

Corporate Activity

Two hunters are in the forest, if they hunt individually for *hares*, they will each catch a hare with utility one. If they decide to collaborate in hunting, they will catch a *stag* with utility two. But if one of the hunters hunt for stag, and the other for hare, the one hunting for the stag will not manage to capture it, which will result in a utility of zero, whilst the hunter hunting for hare will capture it and still get utility one. This type of game is referred to as *corporate activity*, since it promotes collaboration between the hunters (they both do the same). This results in two Nash Equilibrium, one if both hunters hunt for stag, and one if both hunters hunt for hare. Possible strategies are always hunt for hare, always hunt for stag, mimic the other hunter or do opposite of other hunter.


		Hunter 1		
		Stag	Hare	
Hunter 2	Stag	(2,2)	(1,0)	
	Hare	(0,1)	(1,1)	

Table 1: A game showing *corporate activity*.

