

Title: Prediction Set

Abstract: We consider the problem faced by an analyst of a game. The analyst knows the set of actions available to each player and their ordinal preferences over the set of action profiles, but nothing else---she does not know the players' cardinal preferences, the move structure, or the information structure. We aim to characterize the prediction set: the set of probability distributions over action profiles that the analyst can possibly entertain as a prediction. We show that the prediction set is quite large, and provide a general condition under which the prediction set has a distribution that assigns positive probability to all action profiles.