Conclusions

1. We have numerical procedures for constructing maximal stable bridges (level sets of the value function) in the case of 2D phase vector of linear differential game. Also, programs are elaborated for the case of 3D phase vector.

2. We have numerical procedures for constructing and classifying singular surfaces for the case of 2D phase vector.

3. Procedures for the case of 3D phase vector are more complicated, because singular manifolds are 3D in 4D game space, and possible interactions of motion fields can be more tricky.