|  | Subgame Perfect Equilibrium | Perfect Prediction Equilibrium |
|---|---|---|
| Form of the Game | Extensive | Extensive |
| Perfect Information | Yes | Yes |
| Number of players | Any | Any |
| Newcomb Choice | Two boxes | One box |
| Prediction Model accounting for counterfactuals | Ad-Hoc Prediction ("could have been wrong") | Perfect Prediction ("would also have been right") |
| Relationship with the Past | Cournot-like | Stackelberg-like |
| Reasoning | Backward Induction | Forward Induction |
| Indifference between payoffs | Allowed | Not allowed in principle |
| Existence | Always | Always |
| Uniqueness | Always | Always |
| Optimality | - | Pareto |
| Corresponding Normal Form | Nash (subsuming) | Superrationality (not established/ conceptually similar) |