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*By William Spaniel*



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## Game Theory 101: The Basics By William Spaniel

New edition for the 2012-2013 school year!

Game Theory 101: The Basics is a no-nonsense, games-centered introduction to strategic form (matrix) games. From the first lesson to the last, each chapter introduces games of increasing complexity and then teaches the game theoretical tools necessary to solve them. Inside, you will find:

- All the basics fully explained, including pure strategy Nash equilibrium, mixed strategy Nash equilibrium, the mixed strategy algorithm, how to calculate payoffs, strict dominance, weak dominance, iterated elimination of strictly dominated strategies, iterated elimination of weakly dominated strategies, and more!
- Dozens of games solved, including the prisoner's dilemma, stag hunt, matching pennies, zero sum games, battle of the sexes/Bach or Stravinsky, chicken/snowdrift, pure coordination, deadlock, and safety in numbers!
- Crystal clear, line-by-line calculations of every step, with more than 200 images so you don't miss a thing!
- Tons of applications: war, trade, game shows, and duopolistic competition.

Quick, efficient, and to the point, Game Theory 101: The Basics is perfect for introductory game theory, intermediate microeconomics, and political science.



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