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game

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Defines	outcome
Defines	game
Defines	player
Defines	utility function
Defines	payoff

In general, a *game* is a way of describing a situation in which *players* make choices with the intent of optimizing their *utility*. Formally, a game includes three features:

- a set of pure strategies for each player (their strategy space)
- a way of determining an *outcome* from the strategies selected by the players
- a utility function for each player specifying their *payoff* for each outcome