

References

- Baye, Michael R., Dan Kovenock, and Casper G. de Vries. 1996. “The All-Pay Auction with Complete Information.” *Economic Theory* 8 (2): 291–305. <https://doi.org/10.1007/BF01211819>
- Camerer, Colin F. 2003. *Behavioral Game Theory: Experiments in Strategic Interaction*. Princeton, NJ: Princeton University Press.
- Chen, Daniel L., Martin Schonger, and Chris Wickens. 2016. “oTree—An Open-Source Platform for Laboratory, Online, and Field Experiments.” *Journal of Behavioral and Experimental Finance* 9: 88–97. <https://doi.org/10.1016/j.jbef.2015.12.001>.
- Kagel, John H., and Dan Levin. 1986. “The Winner’s Curse and Public Information in Common Value Auctions.” *American Economic Review* 76 (5): 894–920.
- Knight, Vincent. 2021. *Nashpy: A Python Library for the Computation of Equilibria of 2-Player Strategic Games*, Version 0.0.28. Documentation. <https://nashpy.readthedocs.io/en/v0.0.28/>. Accessed September 14, 2025.
- Nash, John F. 1951. “Non-Cooperative Games.” *Annals of Mathematics* 54 (2): 286–295.
- Osborne, Martin J. 2003. *An Introduction to Game Theory*. New York: Oxford University Press.
- Savani, Rahul, and Bernhard von Stengel. 2015. “Game Theory Explorer—Software for the Applied Game Theorist.” *Computational Management Science* 12: 5–33.
- Sargent, Thomas J., and John Stachurski. 2021. *Quantitative Economics with Python*, Version 0.5.1. Online book. <https://python.quantecon.org/>. Accessed September 14, 2025.