13 (pt.) OLIGOPOLY

A. OLIGOPOLY (O)	E. GAME THEORY
1. Objective	1. Background
2. Market Characteristics	2. Elements
3. Mutual Interdependene	3. Two Firm Games with Dominant Strategy
4. Price Stickiness	4. Nash Equilibrium
B. INTERDEPENDENT C. CARTEL D. PRICE LEADER	5. Games Without Dominant Strategies
1. Demand?	6. Zero Sum Games
2. Supply?	7. Repeated Games
3. Quantity?	8. Threats
4. Price?	F. CONTESTABLE MARKETS
5. Economic Profit?	
6. Graph	
7. Shut Down?	
8. Efficient? Allocative Productive	

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