1. A game in which a player must make choices along with and ignorant of the other players’ choices is called a __________ _________ game.

2. An array whose rows correspond to the strategies of one player and whose columns correspond to the strategies of the other player is called the __________ _________.
   Each entry of the array is the result, or __________.

3. One strategy is said to be __________ by a second strategy if the second strategy always results in at least as favorable of an outcome for the player as the first strategy does.

4. The relevant portion of the array described in question #2 that gives information under the assumption that both players employ their best strategies is called the __________ _________ _________.

5. A pair of strategies that results in neither player having any incentive to unilaterally change strategies is called the __________ _________ of the game.

6. True or False: All arrays that describe players’ strategies can be reduced to single strategies.

7. In a certain game, two players are trying to win all or a portion of $10,000. Each player can choose to be an “Ally” or an “Enemy.” If both players select Ally, each will win $5000. If Player 1 selects Ally and Player 2 selects Enemy, Player 2 will win all the money. If Player 1 selects Enemy and Player 2 selects Ally, Player 1 will win all the money. If both players select Enemy, both will win no money. Construct an array that describes the possible strategies of the players.

<table>
<thead>
<tr>
<th>Player 1</th>
<th>Player 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ally</td>
<td>Enemy</td>
</tr>
</tbody>
</table>

   Player 1  Ally

   Enemy