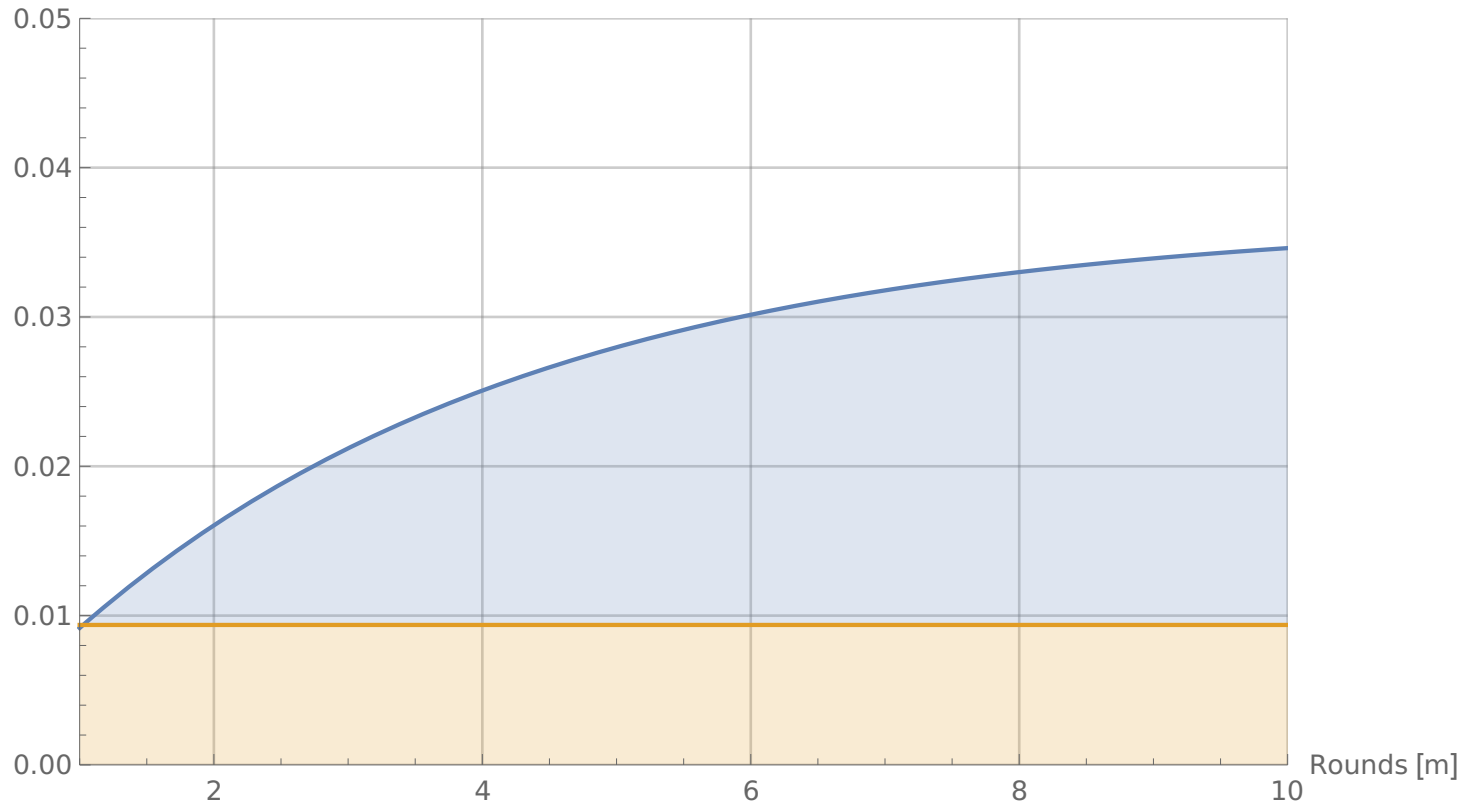


Maximum reduction [ρ]



Sequential Game Reduction
Single-Shot Game Reduction