

Table 2. Equilibrium point analysis of the game system.

Equilibrium Point	(F_{11}, F_{22}, F_{33})	Det J	Tr J	Stability Judgement
$E_1(0,0,0)$	(+, +/-, +/-)	TBD ¹	- or +	Saddle or unstable point
$E_2(1,0,0)$	(-, +/-, +/-)	TBD	- or +	Saddle point or ESS
$E_3(0,1,0)$	(+, +/-, +/-)	TBD	- or +	Saddle or unstable point
$E_4(0,0,1)$	(+, +/-, +/-)	TBD	- or +	Saddle or unstable point
$E_5(0,1,1)$	(+, +/-, +/-)	TBD	- or +	Saddle or unstable point
$E_6(1,0,1)$	(-, +/-, +/-)	TBD	- or +	Saddle point or ESS
$E_7(1,1,0)$	(-, +/-, +/-)	TBD	- or +	Saddle point or ESS
$E_8(1,1,1)$	(-, +/-, +/-)	TBD	- or +	Saddle point or ESS

¹ "TBD" stands for "to be determined".

corporate reputation, it is assumed that M_1 is 6, M_2 is 6, and M_3 is 2. At the same time, it is assumed that the administrative penalty P imposed by the central government is 1 when the local government governs negatively. The above initial conditions simultaneously satisfy the parameter conditions in Proposition 3. Except for studying the effect of the initial proportion of positive strategy on the evolutionary path, the initial proportion of positive strategy of the game participants is set to 0.5.

The Influence of Initial Positive Strategies Proportion on Evolutionary Trajectories

The evolution paths of the game system under different initial strategy proportions are illustrated in Fig. 1, where the X, Y, and Z axes respectively represent the proportions of the central government choosing the "strict supervising" strategy, the local governments choosing the "positive governing" strategy, and the tourism enterprises choosing the "reducing emission" strategy. As can be seen from Fig. 1, regardless of the initial strategy ratio of each game subject, it will

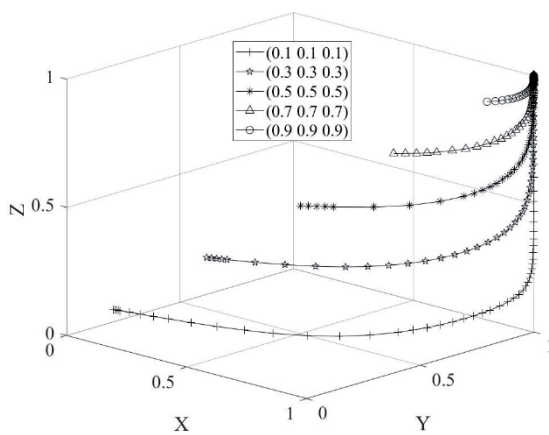


Fig. 1. The evolutionary trajectories with a variation in the initial proportion of positive strategy.

eventually evolve to the (1,1,1) point, forming countless evolutionary paths from all directions to the (1,1,1) point, i.e., the stable convergence to the Pareto optimal state of (strict supervising, positive governing, and reducing emission). This aligns with the analysis of Proposition 3, confirming the accuracy of the model derivation.

The Effects of V , λ , P , and t on Evolutionary Paths

As can be seen from Fig. 2a), when V is 0 or 1, the game system converges to the point (1,1,0), and with the increase of V , the speed of convergence becomes slower; while when V is 5, 8, and 12, the game system converges to the point (1,1,1), and with the increase of V , the speed of convergence becomes faster. To sum up, the V can promote the game system from convergence to the (1,1,0) point to convergence to the Pareto optimal state (1,1,1) point, and as the amount of funds continues to increase, the game system's convergence to the Pareto optimal state of speed will continue to become faster.

From Fig. 2b), when λ is 0.1, the game system converges to (1,1,0); and when λ is 0.3, 0.5, 0.7, and 0.9, the game system converges to (1,1,1), and with the increase of λ , the speed of convergence gradually becomes faster. In summary, the λ can promote the game system from convergence to the (1,1,0) point to convergence to the Pareto optimal state (1,1,1) point, and with the increasing proportion λ of environmental protection special funds allocated to the Pareto optimal state of the game system convergence, the speed will continue to become faster.

From Fig. 2c), when P is 0 or 2, the game system converges to the point (1,0,0), and the convergence becomes slower with the increase of P . When P is 6, 10, and 15, the game system converges to the point (1,1,1), but the convergence becomes slower with the increase of P gradually. In conclusion, P can promote the game system from converging to the (1,0,0) point to converging to the Pareto optimal state (1,1,1) point, but there exists a threshold value for this kind of

