



- H Harmony: Information
- C Coordination A Assurance
- D Defection: Dilemmas
- M Weak Hmny: Compromise
- R Disagreement: Rivalry
- ⊖ Instability: Cyclic
- 1 Distribution: 1-Winner
- Z Zero-sum

Collective Action Problems.

The topology of payoff swaps in 2x2 games maps relationships between different types of collective action problems. Symmetric games form a diagonal axis from lower left to upper right, including the central transformation that turns Prisoner's Dilemma (Pd) into a Stag Hunt (Sh) by swapping the outcomes ranked as best and second-best. See Holzinger 2003, 2008. Bruns 2015.