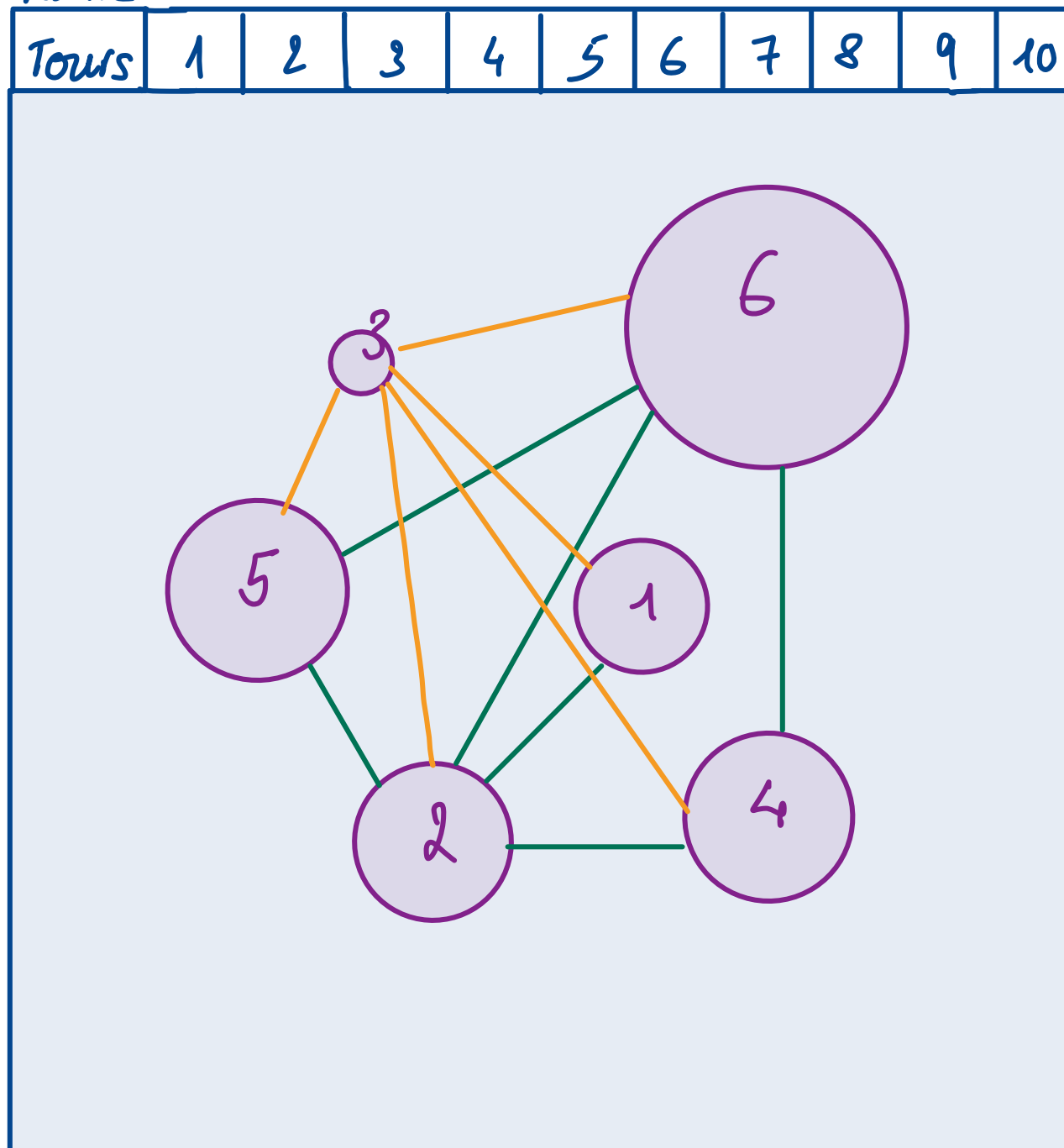


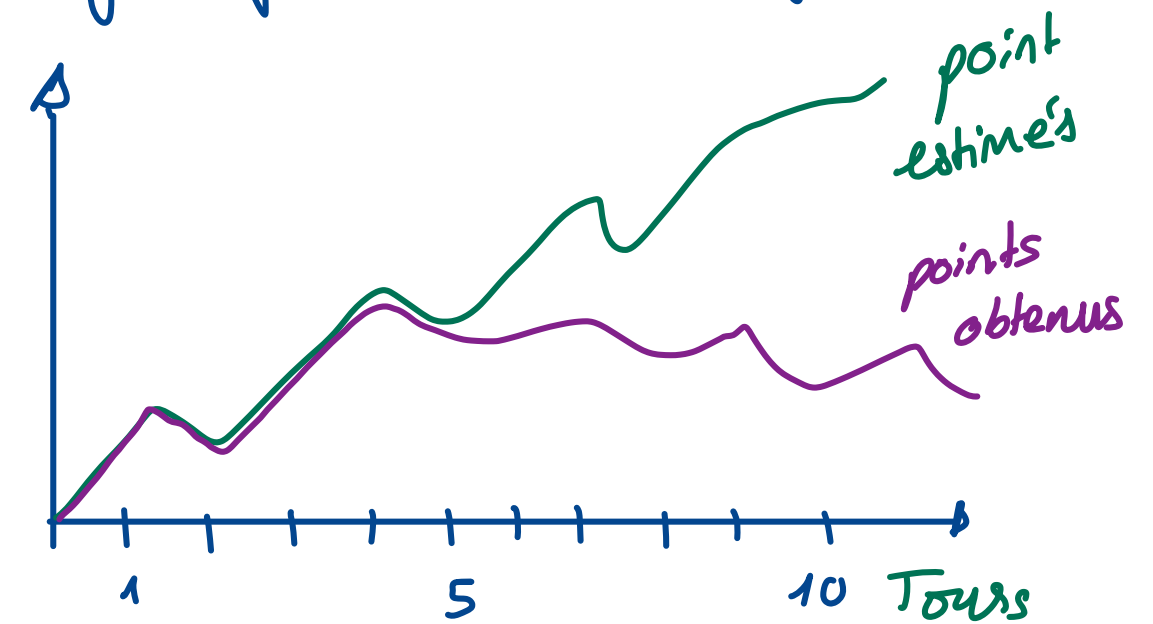
Skull king game

Partie 1



— mutually winning
— mutually losing

Information when clicked on a player for the whole game



create a risk index

↳ how?

risk taker : round 10 → bet 0
risk averse : round 10 → bet 1?