Algorithm 1: Attractor computation

Input: A reachility game $\mathcal{G} = (G, F)$ over the game graph $G = (V_0, V_1, E)$.

1 Compute the out-degree $out(v) = |\{v\} \times V \cap E|$ of each vertex $v \in V$

2 Let $n(v) = out(v)$ for each $v \in V$

3 Mark all vertices $v \in F$

4 Perform a backwards breadth-first search with the following conventions:

- Mark a vertex $v \in V_0$ if it is reached backwards from a marked vertex
- On visiting a vertex $v \in V_1$ from a marked vertex, let $n(v) \leftarrow n(v) - 1$
- Mark vertex $v \in V_1$ if $n(v) = 0$

return $Attr_0(F) = \{v \in V \mid v \text{ is marked}\}$