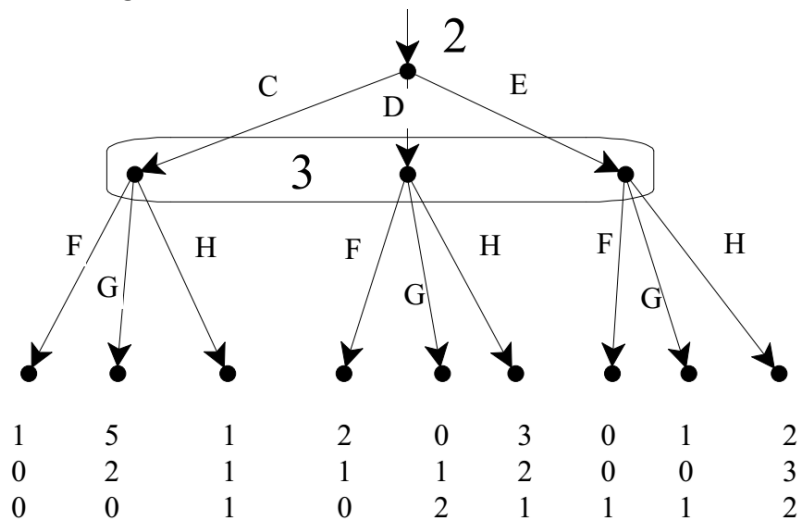


## Problem 1

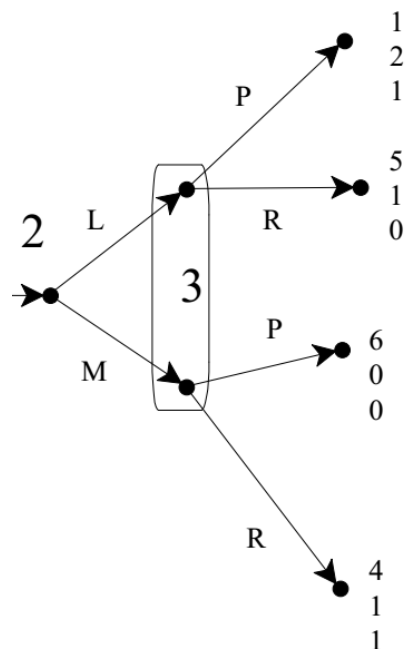
Focus on the bottom subgame first.



	F	G	H
C	0, 0	2, 0	1, 1
D	1, 0	1, 2	2, 1
E	0, 1	0, 1	3, 2

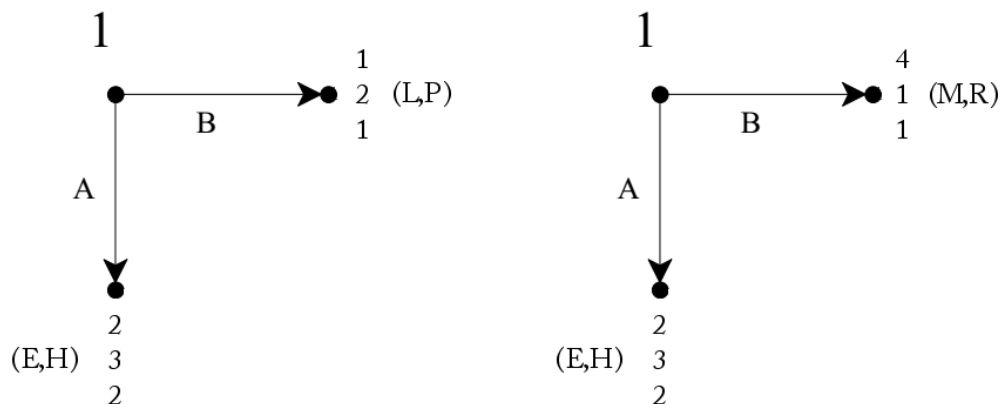
Unique Nash of the subgame is  $(E, H)$  with payoffs 2, 3, 2.

