

Introducing Game Theory A Graphic

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Dive into the fascinating world of Game Theory with this accessible graphic introduction. Explore core concepts, strategies, and real-world applications through engaging visuals and clear explanations, making complex ideas easy to grasp. Perfect for beginners looking to understand the fundamental principles of strategic decision-making and how they impact everyday scenarios.

Course materials cover topics from beginner to advanced levels.

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Introducing Game Theory

When should you adopt an aggressive business strategy? How do we make decisions when we don't have all the information? What makes international environmental cooperation possible? Game theory is the study of how we make a decision when the outcome of our moves depends on the decisions of someone else. Economists Ivan and Tuvana Pastine explain why, in these situations, we sometimes cooperate, sometimes clash, and sometimes act in a way that seems completely random. Stylishly brought to life by award-winning cartoonist Tom Humberstone, Game Theory will help readers understand behaviour in everything from our social lives to business, global politics to evolutionary biology. It provides a thrilling new perspective on the world we live in.

Game Theory: A Very Short Introduction

Games are played everywhere: from economics to evolutionary biology, and from social interactions to online auctions. This title shows how to play such games in a rational way, and how to maximize their outcomes.

The Compleat Strategist

Classic game theory primer from 1954 that discusses basic concepts of game theory and its applications, and which popularized the subject for amateurs, professionals, and students throughout the world.

Game Theory

The definitive introduction to game theory This comprehensive textbook introduces readers to the principal ideas and applications of game theory, in a style that combines rigor with accessibility. Steven Tadelis begins with a concise description of rational decision making, and goes on to discuss strategic and extensive form games with complete information, Bayesian games, and extensive form games with imperfect information. He covers a host of topics, including multistage and repeated games, bargaining theory, auctions, rent-seeking games, mechanism design, signaling games, reputation building, and

information transmission games. Unlike other books on game theory, this one begins with the idea of rationality and explores its implications for multiperson decision problems through concepts like dominated strategies and rationalizability. Only then does it present the subject of Nash equilibrium and its derivatives. Game Theory is the ideal textbook for advanced undergraduate and beginning graduate students. Throughout, concepts and methods are explained using real-world examples backed by precise analytic material. The book features many important applications to economics and political science, as well as numerous exercises that focus on how to formalize informal situations and then analyze them. Introduces the core ideas and applications of game theory Covers static and dynamic games, with complete and incomplete information Features a variety of examples, applications, and exercises Topics include repeated games, bargaining, auctions, signaling, reputation, and information transmission Ideal for advanced undergraduate and beginning graduate students Complete solutions available to teachers and selected solutions available to students

Understanding Game Theory

This work offers a concise but wide-ranging introduction to games, including older (pre-game theory) party games and more recent topics like elections and evolutionary games and is generously spiced with excursions into philosophy, history, literature and politics.

Introducing Logic

Logic is the backbone of Western civilization, holding together its systems of philosophy, science and law. Yet despite logic's widely acknowledged importance, it remains an unbroken seal for many, due to its heavy use of jargon and mathematical symbolism. This book follows the historical development of logic, explains the symbols and methods involved and explores the philosophical issues surrounding the topic in an easy-to-follow and friendly manner. It will take you through the influence of logic on scientific method and the various sciences from physics to psychology, and will show you why computers and digital technology are just another case of logic in action.

Introducing Economics

A comic-book introduction to economics from David Orrell, the author of *Economyths: 11 Ways Economics Gets it Wrong*. With illustrations from Borin Van Loon. Part of the internationally-recognised Introducing Graphic Guide series. Today, it seems, all things are measured by economists. The so-called 'dismal science' has never been more popular - or, given its failure to predict or prevent the recent financial crisis, more controversial. But what are the findings of economics? Is it really a science? And how can it help our lives? Introducing Economics traces the history of the subject from the ancient Greeks to the present day. Orrell and Van Loon bring to life the contributions of great economists - such as Adam Smith, Karl Marx, John Maynard Keynes and Milton Friedman - and delve into ideas from new areas such as ecological and complexity economics that are revolutionizing the field.

