How to use this book

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Reading paths

- **Linear** — front-to-back; expects no prior game-theory background.
- **Theorist** — Part I → Part V (applications) → Part VI (ethics); skim Parts II–IV for tools.
- **R programmer** — Part II (toolkit) → Part III (simulation) → dip into Part IV (AI/ML); refer to Part I as a reference.
- **AI researcher** — Part IV → Part VI; treat Part I as a glossary.

Chapter conventions

- Each chapter opens with a concrete question, not a definition.
- Code is shown in full; outputs follow immediately; interpretation is a separate paragraph.
- Cross-references use Bookdown's syntax: a backslash, the at-sign, then `ref(...)` containing a defined label. For example, use `sec-nash-equilibrium` for the Nash equilibrium chapter, `fig:axelrod-ranking` for that figure, or `tab:your-table-label` for a numbered table that you have defined.
- Exercises live at the end of each chapter; solutions are in Appendix D.

Companion code and data

- All R scripts live under `R/`; example datasets under `data/`; Python helpers under `python/`.
- Every chapter is rebuildable in isolation: `bookdown::preview_chapter("12-gtree-package.Rmd")`.

Downloads

- A whole-book PDF and EPUB are linked from the navbar.
- Each chapter page offers the chapter as PDF and EPUB below its title.

How to cite

See the *Impressum* for the suggested citation, and `citation.bib` in the repository for a BibTeX entry.