

The IAEA inspects state 1 with probability p and state 2 with probability $1-p$. Let state i behave illegally with probability q_i , and legally with probability $1-q_i$, $i = 1, 2$.

The unconditional expected payoffs are therefore

$$\begin{aligned} & \{ [-a - (c-a)\beta_1]q_1(1-q_2) - c(1-q_1)q_2 + [-a(1-\beta_1) - c\beta_1 - c]q_1q_2 \}p \\ & + \{ [-a - (c-a)\beta_2]q_2(1-q_1) - c(1-q_2)q_1 + [-a(1-\beta_2) - c\beta_2 - c]q_1q_2 \}(1-p) \\ & = (c-a)[(1-\beta_1)q_1 - (1-\beta_2)q_2] \cdot p + (c-a)(1-\beta_2)q_2 - c(q_1 + q_2) \\ & \equiv E_0(p, q_1, q_2) \end{aligned} \quad (2.4)$$

to the IAEA;

$$\begin{aligned} & \{ [-b_1 + (b_1 + d_1)\beta_1]q_1 \}p + d_1q_1(1-p) \\ & = [-(b_1 + d_1)(1-\beta_1)p + d_1]q_1 \equiv E_1(p, q_1, q_2) \end{aligned} \quad (2.5)$$

to state 1; and

$$\begin{aligned} & d_2q_2p + \{ [-b_2 + (b_2 + d_2)\beta_2]q_2 \}(1-p) \\ & = [-(b_2 + d_2)(1-\beta_2)(1-p) + d_2]q_2 \equiv E_2(p, q_1, q_2) \end{aligned} \quad (2.6)$$

to state 2.

We assume that the three players do not cooperate. Thus, we model our problem as a non-cooperative three-person game $(\{p\}, \{q_1\}, \{q_2\}, F_0, F_1, F_2)$ with strategy sets and payoffs as given above. The equilibria (p^*, q_1^*, q_2^*) of this game are determined by the Nash conditions

$$\begin{aligned} E_0(p^*, q_1^*, q_2^*) & \geq E_0(p, q_1^*, q_2^*) \forall p \\ E_1(p^*, q_1^*, q_2^*) & \geq E_1(p^*, q_1, q_2^*) \forall q_1 \\ E_2(p^*, q_1^*, q_2^*) & \geq E_2(p^*, q_1^*, q_2) \forall q_2. \end{aligned} \quad (2.7)$$

Using $c-a > 0$ and (3.4), (3.5), and (3.6), these inequalities are equivalent to

$$[(1-\beta_1)q_1^* - (1-\beta_2)q_2^*] \cdot p^* \geq [(1-\beta_1)q_1^* - (1-\beta_2)q_2^*] \cdot p \quad \forall p \quad (2.8a)$$

$$[d_1 - (b_1 + d_1)(1-\beta_1)p^*] \cdot q_1^* \geq [d_1 - (b_1 + d_1)(1-\beta_1)p^*] \cdot q_1 \quad \forall q_1 \quad (2.8b)$$

$$\begin{aligned} & [d_2 - (b_2 + d_2)(1-\beta_2)(1-p^*)] \cdot q_2^* \\ & \geq [d_2 - (b_2 + d_2)(1-\beta_2)(1-p^*)] \cdot q_2 \quad \forall q_2. \end{aligned} \quad (2.8c)$$

The theorem to follow generalizes results in [9].