The book presents choice theory, social choice theory, static and dynamic games of complete information, static and dynamic games of incomplete information, repeated games, and evolutionary games. The text covers topology, real analysis, calculus and probability theory. The methods employed have many applications in various disciplines including comparative politics, international relations, and economics. The book is targeted toward students who are not familiar with advanced mathematics. The book is written in a way that is accessible to those who have little or no knowledge of mathematics. The book has been used in a variety of ways. It can be used as a textbook in a course on game theory, or as a reference book for researchers in economics, political science, and other fields. It provides a comprehensive and rigorous treatment of the subject matter, and is well-organized and easy to read. The book also includes many examples and exercises to help learners understand the concepts. Overall, this book is an excellent resource for anyone interested in the study of game theory.