



set of states: G
the possible game-states
at round i , (char statuses)
along with a vector
of the round order

Σ is the set of all moves any character can make, if it's not the character's turn or if they're limited (stun), choosing this move leads to a non-accepting state

The START state
is q_1 , where all
HP/statuses + found
order
is preset.

The set of accepting
states F consist of
any state where
ALL chracters from
one team DIE.