Rock, Paper, Scissors

Game Theory is the study of co-operation and the underlying strategies that shape human behaviour. In *Rock, Paper, Scissors*, Len Fisher unearths the wide-ranging applications for this science, and the ways we can use its discoveries to find effective means to co-operate in daily life. Whether we want to understand where a shared supply of teaspoons disappears to, or why countries take themselves to the brink of nuclear war, Game Theory reveals the decision-making process. Len Fisher's writing brings this science of interaction to life with anecdotes and applications that are sure to spark the imagination and give you pause for thought. Dealing with collaboration, co-operation, completion and confrontation, *Rock, Paper, Scissors* is essential reading for anyone interest in what it takes to get people to work together.

Game Theory

Although game theory as a salient concept is relatively young, the principles behind game theory have for millennia allowed humans to anticipate the behavior of their fellows and work out compelling exchanges that suit everyone's self-interest, allowing people to benefit both individually and collectively. This book serves as a complete guide to game theory, and will explain the principles of game theory, while also providing practical examples such as the Prisoner's Dilemma, and the role that game theory played during the Cold War. Game theory principles are used to inform strategists, entrepreneurs,

politicians, analysts, and philosophers, and help them make strong decisions in military, commercial, social, and moral areas. In all things, game theory principles can be used to logically minimize risk, reduce the chances of calamity, and gain an understanding of rational human behavior. Whether you're trying to help your team cooperate or you're ambitiously trying to figure out your next campaign strategy, game theory can be a useful tool for you in all arenas of the modern world!

Rules of Play

An impassioned look at games and game design that offers the most ambitious framework for understanding them to date. As pop culture, games are as important as film or television—but game design has yet to develop a theoretical framework or critical vocabulary. In *Rules of Play* Katie Salen and Eric Zimmerman present a much-needed primer for this emerging field. They offer a unified model for looking at all kinds of games, from board games and sports to computer and video games. As active participants in game culture, the authors have written *Rules of Play* as a catalyst for innovation, filled with new concepts, strategies, and methodologies for creating and understanding games. Building an aesthetics of interactive systems, Salen and Zimmerman define core concepts like "play," "design," and "interactivity." They look at games through a series of eighteen "game design schemas," or conceptual frameworks, including games as systems of emergence and information, as contexts for social play, as a storytelling medium, and as sites of cultural resistance. Written for game scholars, game developers, and interactive designers, *Rules of Play* is a textbook, reference book, and theoretical guide. It is the first comprehensive attempt to establish a solid theoretical framework for the emerging discipline of game design.

Introducing Quantum Theory

Quantum theory confronts us with bizarre paradoxes which contradict the logic of classical physics. At the subatomic level, one particle seems to know what the others are doing, and according to Heisenberg's "uncertainty principle"

3D Math Primer for Graphics and Game Development, 2nd Edition

This engaging book presents the essential mathematics needed to describe, simulate, and render a 3D world. Reflecting both academic and in-the-trenches practical experience, the authors teach you how to describe objects and their positions, orientations, and trajectories in 3D using mathematics. The text provides an introduction to mathematics for game designers, including the fundamentals of coordinate spaces, vectors, and matrices. It also covers orientation in three dimensions, calculus and dynamics, graphics, and parametric curves.

Game Theory

This new edition is unparalleled in breadth of coverage, thoroughness of technical explanations and number of worked examples.

Game Theory

The art of thinking strategically This book is a practical and accessible guide to understanding and implementing game theory, providing you with the essential information and saving time. In 50 minutes you will be able to: • Quickly master the concept of strategic behavior and interactive decisions • Anticipate the actions of your opponents to react accordingly and maximize gains • Find the key to cooperating in order to reach collective goals ABOUT 50MINUTES.COM| Management & Marketing 50MINUTES.COM provides the tools to quickly understand the main theories and concepts that shape the economic world of today. Our publications are easy to use and they will save you time. They provide elements of theory and case studies, making them excellent guides to understand key concepts in just a few minutes. In fact, they are the starting point to take action and push your business to the next level.

Game Theory

Brian Clegg was always fascinated by Isaac Asimov's classic Foundation series of books, in which the future is predicted using sophisticated mathematical modelling of human psychology and behaviour. Only much later did he realise that Asimov's 'psychohistory' had a real-world equivalent: game theory. Originating in the study of probabilistic gambling games that depend on a random source - the throw of a dice or the toss of a coin - game theory soon came to be applied to human interactions: essentially,

what was the best strategy to win, whatever you were doing? Its mathematical techniques have been applied, with varying degrees of wisdom, to fields such as economics, evolution, and questions such as how to win a nuclear war. Clegg delves into game theory's colourful history and significant findings, and shows what we can all learn from this oft-misunderstood field of study.

