

STOP POLICE!

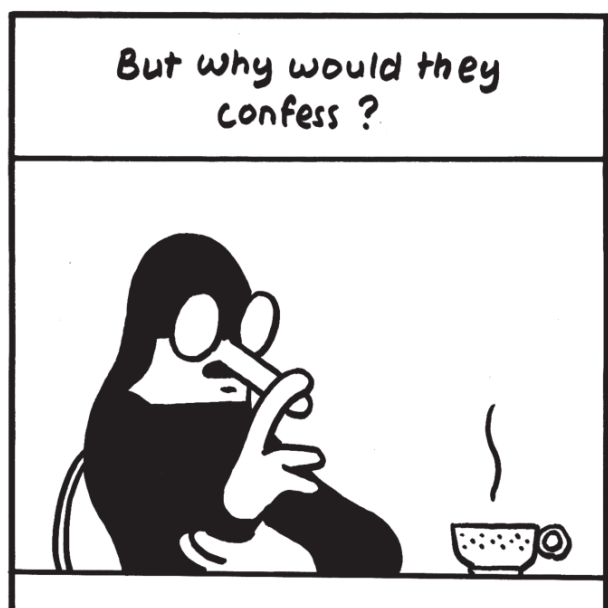


You have the right to
remain silent in this cell.



And You in this one...

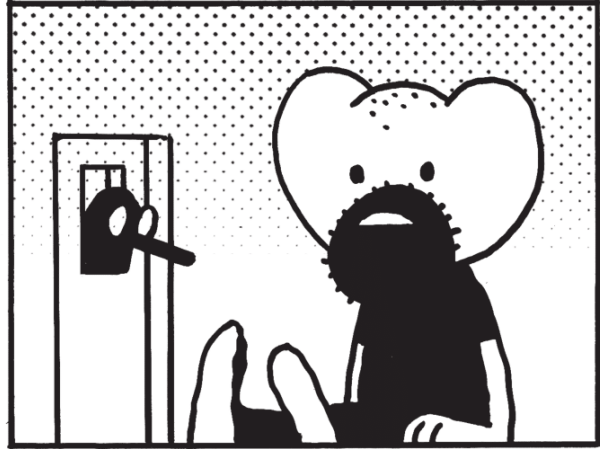




Well, before you
both confess ...



...I guess you'll both stay
silent for 3 years.



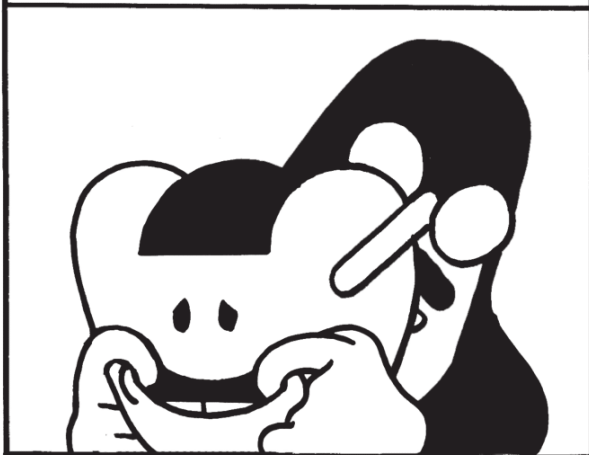
Unless ...



... You appear as key witness
and blow the whistle on your buddy.



Key witnesses get away
with 1 year.



One.
Year.





Please answer the following questions:

1. The following matrix formalizes the structure of the decision problem. Fill in the blanks to illustrate how long each of the two suspects will stay in prison, depending on the choices they make. In each cell, the first blank represents the number of years in prison for person A (the thief with the hat); the second blank represents the number of years in prison for person B (the thief with the beard).

		B	
		Cooperation (remain silent)	Defection (confess)
A	Cooperation (remain silent)	_____ ; _____	_____ ; _____
	Defection (confess)	_____ ; _____	_____ ; _____

2. What do you think—how will each of the suspects decide? Write down 2-3 sentences to explain your decision.

Note: The Prisoners' Dilemma has been devised by Albert Tucker in 1950 and is based on a game theoretical problem first described by Merrill Flood and Melvin Dresher (Poundstone, W. [1993]. *Prisoner's Dilemma / John von Neumann, Game Theory, and the Puzzle of the Bomb*. New York: Anchor Books).