

EXPERIMENTAL THESES

A. DIFFERENT PLAYERS AND SYMMETRIC GAMES

HP: Different players  $\Rightarrow$  Different choices in symmetric games

GAMES

A.1 Prisoner's Dilemma

		Player Column	
		C	D
Player Row	A	5, 5	-9, 10
	B	10, -9	0, 0

A.2 Chicken game

		Player Column	
		C	D
Player Row	A	-10, -10	5, -5
	B	-5, 5	0, 0

A.3 Battle of the sexes

		Player Column	
		C	D
Player row	A	2, 1	0, 0
	B	0, 0	1, 2

B. INFORMATION AND REPEATED GAMES

HP: one shot game and casual pairs  $\Rightarrow$  different choices in repeated games and fixed pairs

B.1

		Player Column	
		C	D
Player Row	A	0, 0	90, 91
	B	91, 90	0, 0

C. SOCIAL NORMS AND REPEAED GAMES

Hp: noblesse oblige vs. competition (getting less in the past implies getting more later)

C.1

		Player Column	
		C	D
Player Row	A	0, 0	20, 40
	B	40, 20	0, 0

D. ORDINAL OR CARDINAL PREFERENCES

HP: if preferences are ordinal in the three following games (different version of the prisoner's dilemma) choices do not change

D.1 LIMITED MEMORY (vs, game A.1)

		Player Column	
		C	D
Player Row	A	5, 5	-9, 10
	B	10, -9	0, 0

D.2

		Player Column	
		C	D
Player Row	A	0, 0	-14, 5
	B	5, -14	-5, -5

D.3

		Player Column	
		C	D
Player	A	5, 50	-9, 100
Row	B	10, -90	0, 0

E. SALIENCE AND FOCAL POINTS

HP: do focal points exist in nature?

E.1

		Player Column	
		C	D
Player	A	10, 10	0, 0
row	B	0, 0	1, 1

E.2

		Player Column			
		E	F	G	H
Player	A	0, 0	0, 0	100, 100	0, 0
row	B	0, 0	0, 0	0, 0	99, 99
	C	100, 100	0, 0	0, 0	0, 0
	D	0, 0	100, 100	0, 0	0, 0