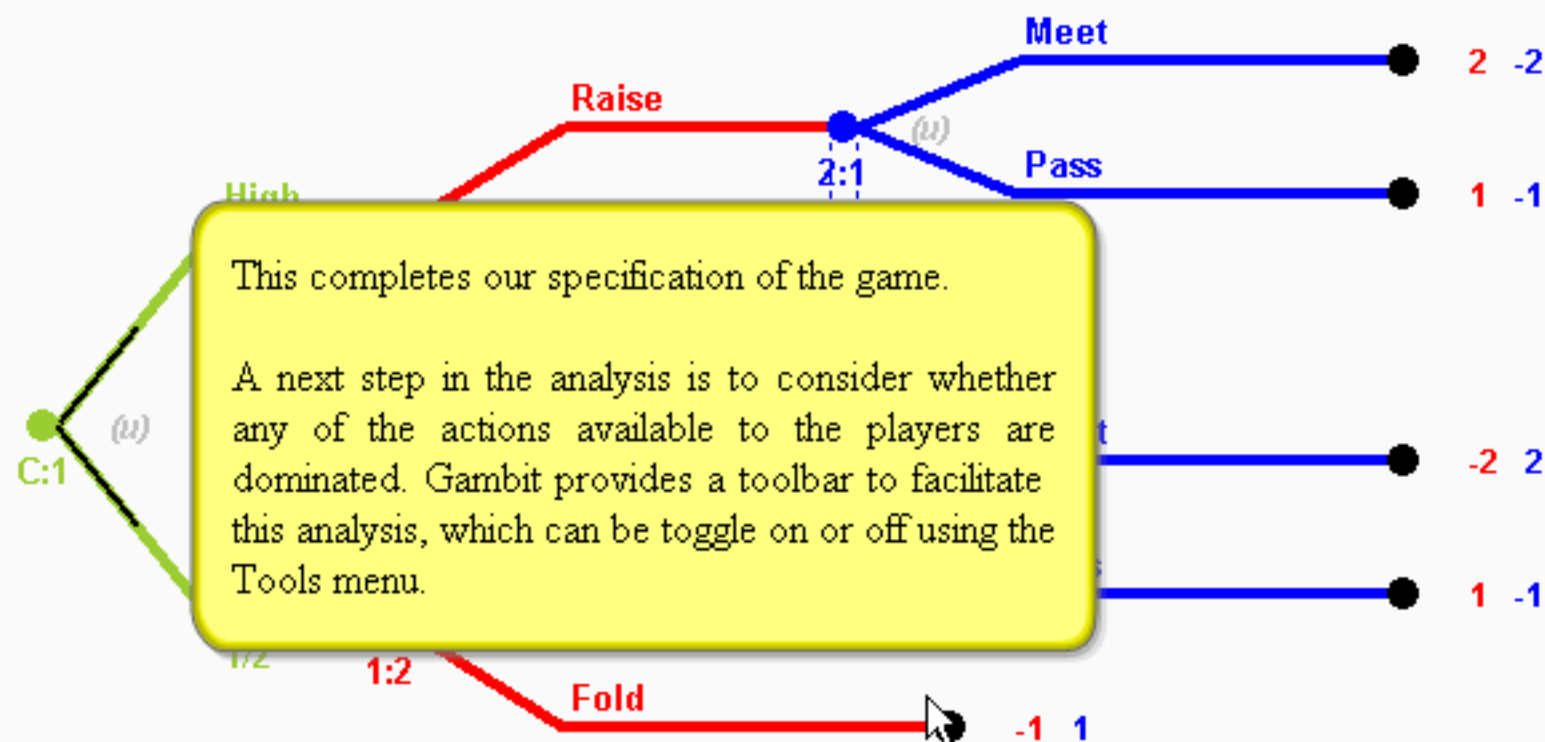






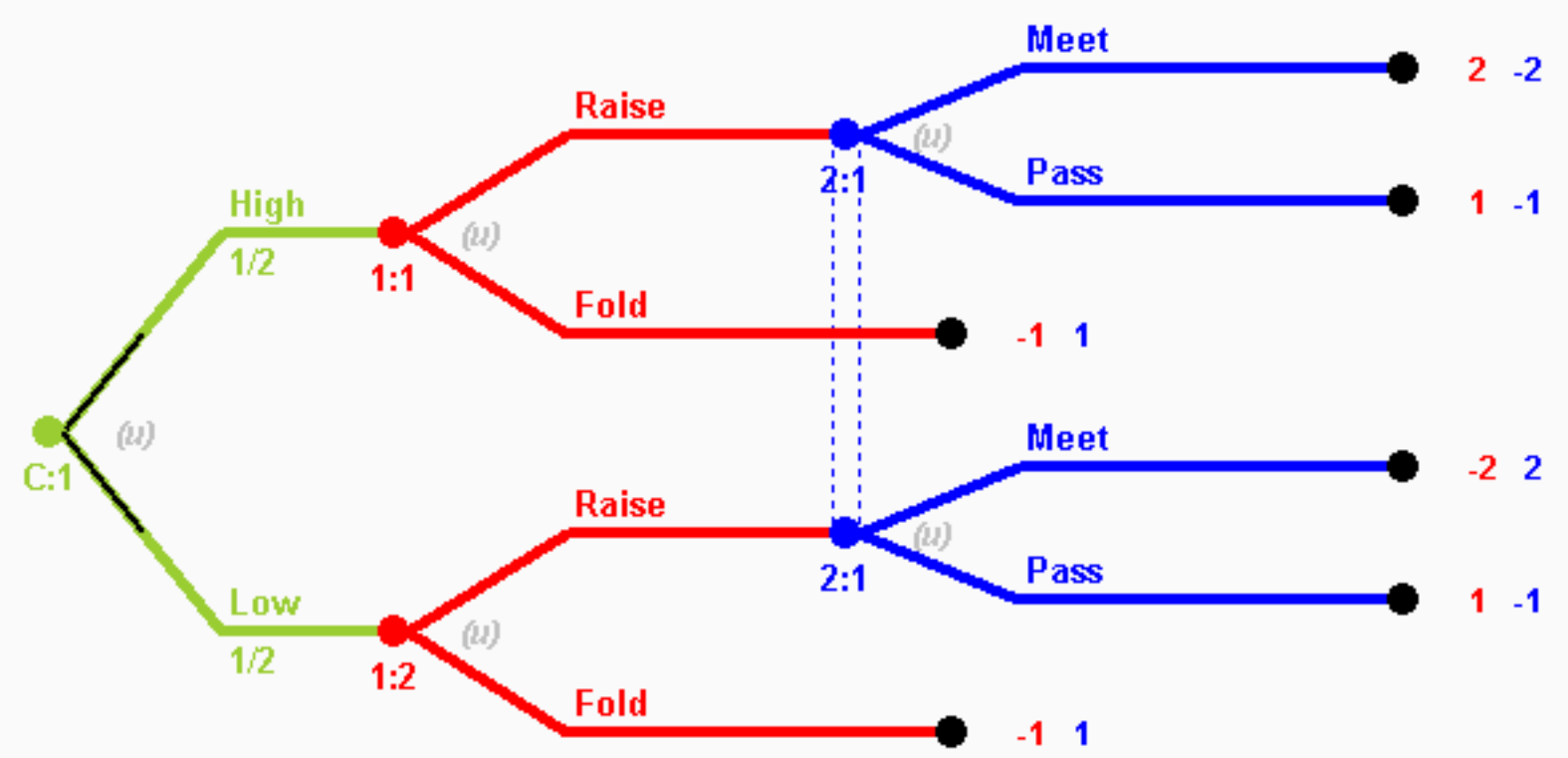


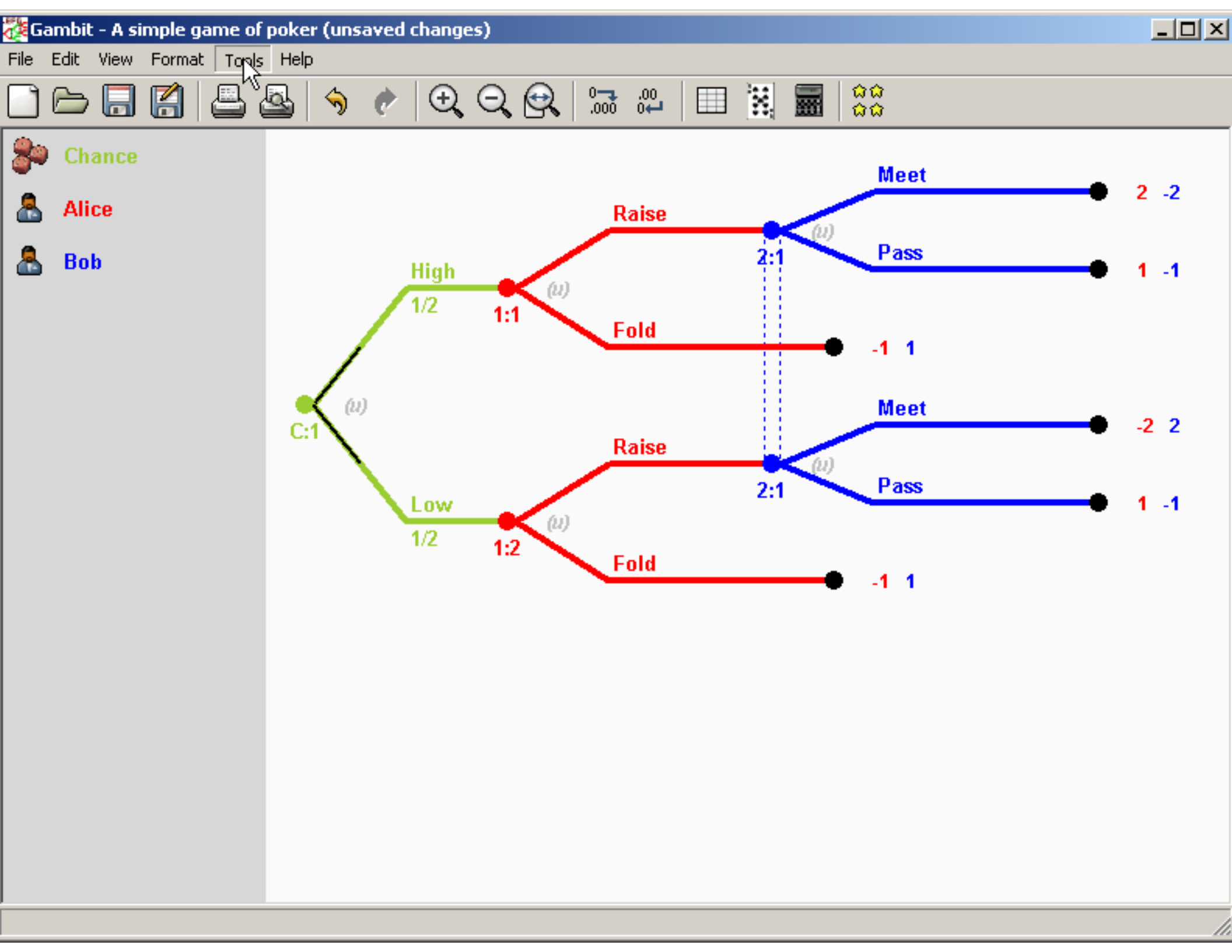
Chance

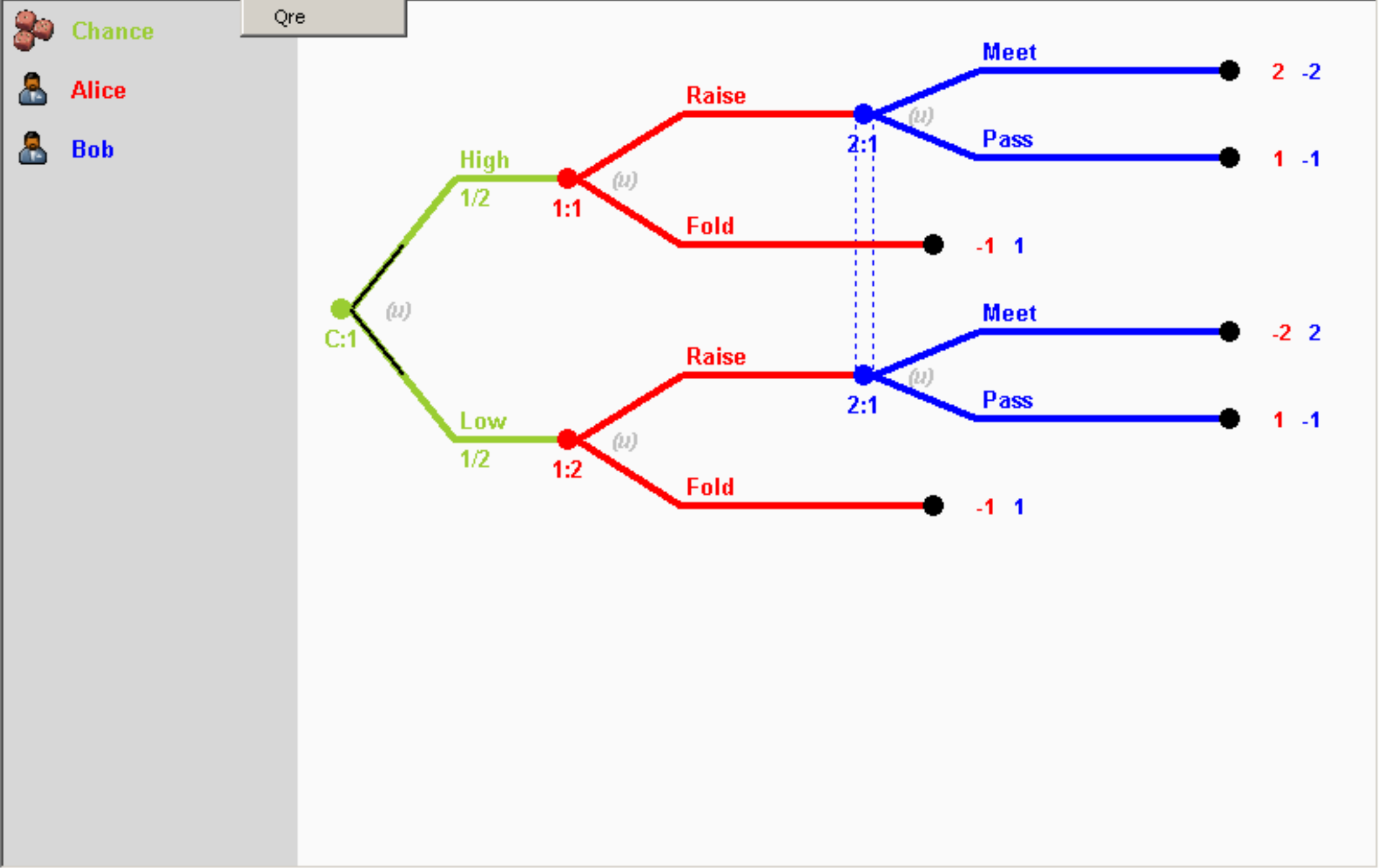
 Alice Bob

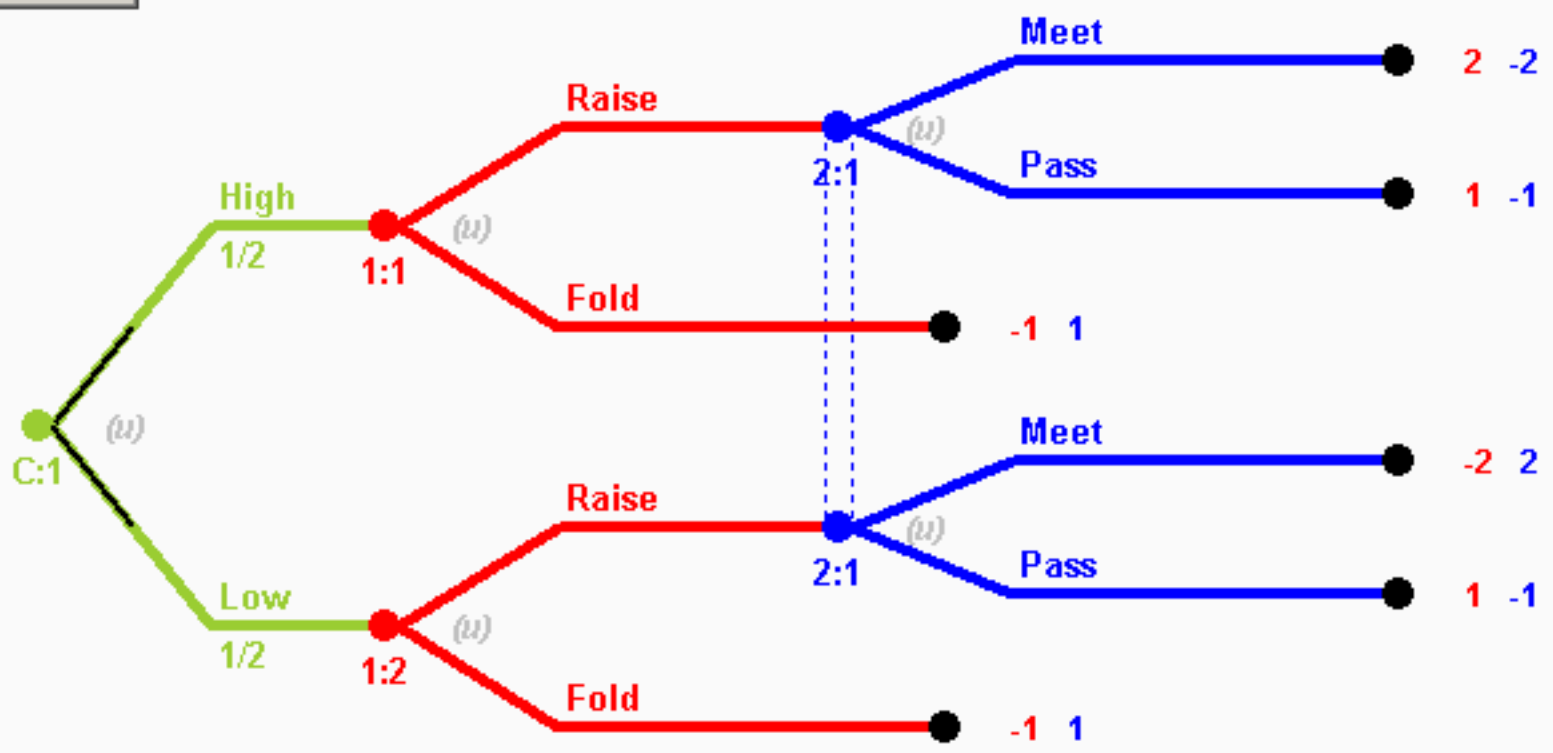


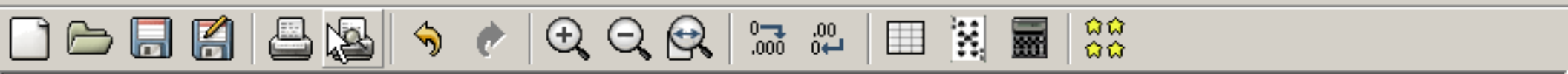
- Chance**
- Alice**
- Bob**



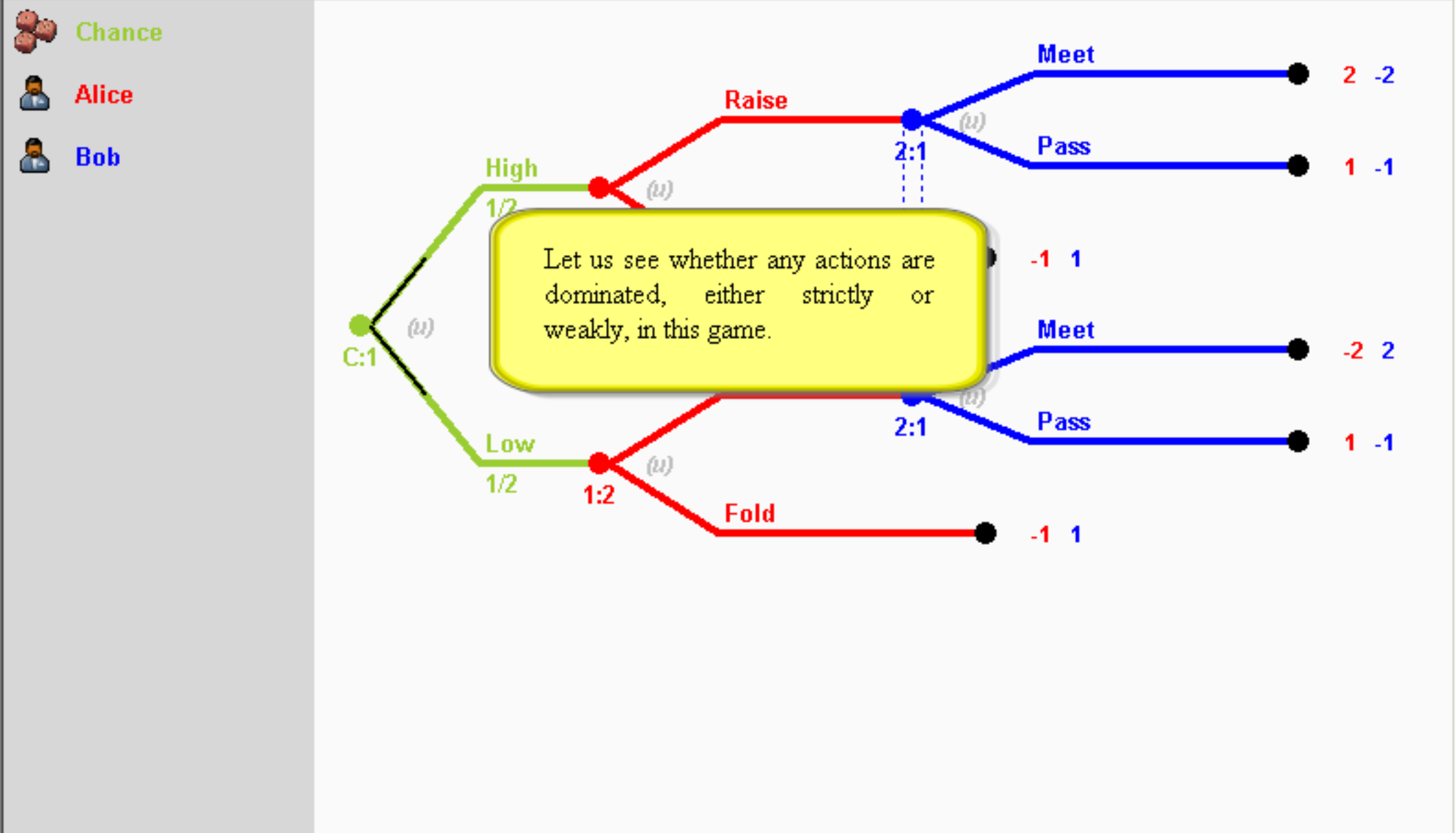


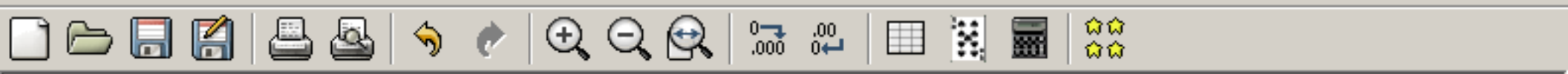




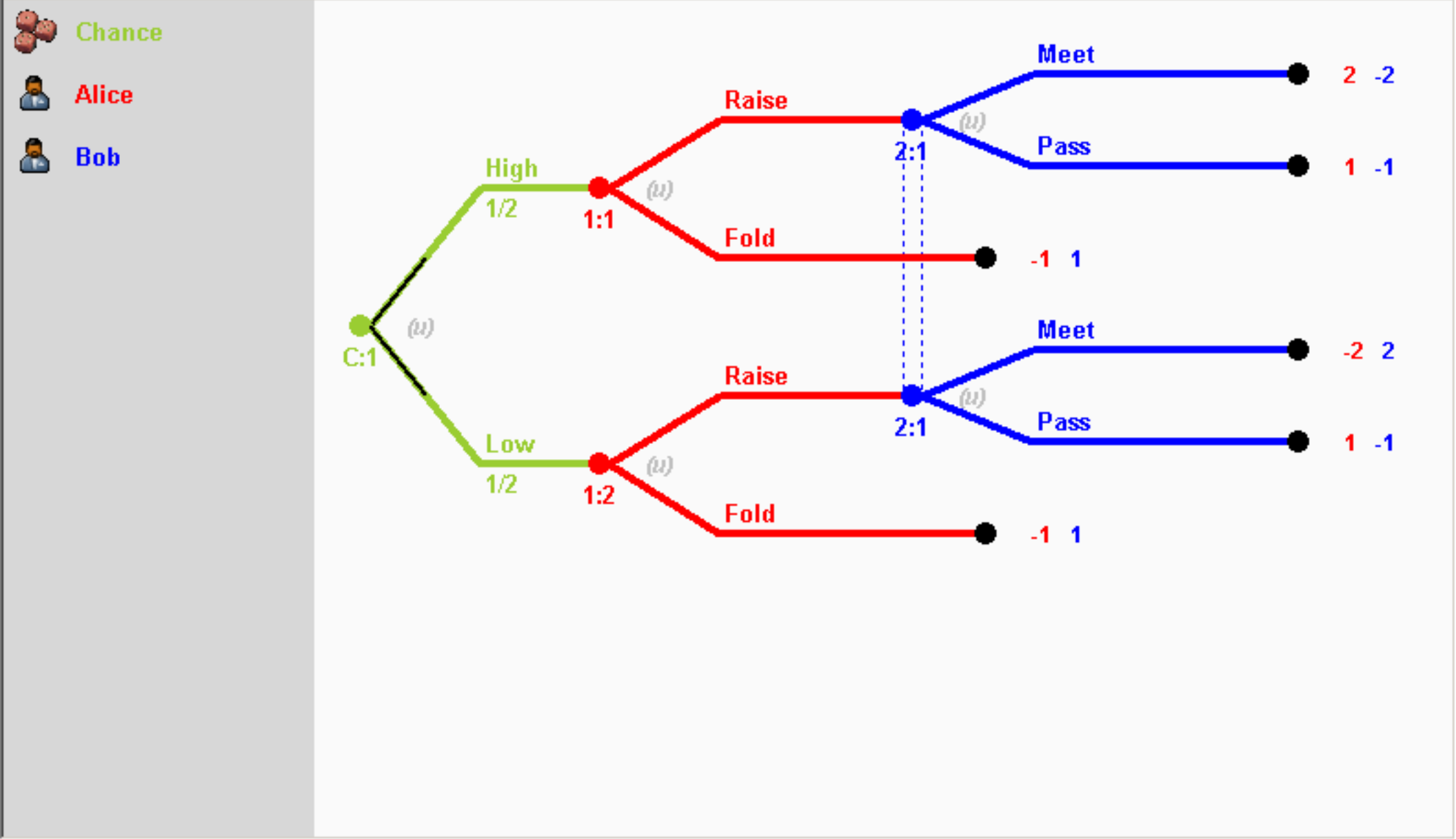


Hide actions which are strictly dominated: ← → All actions shown → → ☐ Show only reachable nodes





