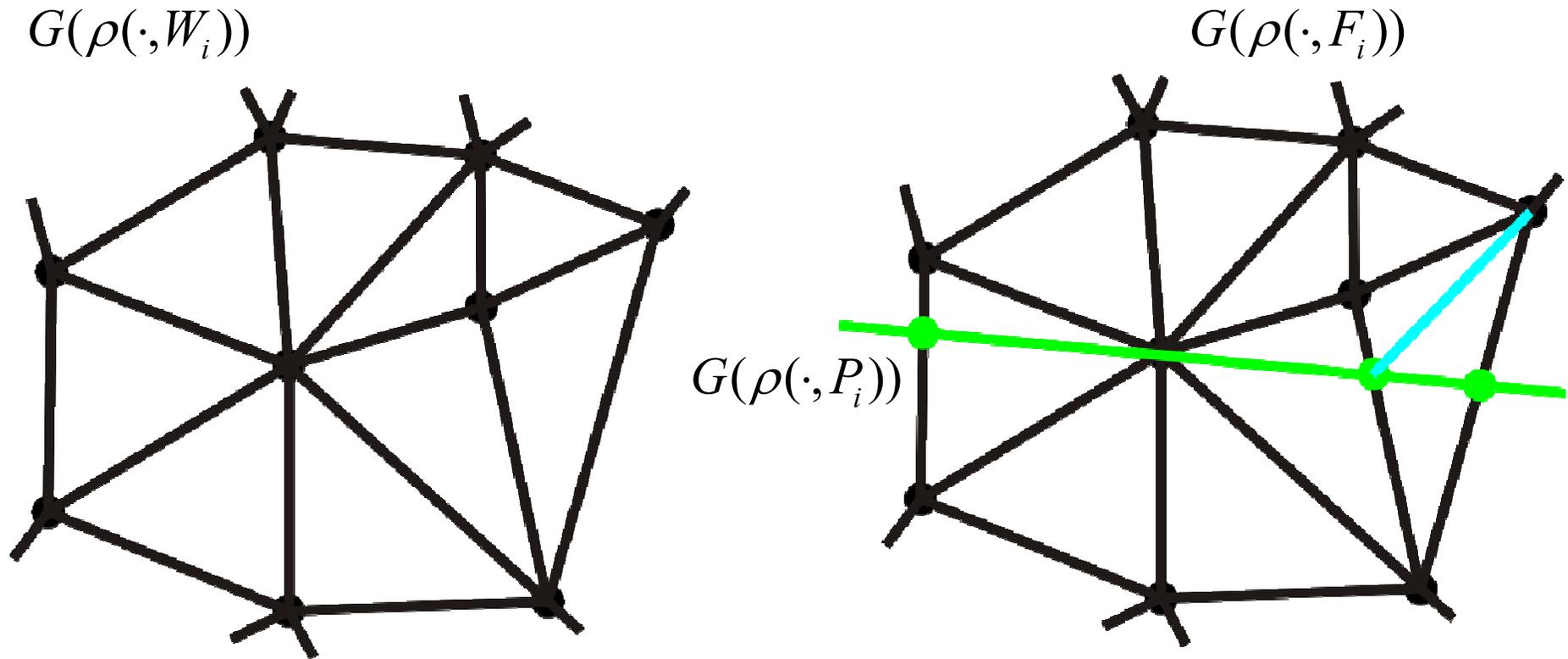


Processing the first player's action



$$F_i = W_i + (-\Delta \cdot P_i), \quad P_i = D(t_i)P$$