Title: Extensions on Tiered Coalition Formation Games

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Abstract: In 2017, Siler introduced Tiered Coalition Formation Games, inspired by the tiered organization of Pokemon characters on a fan-based website, Smogon. Siler showed that, for a natural notion of agent preferences, the Nash table tier lists were precisely the core stable tier lists, and provided a polynomial-time algorithm to find a Nash stable tier list. However, the tiers in that list had size one, making the list less fun (in a technical sense) than could be desired. We extend Siler's definition and investigate the construction of fun tier lists.