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



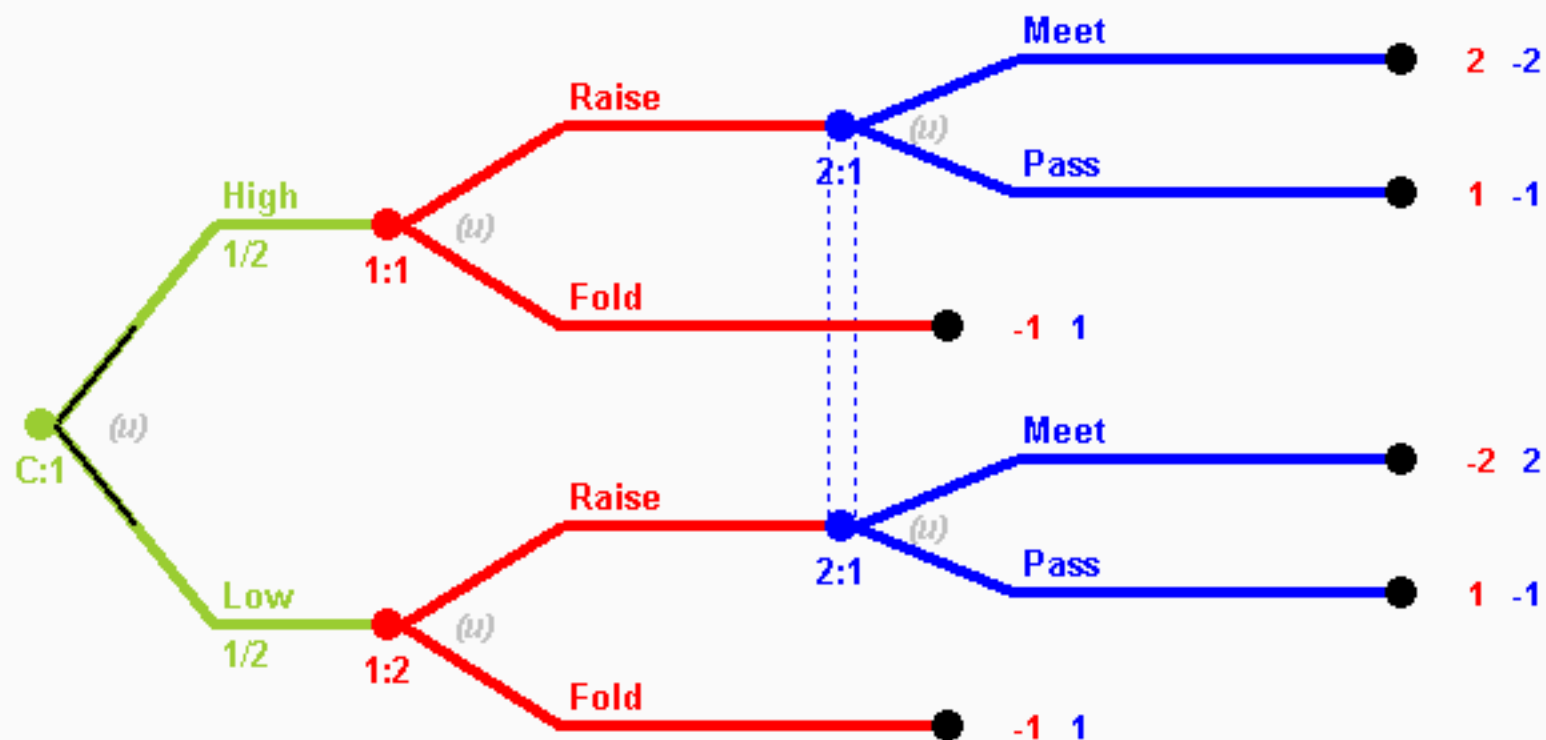


Hide actions which are strictly dominated: ← → All actions shown → → ☐ Show only reachable nodes

Chance

Alice

Bob



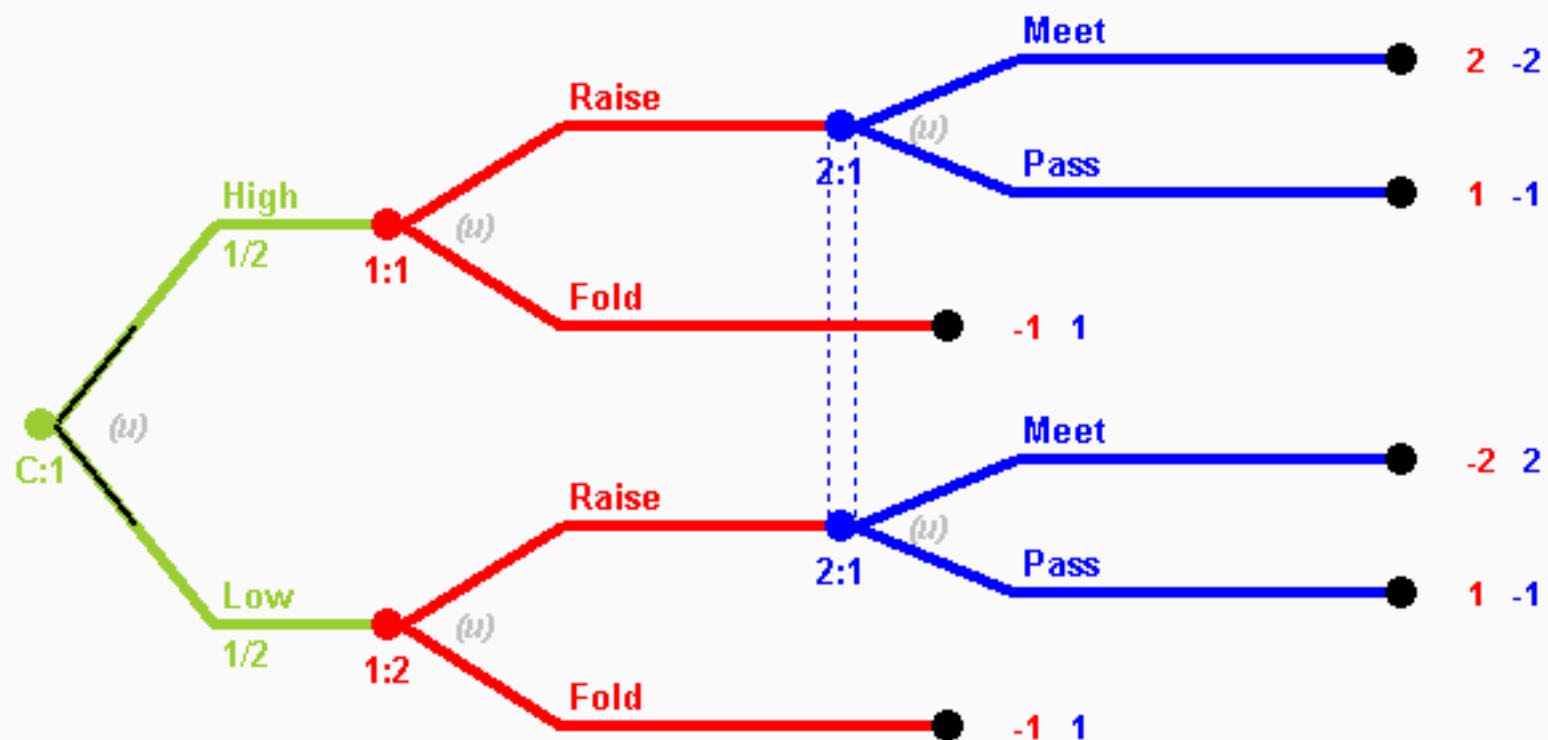


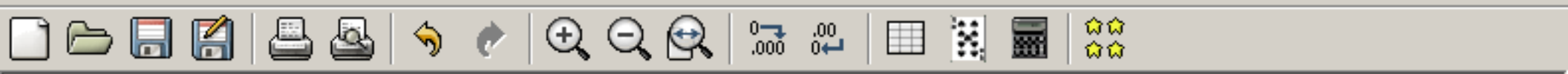
Hide actions which are strictly dominated: ← → All actions shown → → ☐ Show only reachable nodes

Chance

Alice

Bob



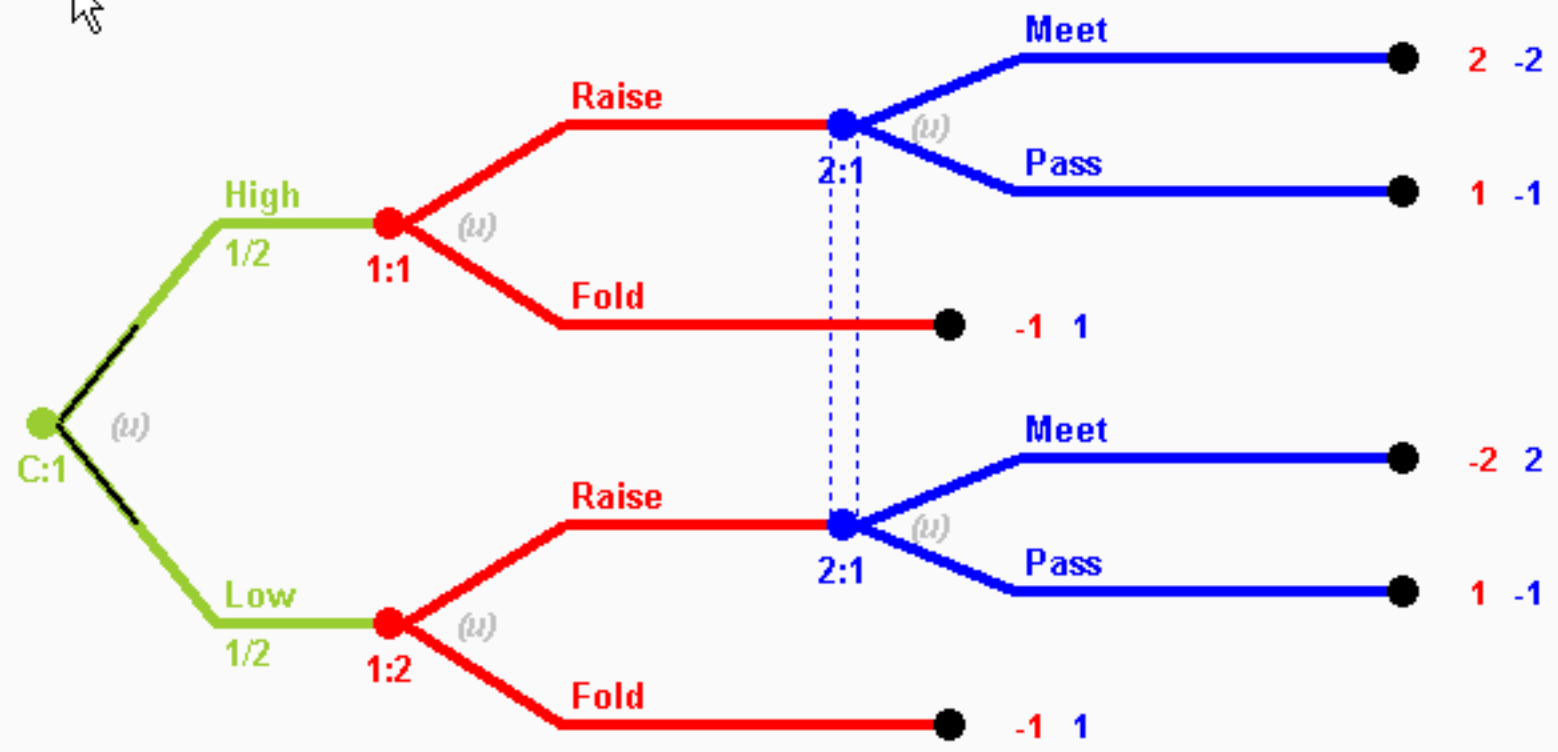


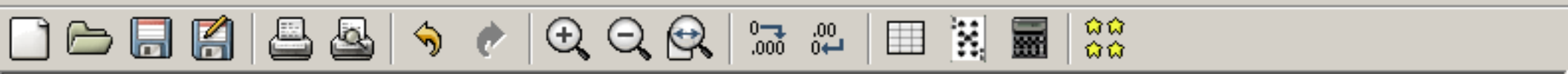
Hide actions which are strictly dominated: ← → All actions shown → → ☐ Show only reachable nodes

Chance

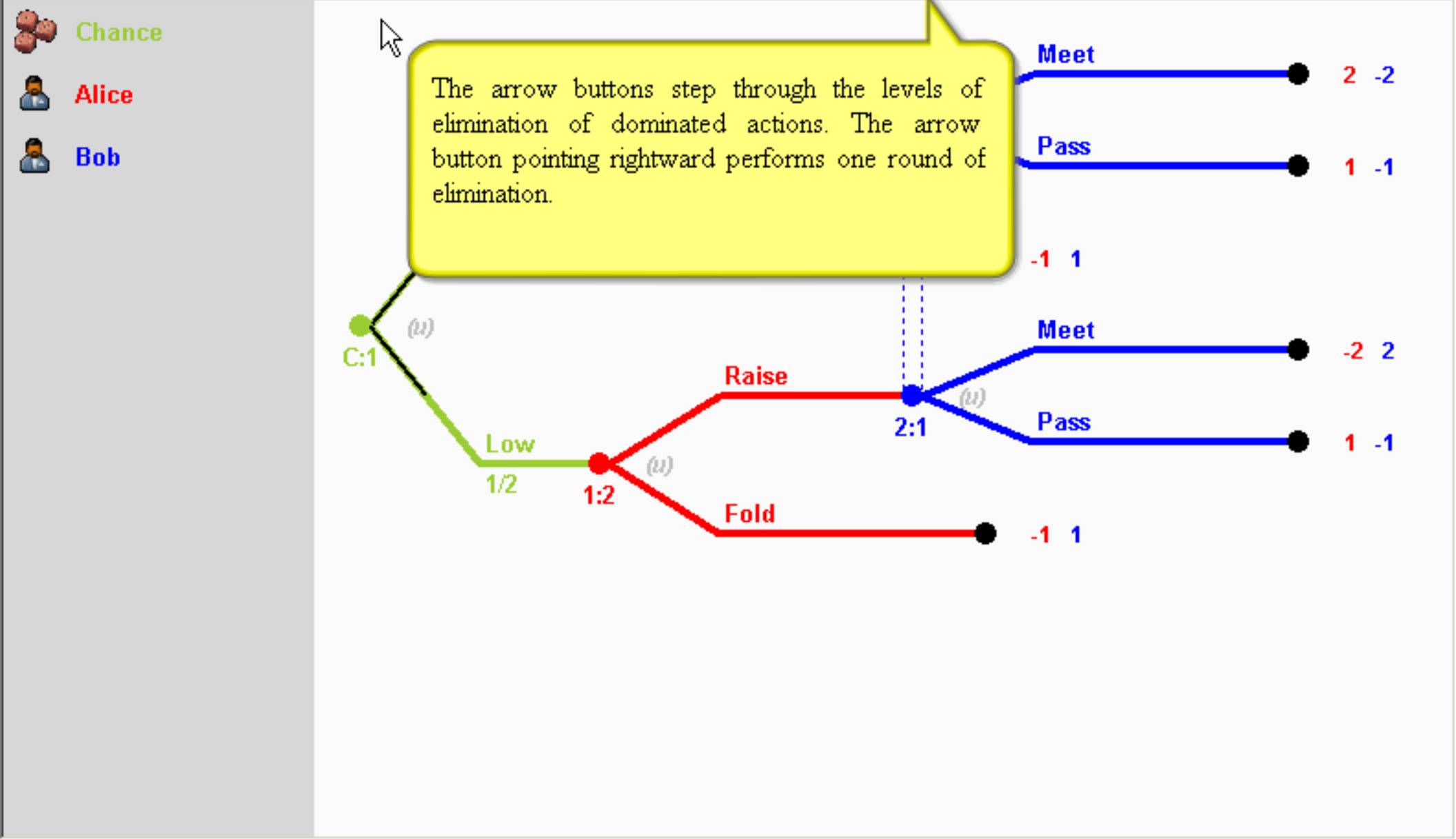
Alice

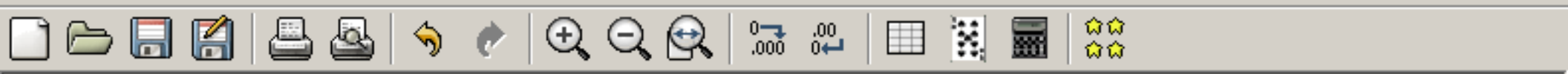
Bob





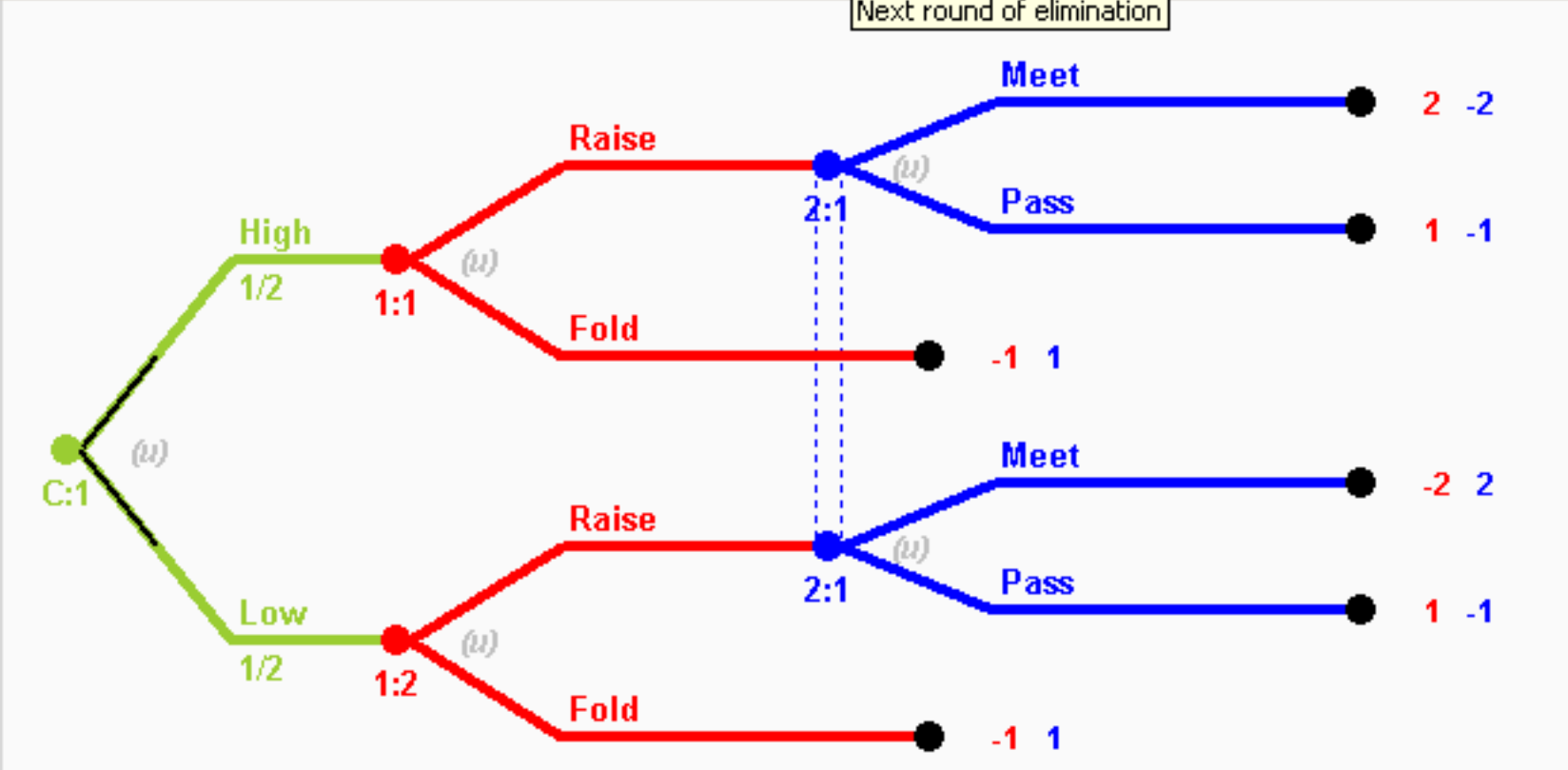
Hide actions which are strictly or weakly dominated: ← → All actions shown → → ☐ Show only reachable nodes

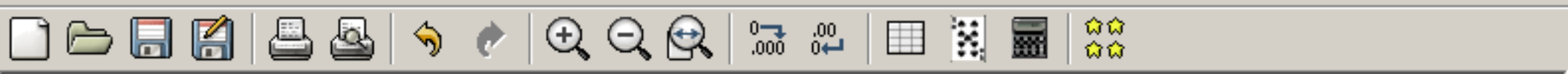




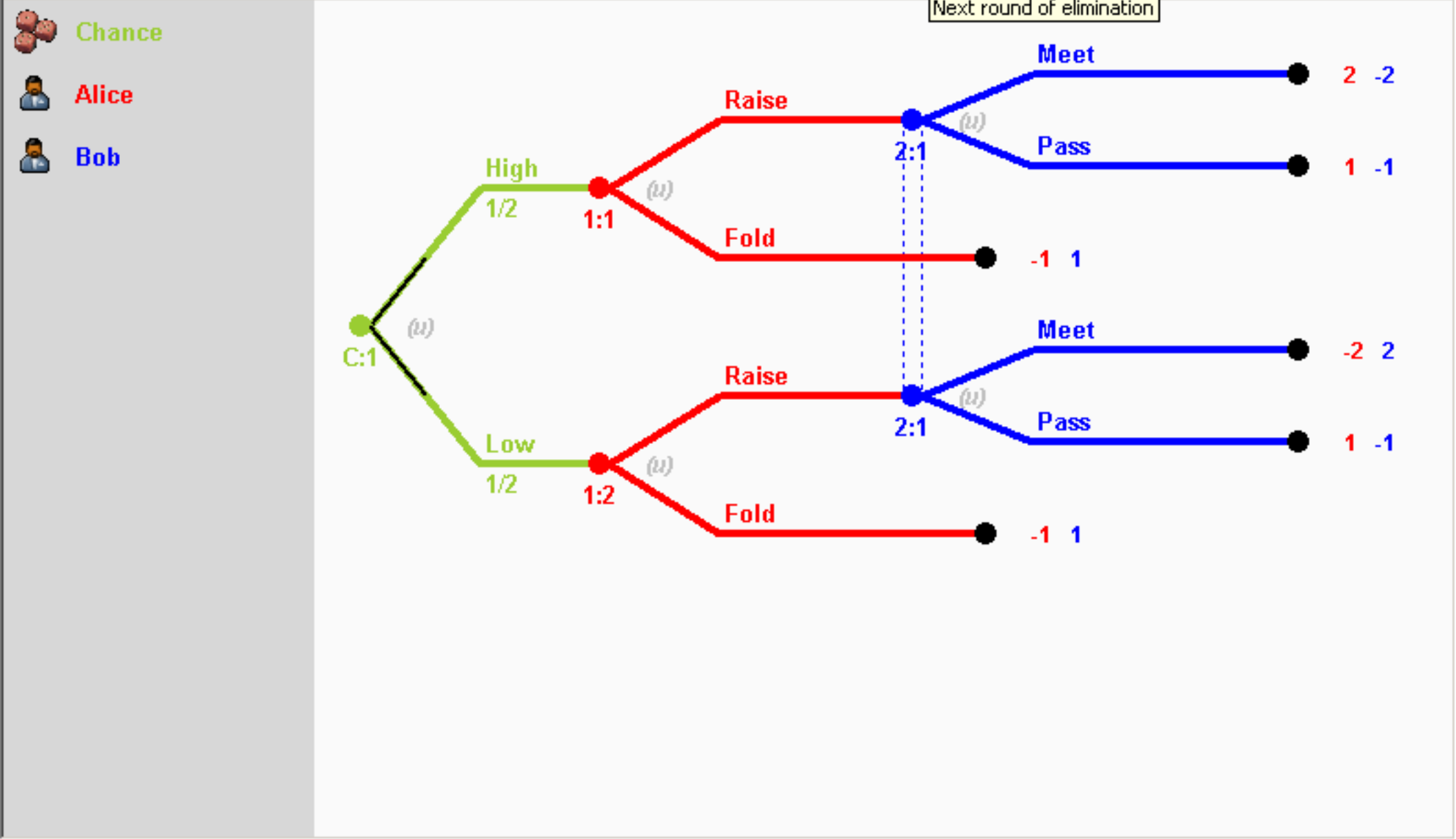
Hide actions which are strictly or weakly dominated: ← → All actions shown → ☐ Show only reachable nodes

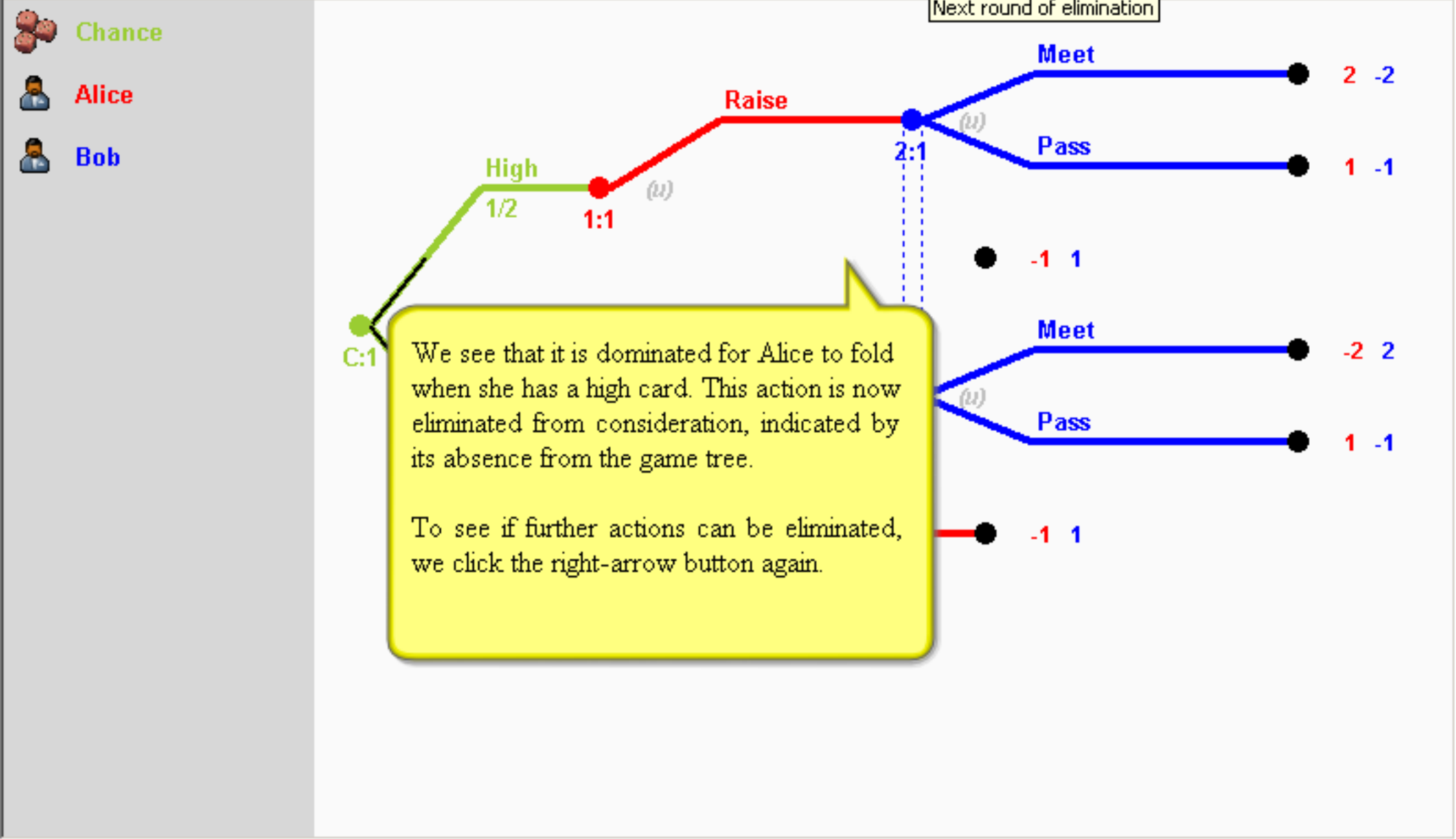
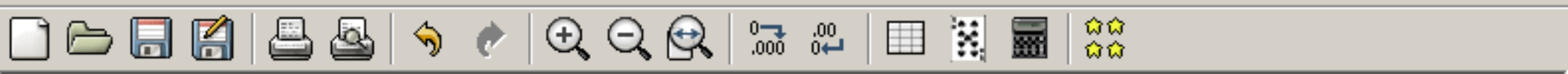
- Chance**
- Alice**
- Bob**

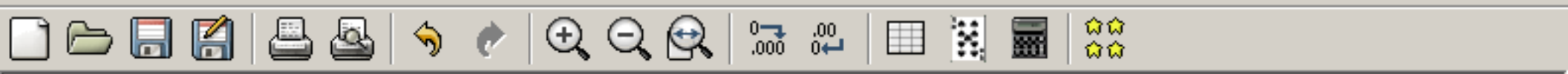




Hide actions which are strictly or weakly dominated: ← → All actions shown ⏏ ⏏ ☐ Show only reachable nodes