Game Theory

Using fascinating examples from a range of disciplines, this textbook provides social science, philosophy and economics students with an engaging introduction to the tools they need to understand and predict strategic interactions. Beginning with an introduction to the most famous games, the book uses clear, jargon-free language and accessible maths as it guides the reader through whole games with full, worked-through examples. End-of-chapter exercises help to consolidate understanding along the way. With an applied approach that draws upon real-life case-studies, this book highlights the insights that game theory can offer each situation. It is an ideal textbook for students approaching game theory from various fields across the social sciences, and for curious general readers who are looking for a thorough introduction to this intriguing subject. Accompanying online resources for this title can be found at bloomsburyonlineresources.com/game-theory. These resources are designed to support teaching and learning when using this textbook and are available at no extra cost.

Games People Play

Game theory plays a crucial role in our lives and provides startling insights into all endeavors in which humans cooperate or compete, including biology, computer science, politics, agriculture, and, most importantly, economics. Game theory is used in economics, corporate decision-making, international diplomacy and military strategy, psychology, and evolutionary biology. Game theory is observable in everyday situations like buying a car, or deciding where to go on a Saturday night. A basic working knowledge of game theory is valuable--it is a tool that sorts through information and offers insight into decisions facing players in games, and in life.

Essentials of Game Theory

Game theory is the mathematical study of interaction among independent, self-interested agents. The audience for game theory has grown dramatically in recent years, and now spans disciplines as diverse as political science, biology, psychology, economics, linguistics, sociology, and computer science, among others. What has been missing is a relatively short introduction to the field covering the common basis that anyone with a professional interest in game theory is likely to require. Such a text would minimize notation, ruthlessly focus on essentials, and yet not sacrifice rigor. This Synthesis Lecture aims to fill this gap by providing a concise and accessible introduction to the field. It covers the main classes of games, their representations, and the main concepts used to analyze them.

Strategy: An Introduction to Game Theory (Third Edition)

The perfect balance of readability and formalism. Joel Watson has refined his successful text to make it even more student-friendly. A number of sections have been added, and numerous chapters have been substantially revised. Dozens of new exercises have been added, along with solutions to selected exercises. Chapters are short and focused, with just the right amount of mathematical content and end-of-chapter exercises. New passages walk students through tricky topics.

The Art of Game Design

Anyone can master the fundamentals of game design - no technological expertise is necessary. The Art of Game Design: A Book of Lenses shows that the same basic principles of psychology that work for board games, card games and athletic games also are the keys to making top-quality videogames. Good game design happens when you view your game from many different perspectives, or lenses. While touring through the unusual territory that is game design, this book gives the reader one hundred of these lenses - one hundred sets of insightful questions to ask yourself that will help make your game better. These lenses are gathered from fields as diverse as psychology, architecture, music, visual design, film, software engineering, theme park design, mathematics, writing, puzzle design, and anthropology. Anyone who reads this book will be inspired to become a better game designer - and will understand how to do it.

Games and Information

The mathematical study of games is an intriguing endeavor with implications and applications that reach far beyond tic-tac-toe, chess, and poker to economics, business, and even biology and politics. Most texts on the subject, however, are written at the graduate level for those with strong mathematics, economics, or business backgrounds. In

