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The game in Figure 3.1 models this situation (as does any other game with the same players and actions in which the ordering of the payoffs is the same as the ordering in Figure 3.1). Work hard Goof off Work hard 3, 3 0, 2 Goof off 2, 0 1, 1

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a. The equilibria of the game are the same as those of the original game: (Stag, ..., Stag) and (Hare, ..., Hare). Any player that deviates from the first profile obtains a hare rather than the fraction $1/n$ of the stag.

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