Set up prior distribution of character preferences

Select characters by prior distribution

Handle non-winnable state

RPGLite Game

Start

Each player selects characters

Randomly assign active player for game start

Active player takes turn randomly

Active player switches to other player

Is active player exhausted?

no

Yes

Game ends
Active player lost
Non-active player won

End

Record character choices

Track game outcome

Record winning character pair observed by players

Select best move for players