

Passed Solution review

Manager decides whether or not to hire a worker. If M doesn't hire W game over. If hired V can do high or low effort. Based on effort, M can retain or fire W.

Not hire describes a strategy because not hire is the first move and a terminal point in the game.

No. A strategy must specify what to choose in all possible information sets, whether or not they will be reached if that strategy is played V/ Fidelity).