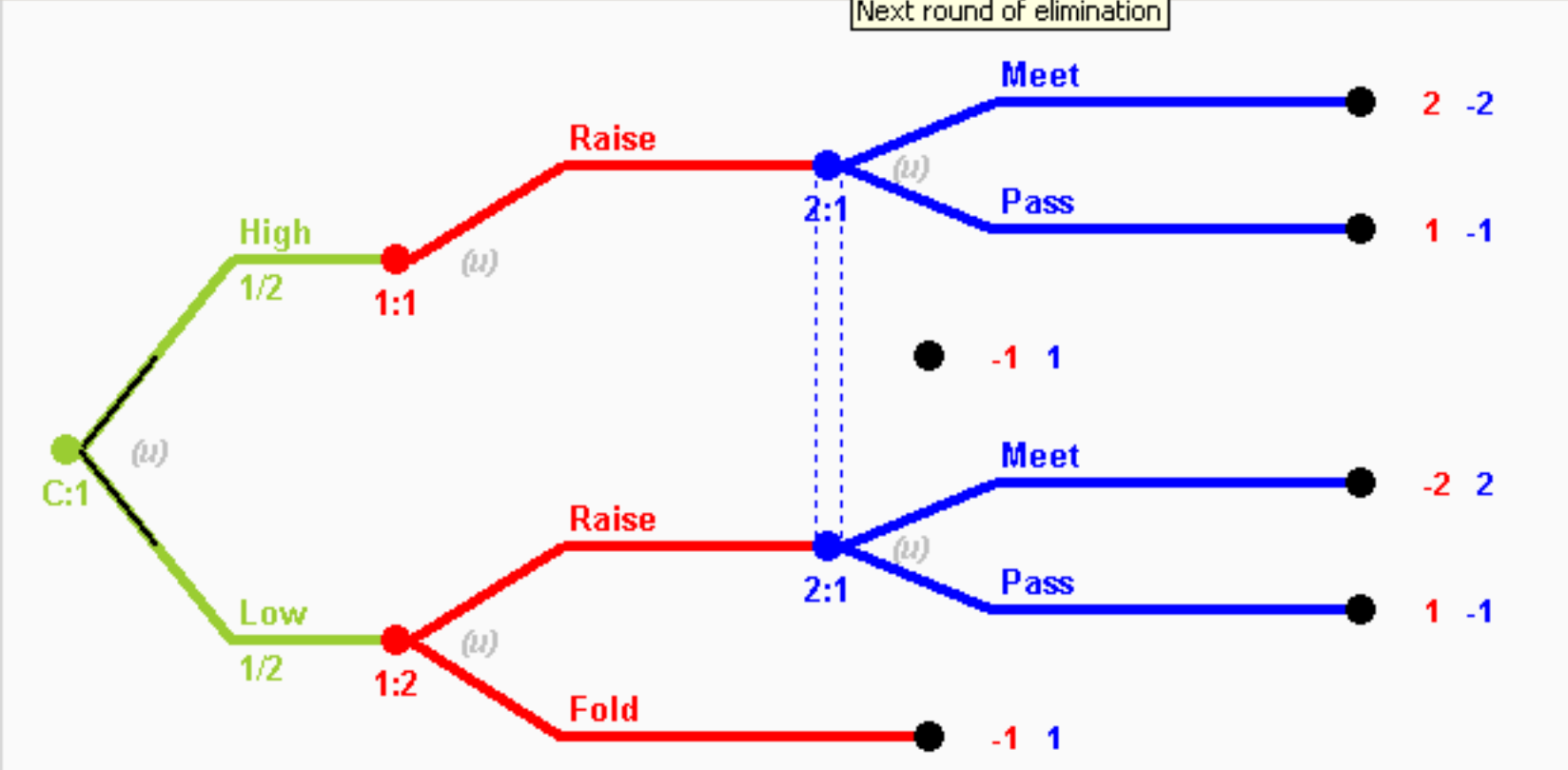


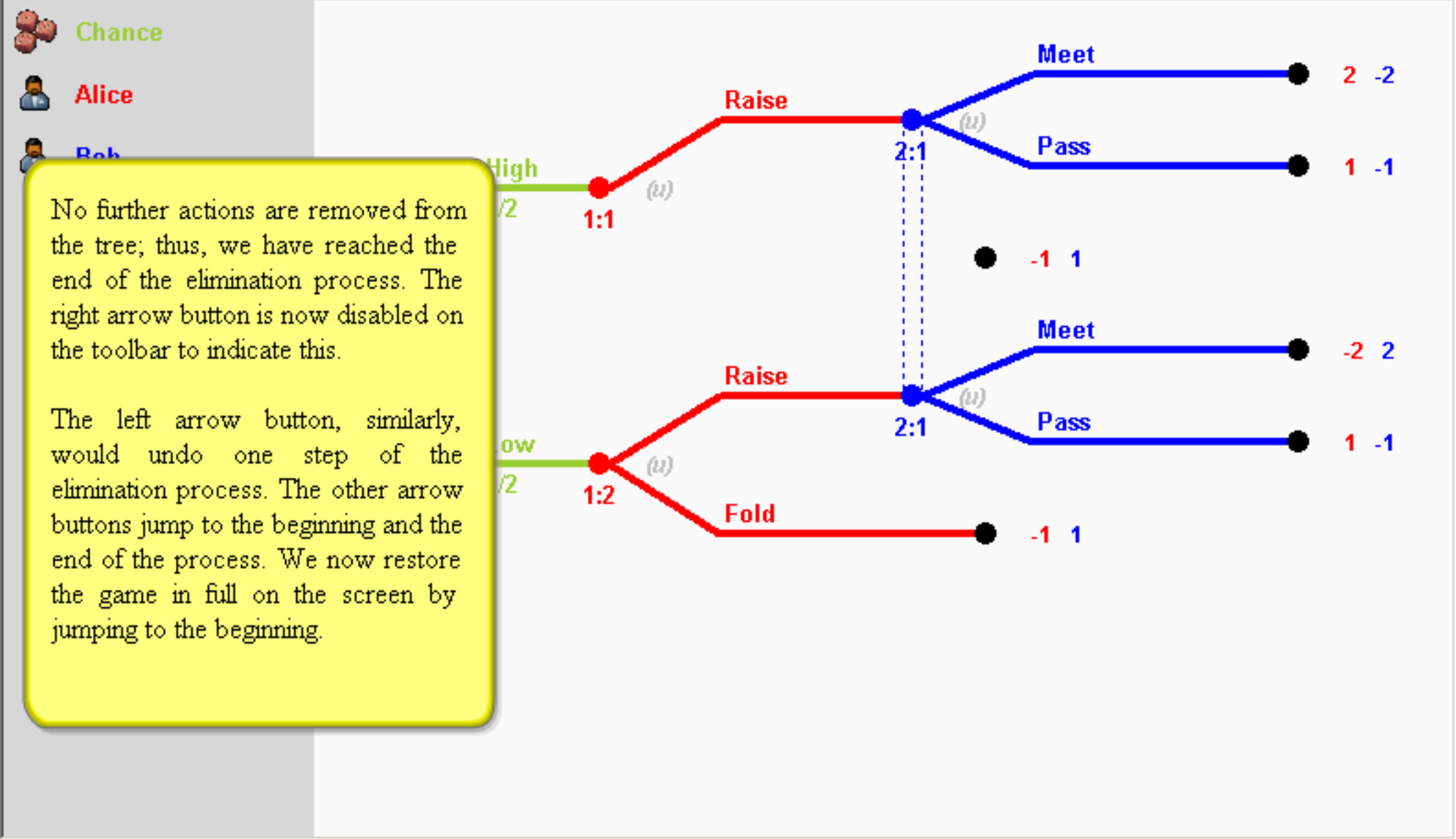
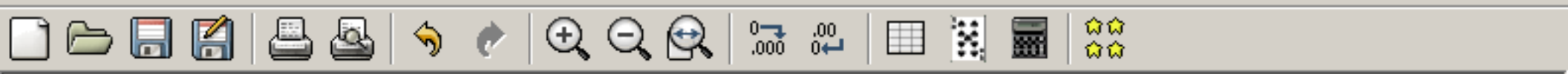


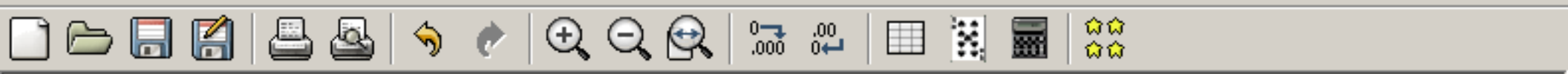


Hide actions which are strictly or weakly dominated: ⏮ ⏪ Eliminated 1 level ⏩ ⏭ ☐ Show only reachable nodes

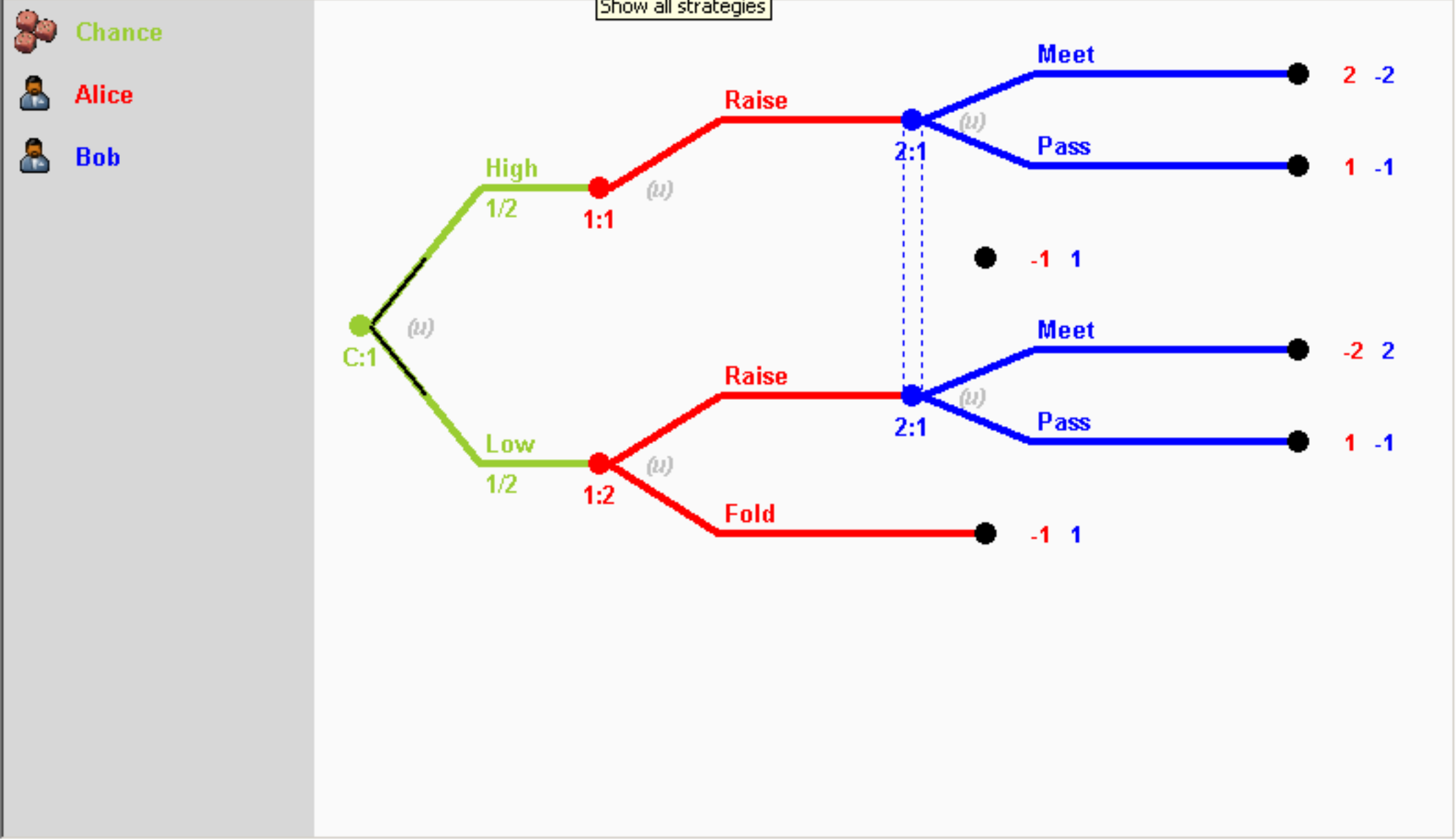
- Chance**
- Alice**
- Bob**

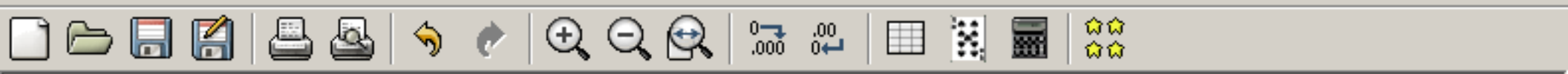




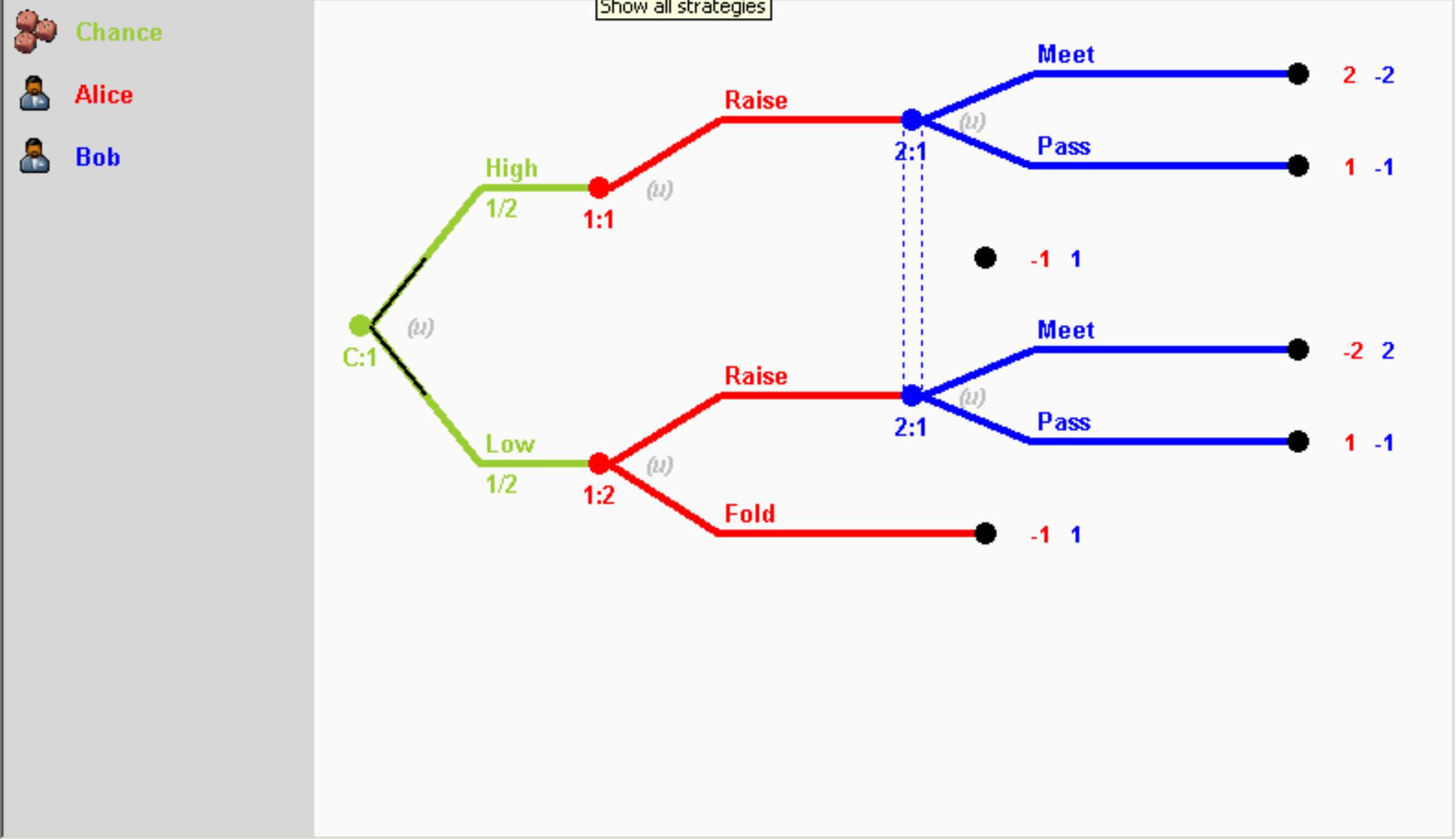


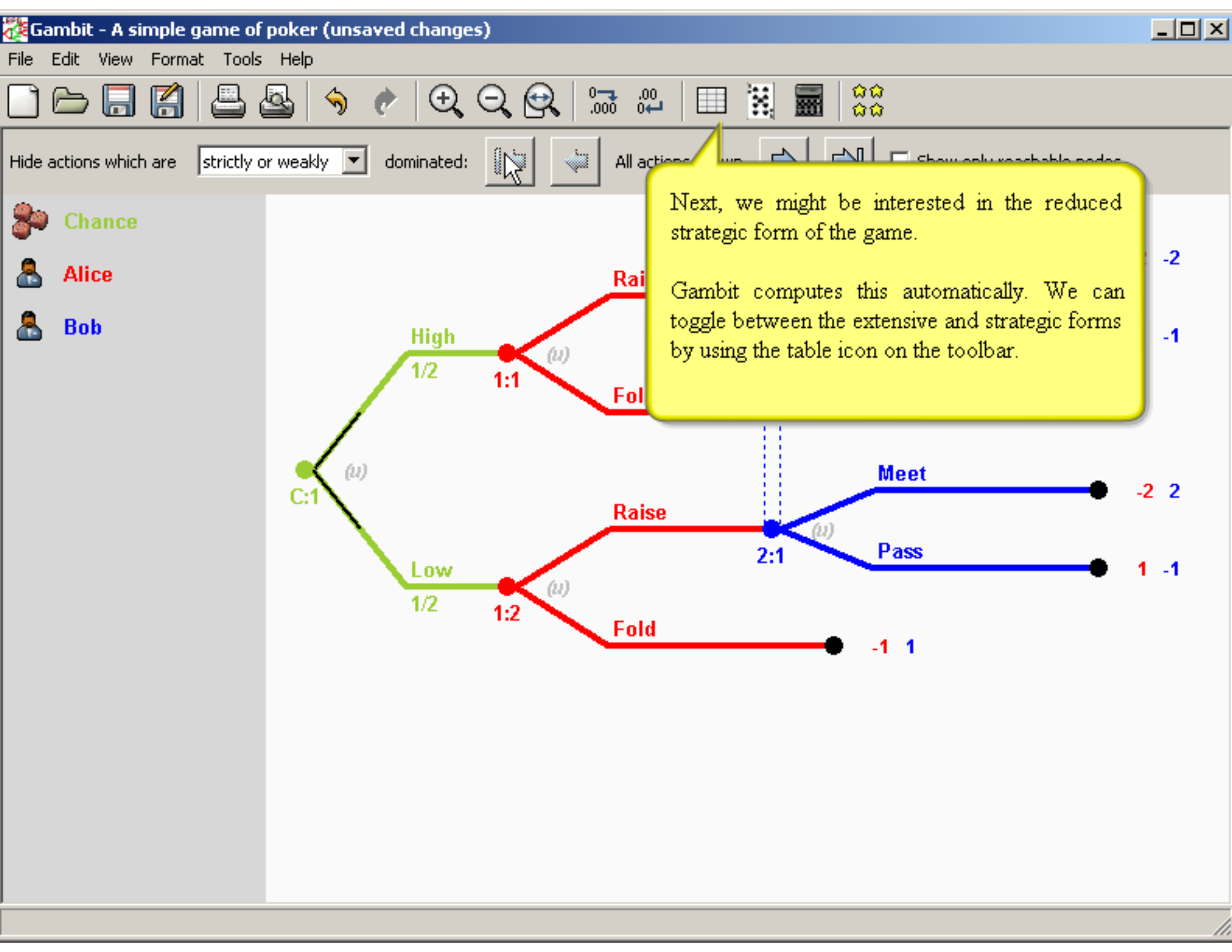
Hide actions which are strictly or weakly dominated: Show all strategies Eliminated 1 level ☐ Show only reachable nodes

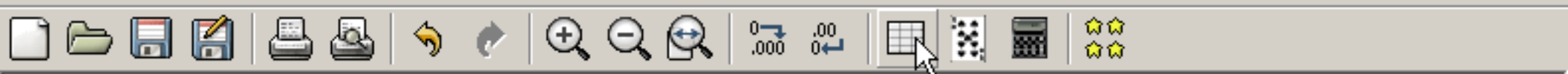




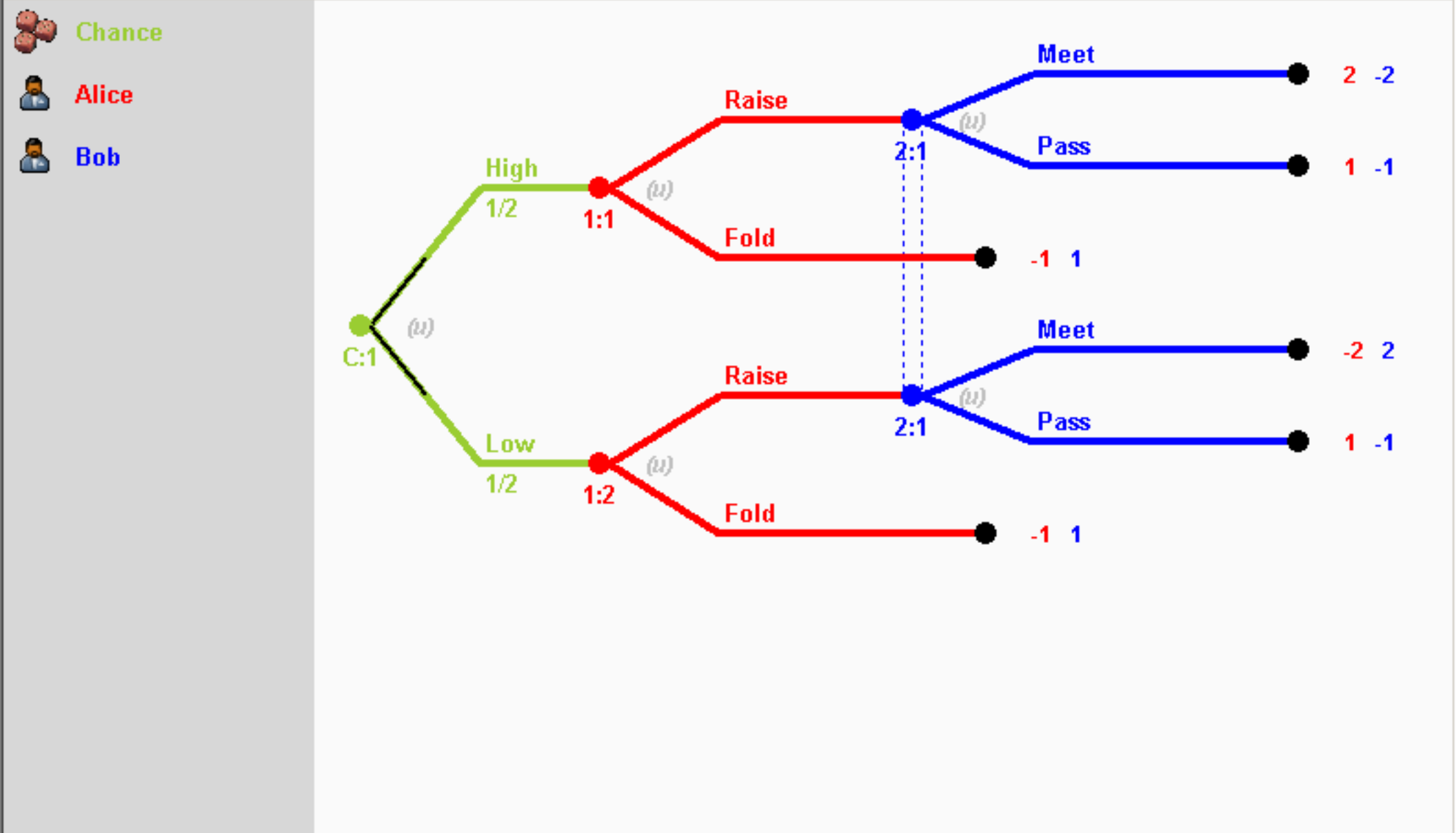
Hide actions which are strictly or weakly dominated: Show all strategies Eliminated 1 level ☐ Show only reachable nodes

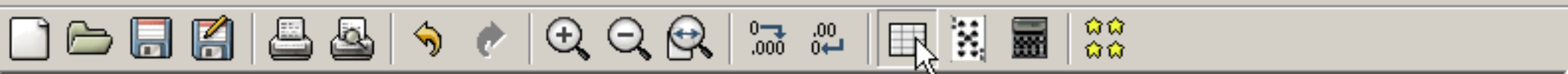




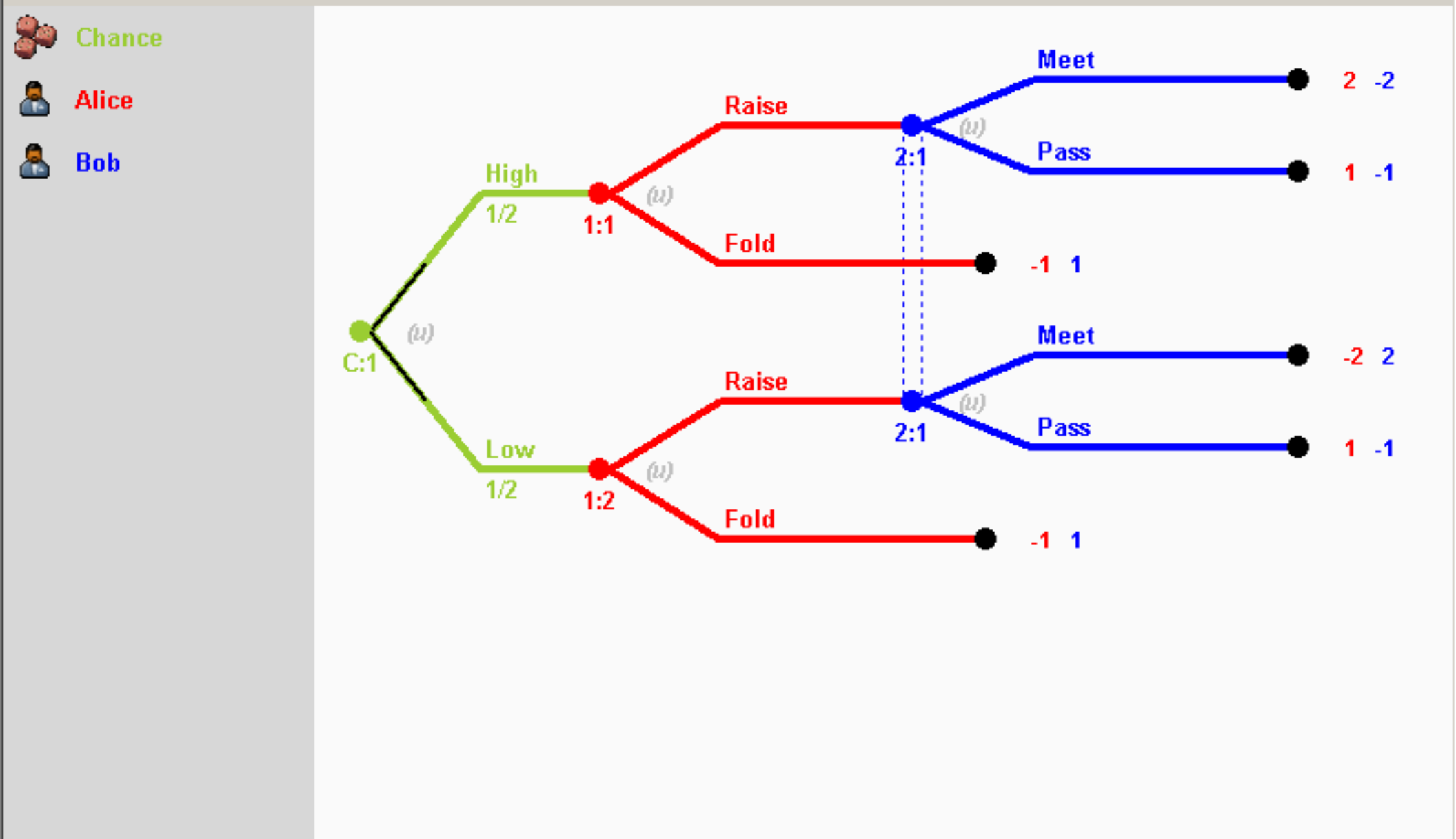


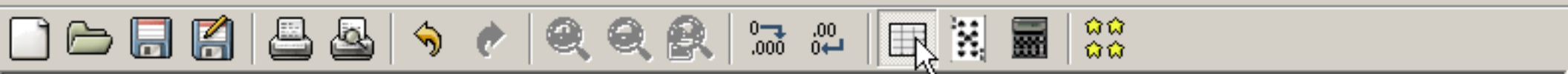
Hide actions which are dominated: All actions shown ☐ Show only reachable nodes





