# Some Game Theory Textbooks

If you are serious about learning game theory, you will probably want to purchase a textbook. Here are the options I recommend. Clicking on a title will take you to the respective book's Amazon page.

**[Game Theory 101: The Complete Textbook](#) (William Spaniel)**
The video lectures follow this textbook and it is the cheapest option out there. The chapters are available individually ([one](#), [two](#), and [three](#)), but they are collectively more expensive than buying the complete textbook.

**[Game Theory](#) (Drew Fudenberg and Jean Tirole)**
This is the canonical book on game theory; every serious game theorist has a copy. If you will eventually do research on game theory, you should get one for yourself.

However, there are a couple of major drawbacks worth noting. First, it is *very* expensive, so be prepared for a little sticker shock. (Going used can get the purchase under $50, though.) Second, Fudenberg and Tirole wrote this as a reference guide, *not* a learning manual. A reader with no experience with game theory would have a terribly difficult time getting anything from reading it cover-to-cover

But it is an excellent reference manual. If you ever need to double check whether an equilibrium concept has a particular quality, you check here first. Moreover, academic articles that cite these sorts of technicalities **always** cite Fudenberg and Tirole. It's the most comprehensive manual you will find.

**[Game Theory Evolving](#) (Herbert Gintis)**
If you are looking for a lot of practice problems, *Game Theory Evolving* is a good choice. Some—though not all—include answers in the back.

**[Thinking Strategically](#) and [The Art of Strategy](#) (Avinash Dixit and Barry Nalebuff)**
These books are less about learning game theory and more about how to not be a clueless human being. As a warning, some of the tales may feel a little too much like "just-so" stories because they do not create full games and solve them.

On the bright side, this gives you an opportunity to work on your modeling skills. Think about those types of situations, construct a game to resemble them, and solve for their equilibria. Do the equilibria match their claims? Why or why not? Try changing some of the assumptions you make and see if anything changes.