Problem: Player 1 about to win. Players 2 or 3 could spend a resource to delay win.

Symetric Case:

P3\P2 [1]	Pay	Don't Pay
Pay	a,a [2]	b,c
Don't Pay	c,b	0,0

p = b/(c-a+b)

a	0.2000
b	0.1500
c	0.3000
p	0.6000

Check: -

Restrictions	Reasoning
c>a>b	Spending less resources is preferable
2a - b - c < 0	1-(c+b) < 1-(2a). -> 2a - b - c < 0. This is because Player 1 should be better off if "a" happens since both opponents spent one resource

Definitions

p	The probability of each player choosing "Pay"

General Case

P3\P2	Pay	Don't Pay
Pay	a3,a2	b3,c2
Don't Pay	c3,b2	0,0

p2 = b3/(c3-a3+b3)

p3 = b2/(c2-a2+b2)

a2	0.2000
b2	0.1500
c2	0.2600
a3	0.3330
b3	0.3110
c3	0.3990
p2	0.8249
p3	0.7143

	-0.0380
	-0.0160
Check:	
-	
-	

Restrictions	Reasoning
c3>a3>b3	Spending less resources is preferable
c2>a2>a3	Spending less resources is preferable
a2 + a3 - b3 - c2 < 0	1-(c2+b3) < 1-(a2+a3) & 1-(c3+b2) < 1-(a2+a3). This is because Player 1 should be better off if "a" happens since both opponents spent one resource
a2 + a3 - b2 - c3 < 0	

Definitions

p2	The probability of Player 2 choosing "Pay"
p3	The probability of Player 3 choosing "Pay"

Symetric Cases											
Resource Very Scarce			**Resource Scarce**			**Resource Common**			**Resource Very Common**		
a	0.2000		a	0.2800		a	0.2400		a	0.2700	
b	0.1000		b	0.2000		b	0.2000		b	0.2500	
c	0.4500		c	0.4000		c	0.3000		c	0.3000	
p	0.2857		p	0.6250		p	0.7692		p	0.8929	
prob(end)	0.5102		prob(end)	0.1406		prob(end)	0.0533		prob(end)	0.0115	
Asymetric Cases											
Resource Very Scarce			**Resource Scarce**			**Resource Common**			**Resource Very Common**		
a2	0.1000		a2	0.1500		a2	0.1900		a2	0.2100	
b2	0.0500		b2	0.1000		b2	0.1400		b2	0.1800	
c2	0.2500		c2	0.2500		c2	0.2500		c2	0.2500	
a3	0.2000		a3	0.2800		a3	0.3000		a3	0.3400	
b3	0.1000		b3	0.2000		b3	0.2500		b3	0.3100	
c3	0.4500		c3	0.4000		c3	0.4000		c3	0.4000	
p2	0.2857		p2	0.6250		p2	0.7143		p2	0.8378	
p3	0.2500		p3	0.5000		p3	0.7000		p3	0.8182	
prob(end)	0.5357		prob(end)	0.1875		prob(end)	0.0857		prob(end)	0.0295	

[1] Actions in rows are Player 3,
Actions in columns are Player 2

[2] All of the payoffs are read as:

"Player 3 Payoff, Player 2 Payoff"