Best-Response problem in sequence form The best-response problem of player i against strategy $r_a dv$ of the adversarial player in sequence form is formulated as:

$$\max_{r_1} \sum_{q_1 \in Q_1} \sum_{q_{adv} \in Q_{adv}} r_1^T(q_1) U_1(q_1, q_{adv}) r_{adv}^T(q_{adv}) \tag{1}$$

Algorithm 1 `Upper Bound`

function UB(Γ, h, $\boldsymbol{\pi}^{adv}$, $\boldsymbol{\pi}^1$)
  if $h \in Z$ **then**
    return $u(h)$
  $v(h) \leftarrow -\infty$
  if $(h \in I | P(I) = 1)$ **then**
    for $a \in A(h)$ **do**
      $v(h) \leftarrow max\{v(h), \sum_{a \in A(I)} \pi_a^1$ UB(Γ, ha, $\boldsymbol{\pi}^{adv}$, $\boldsymbol{\pi}^1$)$\}$
  if $(h \in I | P(I) = adv)$ **then**
    for $a \in A(h)$ **do**
      $v(h) \leftarrow max\{v(h), \sum_{a \in A(I)} \pi_a^{adv}$ UB(Γ, ha, $\boldsymbol{\pi}^{adv}$, $\boldsymbol{\pi}^1$)$\}$
  return (Γ, **v**)