

## Token Game

## Current State

Enabled Transition	Time Range	Firing Probability	Next Marking
t0	(0, 10)	0.4	2ab
t1	(3, 12)	0.6	a2b

## Backtracking

Steps:



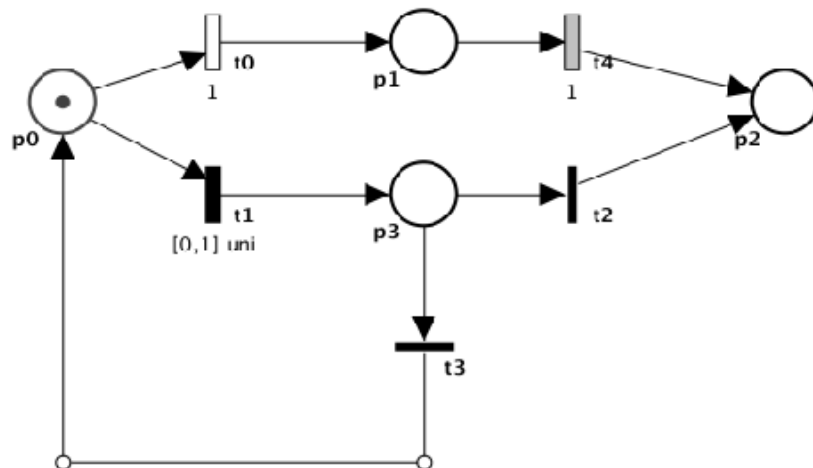
## Exploration

Steps:



## Path history

Step	Fired Transition	Probability	Time Range	Marking
1	t1	0.6	(0, 12)	2ab
2	t3	0.8	(0, 1)	a
3	t2	0.3	(1, 8)	2b
4	t4	0.5	(0, 12)	2a
5	t2	0.6	(0, 7)	2ab



## Advanced Options

Stop condition:

Marking

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Position:

p0



N° of tokens

OK

Cancel