Introducing Game Theory and its Applications

Steadily growing applications of game theory in modern science (including psychology, biology and economics) require sources to provide rapid access in both classical tools and recent developments to readers with diverse backgrounds. This book on game theory, its applications and mathematical methods, is written with this objective in mind. The book gives a concise but wide-ranging introduction to games including older (pre-game theory) party games and more recent topics like elections and evolutionary games and is generously spiced with excursions into philosophy, history, literature and politics. A distinguished feature is the clear separation of the text into two parts: elementary and advanced, which makes the book ideal for study at various levels. Part I displays basic ideas using no more than four arithmetic operations and requiring from the reader only some inclination to logical thinking. It can be used in a university degree course without any (or minimal) prerequisite in mathematics (say, in economics, business, systems biology), as well as for self-study by school teachers, social and natural scientists, businessmen or laymen. Part II is a rapid introduction to the mathematical methods of game theory, suitable for a mathematics degree course of various levels. To stimulate the mathematical and scientific imagination, graphics by a world-renowned mathematician and mathematics imaging artist, A T Fomenko, are used. The carefully selected works of this artist fit remarkably into the many ideas expressed in the book. This new edition has been updated and enlarged. In particular, two new chapters were added on statistical limit of games with many agents and on quantum games, reflecting possibly the two most stunning trends in the game theory of the 21st century.

Understanding Game Theory: Introduction To The Analysis Of Many Agent Systems With Competition And Cooperation (Second Edition)

Gain some insight into the game of life... Game Theory means rigorous strategic thinking. It is based on the idea that everyone acts competitively and in his own best interest. With the help of mathematical models, it is possible to anticipate the actions of others in nearly all life's enterprises. This book includes down-to-earth examples and solutions, as well as charts and illustrations designed to help teach the concept. In *The Complete Idiot's Guide® to Game Theory*, Dr. Edward C. Rosenthal makes it easy to understand game theory with insights into: ? The history of the discipline made popular by John Nash, the mathematician dramatized in the film *A Beautiful Mind* ? The role of social behavior and psychology in this amazing discipline ? How important game theory has become in our society and why

The Complete Idiot's Guide to Game Theory

AI is an integral part of every video game. This book helps professionals keep up with the constantly evolving technological advances in the fast growing game industry and equips students with up-to-date information they need to jumpstart their careers. This revised and updated Third Edition includes new techniques, algorithms, data structures and representations needed to create powerful AI in games. **Key Features** A comprehensive professional tutorial and reference to implement true AI in games Includes new exercises so readers can test their comprehension and understanding of the concepts and practices presented Revised and updated to cover new techniques and advances in AI Walks the reader through the entire game AI development process

AI for Games, Third Edition

Computer Graphics from Scratch demystifies the algorithms used in modern graphics software and guides beginners through building photorealistic 3D renders. Computer graphics programming books are often math-heavy and intimidating for newcomers. Not this one. *Computer Graphics from Scratch* takes a simpler approach by keeping the math to a minimum and focusing on only one aspect of computer graphics, 3D rendering. You'll build two complete, fully functional renderers: a raytracer, which simulates rays of light as they bounce off objects, and a rasterizer, which converts 3D models into 2D pixels. As you progress you'll learn how to create realistic reflections and shadows, and how to render

a scene from any point of view. Pseudocode examples throughout make it easy to write your renderers in any language, and links to live JavaScript demos of each algorithm invite you to explore further on your own. Learn how to: Use perspective projection to draw 3D objects on a 2D plane Simulate the way rays of light interact with surfaces Add mirror-like reflections and cast shadows to objects Render a scene from any camera position using clipping planes Use flat, Gouraud, and Phong shading to mimic real surface lighting Paint texture details onto basic shapes to create realistic-looking objects Whether you're an aspiring graphics engineer or a novice programmer curious about how graphics algorithms work, Gabriel Gambetta's simple, clear explanations will quickly put computer graphics concepts and rendering techniques within your reach. All you need is basic coding knowledge and high school math. Computer Graphics from Scratch will cover the rest.

Computer Graphics from Scratch

Wagner's operatic works rank with the supreme achievements of western culture. But acceptance of Wagner's musical genius is tempered by feelings of misgiving and many believe the composer's underlying ideas to be indefensible. A self-styled social revolutionary, Wagner thought the world could be redeemed through vegetarianism and Aryan philosophy. Introducing Wagner: A Graphic Guide separates the composer's art from the ideas and the arrogant destructive personal behaviour of the man.

Introducing Wagner

Discusses the essential elements in creating a successful game, how playing games and learning are connected, and what makes a game boring or fun.

Theory of Fun for Game Design

This is the first textbook dedicated to explaining how artificial intelligence (AI) techniques can be used in and for games. After introductory chapters that explain the background and key techniques in AI and games, the authors explain how to use AI to play games, to generate content for games and to model players. The book will be suitable for undergraduate and graduate courses in games, artificial intelligence, design, human-computer interaction, and computational intelligence, and also for self-study by industrial game developers and practitioners. The authors have developed a website (<http://www.gameaibook.org>) that complements the material covered in the book with up-to-date exercises, lecture slides and reading.