The other subgame is



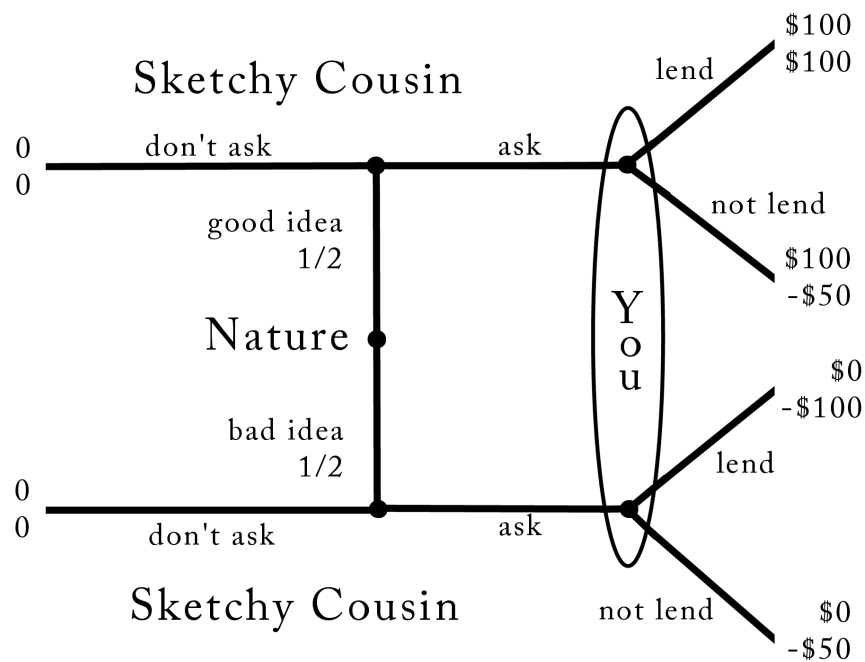
	P	R
L	2, 1	1, 0
M	0, 0	1, 1

Two Nashies in the subgame:  $(L, P)$  with payoffs 1, 2, 1; and  $(M, R)$  with payoffs 4, 1, 1. Hence the bigger game reduces into two reduced games.



In the left game, Player 1 would choose  $A$ . Hence its subgame-perfect equilibrium is  $(A, EL, HP)$ . In the right game, Player 1 would choose  $B$ . Hence its subgame perfect equilibrium is  $(B, EM, HR)$ .

## Problem 2



First note that there are no proper subgames. Hence any subgame-perfect equilibria must also be the Nash equilibria of the entire game.

You only have one information set, thus you only need specify  $L$  for lend or  $N$  for not-lend. Sketchy cousin has two information sets, however, so actions need be specified for both. An example of a strategy profile, then, is  $(AD, L)$ , which means: if good idea, cousin asks ( $A$ ); if bad idea, cousin doesn't ask ( $D$ ); if asked, you lend money ( $L$ ).

Now let's calculate payoffs for each strategy profile.

$$\begin{aligned}
 (AA, L) : & \quad 0.50[100, 100] + 0.50[0, -100] = [50, 0], \\
 (AD, L) : & \quad 0.50[100, 100] + 0.50[0, 0] = [50, 50], \\
 (DA, L) : & \quad 0.50[0, 0] + 0.50[0, -100] = [0, -50], \\
 (DD, L) : & \quad 0.50[0, 0] + 0.50[0, 0] = [0, 0], \\
 (AA, N) : & \quad 0.50[100, -50] + 0.50[0, -50] = [50, -50], \\
 (AD, N) : & \quad 0.50[100, -50] + 0.50[0, 0] = [50, -25], \\
 (DA, N) : & \quad 0.50[0, 0] + 0.50[0, -50] = [0, -25], \\
 (DD, N) : & \quad 0.50[0, 0] + 0.50[0, 0] = [0, 0].
 \end{aligned}$$

Hence the strategic form of the game is

	$L$	$N$
$AA$	50, 0	50, -50
$AD$	50, 50	50, -25
$DA$	0, -50	0, -25
$DD$	0, 0	0, 0

Hence the Nash equilibria (and thus SPE) are  $(AA, L)$  and  $(AD, L)$ . I guess the lesson is either: 1. The probability that your cousin has a good idea outweighs his sketchiness; or 2. Just lend to him anyway because you don't want your window smashed.