

Solving and Estimating an Incomplete Information Entry Game

Carlos Enrique Lezama Jacinto

*Instituto Tecnológico
Autónomo de México*

clezamaj@itam.mx

Suppose there are two firms, A and B , that simultaneously decide whether to enter in the market $m \in \{1, \dots, M\}$ or not. If firm $i \in \{A, B\}$ decides to enter, its profits are given by

$$\Pi_{i,m} = X_{i,m}\beta - D_{j,m}\alpha + \nu_m + u_{i,m}, \quad \forall i, j \in \{A, B\}, i \neq j$$

where $X_{i,m}$ is an observable characteristic of firm i that boosts profits in market m , $D_{j,m} \in \{0, 1\}$ is j 's decision of entering the market, ν_m is a market fixed effect, and $u_{i,m}$ captures unobserved idiosyncratic shocks to profits.

On the other hand, if firm i decides not to enter market m , its profits are zero.

Notice that $u_{i,m}$ is observed by i but not by its opponent j . Consequently, the firms are playing an incomplete information entry game.