Games, Theory and Applications (Dover Books on Mathematics)

By L. C. Thomas

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Anyone with a knowledge of basic mathematics will find this an accessible and informative introduction to game theory. It opens with the theory of two-person zero-sum games, two-person non-zero sum games, and n-person games, at a level between nonmathematical introductory books and technical mathematical game theory books. Succeeding sections focus on a variety of applications — including introductory explanations of gaming and meta games — that offer nonspecialists information about new areas of game theory at a comprehensible level. Numerous exercises appear with full solutions, in addition to an extensive bibliography, 80 problems with worked solutions, and over 30 illustrations useful for the theory of non-zero and n-person games. 1986 edition.

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