

Contents

Preface ix

Acknowledgments xiii

- 1 Game Theory and Literature: An Overview 1**
 - 1.1 Introduction 1
 - 1.2 Method of Inquiry 4
 - 1.3 Avoidance and Acceptance of the Minimax Theorem 5
 - 1.4 Are Zero-Sum Games Emotionless? 11
 - 1.5 The Rationality of Tragedy 13
 - 1.6 Coordination Problems, Signaling, and Commitment 16
 - 1.7 The Devil and God 19
 - 1.8 Reputation and Intrapyschic Games 21
 - 1.9 Wherein Lies the Future? 24

- 2 The Bible: Sacrifice and Unrequited Love 29**
 - 2.1 Introduction 29
 - 2.2 Abraham's Sacrifice 31
 - 2.3 What If Abraham Had Refused to Sacrifice Isaac? 42
 - 2.4 Samson and Delilah 50
 - 2.5 Theory of Moves (TOM) 57
 - 2.6 Emotions, Feasible Moves, and Morality 65

- 3 Theology: Is It Rational to Believe in God? 69**
 - 3.1 Introduction 69
 - 3.2 Pascal's Wager and the Search Decision 72
 - 3.3 The Concern Decision 77

- 3.4 The Revelation Game 81
- 3.5 Decisions versus Games 91

- 4 Philosophy: Paradoxes of Fair Division 93**
 - 4.1 Introduction 93
 - 4.2 Criteria and Classification 95
 - 4.3 Efficiency and Envy-Freeness: They May Be Incompatible 97
 - 4.4 Unique Efficient and Envy-Free Divisions: Their Incompatibility with Other Criteria 100
 - 4.5 The Desirability of Unequal Divisions (Sometimes) 102
 - 4.6 Summary and Conclusions 108

- 5 Political Philosophy: How Democracy Resolves Conflict in Difficult Games 111**
 - 5.1 Introduction 111
 - 5.2 Resolution by Voting in a 2-Person PD 113
 - 5.3 Resolution by Voting in an n -Person PD 115
 - 5.4 Example of an n -Person PD 117
 - 5.5 A Biblical Tale 119
 - 5.6 Other Difficult Games 121
 - 5.7 Summary and Conclusions 125

- 6 Law: Supreme Court Challenges and Jury Selection 127**
 - 6.1 Introduction 127
 - 6.2 The White House Tapes Case 128
 - 6.3 Analysis of the White House Tapes Game 136
 - 6.4 The Roosevelt Court and the New Deal 140
 - 6.5 Jury Selection 146
 - 6.6 Summary and Conclusions 152

- 7 Plays: Modeling Frustration and Anger 155**
 - 7.1 Introduction 155
 - 7.2 The Frustration Game 159
 - 7.3 *Lysistrata*: Overcoming Frustration with a Credible Threat 165
 - 7.4 The Self-Frustration Game 170
 - 7.5 *Macbeth*: From Self-Frustration to Murder 175
 - 7.6 Summary and Conclusions 180

- 8 History: Magnanimity after Wars 185**
 - 8.1 Introduction 185
 - 8.2 The Two-Sidedness Convention 187
 - 8.3 Different Views on the Rationality of Magnanimity after Wars 190
 - 8.4 The Magnanimity Game (MG) 191
 - 8.5 Applications of MG to Historical Cases 197
 - 8.6 Why Did the Confederacy Initiate the U.S. Civil War? 201
 - 8.7 Summary and Conclusions 207

- 9 Incomplete Information in Literature and History 209**
 - 9.1 Introduction 209
 - 9.2 Information Revelation in *Hamlet* 211
 - 9.3 Incomplete Information in the Magnanimity Game (MG) 217
 - 9.4 Misperception in the Iran Hostage Crisis 219
 - 9.5 The Cuban Missile Crisis: Moving, Order, and Threat Power 226
 - 9.6 Deception in the Cuban Missile Crisis 236
 - 9.7 The Paradox of Omniscience 240
 - 9.8 Summary and Conclusions 244

- 10 Catch-22s in Literature and History 247**
 - 10.1 Introduction 247
 - 10.2 TOM: Cyclic Games 250
 - 10.3 Moving Power in TOM 253
 - 10.4 The Original Catch-22 Game and the Generic Game 256
 - 10.5 The Witch Trials 263
 - 10.6 King-of-the-Mountain Games 268
 - 10.7 Summary and Conclusions 270

- 11 Summary and Conclusions 275**
 - Appendix 281
 - Glossary 287
 - References 295
 - Index 311