

I recommend that you play the games in one of the KJ labs (KJ-220 or KJ-225).¹

To play the games, one player (or an independent observer) will run a Server program, and each player will run a Client program. Each player should be on a separate computer. The server can be run on one of these player computers or on a separate computer.

Playing the PD game:

This is a standard 2 player prisoners' dilemma game. The payoffs are:

C C - 100,100

C D - 0,150

D C - 150,0

D D - 50,50

In the KJ labs: Go to Start - All Programs - Academic Software - Econ Games. One player (or a third party) should run the PD Server program (click on PD Server) which creates the game on the network. After the Server loads, select either a number of rounds to play (e.g., 5) OR a constant probability that the game continues for another round (e.g., .8) and then click on Start Game. *After* the game is started in this way, each of the players must run the PD Client program which allows him or her to enter the game as a player. Each player (client) will be asked to enter the IP (network) address for the Server program (this IP address is displayed on the Server program window - so the person who runs the Server program will have to tell the other players what this IP address is). Once both clients are connected, they can start playing the game. Each player will see both players' cumulative winnings after each round.

Playing the Cournot Oligopoly game:

This game can be played with 2-8 players. There is a single market, and each player acts as a firm competing against the other players (firms) in this market.

In the KJ labs: Go to Start - All Programs - Academic Software - Econ Games. One player (or a third party) should run the Oligopoly Server program (click on Oligopoly Server) which creates the game on the network. After the Server loads, select the number of players. Then (before proceeding further) each of the players should run the Oligopoly Client program which allows him or her to enter the game as a player. Each player (client) will be asked to enter the IP (network) address for the Server program (this IP address is displayed on the Server program window - so the person who runs the Server program will have to tell the other players what this IP address is). Once all the clients are connected, the game can be started from the server. Each player can then change his or her quantity offered in real time (i.e., as often as you like). Each player sees his/her MC, and the market demand, as well as the quantities offered by each player, each player's current profit rate, and his/her own cumulative profits for the game.

General Notes:

Please keep track of your scores in each game and what strategies (by all players) led to these scores.

Have Fun!

¹ Alternatively, the program can be downloaded from the Economics Department games web page and, in principle, played anywhere.