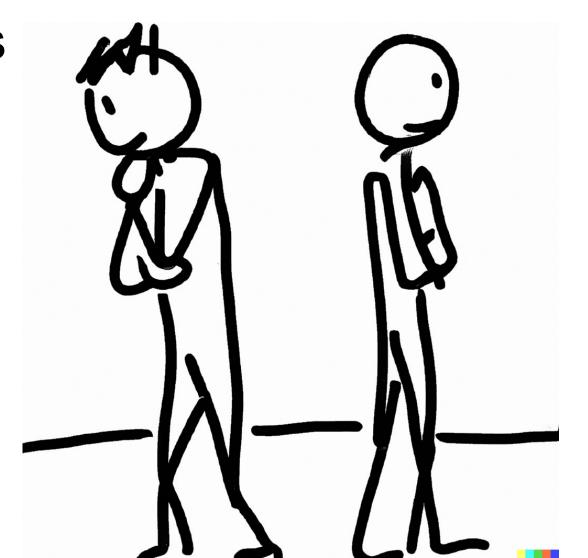
# Simultaneous-move one-shot game examples

**Notes on Behavioural Economics** 

**Jason Collins** 



		Left	Right
Driver 1	Left	10, 10	-10, -10
Dilvei	Right	-10, -10	10, 10

		Left	Right
Driver 1	Left	10,10	-10, -10
Dilvei	Right	-10, -10	10, 10

		Left	Right
Drivor 1	Left	10,10	-10, -10
Driver 1	Right	-10, -10	10,10

		Left	Right
Driver 1	Left	10,10	-10, -10
Driver 1	Right	-10, -10	10,10

		Left	Right
	Left	10,10	-10, -10
Driver 1	Right	-10, -10	10,10

		Heads	Tails
	Heads	1, -1	-1, 1
Even	Tails	-1, 1	1, -1

		Heads	Tails
	Heads	1,-1	-1, 1
Even	Tails	-1, 1	1, -1

		Heads	Tails
	Heads	1,-1	-1, 1
Even	Tails	-1, 1	1,)-1

		Heads	Tails
	Heads	1,-1	-1(1)
Even	Tails	-1, 1	1,)-1

		Heads	Tails
	Heads	1,-1	-1(1)
Even	Tails	-1,(1)	1,)-1

		Stag	Hare
Hunter 1	Stag	3, 3	0, 1
nunter	Hare	1, 0	1, 1

		Stag	Hare
	Stag	3,3	0, 1
Hunter 1	Hare	1, 0	1, 1

		Stag	Hare
Hunter 1	Stag	3,3	0, 1
	Hare	1, 0	1,1

		Stag	Hare
Hunter 1	Stag	3,3	0, 1
	Hare	1, 0	1,1

		Stag	Hare
Hunter 1	Stag	3,(3)	0, 1
	Hare	1, 0	1,1

