1086-91-1079 **Jan Rychtar*** (rychtar@uncg.edu), University of North Carolina at Greensboro, Greensboro, NC 27412. *The effect of information asymmetry in Producer-Scrounger games.*

The biologically motivated Producer-Scrounger game-theoretical model deals with the following situation. One individual finds a resource and starts using it. Sometimes later, before the resource has been completely used, a second individual appears and attempts to use the same resource. The individuals could either 1) split the resource evenly, 2) fight for it, or 3) one of them can give it up. We will study the effect of information asymmetry. It is conceivable that the first individual has better knowledge about the resource than the one that joins later. However, contrary to any intuition, a careful analysis reveals that having more information yields to giving up more often, and consequently getting lower payoffs. This quite surprising result could mean that too much knowledge hurt. Yet, the most important feature is that even the second individual knows something – it knows that the first one knows. Hence, at least to some individuals, knowledge can be beneficial after all. (Received September 18, 2012)