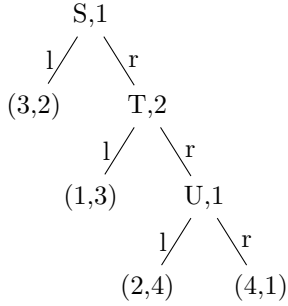


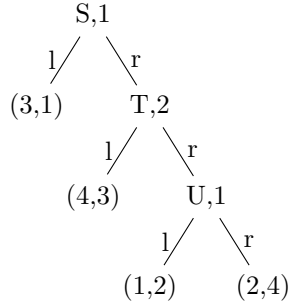
**Attachment 1: Pay-off trees of all item types of the Marble Drop Game:**

The left number in the leaves corresponds to the payoff for the participant (player 1), the right number in the leaves corresponds to the payoff for the opponent (player 2).

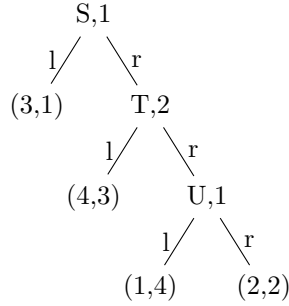
Item type 1:



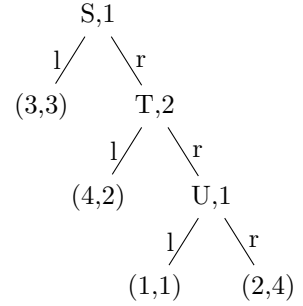
Item type 2:



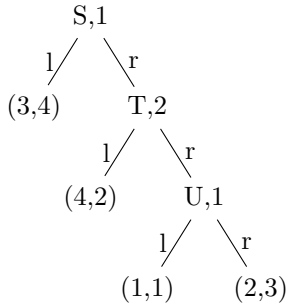
Item type 3:



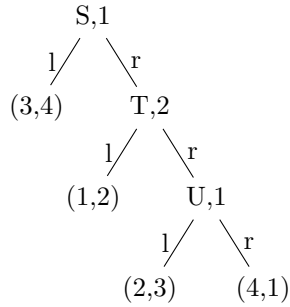
Item type 4:



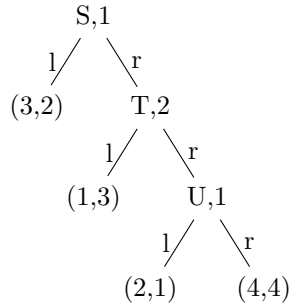
Item type 5:



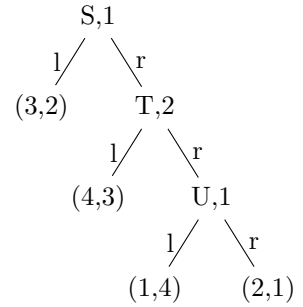
Item type 6:



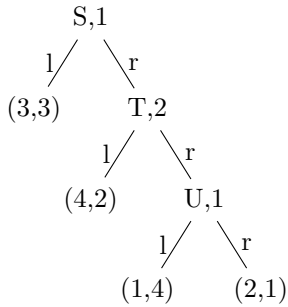
Item type 7:



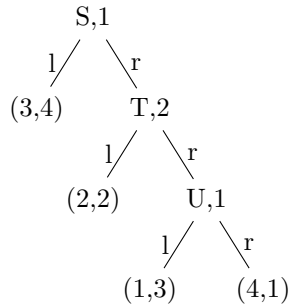
Item type 8:



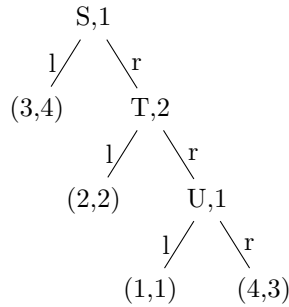
Item type 9:



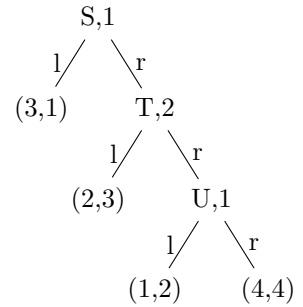
Item type 10:



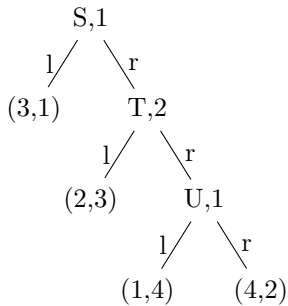
Item type 11:



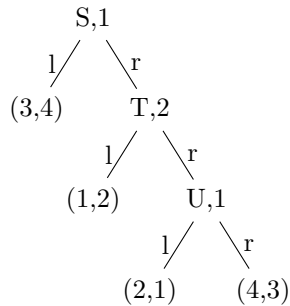
Item type 12:



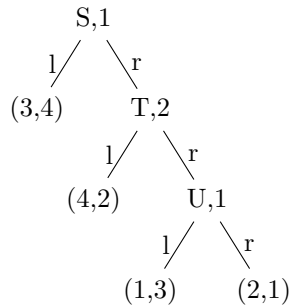
Item type 13:



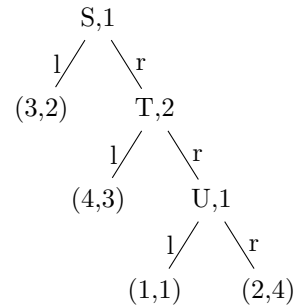
Item type 14:



Item type 15:



Item type 16:



Item type	FRB steps	Lambda	Attainable
1	8	$\Lambda_3^1$	No
2	8	$\Lambda_2^1$	No
3	6	$\Lambda_2^1$	Yes
4	8	$\Lambda_2^1$	No
5	8	$\Lambda_2^1$	No
6	8	$\Lambda_3^1$	No
7	5	$\Lambda_3^1$	Yes
8	6	$\Lambda_2^1$	Yes
9	6	$\Lambda_2^1$	Yes
10	8	$\Lambda_3^1$	No
11	6	$\Lambda_3^1$	Yes
12	5	$\Lambda_3^1$	Yes
13	8	$\Lambda_3^1$	No
14	6	$\Lambda_3^1$	Yes
15	6	$\Lambda_2^1$	Yes
16	8	$\Lambda_2^1$	No

Table 1: Number of steps when using forward reasoning plus backtracking (FRB), lambda-degree (Lambda) and attainability for every item type in the Marble Drop Game