

Passed solution review
Worked w/ Thail + 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

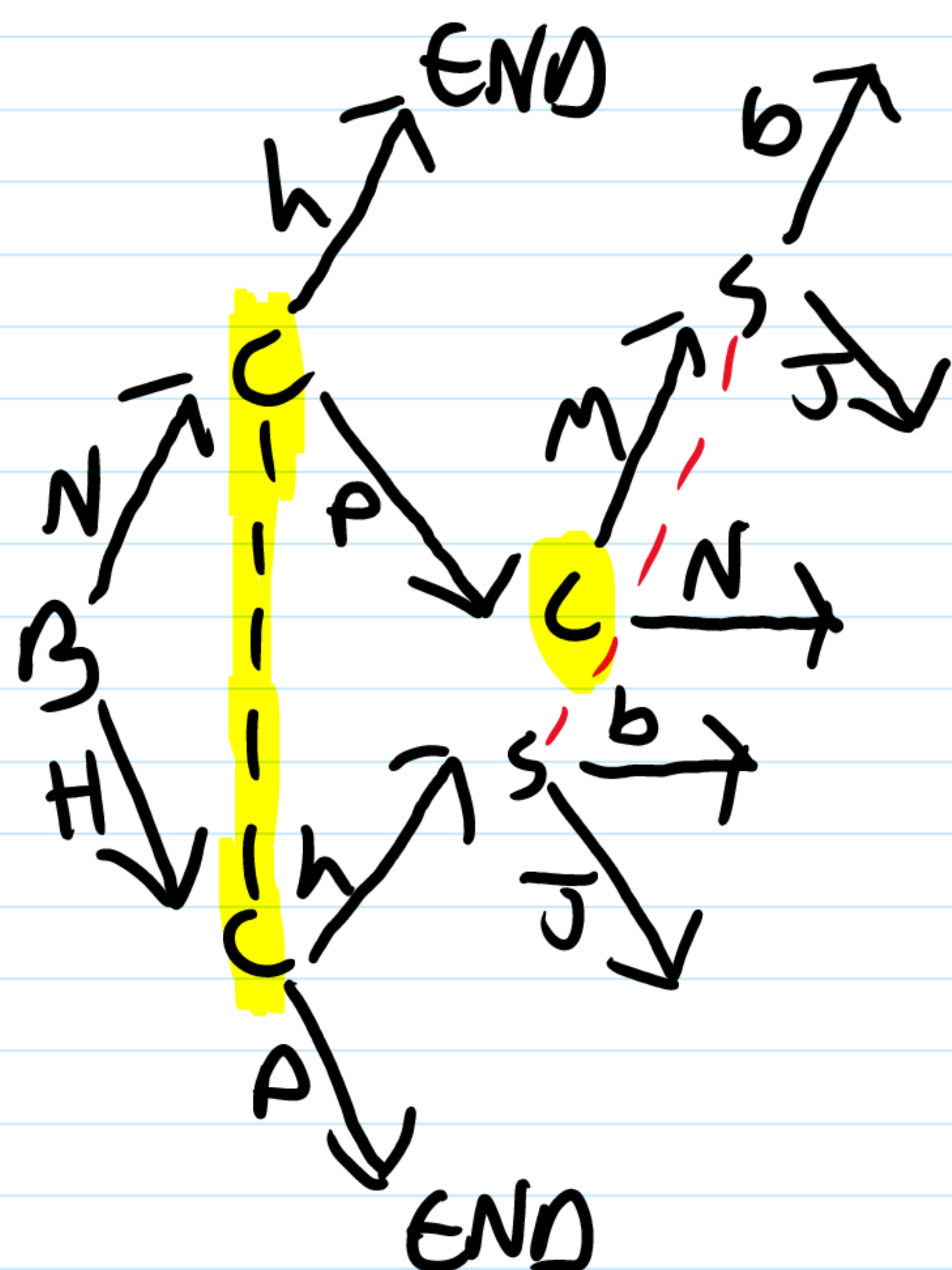
B can Nap or Hunt

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: h, m, p, n, p, n

S: b, j

$2 \times$

$4 \times$

$2 \times$
16?

There are 16 strategy profiles