Find a documented situation of conflict between two parties (individuals or groups), either fact or fiction, which you can model by means of a two-person game. Include a reference in your write-up to where an account of the situation of conflict you are analyzing can be found. Then apply the techniques we have discussed in this class to perform this analysis:

- Is the game zero-sum? Explain. If so, you only need to record payoffs to one of the players (who will be the row player).
- You may be able to formulate the game directly as a matrix. If not, build a game tree.
- Consider all the possible outcomes. Does it make sense to assign cardinal utilities (on some scale) for the outcomes to each of the players? Explain why or why not. If not, you must assign only ordinal utilities.
- If the game is formulated as a tree, are there information sets that include multiple nodes in the tree? Indicate these. Then, if you can solve the game by pruning, do so. If not, reformulate the game as a matrix.
- If the game has a matrix form, how many pure strategies do each of the players have? Are there any dominant strategies for the players? Are there any dominated strategies?
- Is there a Nash equilibrium?
- Are mixed strategies necessary to solve the game? If so, apply whatever combination of graphical and formulaic techniques are necessary to arrive at a solution.
- Does your solution make sense in the light of the underlying situation? If not, why not? Did the original actors from the situation act in the way that the game theory suggested? Reflect on your analysis.

Write up this analysis in a single word-processed document. Submit in pdf format as an attachment to an email to Dr. Otero (otero@xavier.edu) by 5pm Monday, March 29, 2004.