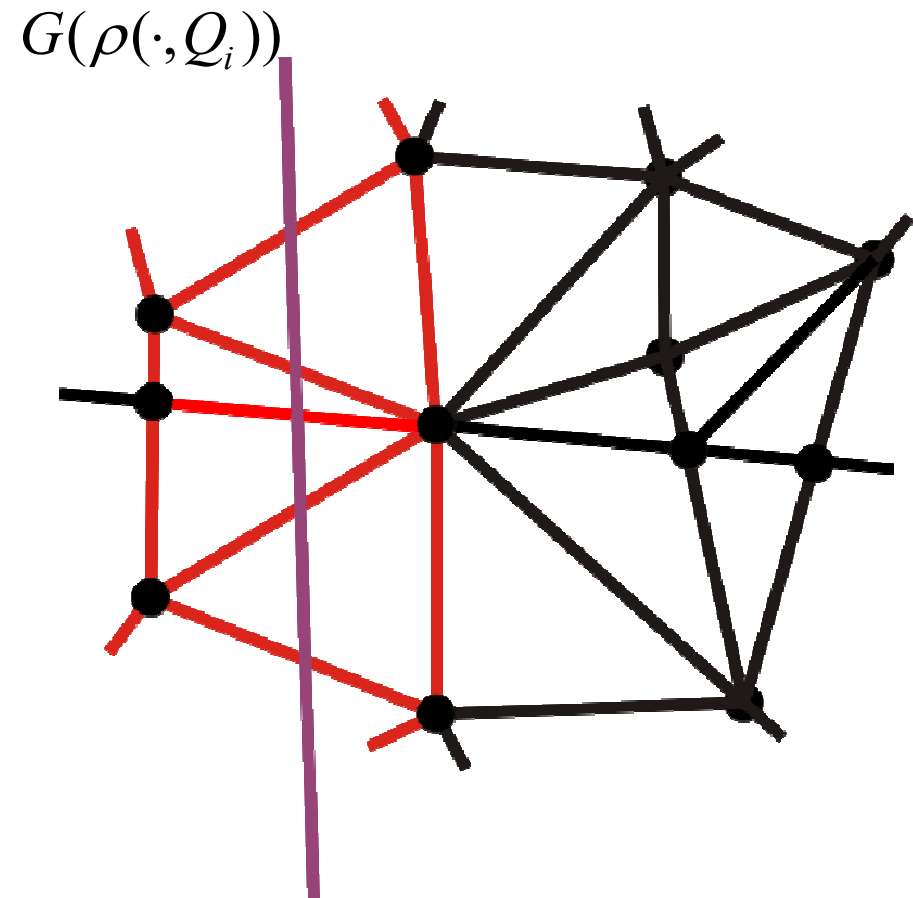
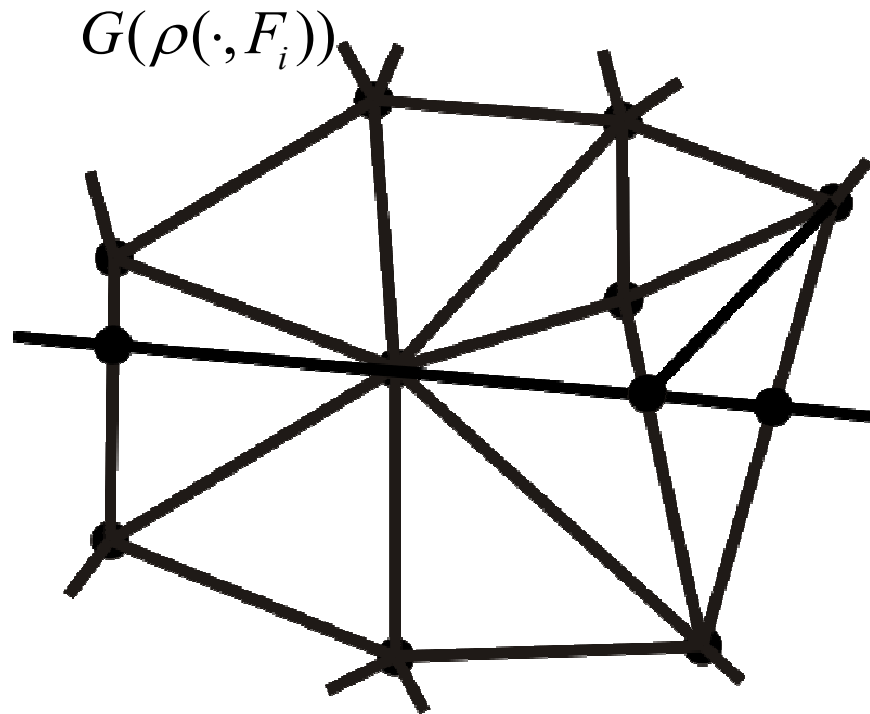


Processing the second player's action



$$\eta_i(l) = \rho(l, F_i) - \rho(l, \Delta \cdot Q_i), \quad Q_i = E(t_i)Q$$