

## Midterm #1 – EconS 424

### Review Materials

1. We started with dominance solvable games: too easy!!
2. Nash equilibrium in pure strategies:
  - a. Two players
  - b. Three players
3. Nash equilibrium using mixed strategies:
  - a. Two players, and
  - b. Three players (Too long for an exam, remember the example of “Friday the 13<sup>th</sup>”?)
  - c. *Important*: do you remember how to draw the BRF for games with mixed strategies.
  - d. *Important*: even if you go over one or two examples of mixed strategy NE with two players only, be familiar to computing:
    - i. The Expected Utility that players obtain from playing the particular msNE you just found.
    - ii. The probability that a particular outcome occurs, e.g., cell (A, X).
4. Cournot and Bertrand games: we have done a lot!!
  - a. Some chances of having one exercise using Cournot or Bertrand.
  - b. Recall how to draw the BRF for a Cournot and Bertrand games.

5. Strictly competitive games (maxmin strategies):
  - a. Refresh how to find the maxmin strategy in the Matching pennies game, and others we saw in class.
6. Sequential-move games. We solve them by using backward induction:
  - a. Most of them are really easy. But be careful...
  - b. When two/three players act simultaneously in the last stage of the game, you have to treat that subgame as if it was a normal form game in order to find the NE of that matrix.
7. Applications of sequential-move games:
  - a. Stackelberg game of quantity competition between a leader and a follower.
  - b. Bargaining games:
    - i. Ultimatum bargaining game ( $T=1$ ),
    - ii. Alternating offers bargaining game ( $T=2$ , or higher). Important: remember the “ladder” trick that we were using in order to apply backward induction in these games? (See lecture notes).
8. At the end of the chapter on sequential-move games, we saw some more examples about sequential-move games: Advertising and competition, Limit capacity, as well as the four cases in the taxonomy of strategic pre-commitment (“a classification of dogs”).
  - a. Not for this exam, maybe for Midterm #2.
9. What about repeated games?
  - a. Not for this exam, definitely for Midterm #2.