

# STRATEGIC ADJUSTMENT ACTIVITY

# HOW TO PLAY

4 Targets

Defender has 100 units to allocate across targets

- ▶ Call allocation to target  $i$ ,  $x_i$

Attacker observes allocations and chooses a target to attack

Probability of successful attack on target  $i$  is

$$\frac{100 - x_i}{100}$$

# SCORING 1

Defender's value of target #

1. 1
2. 2
3. 3
4. 4

Successful attack destroys value

Defender's score is the sum of the non-destroyed values

Attacker gets 10 points for any successful attack

## SCORING 2

Defender's value of each target is 2.5

A successful attack destroys the value

Defender score is the sum of the non-destroyed values

Attacker points for successful attack differ by target

1. 4
2. 8
3. 12
4. 16