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





Hide strategies which are strictly dominated: ← ← All strategies shown → →

Alice

11

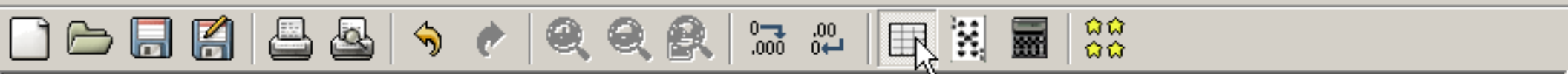
Bob

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

Alice

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

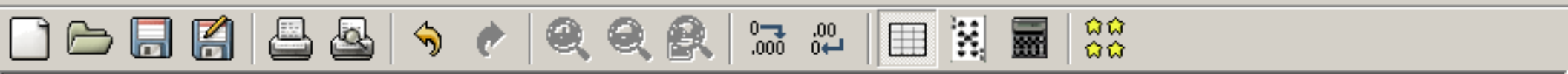
11

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

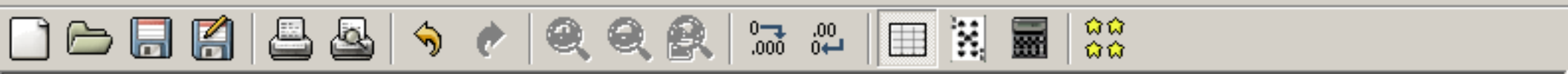
Bob

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



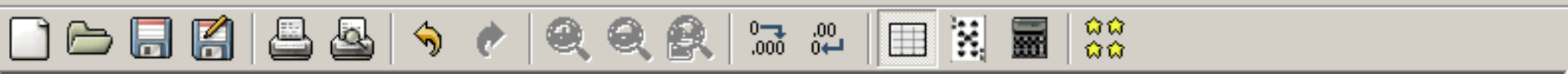
Hide strategies which are strictly dominated: ← ← All strategies shown → →

Alice **Bob**

11
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

Alice



Hide strategies which are strictly dominated: ← ← All strategies shown → →

Alice **Bob**

11
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

Alice



Hide strategies which are dominated: All strategies shown

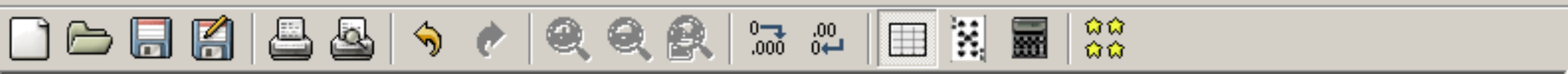
Alice **Bob**

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



Hide strategies which are strictly or weakly dominated: ← ← All strategies shown → →

Alice

11

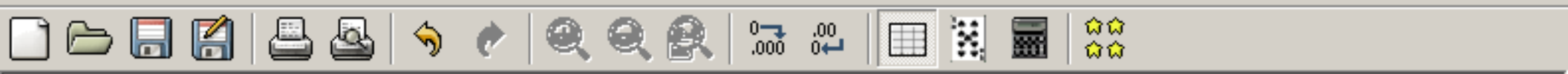
Bob

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 strictly or weakly dominated: ← ← All strategies shown → →

Alice

11

Bob

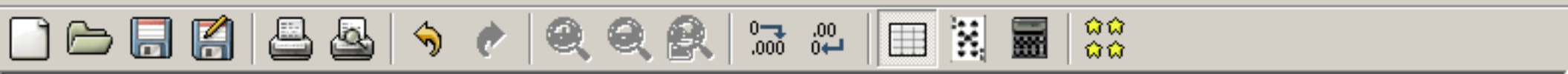
1

Alice

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

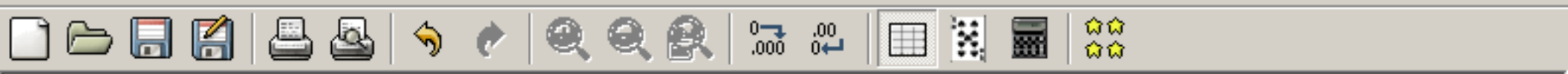


Hide strategies which are dominated: All strategies shown

Alice

Bob

		Bob			
		Next round of elimination			
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		



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

Alice

Bob

Bob

Next round of elimination

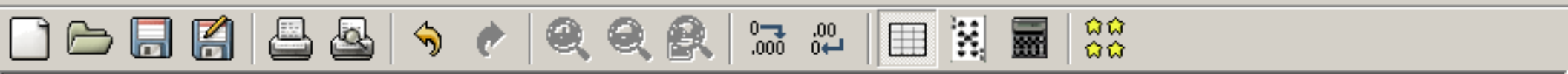
	1	2
11	0 0	1 -1
12	$\frac{1}{2}$ $-\frac{1}{2}$	0 0

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.

Alice

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

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

Next round of elimination



Hide strategies which are dominated: Eliminated 1 level

Next round of elimination

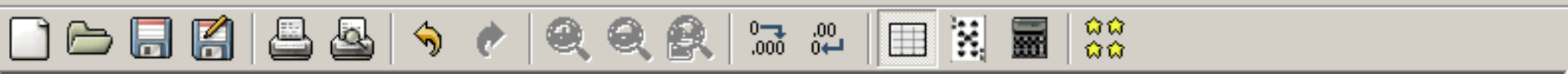
Alice

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

Bob

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

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.

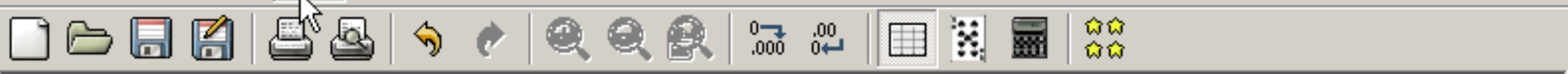


Hide strategies which are dominated: Eliminated 1 level

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

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

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

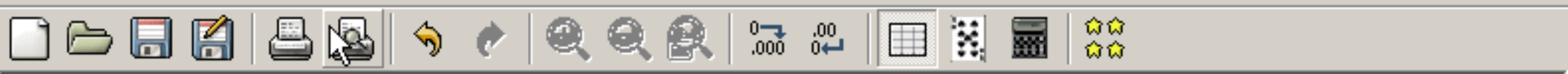
Alice

11

Bob

1

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



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

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.



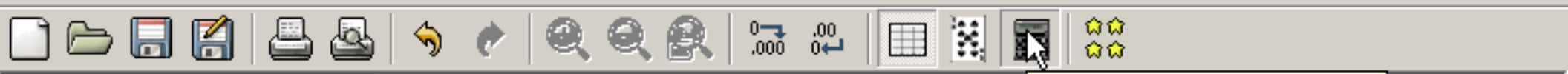
Alice

11

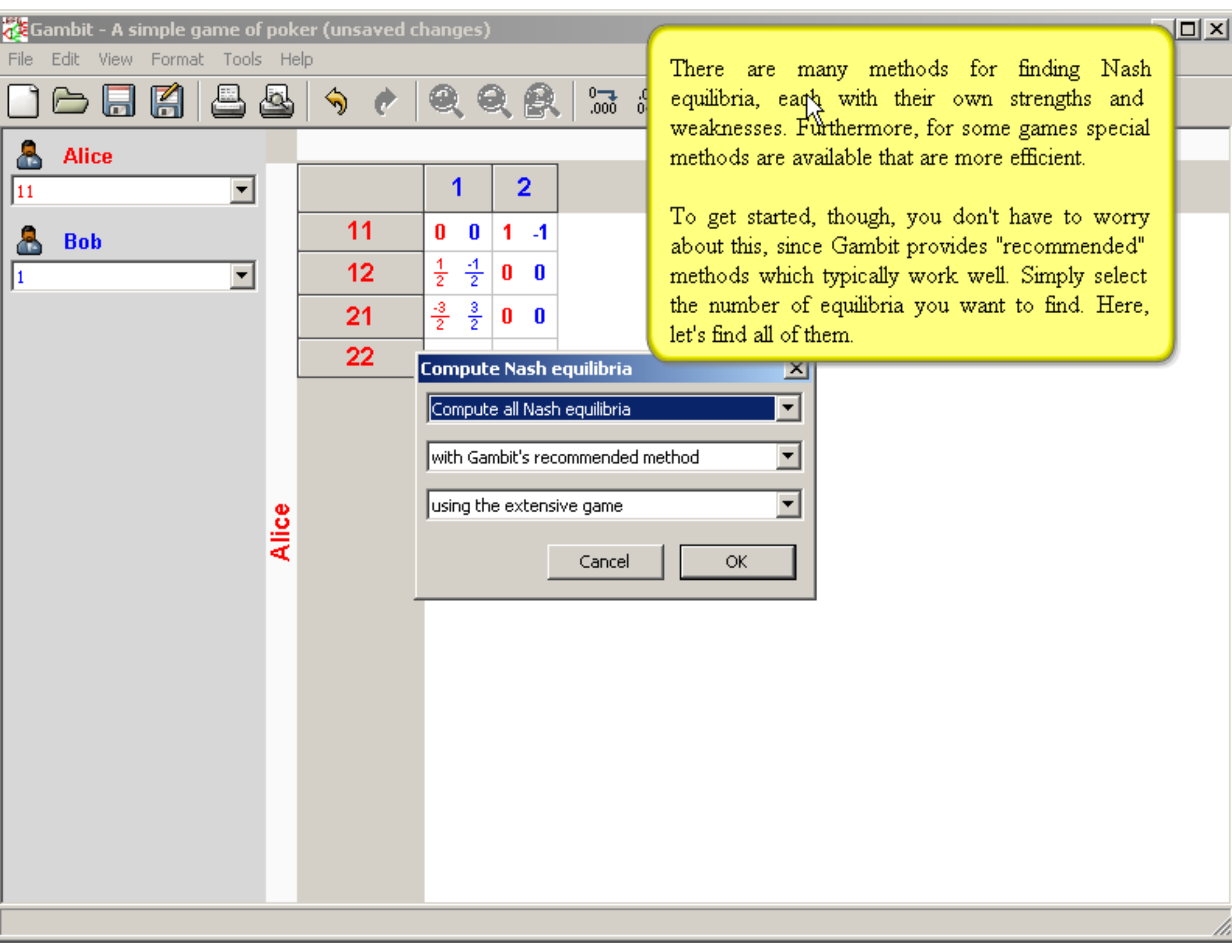
Bob

1

		Bob		Compute Nash equilibria of this game	
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			
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



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

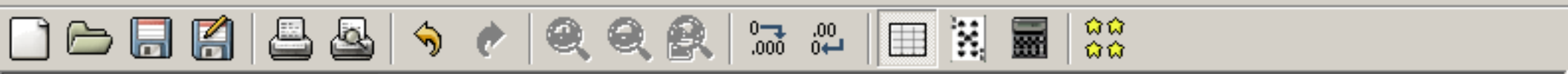
with Gambit's recommended method

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		

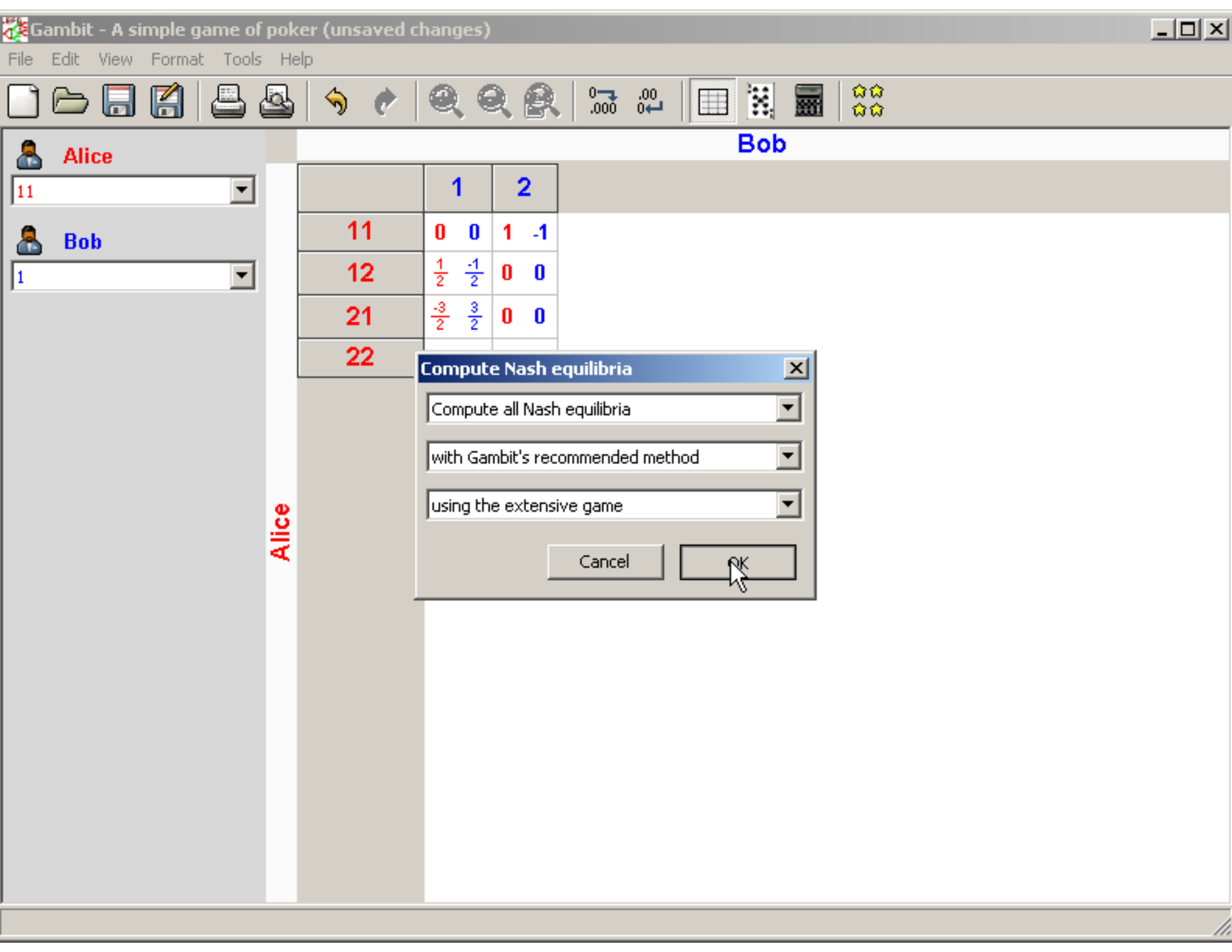
Compute Nash equilibria

Compute all Nash equilibria

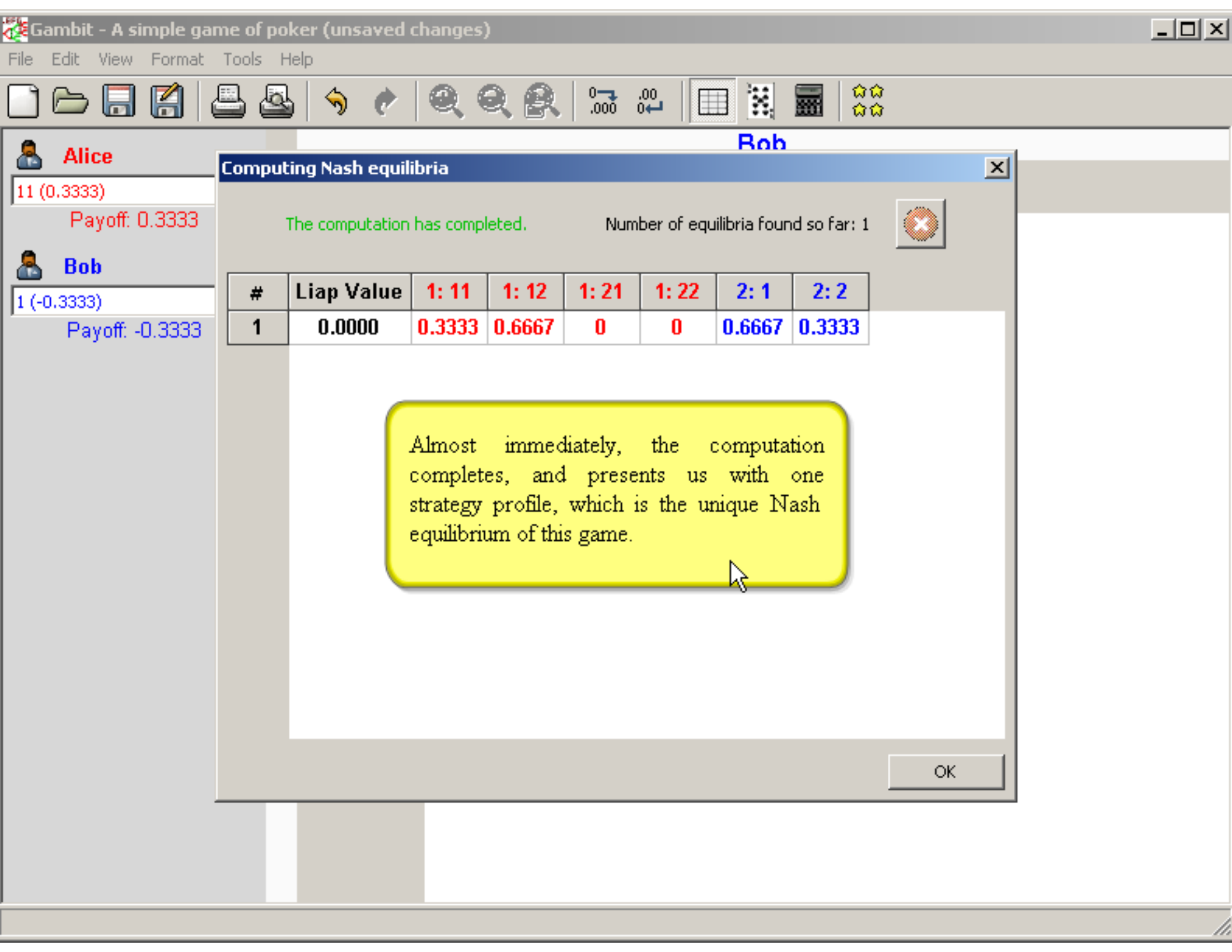
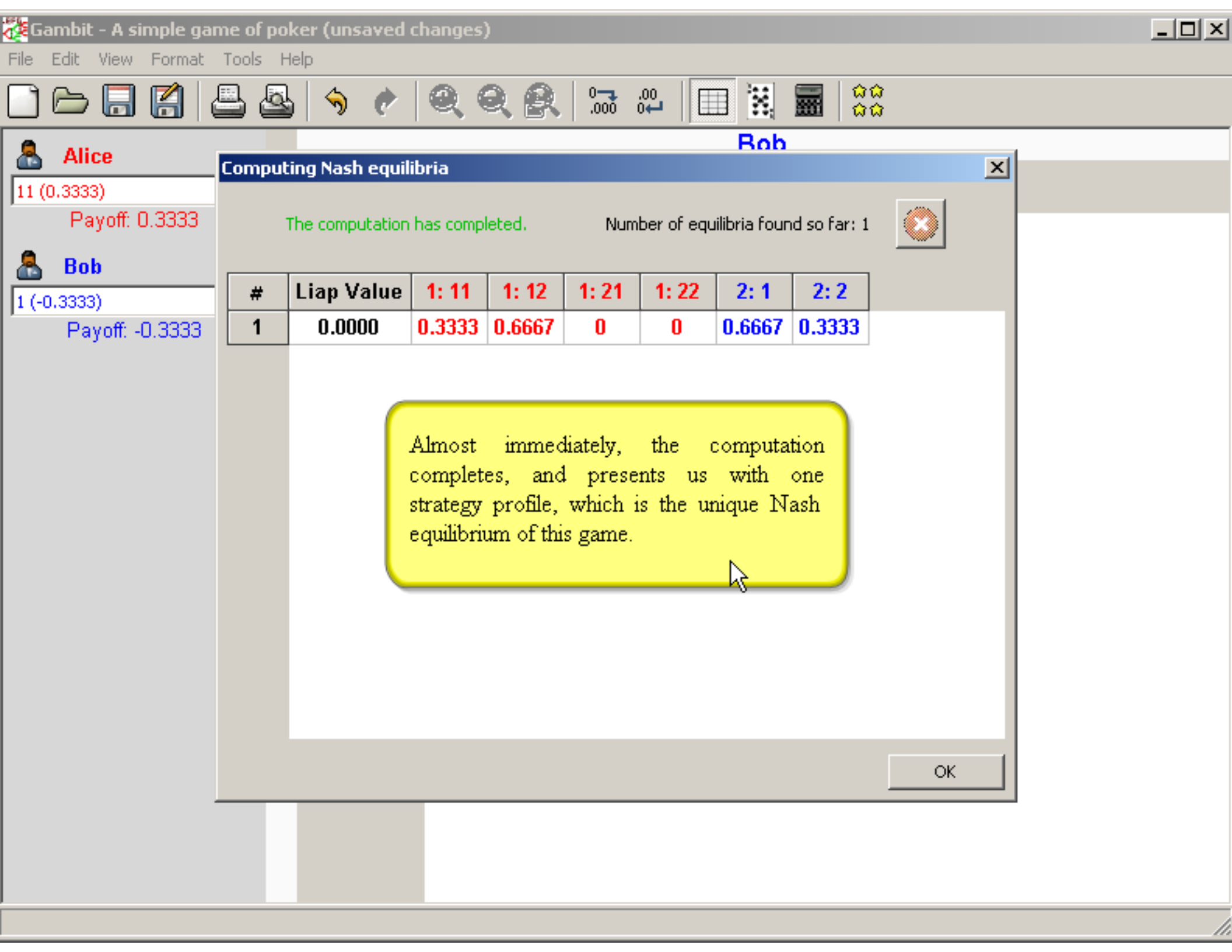
with Gambit's recommended method

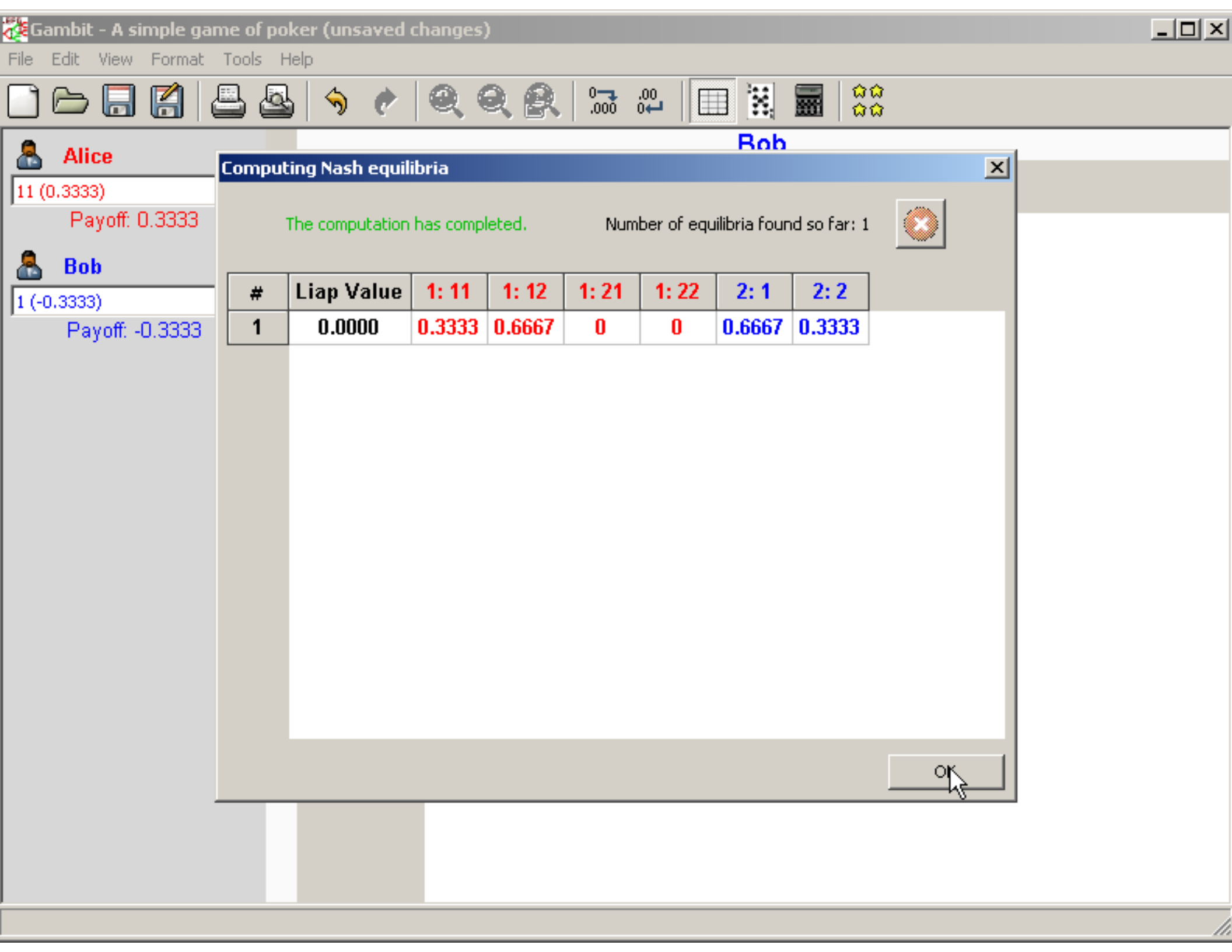
using the extensive game

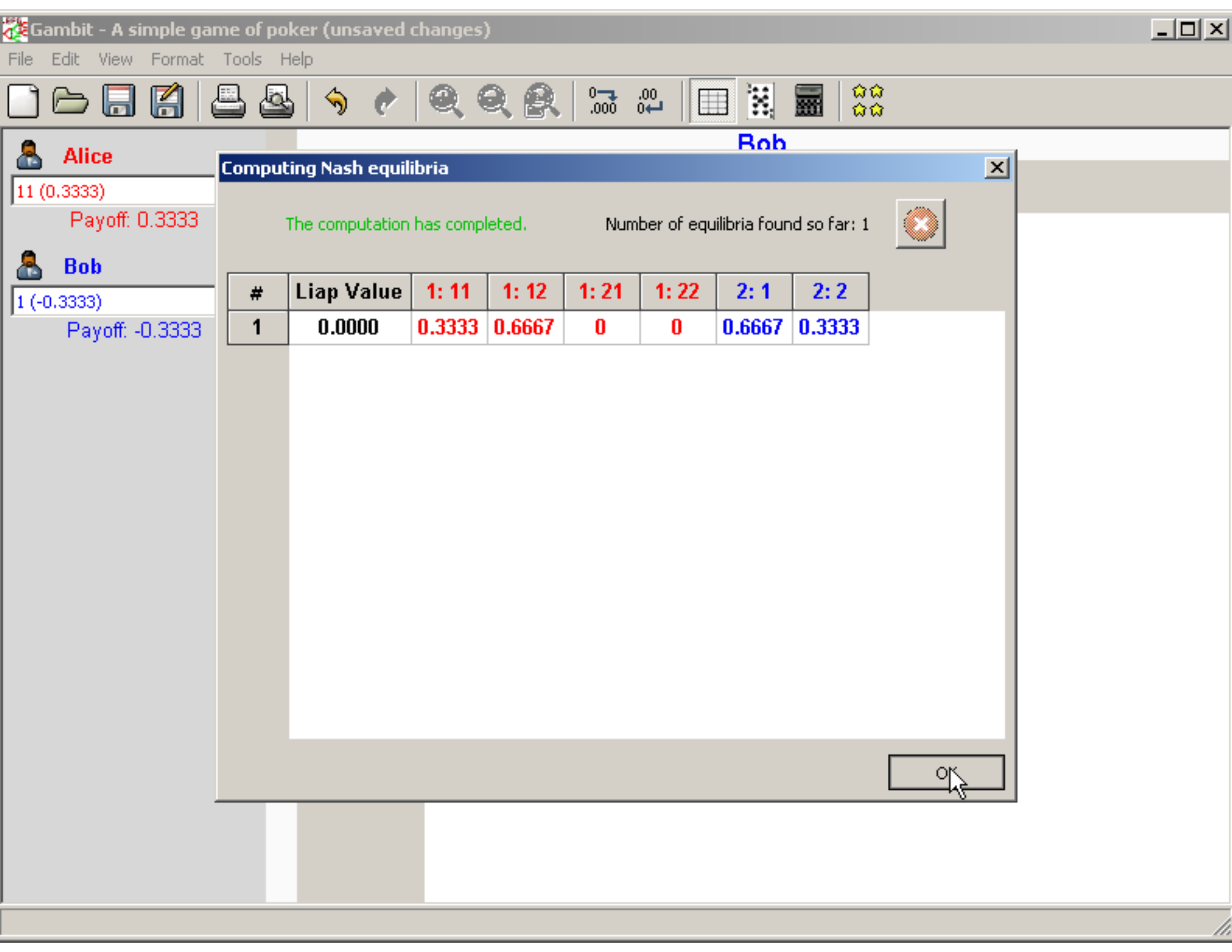
Cancel OK

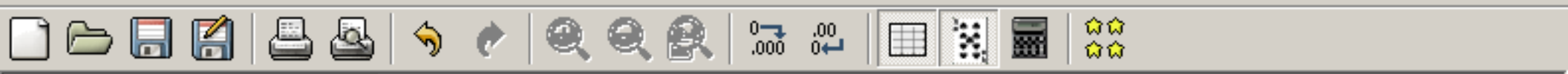


		Bob	
		1	2
Alice	11	0 0	1 -1
	12	$\frac{1}{2}$ $-\frac{1}{2}$	0 0
	21	$-\frac{3}{2}$ $\frac{3}{2}$	0 0
	22		









