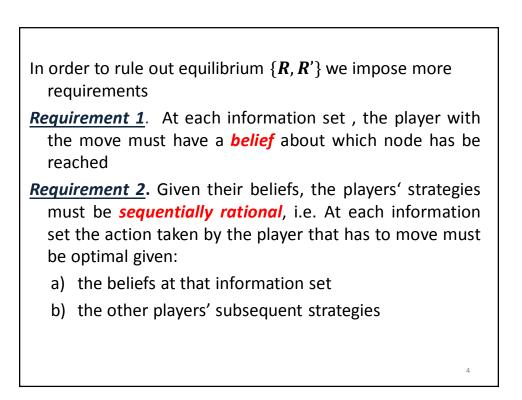
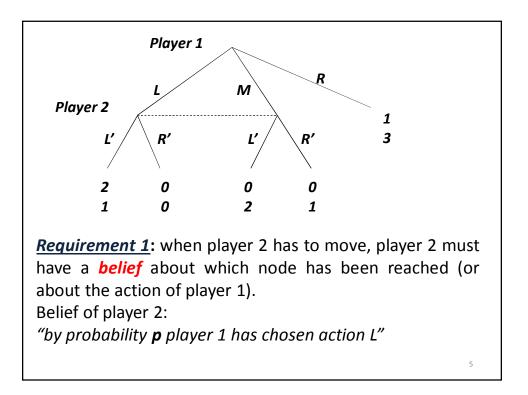
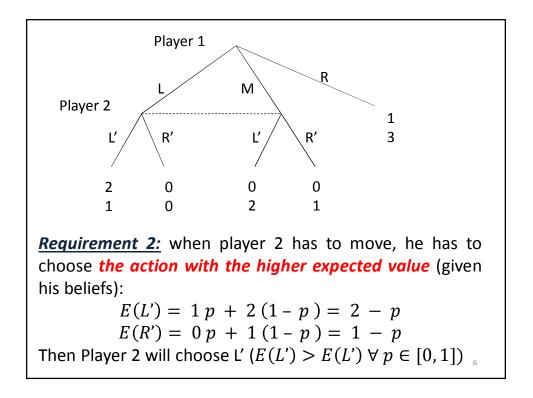


Player 2         L'       R' $L$ 2, 1       0, 0         Player 1       M       0, 2       0, 1         R       1, 3       1, 3         Two NE: {L, L'} and {R, R'} Both NE are SPNE         Equilibrium (R, R') is based on a no credible threat;
L2, 10, 0Player 1M0, 20, 1R1, 31, 3Two NE: {L, L'} and {R, R'}Both NE are SPNE
Player 1         M         0, 2         0, 1           R         1, 3         1, 3           Two NE: {L, L'} and {R, R'}         Both NE are SPNE
R         1, 3         1, 3           Two NE:         {L, L'} and {R, R'}         Both NE are SPNE
Two NE: $\{L, L'\}$ and $\{R, R'\}$ Both NE are SPNE
<ul> <li>Equilibrium {<i>R</i>, <i>R</i>'} is based on a no credible threat:</li> <li>Suppose <i>player 1</i> plays either <i>L</i> or <i>M</i>, then <i>player</i> best response is to play <i>L</i>'</li> <li>It follows that <i>player 1</i> cannot be induced to play <i>Player 2</i>'s threat to play <i>R</i>'.</li> </ul>



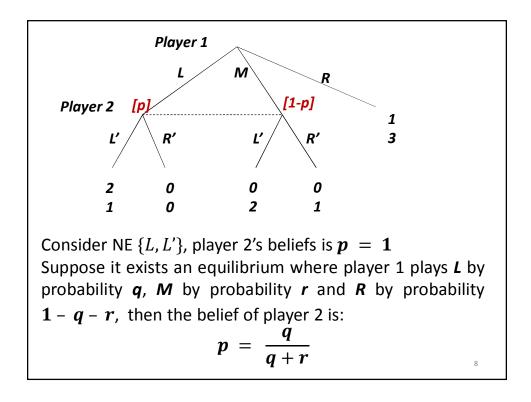




<u>**Requirement 1**</u> imposes that players have beliefs, but it does not impose any requirements on these beliefs. Definition:

- a. an information set is *on the equilibrium path* if it will be reached with strictly positive probability when the game is played according the equilibrium strategies
- b. an information set is *off the equilibrium path* if it will be reached with zero probability when the game is played according the equilibrium strategies
- <u>Requirement 3:</u> At information sets on the equilibrium path, beliefs are determined by Bayes' rule and equilibrium strategies.

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<text>

