

1. Create any 2 player total conflict game of size 2. Solve this using the method of oddments. Print out both players optimal choices, and the overall outcome for each.
2. Create your own 2 player total conflict game of at least size 3 that has a Nash Equilibrium. Solve this system and print out both players optimal choices, and the overall outcome for each.
3. Find some combination of threats and promises that moves the optimal outcome away from the Nash equilibrium. Solve this system and print out both players optimal choices, and the overall outcome for each.