Alice

11 (0.3333)

Payoff: 0.3333

Bob

1 (-0.3333)

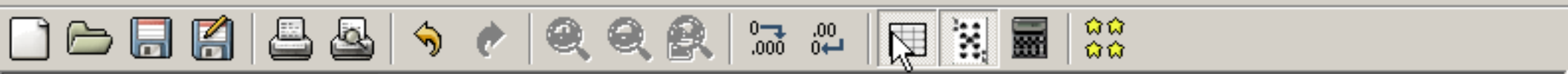
Payoff: -0.3333

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

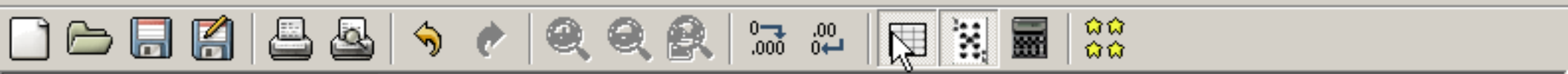
Alice

		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

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) ▼

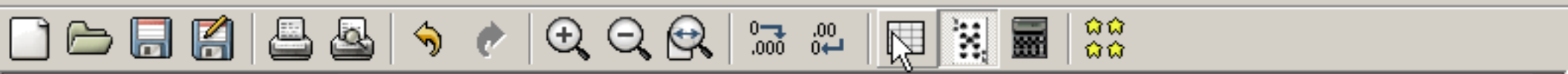
Payoff: -0.3333

Bob

		1	2	
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

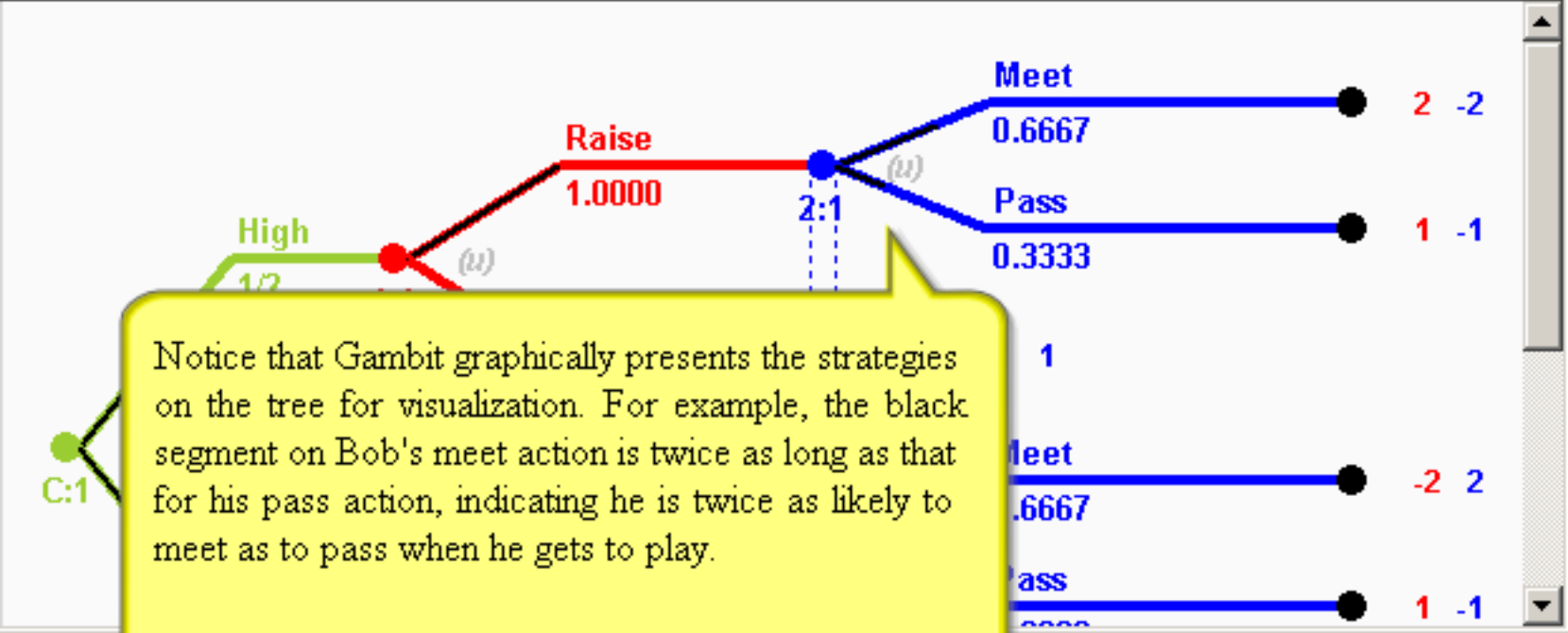
#	Liap Value	1: 11	1: 12	1: 21	1: 22	2: 1	2: 2
1	0.0000	0.3333	0.6667	0	0	0.6667	0.3333



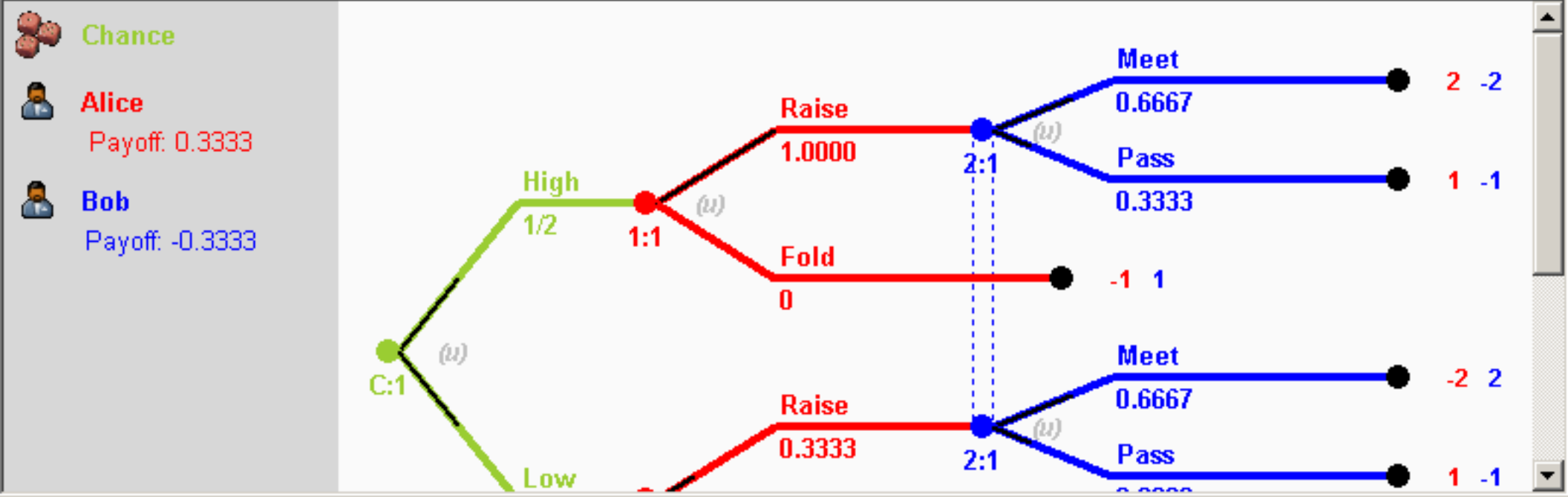
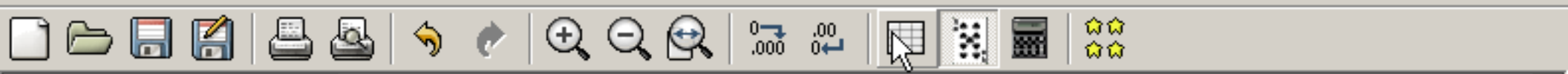
Chance

Alice
Payoff: 0.3333

Bob
Payoff: -0.3333

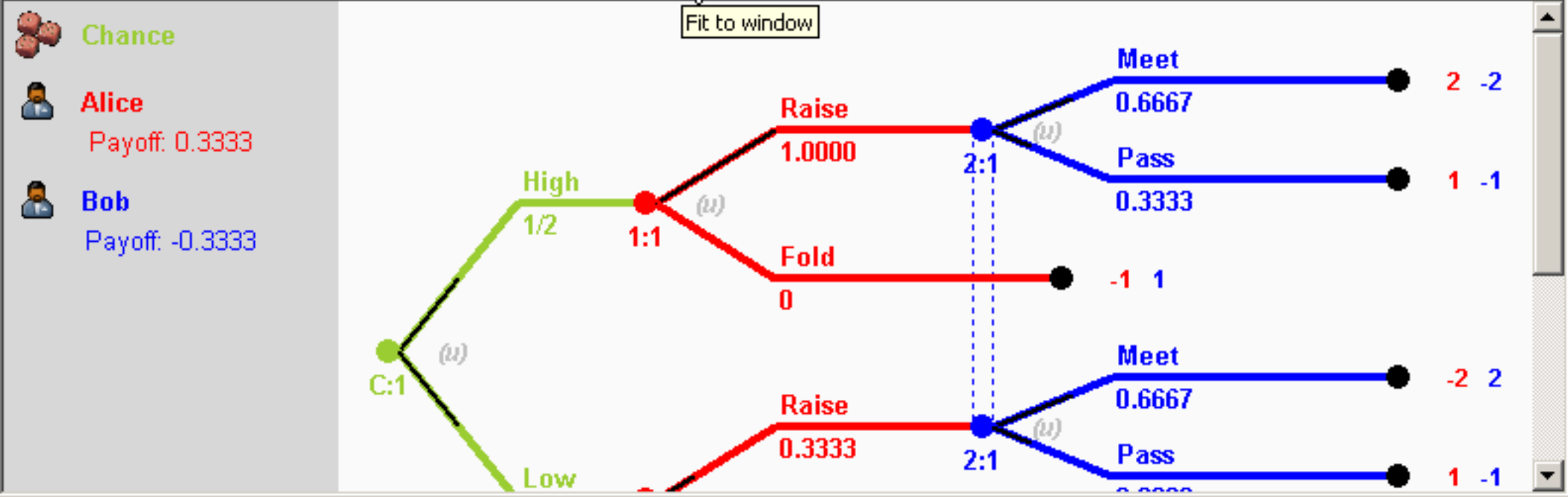
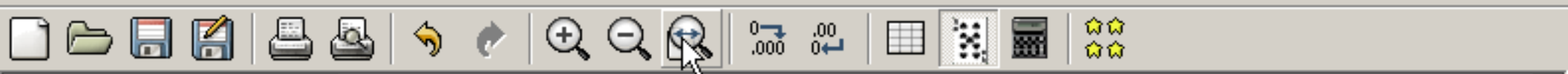


#	Liap Value	1: Raise	1: Fold	2: Meet	2: Pass
1	0.0000	1.0000	0.0000	0.3333	0.6667

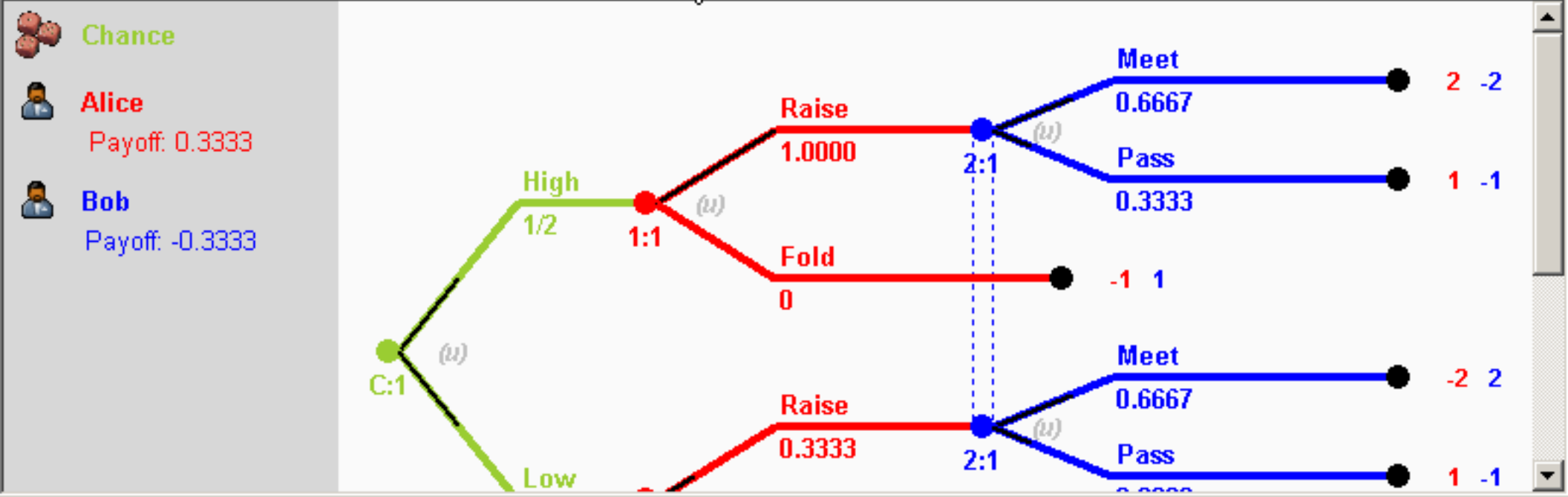
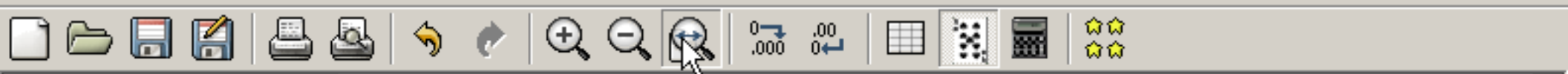


#	Liap Value	1: Raise	1: Fold	2:
1	0.0000	1.0000	0	

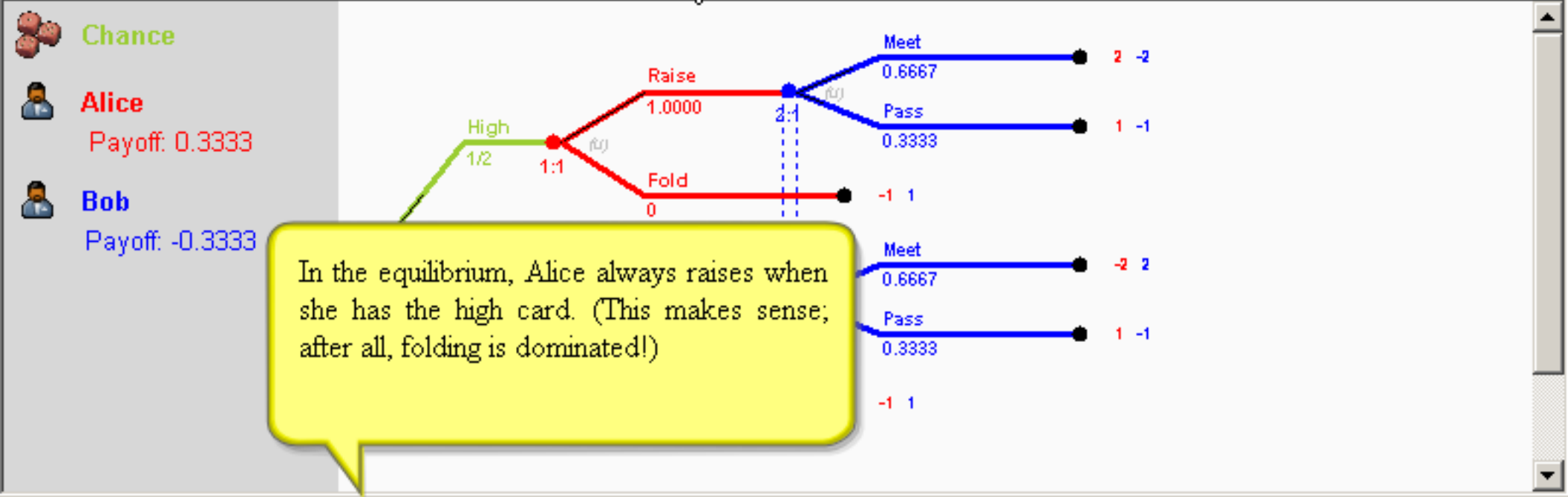
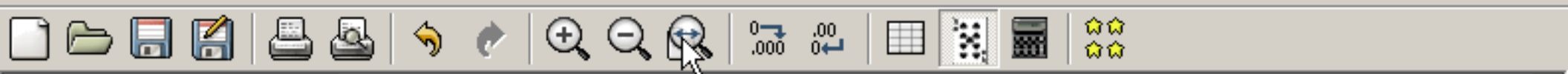
With the addition of the list of equilibria, we can't quite see the whole game tree. We could drag the sash separating the windows to resize them. Or, we can zoom out on the game tree to fit it into the space we have. We'll do the latter here.



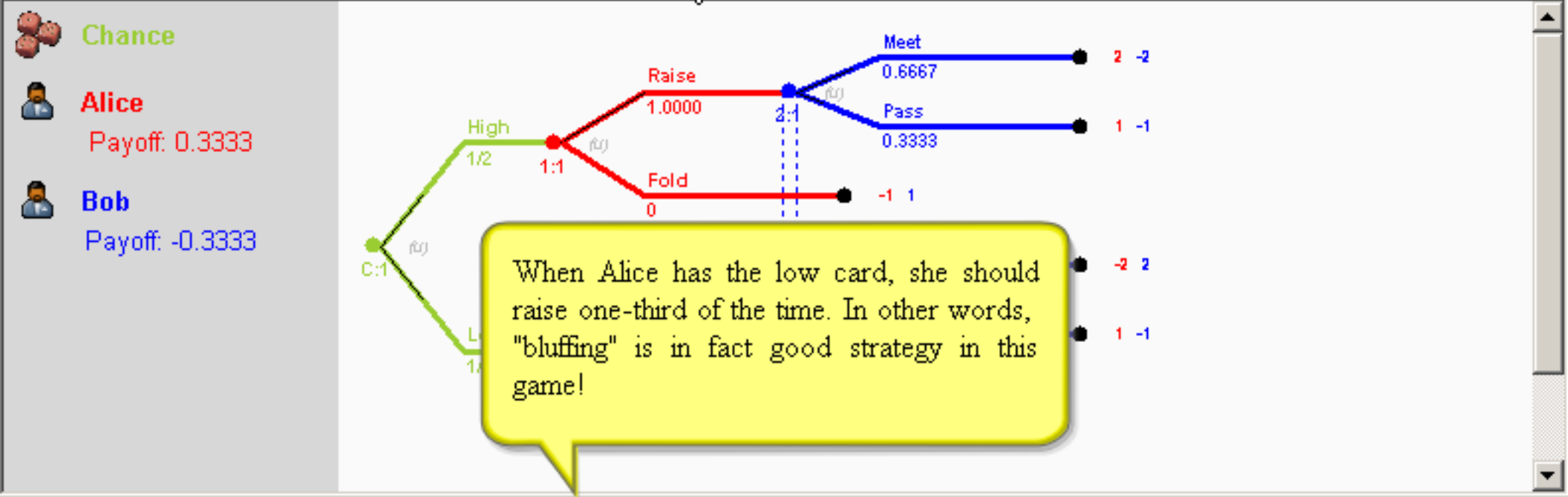
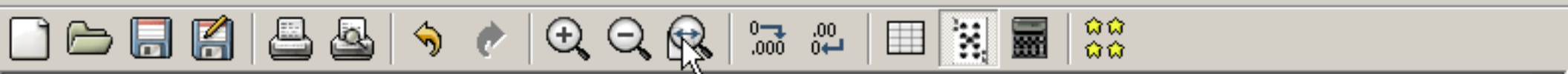
#	Liap Value	1: Raise	1: Fold	2: Raise	2: Fold	1: Meet	1: Pass
1	0.0000	1.0000	0	0.3333	0.6667	0.6667	0.3333



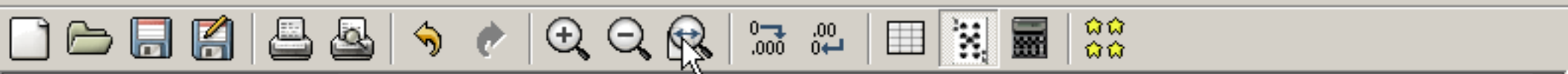
#	Liap Value	1: Raise	1: Fold	2: Raise	2: Fold	1: Meet	1: Pass
1	0.0000	1.0000	0	0.3333	0.6667	0.6667	0.3333



#	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



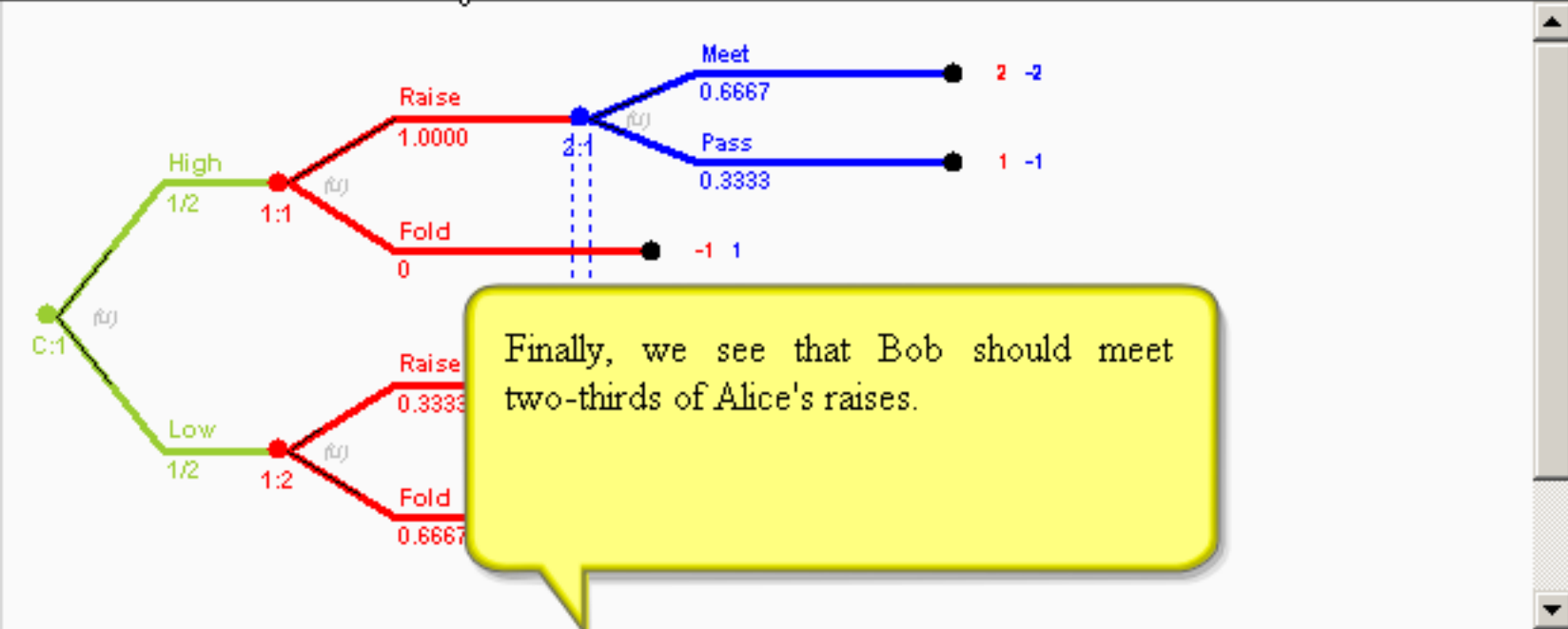
#	Liap Value	1: Raise	1: Fold	2: Raise	2: Fold	1: Meet	1: Pass
1	0.0000	1.0000	0	0.3333	0.6667	0.6667	0.3333



Chance

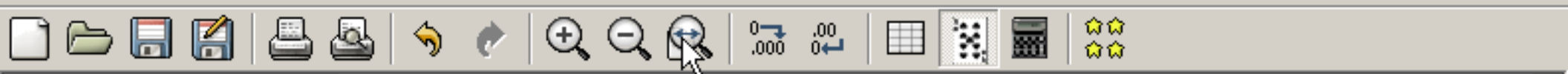
Alice
Payoff: 0.3333

Bob
Payoff: -0.3333



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

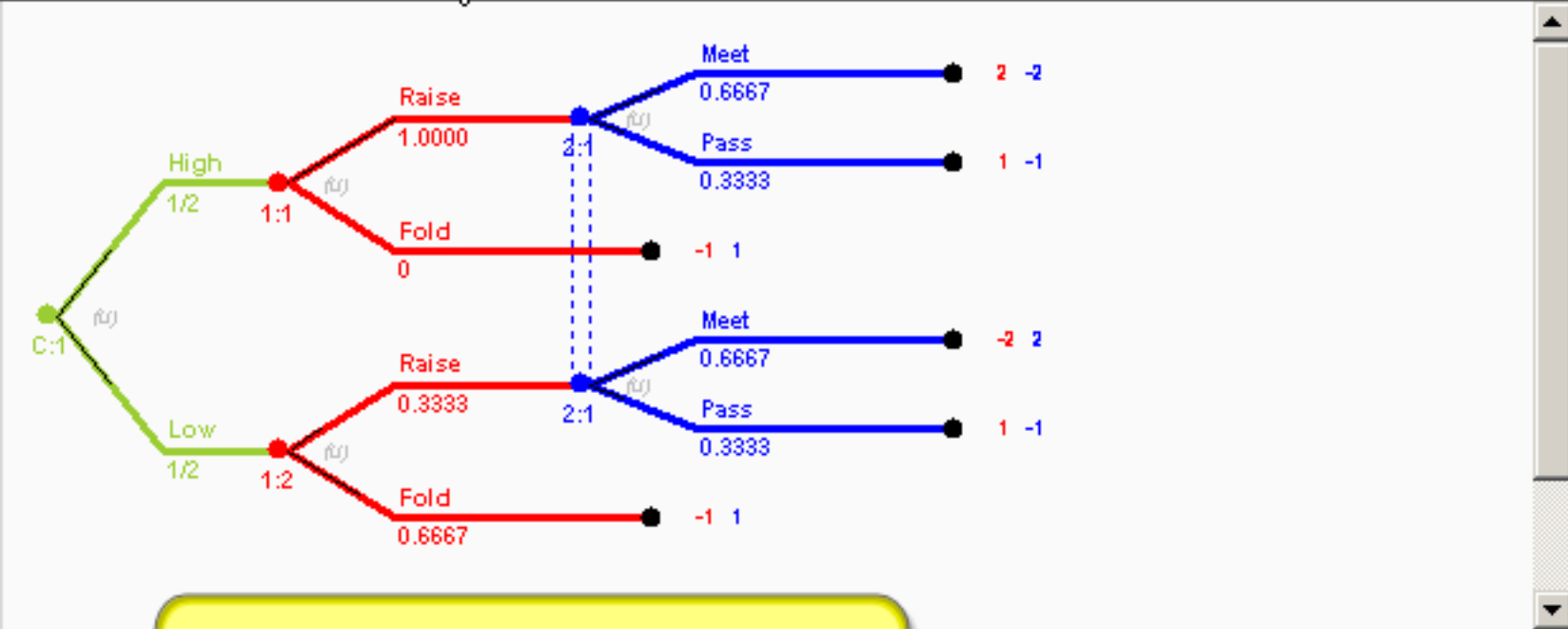
#	Liap Value	1: Raise	1: Fold	2: Raise	2: Fold	1: Meet	1: Pass
1	0.0000	1.0000	0	0.3333	0.6667	0.6667	0.3333



Chance

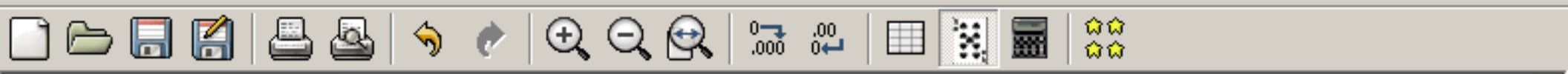
Alice
Payoff: 0.3333

Bob
Payoff: -0.3333



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

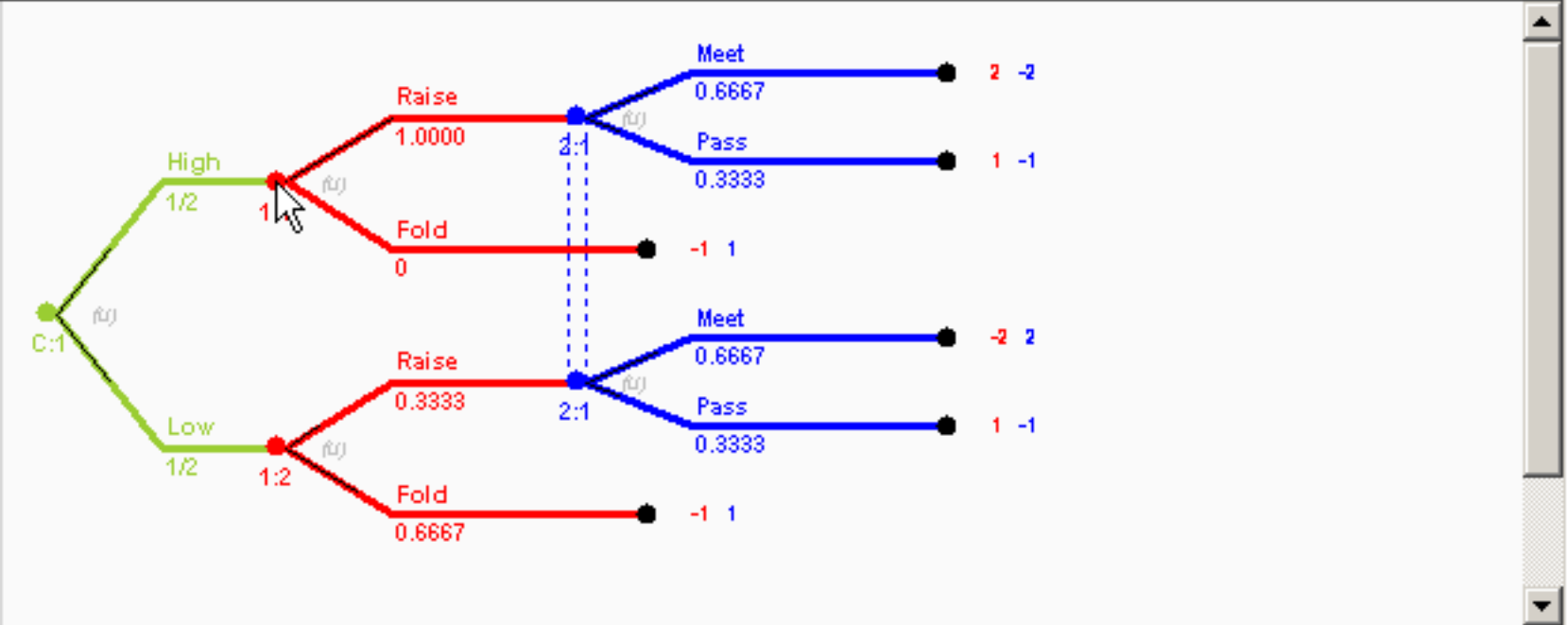
We can navigate around the game tree to get a better idea of how the play of the game proceeds. Click on any node to get more information.



