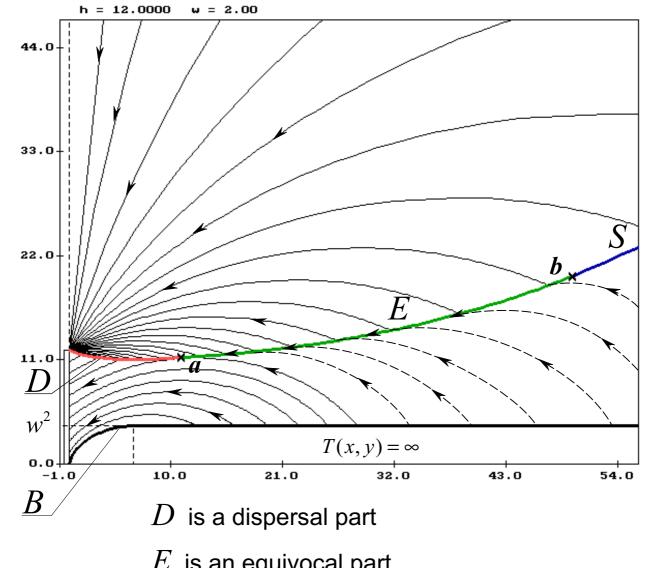
Solvability set and optimal trajectories



E is an equivocal part

S is a switching (with respect to the second player control) part