

Some Lyx/L^AT_EX Graphs for Game Theory

Benedikt Kolb, benedikt@bkolb.eu

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This note presents some graphs – best response drawings and extensive-form games – using [Martin Osborne](#)'s `sgame` and `egame` packages. They are a random selection from my solutions to problem sets for a course with Fernando Vega-Redondo at EUI. Files can be found on my [homepage](#).

Note that it is advisable to install the `egame` and `sgame` packages by Osborne first. However, I included some of the `.sty` and `.def` files required to compile the documents in the `.zip` file, so you might be able to run the `.tex` and `.lyx` files right away. Enjoy, and feel free to leave comments at benedikt@bkolb.eu.

1 Best Responses

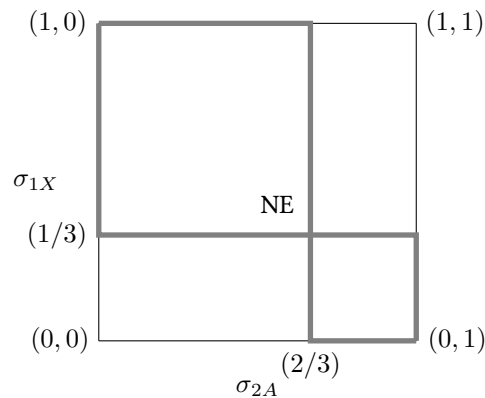


Figure 1: **Best responses I**

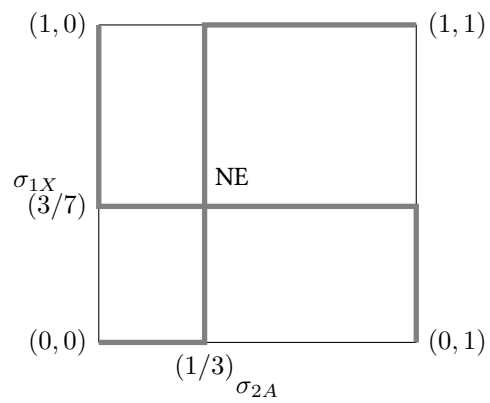


Figure 2: **Best responses II**

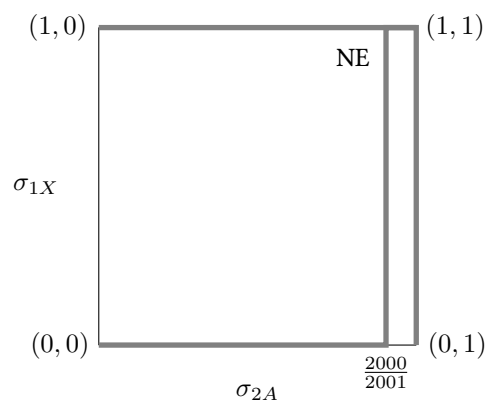


Figure 3: **Best responses III** (Note: not to scale)

2 Extensive Games

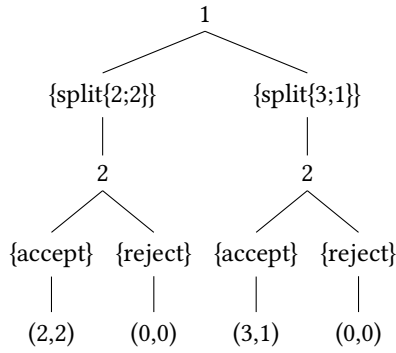


Figure 4: **Extensive-form game I**

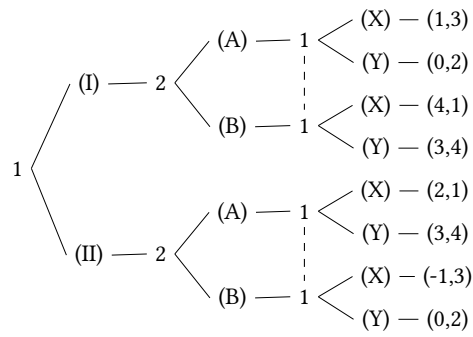


Figure 5: **Extensive-form game II**

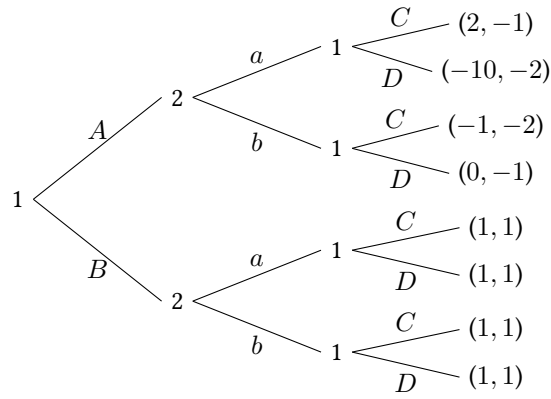


Figure 6: **Extensive-form game III**

2.1 Centipede Game

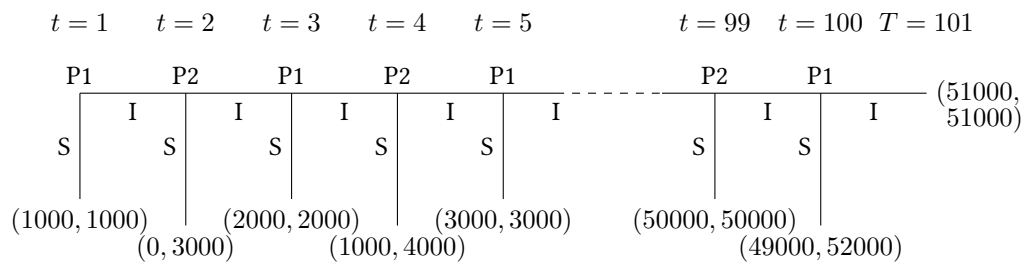


Figure 8: **Centipede game in extensive form, Ex. 6(1)**

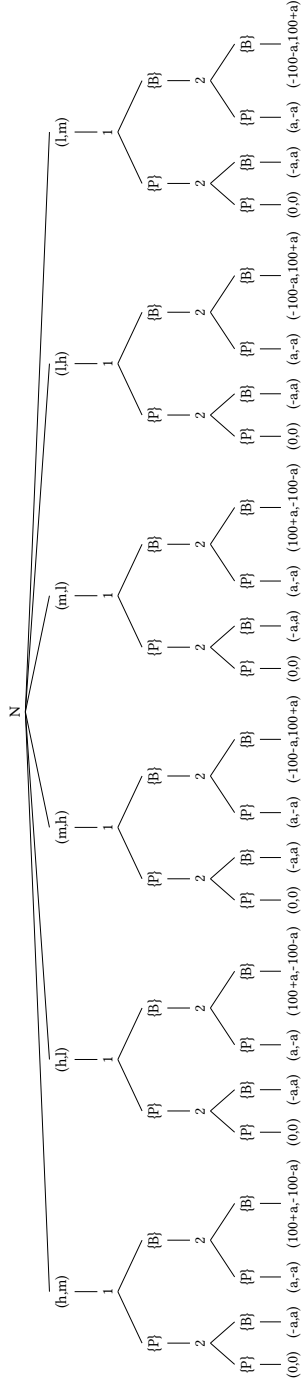


Figure 7: Extensive-form game IV