Artificial Intelligence and Games

An exploration of how we see, use, and make sense of modern video game worlds. The move to 3D graphics represents a dramatic artistic and technical development in the history of video games that suggests an overall transformation of games as media. The experience of space has become a key element of how we understand games and how we play them. In Video Game Spaces, Michael Nitsche investigates what this shift means for video game design and analysis. Navigable 3D spaces allow us to crawl, jump, fly, or even teleport through fictional worlds that come to life in our imagination. We encounter these spaces through a combination of perception and interaction. Drawing on concepts from literary studies, architecture, and cinema, Nitsche argues that game spaces can evoke narratives because the player is interpreting them in order to engage with them. Consequently, Nitsche approaches game spaces not as pure visual spectacles but as meaningful virtual locations. His argument investigates what structures are at work in these locations, proceeds to an in-depth analysis of the audiovisual presentation of gameworlds, and ultimately explores how we use and comprehend their functionality. Nitsche introduces five analytical layers—rule-based space, mediated space, fictional space, play space, and social space—and uses them in the analyses of games that range from early classics to recent titles. He revisits current topics in game research, including narrative, rules, and play, from this new perspective. Video Game Spaces provides a range of necessary arguments and tools for media scholars, designers, and game researchers with an interest in 3D game worlds and the new challenges they pose.

Video Game Spaces

This book is the first to apply the tools of game theory and information economics to advance our understanding of how laws work. Organized around the major solution concepts of game theory, it

shows how such well known games as the prisoner's dilemma, the battle of the sexes, beer-quiche, and the Rubinstein bargaining game can illuminate many different kinds of legal problems. Game Theory and the Law highlights the basic mechanisms at work and lays out a natural progression in the sophistication of the game concepts and legal problems considered.

Game Theory and the Law

Game Theory: A Simple Introduction offers an accessible and enjoyable guide to the basic principles and extensive applications of game theory. Understand a game matrix, the prisoners' dilemma, dominant and mixed strategies, zero-sum games, Pareto efficiency, the Nash equilibrium, and the power of asymmetric information. Calculate payoffs and outcomes in games involving characters such as Jack and Jill, or Frodo and Gollum. Look at the effects of altruism and hatred on games, and see how games can change over time. Explore examples looking at gang members, free riders, global governance, a long-term relationship, competing corporations, advertisers and their customers, along with familiar hawk-dove and chicken games. See game players use every trick in the book to get what they want, with over 50 images to guide through the steps they use to play the game.

Game Theory: A Simple Introduction

Winning at competitive games requires a results-oriented mindset that many players are simply not willing to adopt. This book walks players through the entire process: how to choose a game and learn basic proficiency, how to break through the mental barriers that hold most players back, and how to handle the issues that top players face. It also includes a complete analysis of Sun Tzu's book The Art of War and its applications to games of today. These foundational concepts apply to virtually all competitive games, and even have some application to "real life." Trade paperback. 142 pages.

Playing to Win

Focussing on the independent videogames sector, this book provides readers with a vocabulary to articulate and build their games writing practice; whether studying games or coming to games from another storytelling discipline. Writing for Games offers resources for communication, collaboration, reflection, and advocacy, inviting the reader to situate their practice in a centuries-long heritage of storytelling, as well as considering the material affordances of videogames, and the practical realities of working in game development processes. Structured into three parts, Theory considers the craft of both games and writing from a theoretical perspective, covering vocabulary for both game and story practices. Case Studies uses three case studies to explore the theory explored in Part 1. The Practical Workbook offers a series of provocations, tools and exercises that give the reader the means to refine and develop their writing, not just for now, but as a part of a life-long practice. Writing for Games: Theory and Practice is an approachable and entry-level text for anyone interested in the craft of writing for videogames. Hannah Nicklin is an award-winning narrative and game designer, writer, and academic who has been practising for nearly 15 years. She works hard to create playful experiences that see people and make people feel seen, and also argues for making games a more radical space through mentoring, advocacy, and redefining process. Trained as a playwright, Nicklin moved into interactive practices early on in her career and is now the CEO and studio lead at Danish indie studio Die Gute Fabrik, which most recently launched Mutazione in 2019.

