Game theory is one of the emerging tools that help decision makers or actors decide on a particular course of actions against another as a response to the anticipated course of actions of a competitor. It is a branch in mathematics which portrays the behavior of the actors in the game and the most advantageous strategies. It shows the thinking on how player one will act in a situation where his action affects player two, of which actions of the other player two also affects player one.

This study surveyed 235 employees of business establishments in Davao City to respond to a hypothetical scenario where the respondent was asked on the likely strategy with the objective to get the promotion in competition of a co-worker. Four matrices were constructed containing the behavior and the corresponding pay-offs: promoted – promoted; not promoted – promoted two steps; promoted two steps – not promoted; promoted one step – promoted one step for the actions of the competitors emphasizing the attitude of becoming “mean” or “nice” to get the promotion.

The respondents were empirically tested to determine the odds that the respondents’ socio-economic-demographic characteristics will affect the strategy represented by the matrix chosen to get the promotion. Multinomial logistic regression was used to analyze relationships of the likelihood of choosing a particular strategy evaluated by the characteristics of the respondents.

The study revealed that the workers of Davao City favor an atmosphere of positive and healthy competition. The variables that were found to change the odds of healthy competition were: age which increases it by 24%, years working decreases it by 23%, religion increases it by 27%, while education has a dual effect as it will increase the odds to favor a healthy competition and at the same time decreases it dependent on the probability response of the competitor.