**Tacit Collusion via Asynchronous Play**

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**Abstract:**

We study infinitely repeated games in which players are limited to subsets of their action space in each stage – a generalization of asynchronous games.

We show that such rigidity in the actions facilitates the creation and sustainment of tacit collusion and identify the stage games that are prone to become asynchronous.

In addition, we indicate which of the players should be the asynchronous ones.

We use the worst case rational payoff, the effective minimax, to evaluate the collusive result and compare the outcome of different durations of inactivity.

Moreover, we show in the two-player case that publicly announcing the duration in which the action is fixed is the best interest of both players, as unknowing this duration can prevent the collusion.