

plan	0	1	2
a_0	(0,0)	(1,0)	(2,0)
a_1	(0,0)	(1,0)	(2,0)

plan	0	1	2
a_0	(0,0)	(1,0)	(2,0)
a_1	(0,0)	(1,0)	(2,0)

Table 2: An ethical game design oreilly media inc isbn the