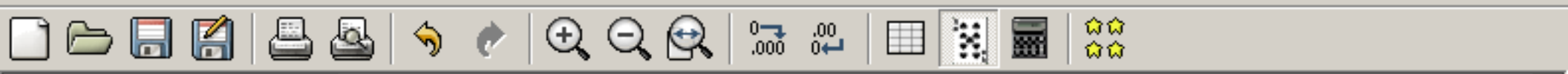
Chance

Alice
Payoff: 0.3333

Bob
Payoff: -0.3333



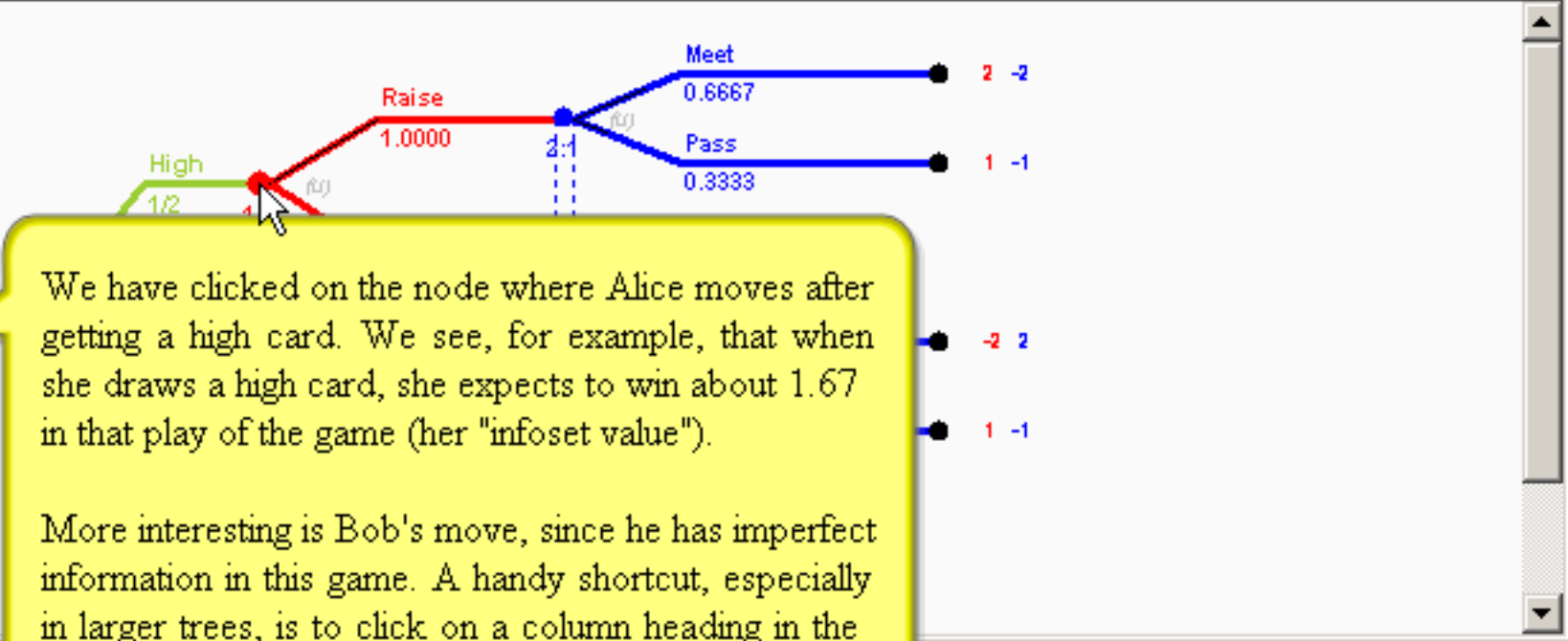
#	Liap Value	1: Raise	1: Fold	2: Raise	2: Fold	1: Meet	1: Pass
1	0.0000	1.0000	0	0.3333	0.6667	0.6667	0.3333



Chance

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

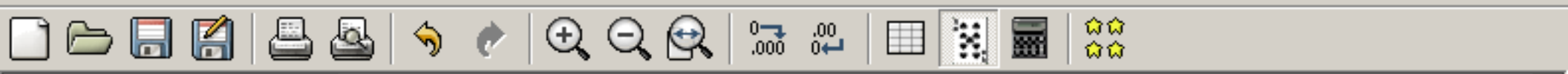
Bob
 Payoff: -0.3333
 Node value: -1.6667



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.

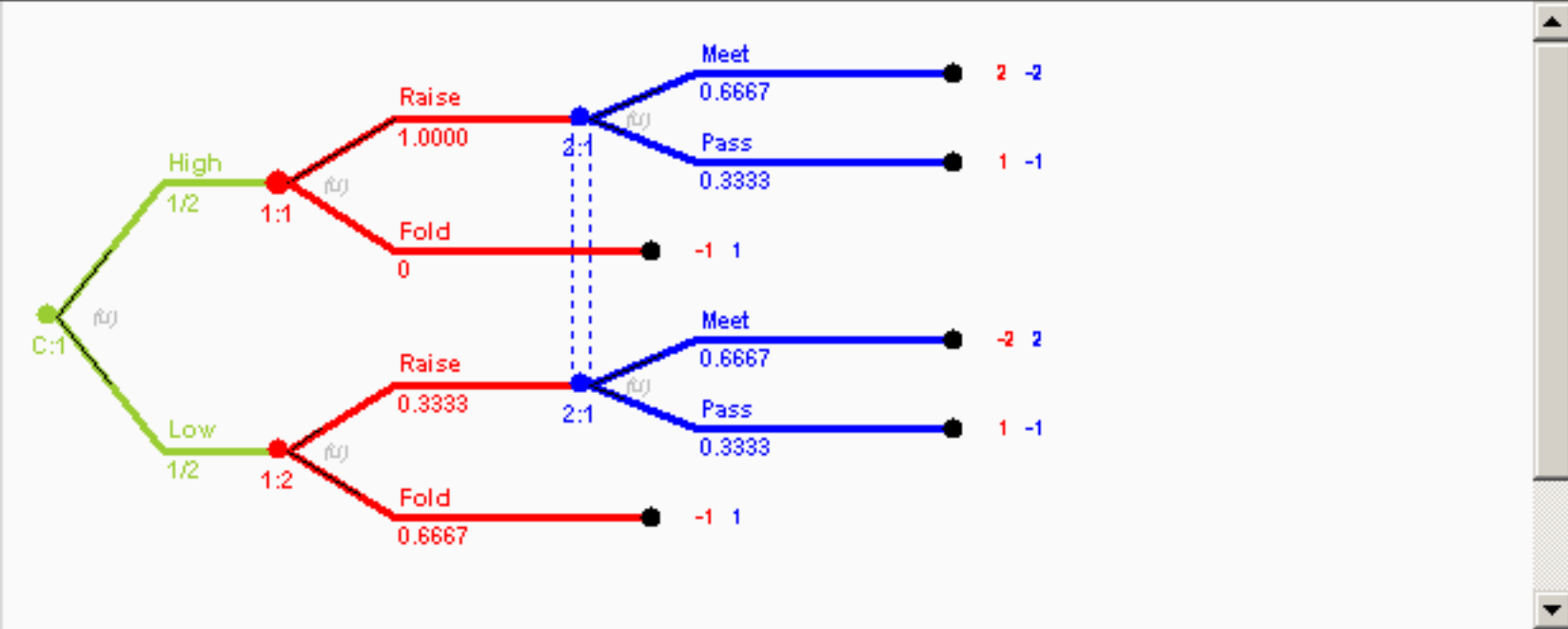
#	Liap Value	1: Raise
1	0.0000	1.0000



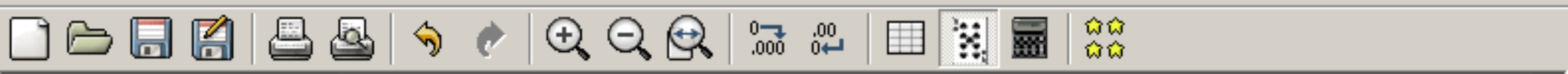
Chance

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



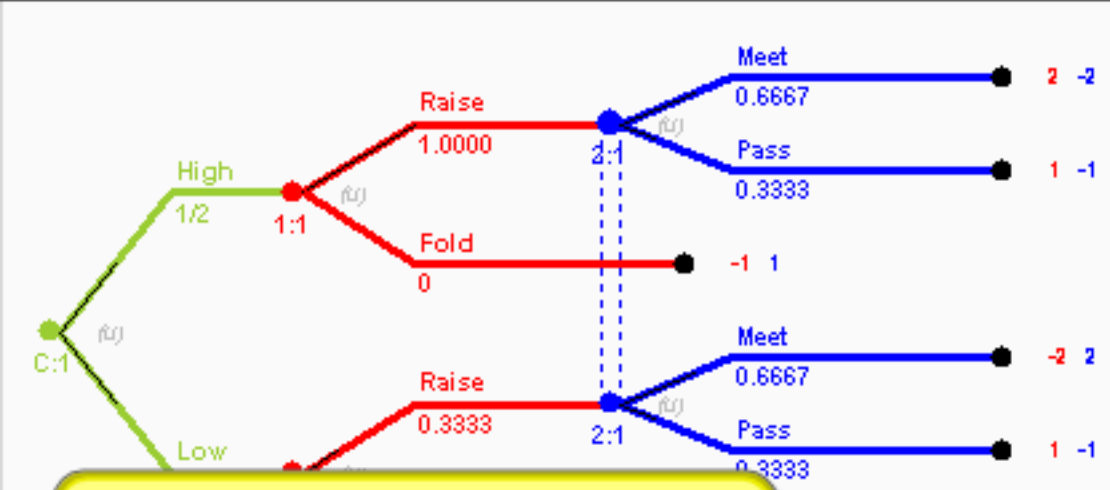
#	Liap Value	1: Raise	1: Fold	2: Raise	2: Fold	1: Meet	1: Pass
1	0.0000	1.0000	0	0.3333	0.6667	0.6667	0.3333



Chance

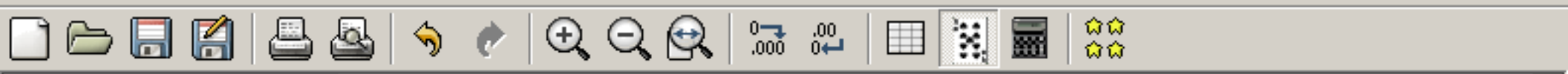
Alice
 Payoff: 0.3333
 Node value: 1.6667

Bob
 Payoff: -0.3333
 Node value: -1.6667
 Node reached: 0.5000
 Info set value: -1.0000
 Info set 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.

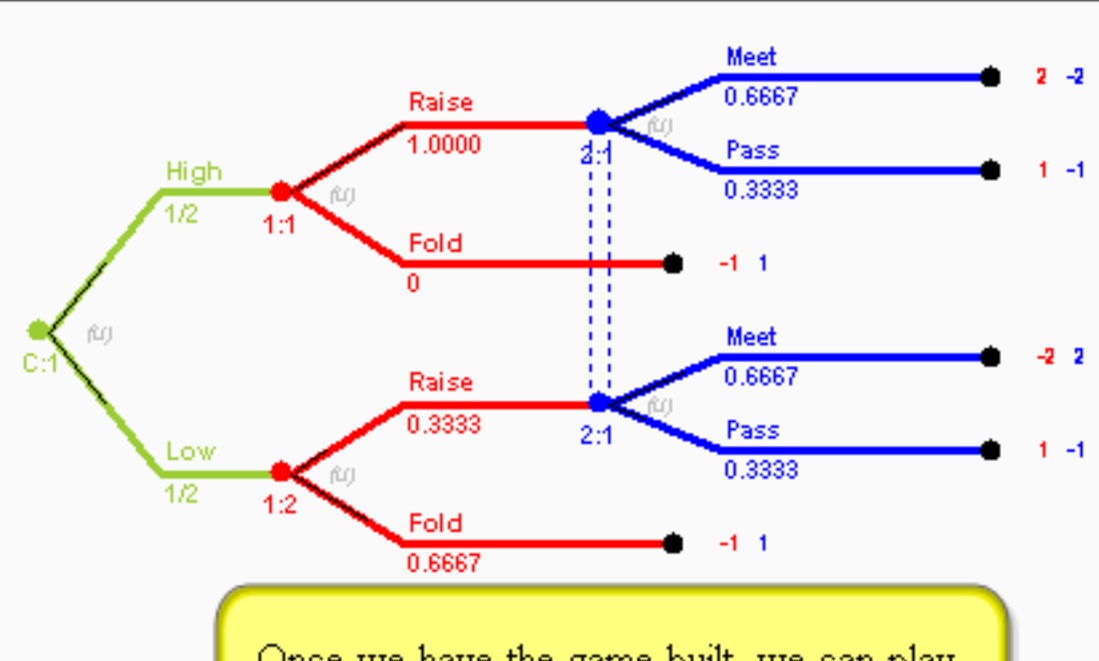
#	Liap Value	1: Raise
1	0.0000	1.0000



Chance

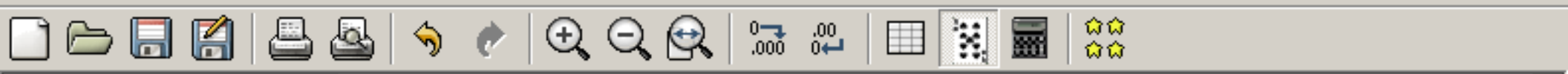
Alice
 Payoff: 0.3333
 Node value: 1.6667

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



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

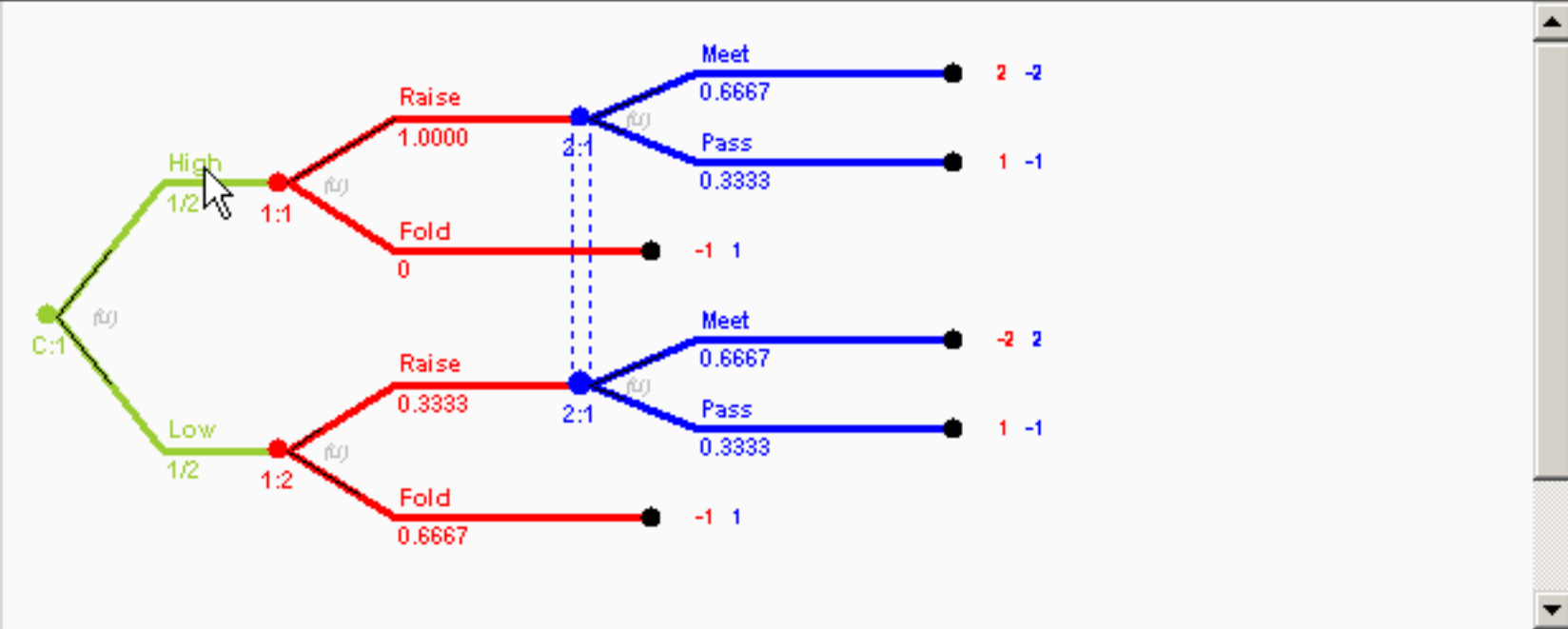
Once we have the game built, we can play around with parameters to see how strategies change. For example, what if we change the rules so that Alice now has a two-thirds chance of drawing the high card?



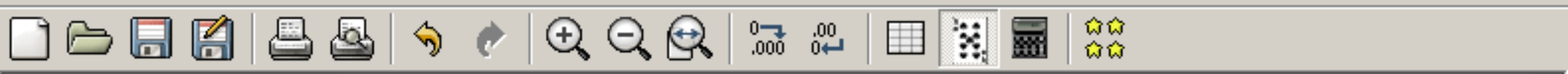
Chance

Alice
 Payoff: 0.3333
 Node value: -1.0000

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



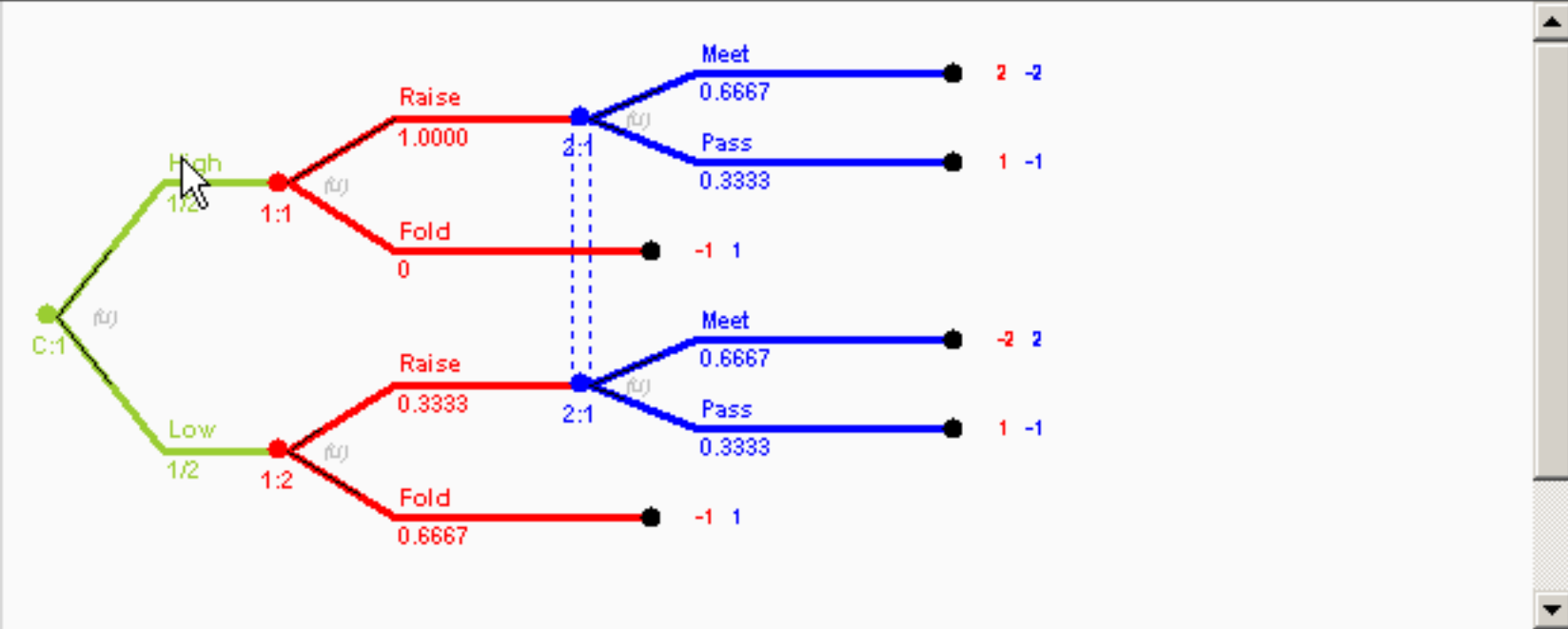
#	Liap Value	1: Raise	1: Fold	2: Raise	2: Fold	1: Meet	1: Pass
1	0.0000	1.0000	0	0.3333	0.6667	0.6667	0.3333



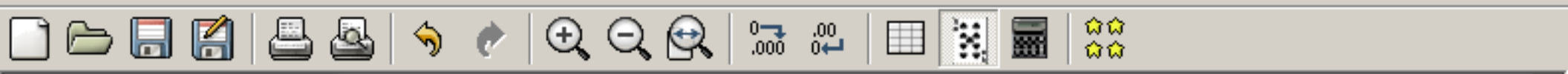
Chance

Alice
Payoff: 0.3333

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



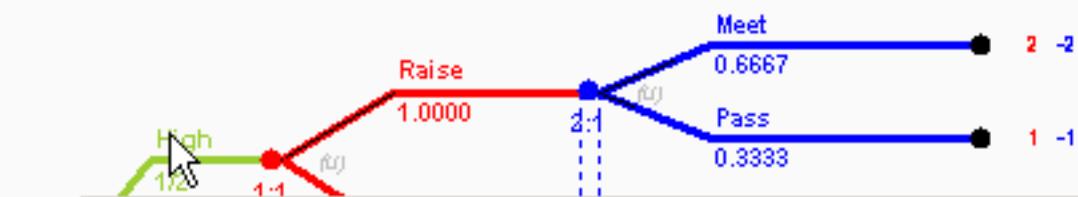
#	Liap Value	1: Raise	1: Fold	2: Raise	2: Fold	1: Meet	1: Pass
1	0.0000	1.0000	0	0.3333	0.6667	0.6667	0.3333



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

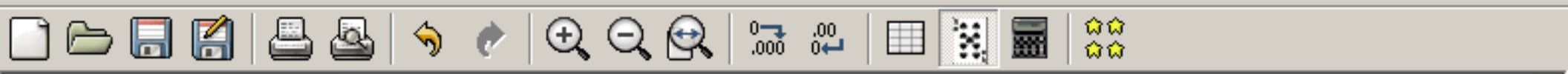
Belongs to player:

Actions

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

Cancel OK

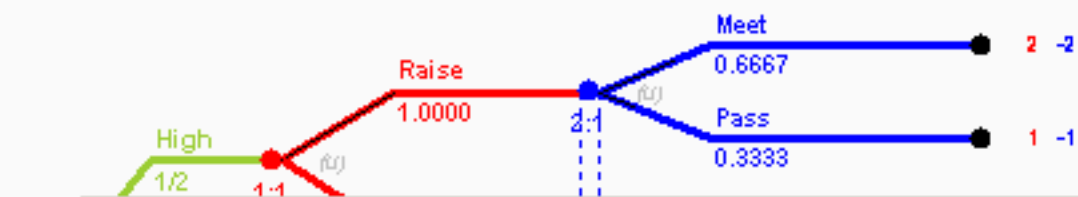
#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0



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

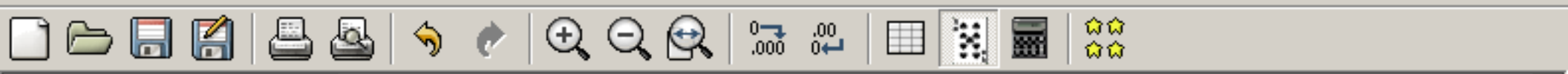
Belongs to player:

Actions

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

Cancel OK

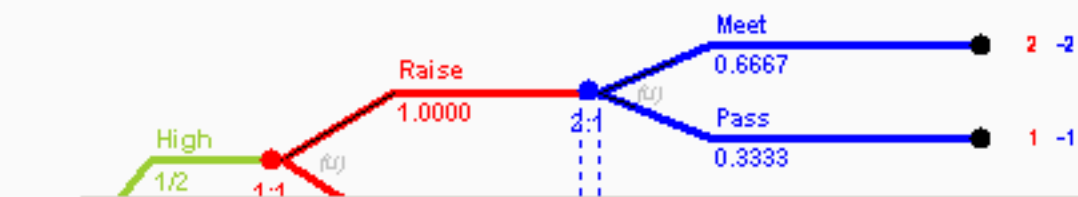
#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0



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

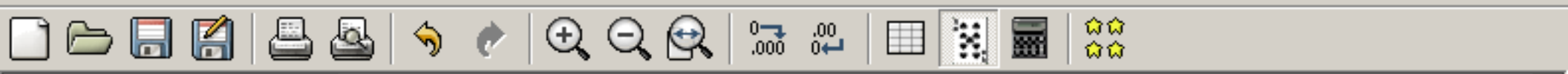
Belongs to player:

Actions

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

Cancel OK

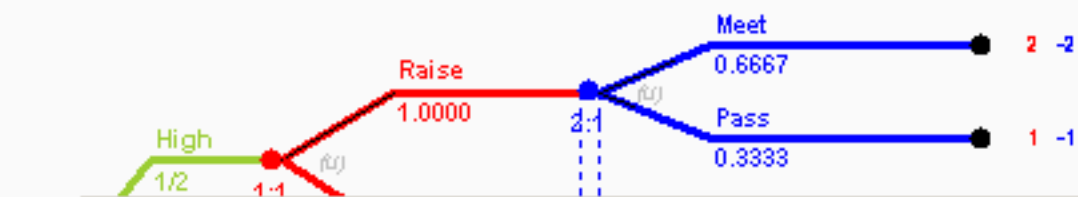
#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0



