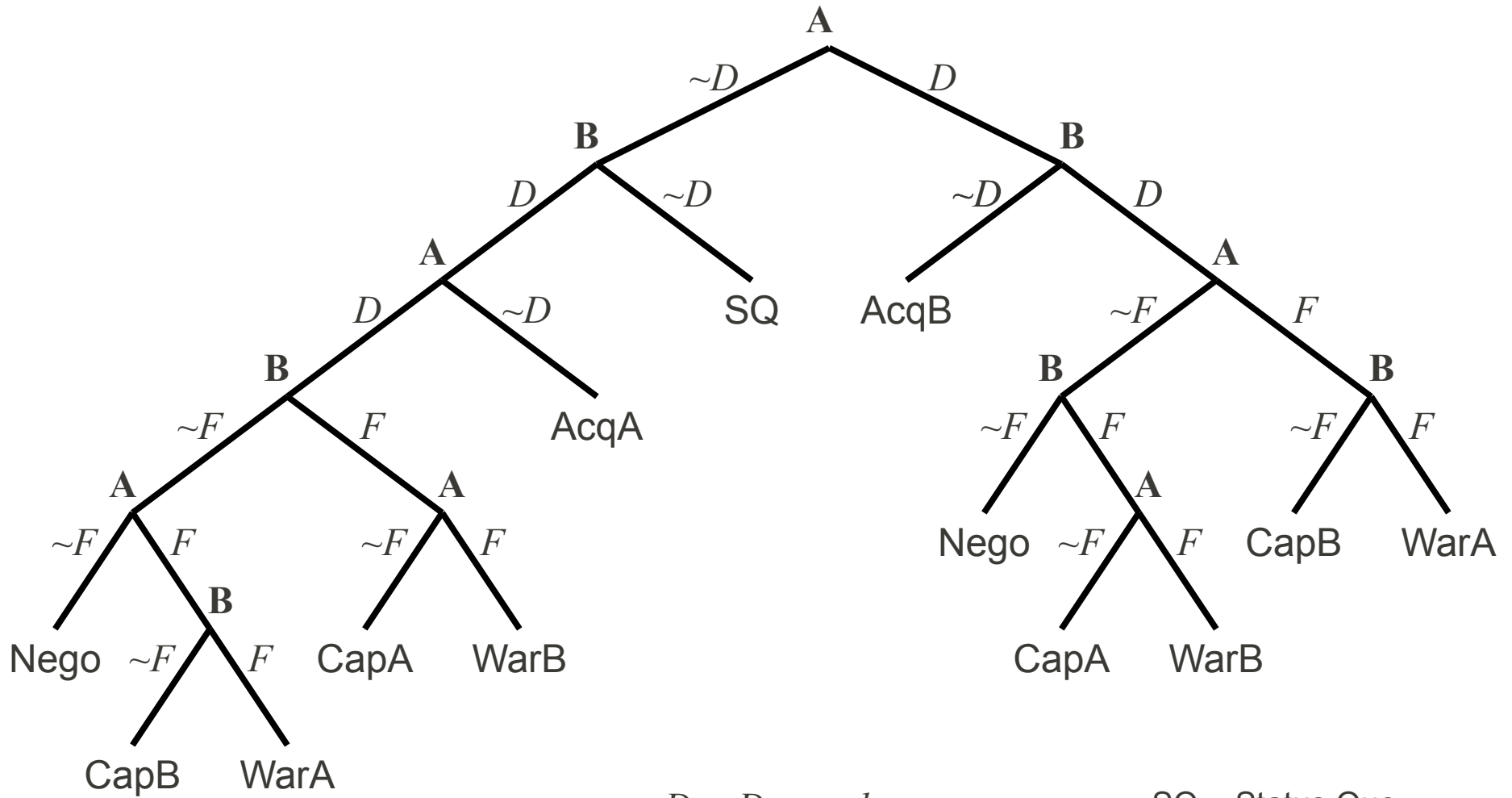


The International Interaction Game

Bueno de Mesquita and Lalman, 1992, *War and Reason*.



D = Demand
~D = no Demand
F = use Force
~F = do not use Force

SQ = Status Quo
Nego = Negotiation
AcqA = Acquiescence by A
AcqB = Acquiescence by B
CapA = Capitulation by A
CapB = Capitulation by B
WarA = War started by A
WarB = War started by B