A *subgame H* in an extensive form game *G*:

- begins at a decision node *h* that is a singleton information set (but is not the first decision node of the game). Note that a singleton information set means that there is only one node in the information set.

- includes all the decision nodes and terminal nodes following *h* in the game tree (but no nodes that do not follow *h*).

- is endowed with the information set structure, branches and payoffs inherited from *G*. The players in *H* are a subset of players of *G* who move at some information set of *H*.

Definition of a subgame perfect Nash equilibrium:

A Nash equilibrium of an extensive form game is ***subgame perfect*** if its restriction to every subgame is a Nash equilibrium of the subgame.