

Worked w/ Hail + Isabel

Cat = Baker Dog = Spike mouse = Cheesy

Baker wants to catch Cheesy + avoid Spike

Cheesy wants to tease Baker + not get caught

Spike wants to rest and not be disturbed

morning: B+C simultaneously decide

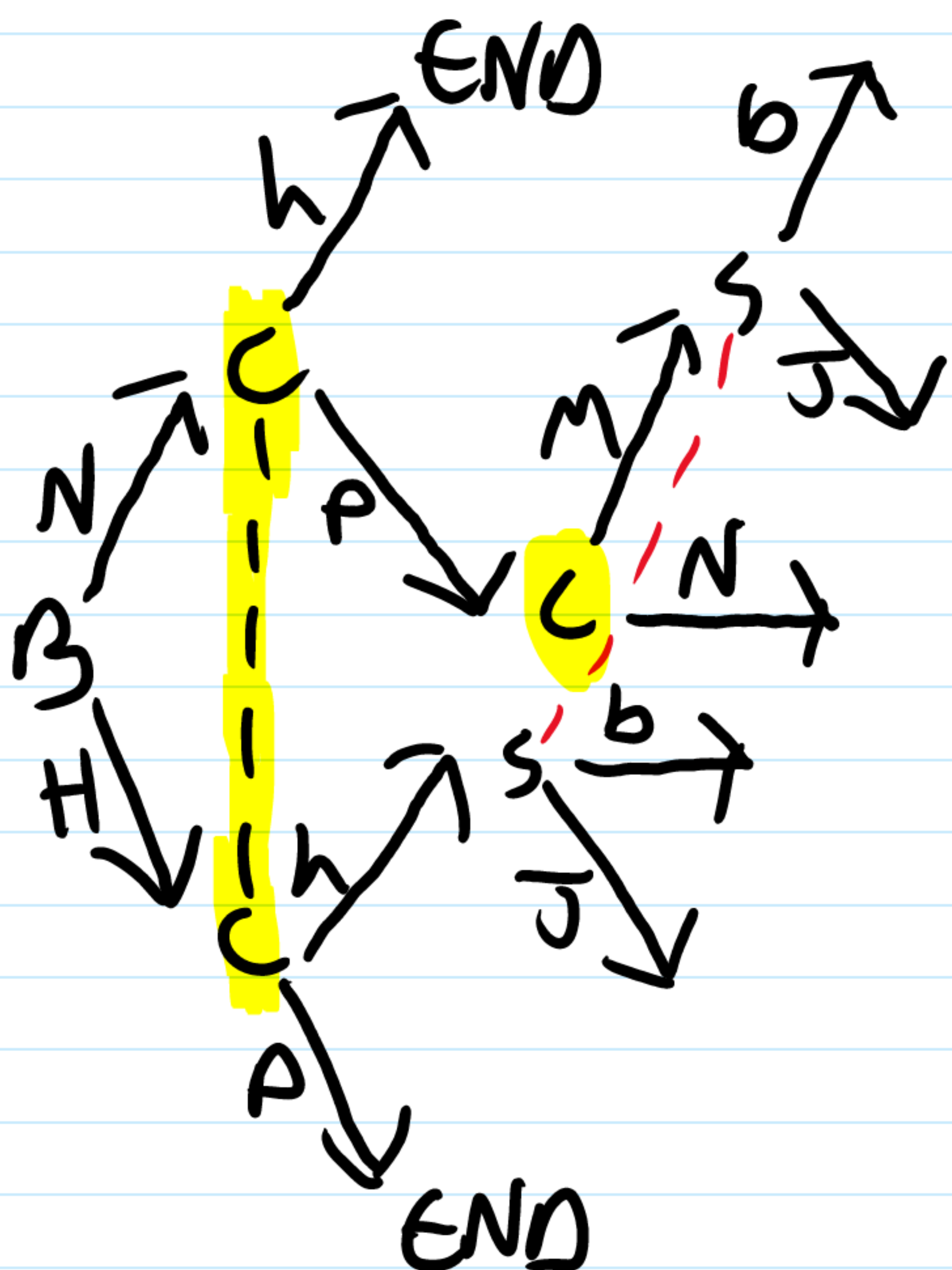
B can Nap or Hunt

C can hide or Play \rightarrow moves S's bone

\rightarrow Game ends if nap+hide or hunt+Play

IF nap+Play, B must move or Not move the bone

IF bone moved, S Punishes B or C then game ends



Cheesy has 2 information sets

B: N, H

C: hM, PM, hN, PN

S: b, j

There are 8 strategy profiles

2
4
2
8?