	Description
N	Set of players $\{0, 1, \ldots, n\}$
N^+	Evaders $\{1, 2, \ldots, n\}$ (0 is the catcher)
Ψ	Set of *sites* (e.g., targets in security games)
r_i	Resource of player i
$\ell_{i,\psi}$	Resource *limit* player i can put on site ψ
$a_{i,\psi}$	Alternating utility of player i on site ψ
$b_{i,\psi}$	Base utility of player i on site ψ
$c_{i,\psi}$	Constant utility of player i on site ψ
$d_{i,\psi}$	Utility change (*delta*) of player i on site ψ
$x_{i,\psi}$	Amount of resource i puts on ψ (*strategy*)
$x_{\Sigma,\psi}$	Sum of all evaders' resource on ψ
$x_{-i,\psi}$	Amount of resource i's opponent puts on ψ
$\mu_{i,\psi}$	Per-resource utility of i on ψ: $b_{i,\psi} + d_{i,\psi}x_{-i,\psi}$
$u_{i,\psi}$	Utility of i on ψ: $\mu_{i,\psi}x_{i,\psi} + a_{i,\psi}x_{-i,\psi} + c_{i,\psi}$
θ_i	Utility threshold of player i