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

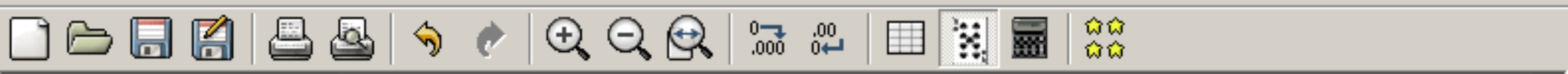
Belongs to player: Chance

Actions

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

Cancel OK

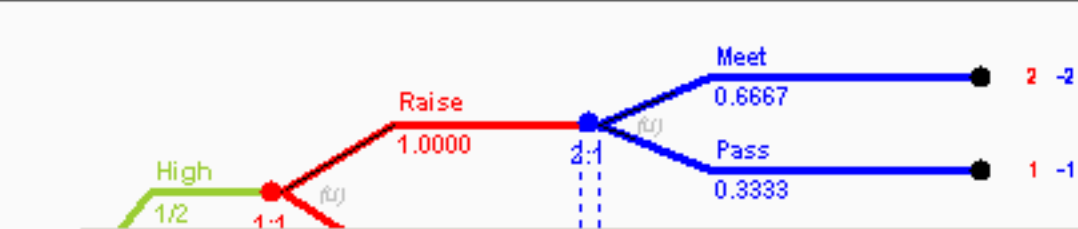
#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0



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

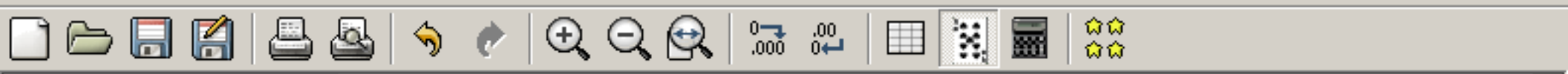
Belongs to player:

Actions

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

Cancel OK

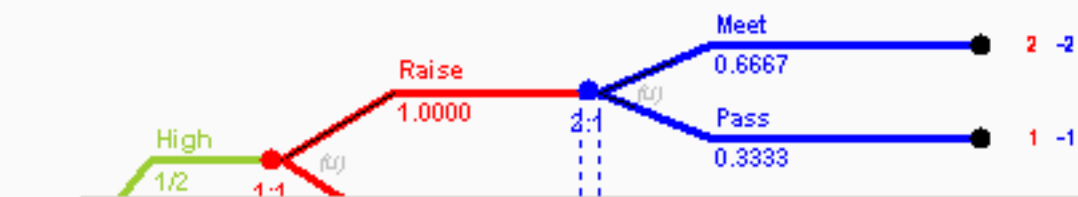
#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0



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

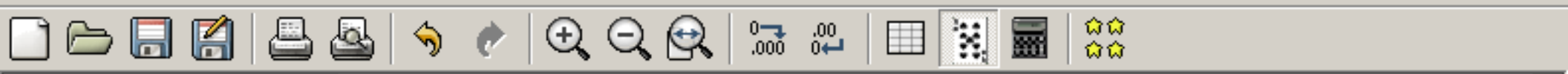
Belongs to player:

Actions

	Label	Probability
1	High	2
2	Low	1/2

Cancel OK

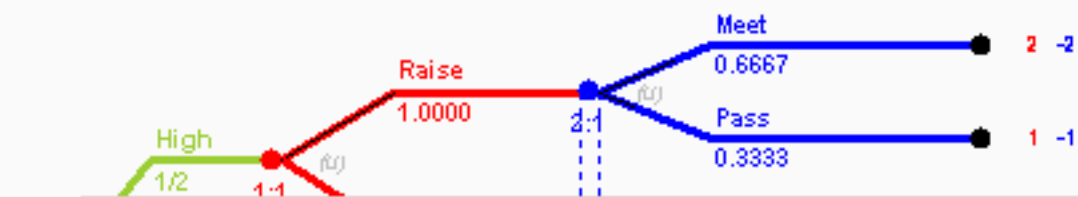
#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0



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

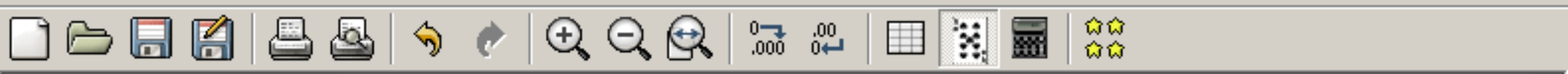
Belongs to player:

Actions

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

Cancel OK

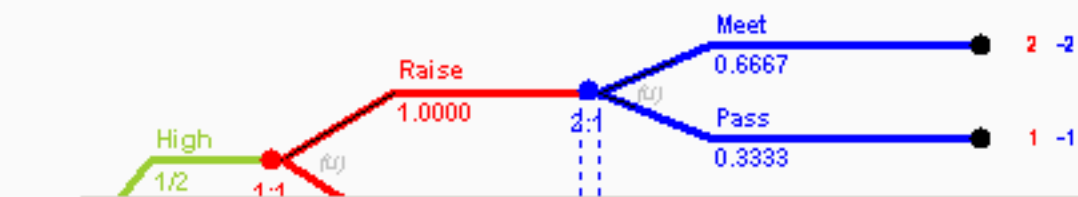
#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0



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

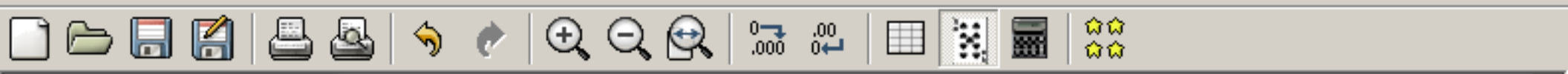
Belongs to player:

Actions

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

Cancel OK

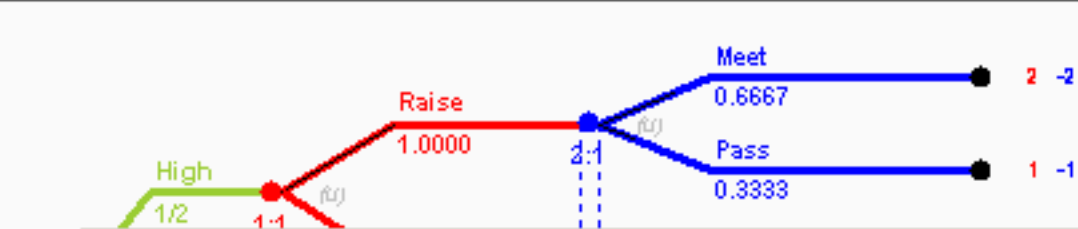
#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0



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

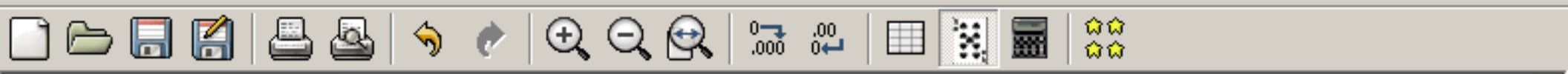
Belongs to player:

Actions

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

Cancel OK

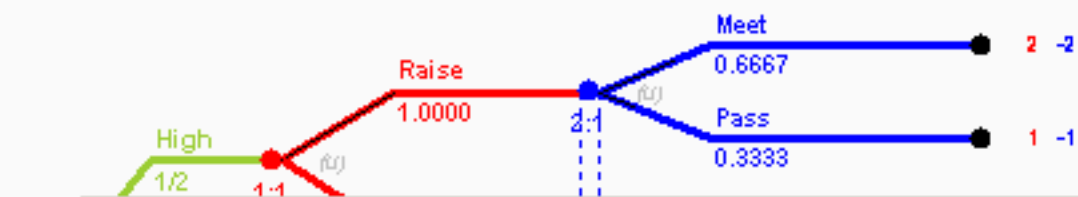
#	Liap Value	1: Raise	1: Fold
1	0.0000	1.0000	0.0000



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

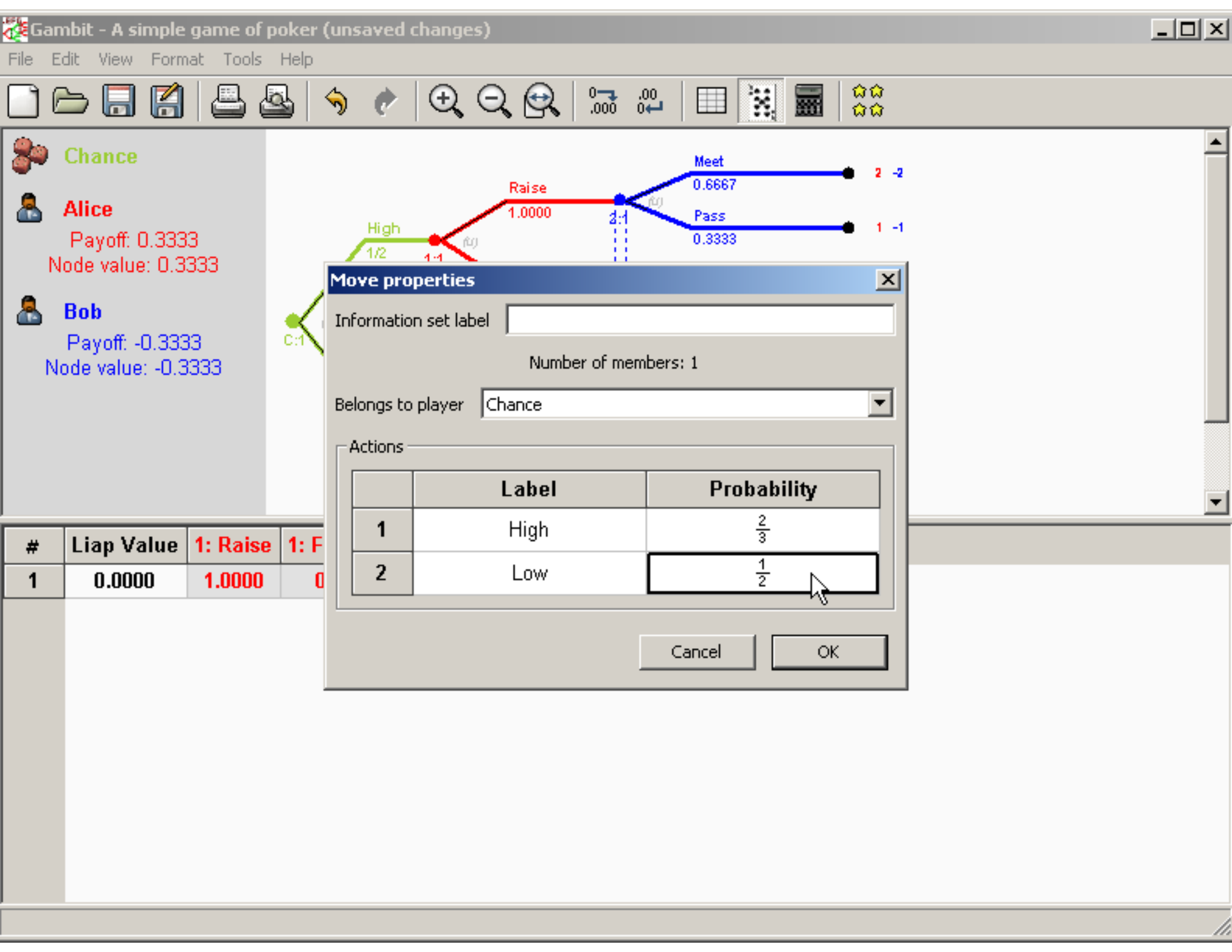
Belongs to player:

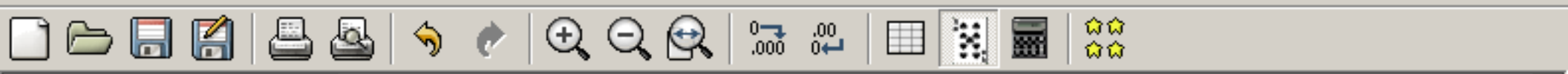
Actions

	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

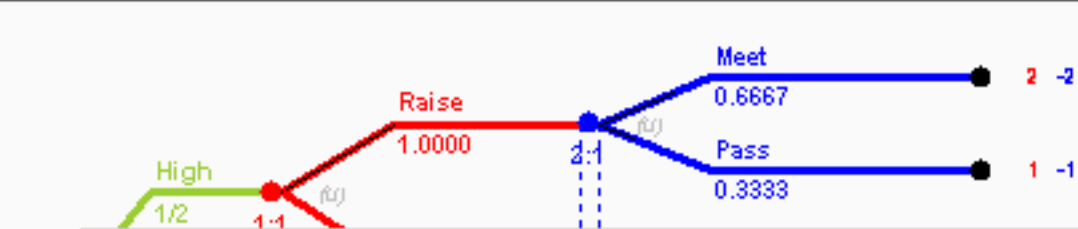




Chance

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

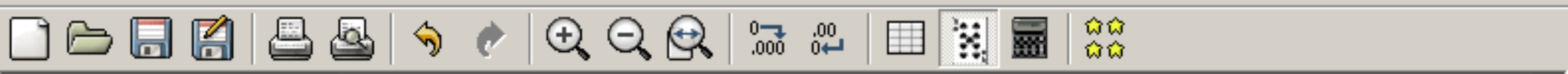
Belongs to player:

Actions

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

Cancel OK

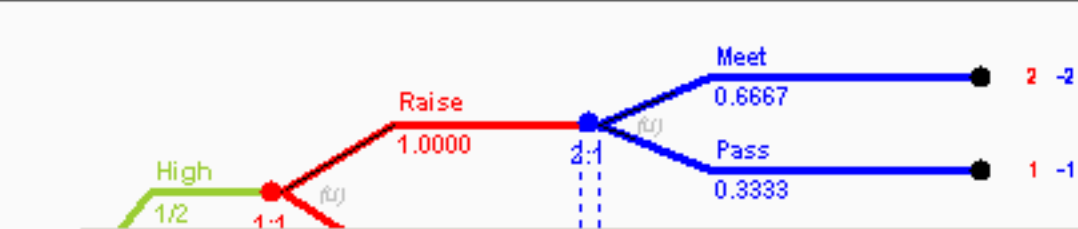
#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0



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

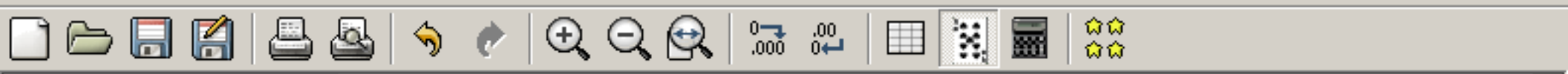
Belongs to player:

Actions

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

Cancel OK

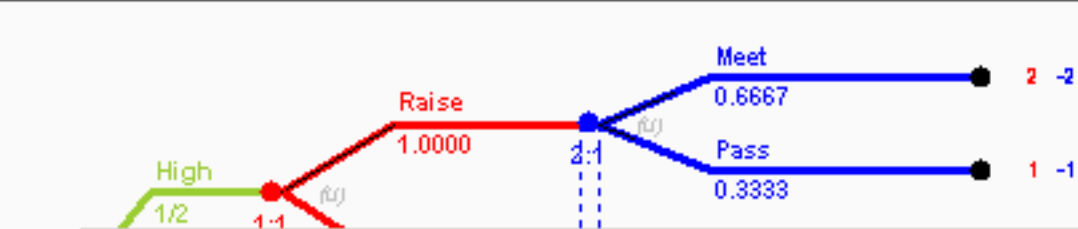
#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0



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

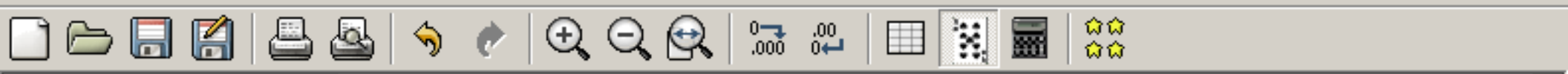
Belongs to player:

Actions

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

Cancel OK

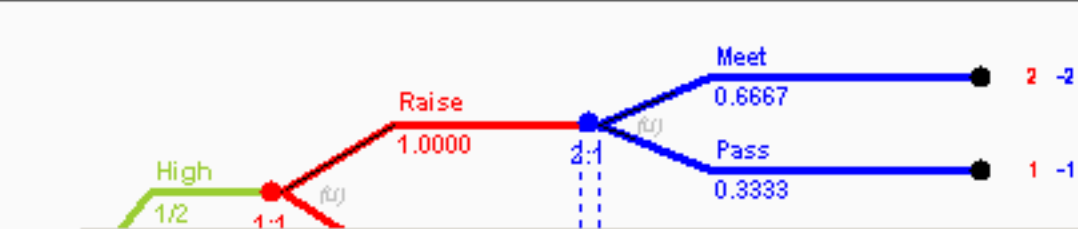
#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0



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

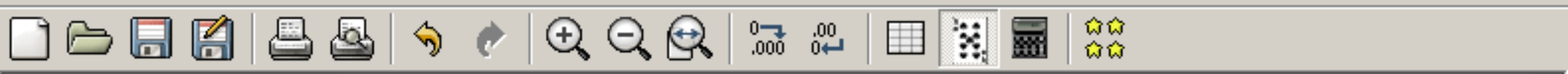
Belongs to player:

Actions

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

Cancel OK

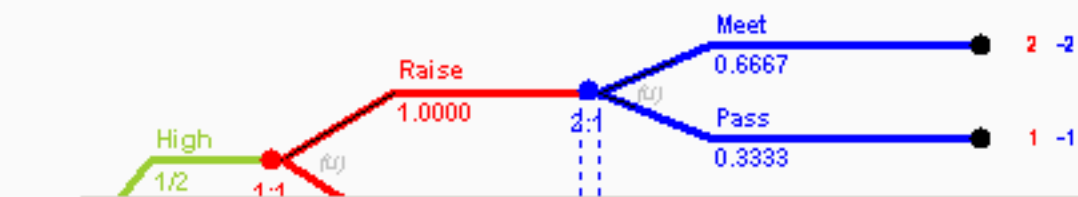
#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0



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

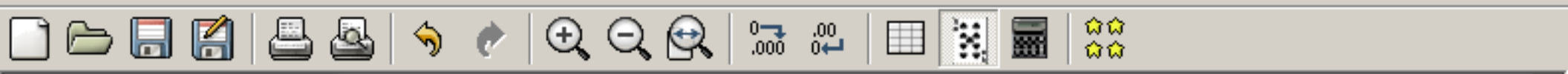
Belongs to player: Chance

Actions

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

Cancel OK

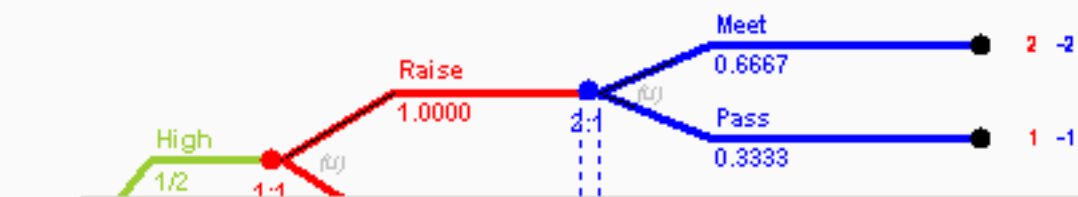
#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0



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

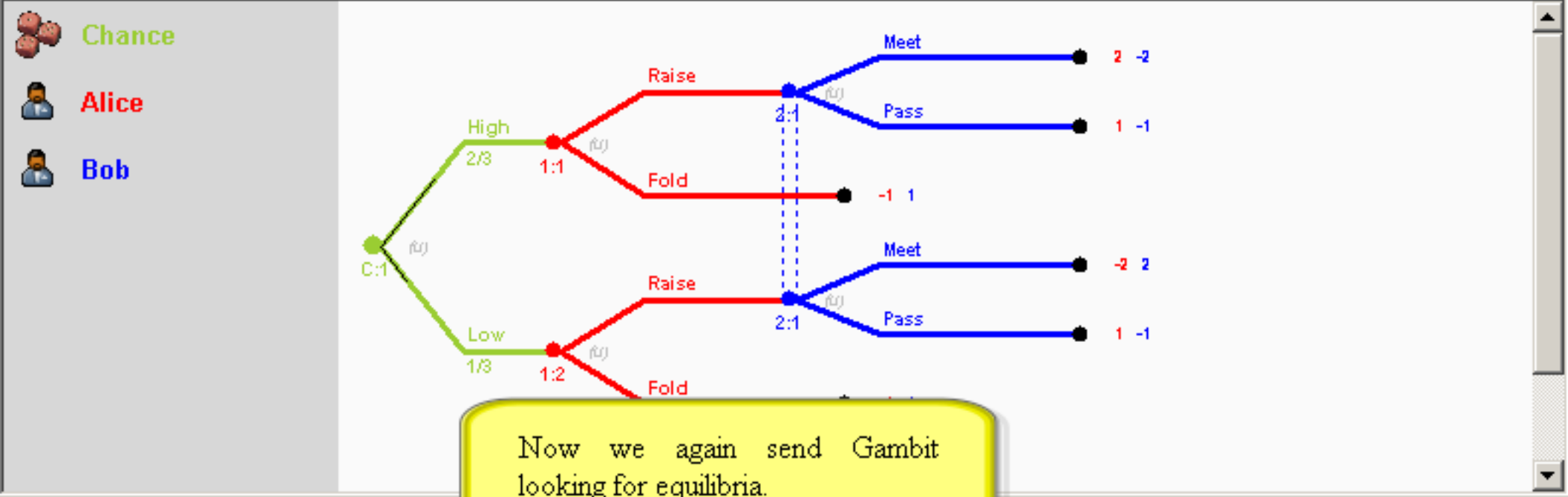
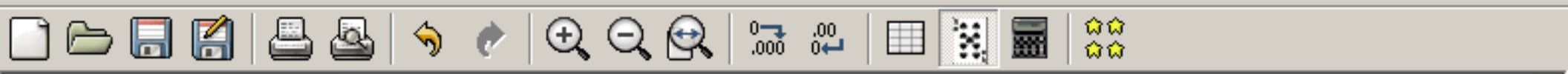
Belongs to player:

Actions

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

Cancel OK

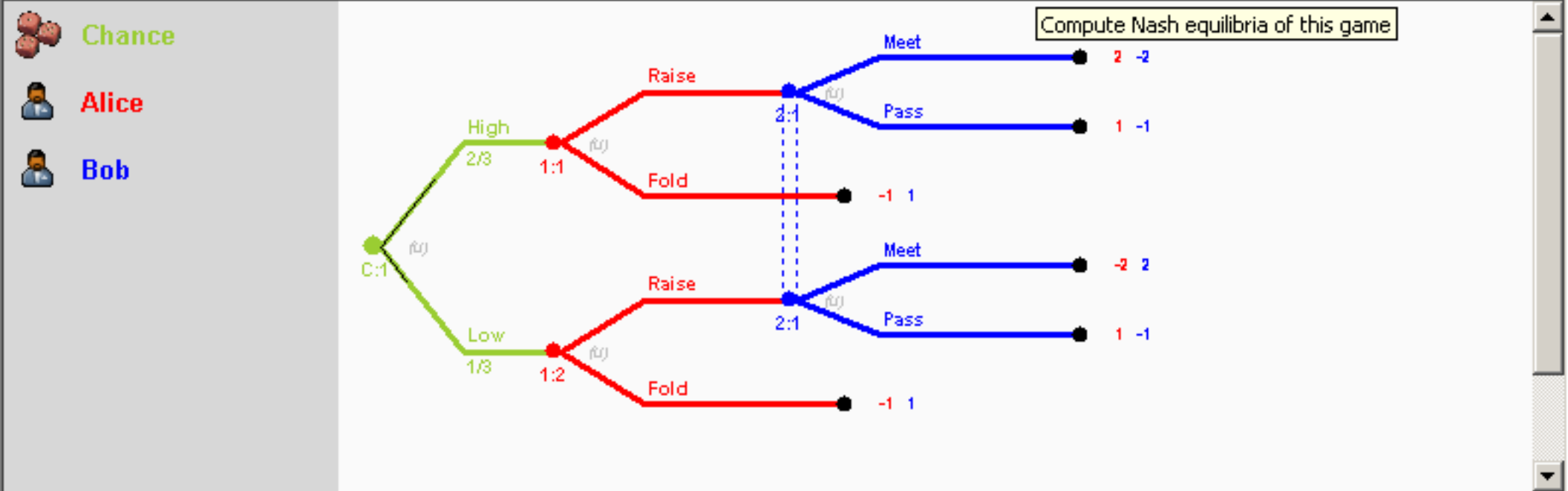
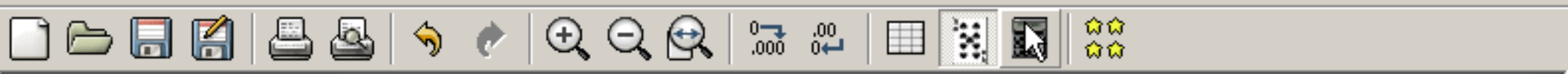
#	Liap Value	1: Raise	1: F
1	0.0000	1.0000	0



Now we again send Gambit looking for equilibria.

