

Nashforge — Concept Poster

Print this and pin it up — an at-a-glance map of the Nashforge cast and the ideas each one carries. Come back to it whenever you want to remember who teaches what.

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Meet the cast — and what each one teaches

Character	What they carry
Dahlia	Dominant strategy — plays the best move regardless of what the opponent does
Elena	Nash equilibrium — finds the stable point neither side wants to leave
Cai	Cooperation (prisoner's dilemma) — chooses the mutual-best cooperative move
Dex	Defection (prisoner's dilemma) — takes the tempting individual defect (Cai + Dex = the PD case)
Tao	Iterated / tit-for-tat — mirrors your last move across rounds, building reputation
Remy	Mixed strategy — randomizes to stay unpredictable (the penalty-kick mixer)
Zara	Zero-sum vs non-zero-sum — reads whether the pie is fixed or can grow
Ines	Backward induction — reasons from the end of the game tree back to now
Auggie	Mechanism / auction design — designs rules so honesty is the best policy
Thalia	Mentor — sets a strategic goal, plays, and guides reflect-on-strategy (the AAR guide)

Key ideas at a glance

The big concepts this cast helps you master:

- Game theory foundations — players, strategies, payoffs
- Strictly and weakly dominant and dominated strategies
- The PD; individual vs collective outcome
- Best response; the stable point

- Mixed strategies; randomize to be unexploitable
 - Fixed vs growing pie
 - Coordination games; focal points
 - Repeated games; tit-for-tat; reputation
 - Extensive form; sequential moves
 - Subgame-perfect; reason from the end
 - Credible threats & commitment
 - Bargaining; ultimatum; fairness
 - Auction formats; bidding strategy
 - Designing rules so honesty pays; incentive compatibility
 - Common-pool / public-goods dilemmas
 - Apply strategy to real cases (climate/pricing/misinformation)
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