

		GMCR I (or GMCA)	GMCR II	GMCR+
Overall Capabilities	Year of Development	1990	1999	2014
	Environment	Windows	Windows	Universal (Windows, Mac, Linux)
	Programming Language	C Language	C Language	Python and JavaScript
	Results	Plain Text	Table	Various reporting styles (Graphs, tables, and insightful text)
	Maximum # of States	200 for two-player models and 100 for multi-player models	600	Unlimited
	Solution Concepts	Nash, GMR, SMR, SEQ	Nash, GMR, SMR, SEQ	Nash, GMR, SMR, SEQ, SIM
	Speed			
	User Friendly (System-User Interaction)	✗ (Requires ASCII input file in a required format)	✓	✓
Input Capabilities	Option Form	✗	✓	✓
	Preferences Prioritization Input	✗	✓	✓
	Graphical User Interface	✗	✓	✓
	Infeasible States Removal	✗	✓	✓
	Handles Reversibility	✗	✓	✓
	Handles Intransitive Preferences	✗	✗	✓
Output Capabilities	Stability Explanation	✗	✗	✓
	Categorization of Equilibria	✗	✗	✓
	Interactive Status Quo Analysis	✗	✗	✓
	Graph Drawing	✗	✗	✓
	Interactive Graphs	✗	✗	✓
	Advanced Coalition Analysis	✗	✗	✓
Inverse GMCR	Inverse GMCR Capability	✗	✗	✓
	Post Analysis Capabilities	✗	✗	✓
	Scenario/Strategy Suggestion	✗	✗	✓
Design	Modular Design (Expandable to add new advancements)	✗	✗	✓