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

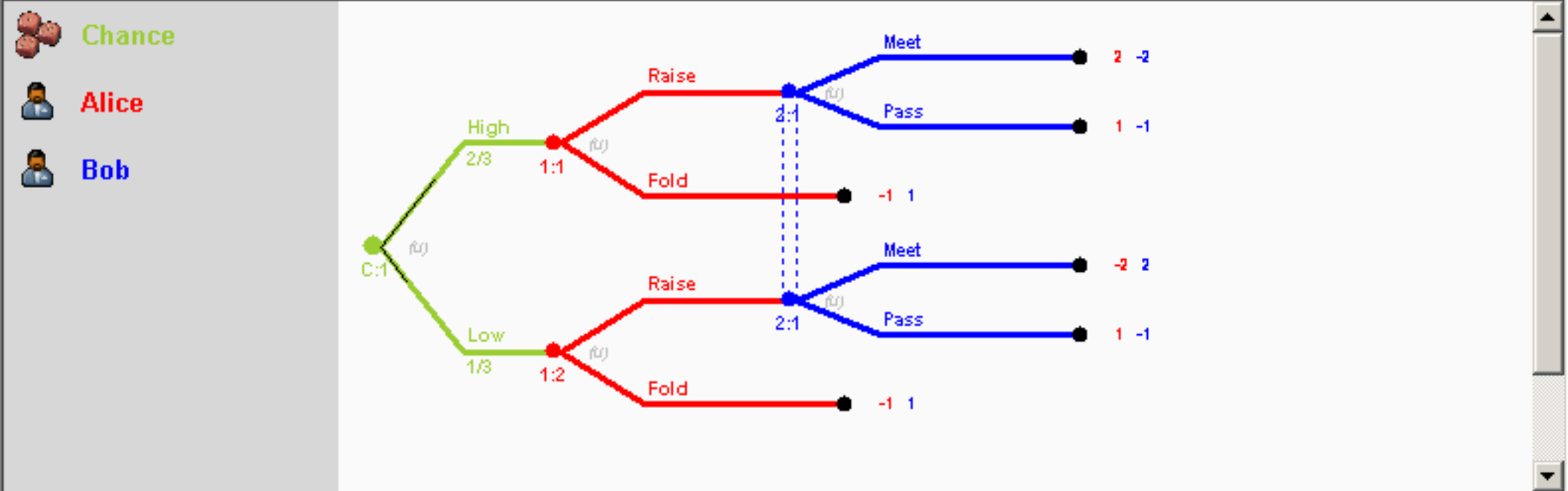
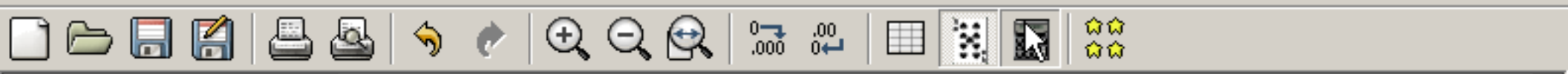
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Compute Nash equilibria of this game

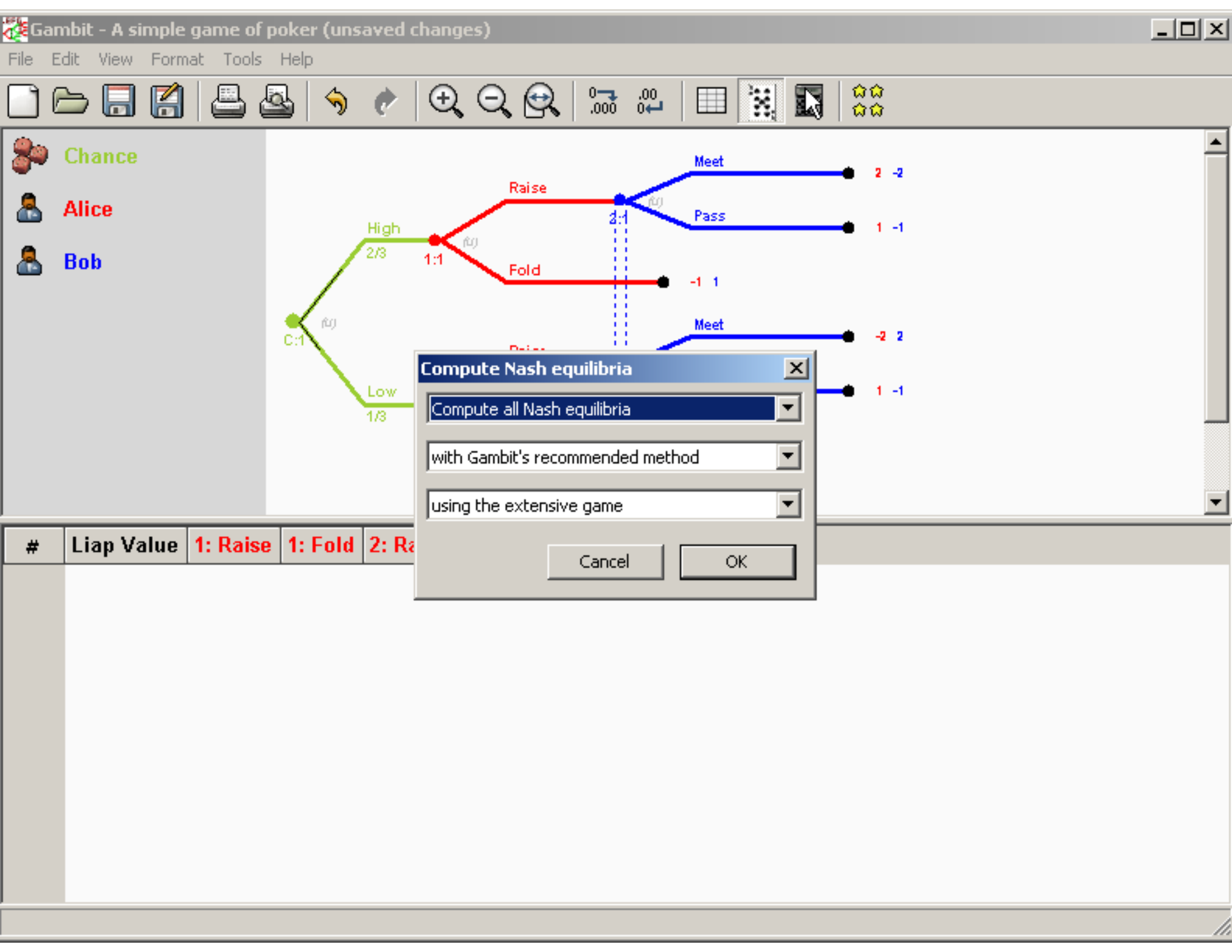
#	Liap Value	1: Raise	1: Fold	2: Raise	2: Fold	1: Meet	1: Pass
---	------------	----------	---------	----------	---------	---------	---------

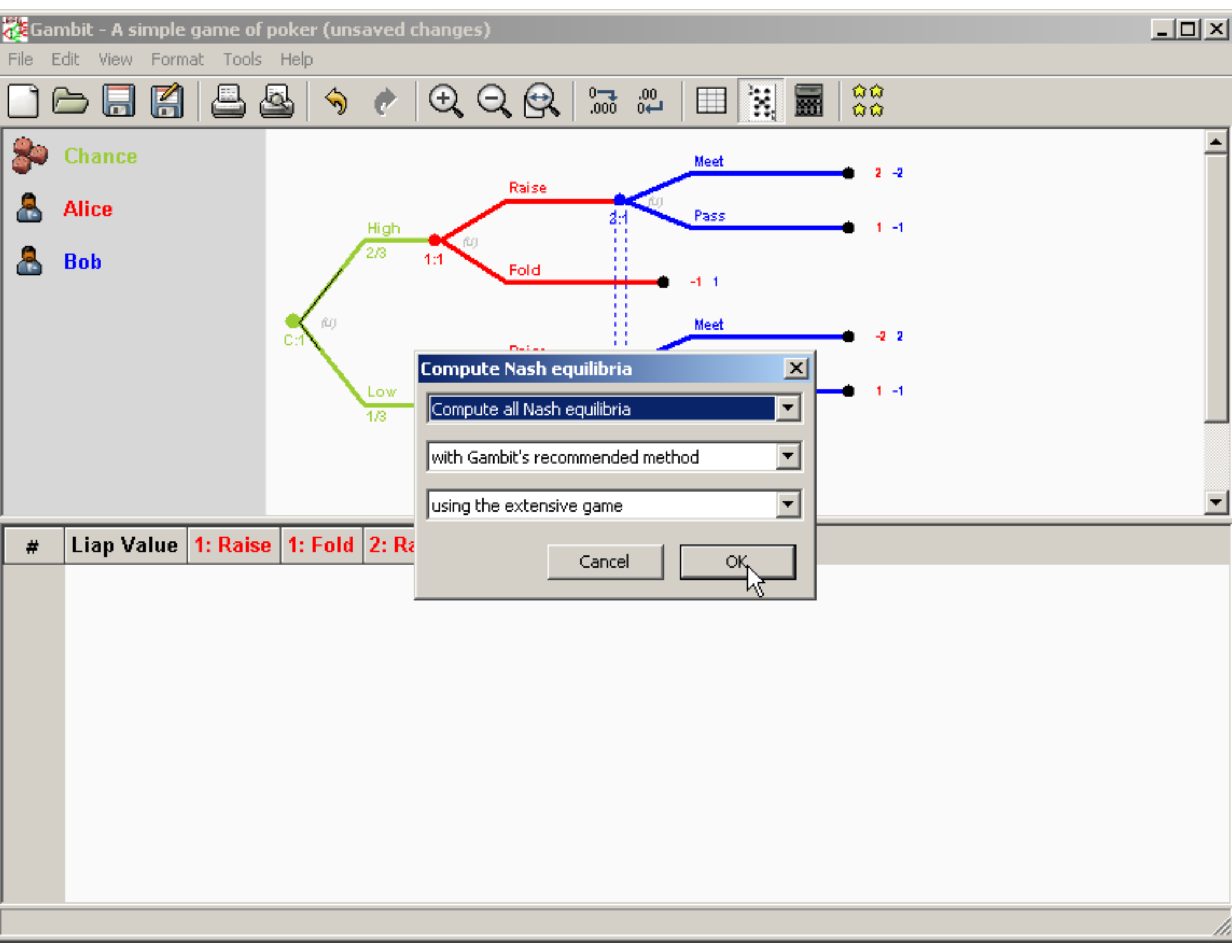
--	--	--	--	--	--	--	--

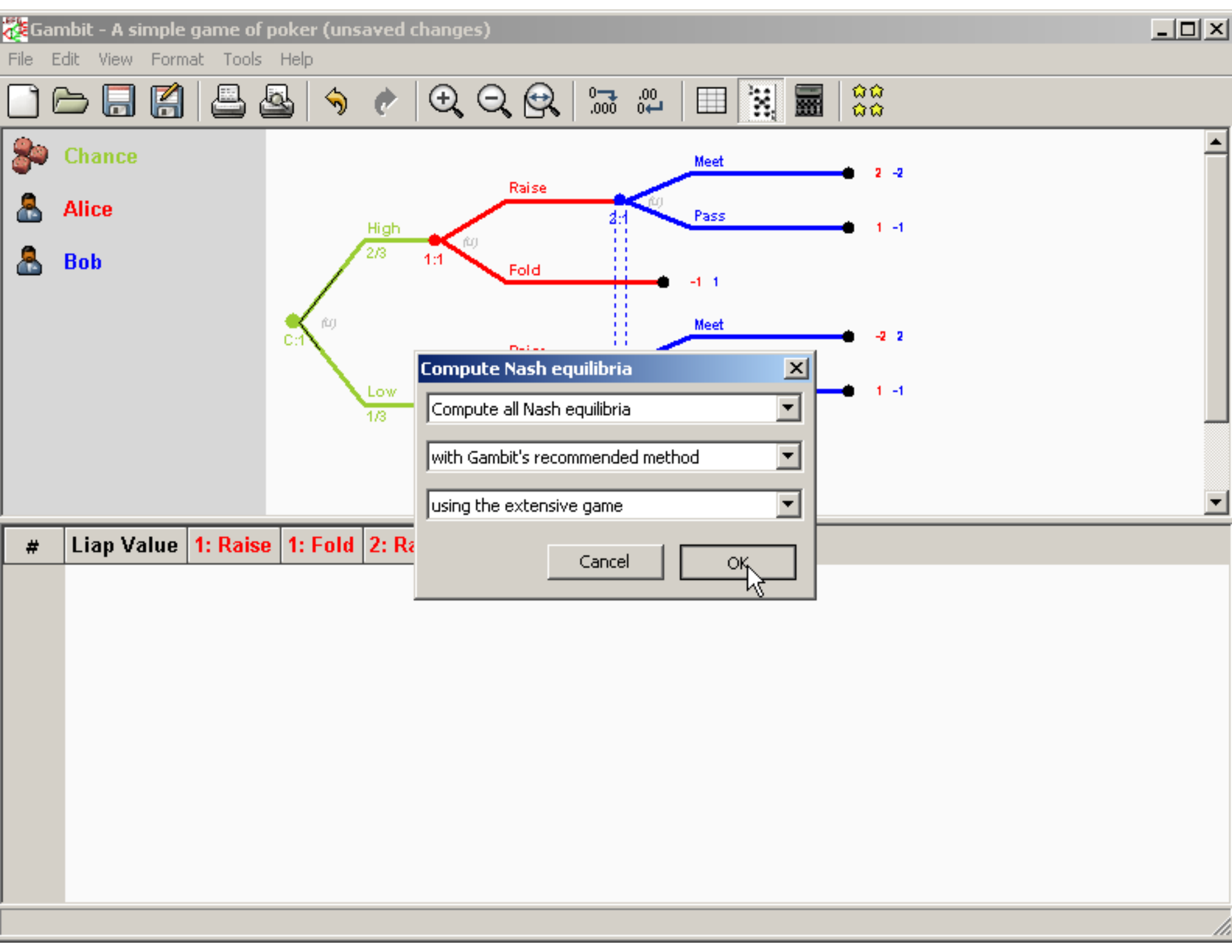


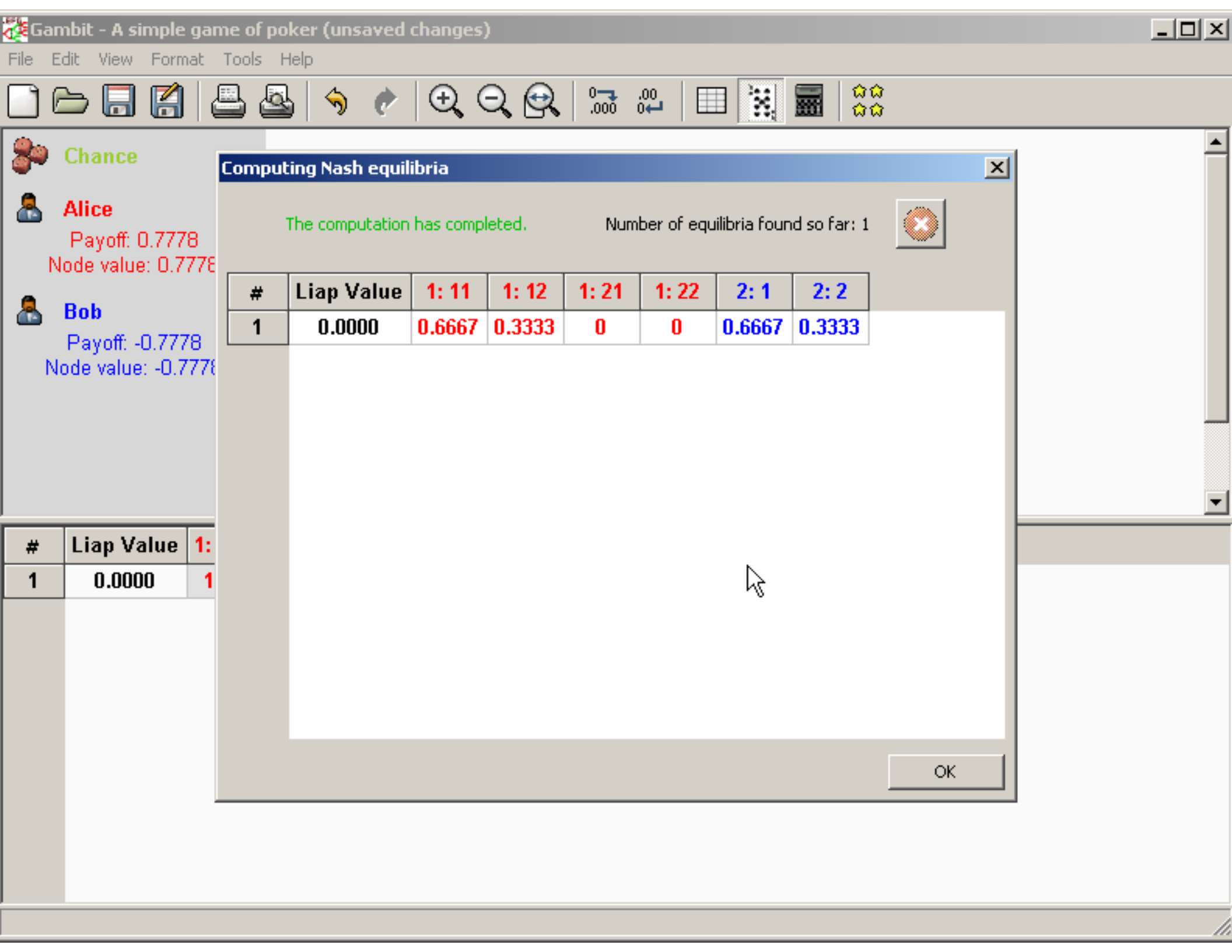
#	Liap Value	1: Raise	1: Fold	2: Raise	2: Fold	1: Meet	1: Pass
---	------------	----------	---------	----------	---------	---------	---------

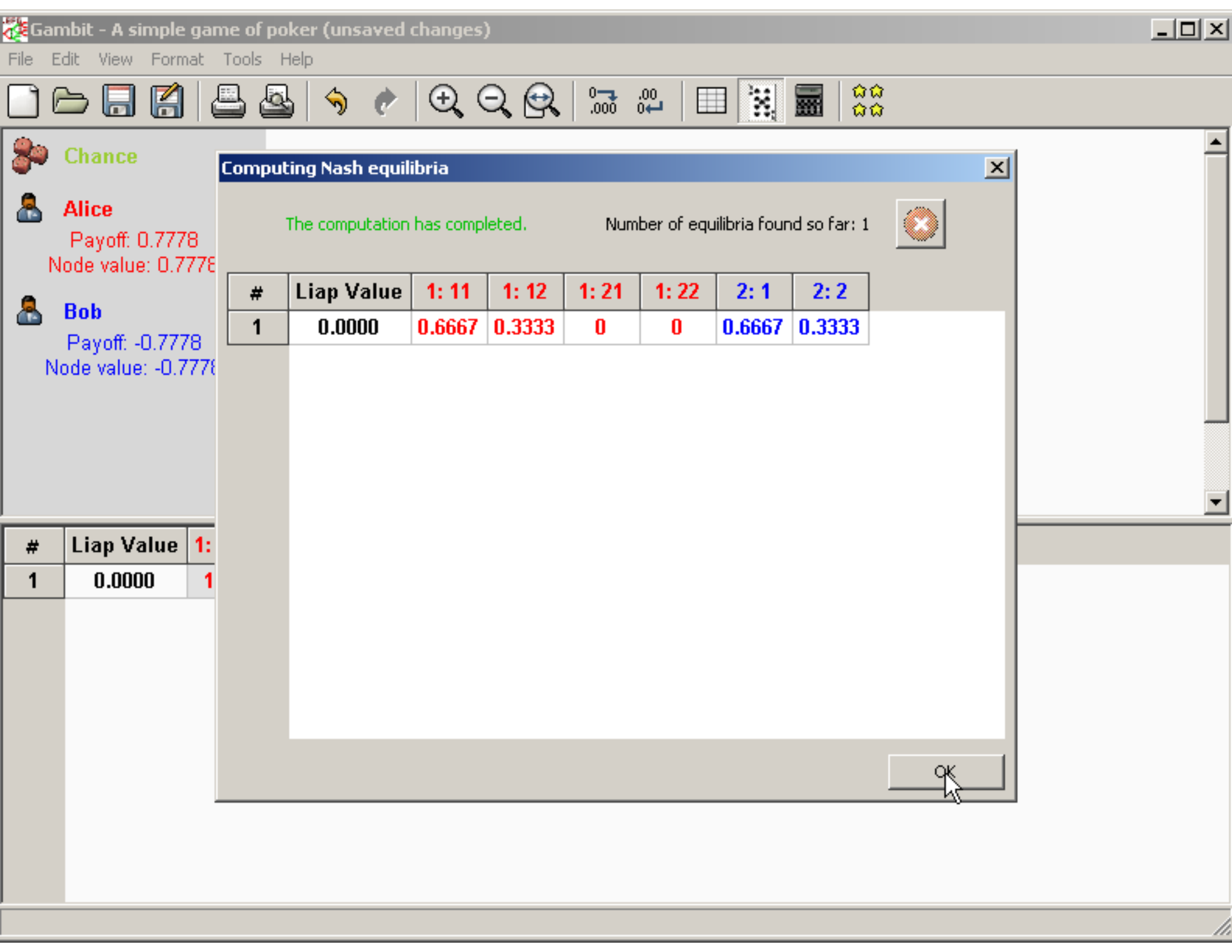
--	--	--	--	--	--	--	--













Chance

Alice
Payoff: 0.7778
Node value: 0.7778

Bob
Payoff: -0.7778
Node value: -0.7778

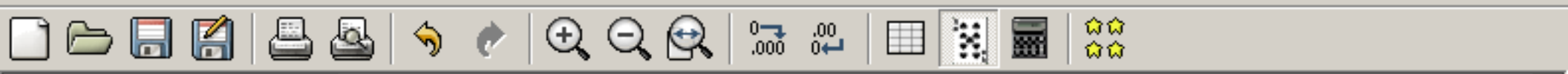
#	Liap Value	1:
1	0.0000	1

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

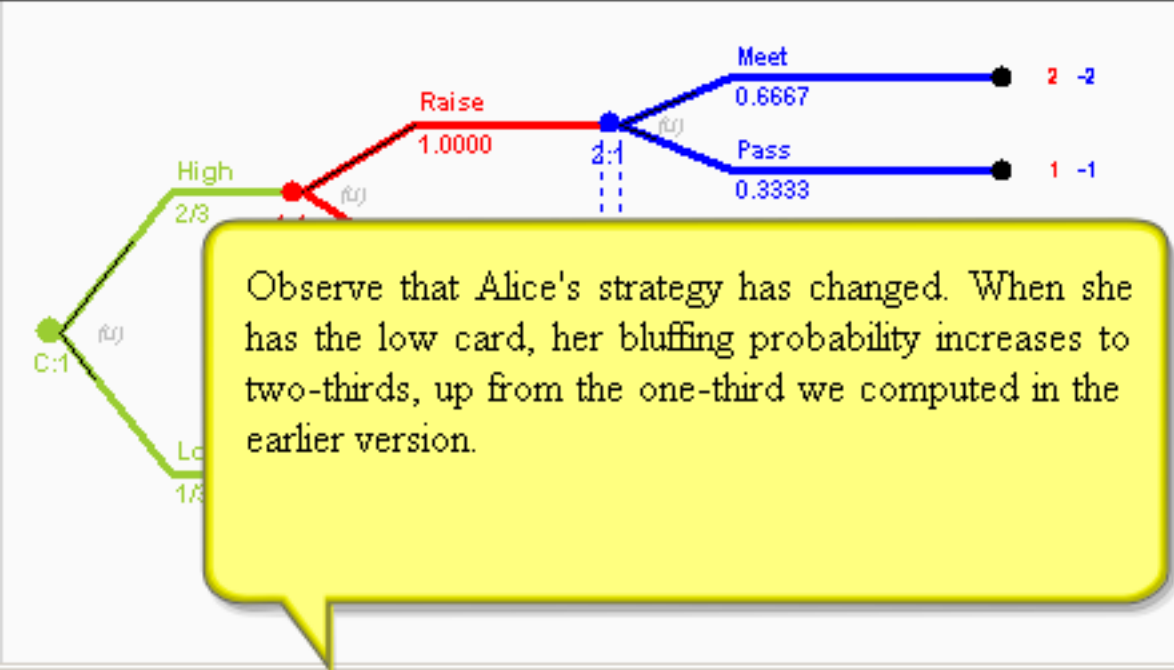
OK



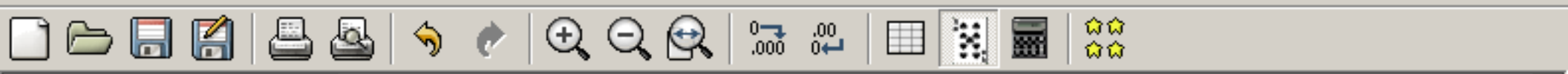
Chance

Alice
Payoff: 0.7778
Node value: 0.7778

Bob
Payoff: -0.7778
Node value: -0.7778



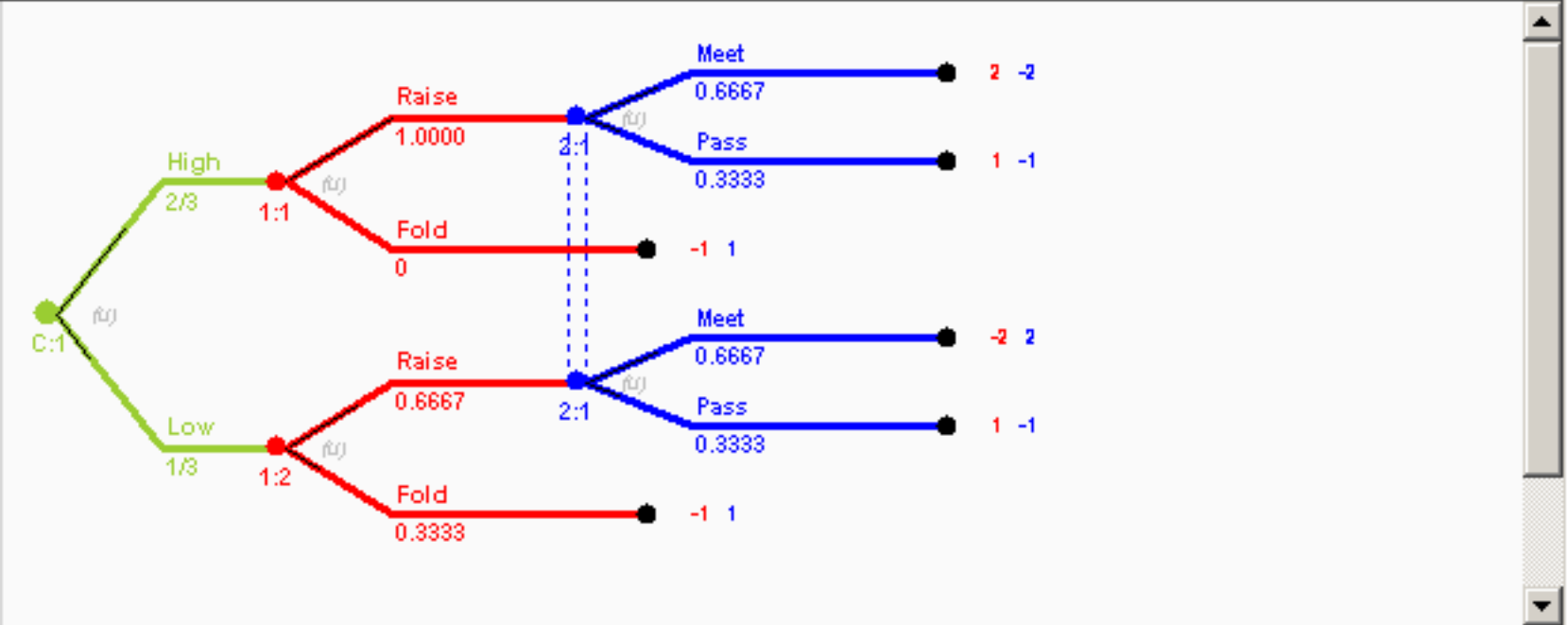
#	Liap Value	1: Raise	1: Fold	2: Raise	2: Fold	1: Meet	1: Pass
1	0.0000	1.0000	0	0.6667	0.3333	0.6667	0.3333



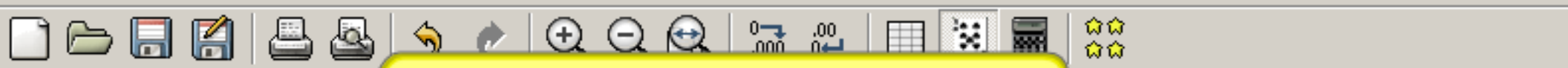
Chance

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



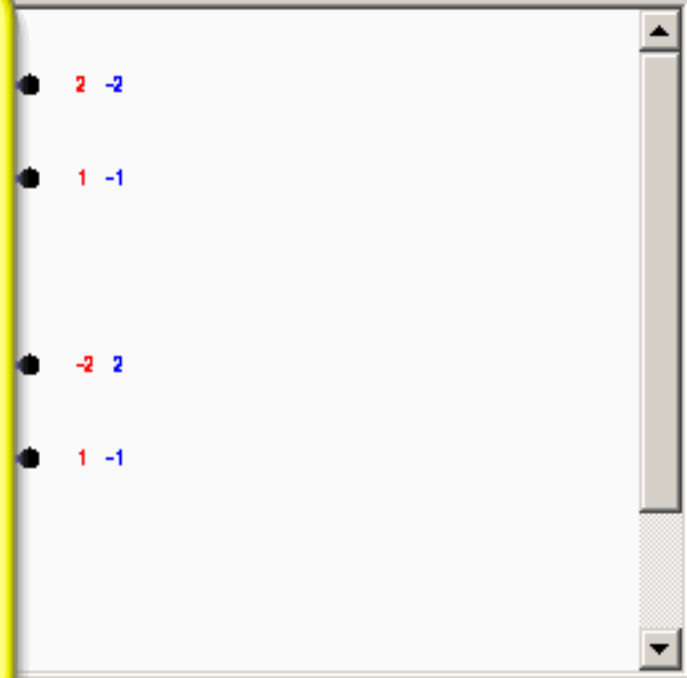
Chance

Alice
 Payoff: 0.7778
 Node value: 1.6667

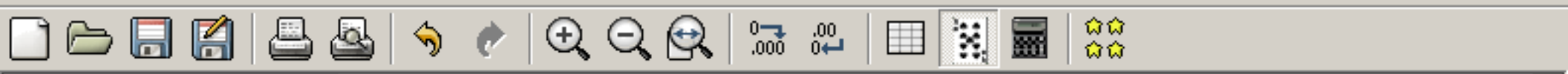
Bob
 Payoff: -0.7778
 Node value: -1.6667
 Node reached: 0.6667
 Infoset value: -1.0000
 Infoset reached: 0.8889
 Belief: 0.7500

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.



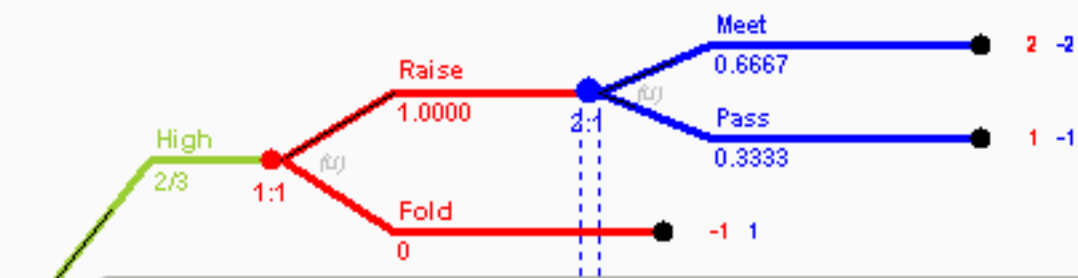
#	Liap Value	1: Raise	1: Fold	2: Raise	2: Fold	1: Meet	1: Pass
1	0.0000	1.0000	0	0.6667	0.3333	0.6667	0.3333



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: Fold
1	0.0000	1.0000	0.0000