Example 6 - Stag Hunt

- A group of hunters who wish to catch a stag.
- They will succeed if they all got for the stag.
- However, each hunter is tempted to leave her post and catch a hare.

Stag

Hare

Example 6 - Stag Hunt

(Example 18.1 of Osborne's book)

- Each of a group of hunters has two options: she may remain attentive to the pursuit of a **stag**, or catch a **hare**.
- If all hunters pursue the **stag**, they catch it and share it equally.
- If any hunter devotes her energy to catching a **hare**, the stag escapes. The hare belongs to the defecting hunter alone.
- Each hunter prefers a share of the stag to a hare.

Example 6 - Stag Hunt

The strategic game that corresponds to this specification is:

Players The hunters.

Actions Each player's set of actions is {*Stag*, *Hare*}.

Preferences For each player, the action profile in which all players choose *Stag* (resulting in her obtaining a share of the stag) is ranked highest, followed by any profile in which she chooses *Hare* (resulting in her obtaining a hare), followed by any profile in which she chooses *Stag* and one or more of the other players chooses *Hare* (resulting in her leaving empty-handed).

	Stag	Hare
Stag	2, 2	0, 1
Hare	1, 0	1, 1

Figure 18.1 The *Stag Hunt* (Example 18.1) for the case of two hunters.