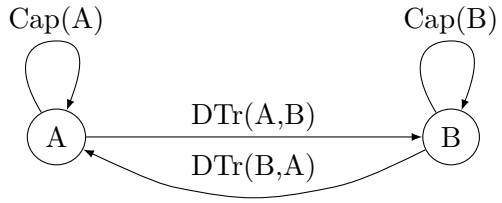
Complete 2-player graph:



A's possible actions:

$$Action(A) = \begin{matrix} \\ DTr(B,A) \\ DTr(A,B) \\ Cap(A) \end{matrix} \overset{from}{\begin{bmatrix} x_1 & x_2 & x_3 \\ y_1 & 0 & y_3 \\ z_1 & z_2 & 0 \end{bmatrix}} \begin{matrix} Purchase \\ DTr(A,B)\ to \\ Cap(A) \end{matrix}$$

Results:

$$\begin{aligned} DTr'(A,B) &= DTr(A,B) + y_1 + y_3 - x_2 - z_2 \\ DTr'(B,A) &= DTr(B,A) - x_1 - y_1 - z_1 \\ Cap'(A) &= Cap(A) + z_1 + z_2 - x_3 - y_3 \\ Bought &= \frac{x_1 + x_2 + x_3}{cost(b)} \end{aligned}$$

No funds destroyed/created rule:

$$DTr'(A,B) + DTr'(B,A) + Cap(A) + Bought \times cost(b)$$
$$=$$
$$DTr(A,B) + DTr(B,A) + Cap(A)$$

Individual no funds created rules:

$$\begin{aligned} x_1 + y_1 + z_1 &\leq DTr(B,A) \\ x_2 + z_2 &\leq DTr(A,B) \\ x_3 + y_3 &\leq Cap(A) \end{aligned}$$

No adding and reducing from same place rules:

$$\begin{array}{llll} y_1 x_2 = 0 & z_1 x_3 = 0 & z_2 x_3 = 0 & y_3 x_2 = 0 \\ y_1 z_2 = 0 & z_1 y_3 = 0 & z_2 y_3 = 0 & y_3 z_2 = 0 \end{array}$$