Writing for Games

Metaphysics in science / Richard Healey -- Models and theories / Margaret Morrison -- Natural kinds / Muhammad Ali Khalidi -- Probability / Antony Eagle -- Representation in science / Mauricio Suarez -- Reduction / Andreas Huttemann and Alan C. Love -- Science and non-science / Sven Ove Hansson -- Scientific concepts / Hyundeuk Cheon and Edouard Machery -- Scientific explanation / Bradford Skow -- Scientific progress / Alexander Bird -- Scientific realism / Timothy D. Lyons -- Scientific theories / Hans Halvorson -- Values in science / Heather Douglas -- Part III. New directions. After Kuhn / Philip Kitcher -- Astronomy and astrophysics / Sibylle Anderl -- Challenges to evolutionary theory / Denis Walsh -- Complexity theory / Michael Strevens -- Computer simulation / Johannes Lenhard -- Data / Aidan Lyon -- Emergence / Paul Humphreys -- Empiricism and after / Jim Bogen -- Mechanisms and mechanical philosophy / Stuart Glennan -- Philosophy and cosmology / Claus Beisbart --

The Oxford Handbook of Philosophy of Science

Graphics Shaders: Theory and Practice is intended for a second course in computer graphics at the undergraduate or graduate level, introducing shader programming in general, but focusing on the GLSL shading language. While teaching how to write programmable shaders, the authors also teach and reinforce the fundamentals of computer graphics. The sec

Graphics Shaders

Designed for advanced undergraduate and beginning graduate courses, 3D Graphics for Game Programming presents must-know information for success in interactive graphics. Assuming a minimal prerequisite understanding of vectors and matrices, it also provides sufficient mathematical background for game developers to combine their previous experie

3D Graphics for Game Programming

Aimed at "the mathematically traumatized," this text offers nontechnical coverage of graph theory, with exercises. Discusses planar graphs, Euler's formula, Platonic graphs, coloring, the genus of a graph, Euler walks, Hamilton walks, more. 1976 edition.

Introduction to Graph Theory

The award-winning illustrator Grady Klein has paired up with the world's only stand-up economist, Yoram Bauman, PhD, to take the dismal out of the dismal science. From the optimizing individual to game theory to price theory, The Cartoon Introduction to Economics is the most digestible, explicable, and humorous 200-page introduction to microeconomics you'll ever read. Bauman has put the "comedy" into "economy" at comedy clubs and universities around the country and around the world (his "Principles of Economics, Translated" is a YouTube cult classic). As an educator at both the university and high school levels, he has learned how to make economics relevant to today's world and today's students. As Google's chief economist, Hal Varian, wrote, "You don't need a brand-new economics. You just need to see the really cool stuff, the material they didn't get to when you studied economics." The Cartoon Introduction to Economics is all about integrating the really cool stuff into an overview of the entire discipline of microeconomics, from decision trees to game trees to taxes and thinking at the margin. Rendering the cool stuff fun is the artistry of the illustrator and lauded graphic novelist Klein. Panel by panel, page by page, he puts comics into economics. So if the vertiginous economy or a dour professor's 600-page econ textbook has you desperate for a fun, factual guide to economics, reach for The Cartoon Introduction to Economics and let the collaborative genius of the Klein-Bauman team walk you through an entire introductory microeconomics course.

The Cartoon Introduction to Economics, Volume I: Microeconomics

Game theory has brought me to this point and I must follow where it leads. Even though this is not a game. Jamie is a sixteen-year-old maths whiz. Summerlee, his older sister, is in the grip of a wild phase. Tensions at home run high. When Summerlee wins a 7.5-million-dollar lottery, she cuts all ties with her family. But money can cause trouble - big trouble. And when Jamie's younger sister Phoebe is kidnapped for a ransom, the family faces a crisis almost too painful to bear. Jamie thinks he can use game theory - the strategy of predicting an opponent's actions - to get Phoebe back. But can he outfox the kidnapper? Or is he putting his own and his sister's life at risk? A brilliant, page-turning novel from a superb storyteller.

Game Theory