1. Give an example of a game with three strategies for each player that has a single outcome after the iterated elimination of strictly dominated strategies.

   Give an example of a game with three strategies for each player that has no strictly dominated strategies, but does have weakly dominated strategies such that using iterated elimination of weakly dominated strategies results in a single remaining outcome. Ensure that at any point, there is only one weakly dominated strategy to be eliminated (except the final step which will have to be eliminating a strictly dominated strategy), so there is no point where you have to choose which strategy to eliminate.

   Does this seem reasonable for your game? Do you think rational players should ever choose a strategy other than the final outcome?