Weaknesses of Classical Theory

- seems to fully answer how to play games — just compute minmax strategy (e.g., using linear programming)
- weaknesses:
  - game **M** may be unknown
  - game **M** may be extremely large
  - opponent may not be fully adversarial
    - may be possible to do better than value v
    - e.g.:
      Lisa (thinks):
        Poor predictable Bart, always takes Rock.
      Bart (thinks):
        Good old Rock, nothing beats that.