

Zenda: a Prisoners' Dilemma Game for the NeXT Computer

- a. This application was written by Hal Varian, with some assistance from Joseph Klein. The address for Hal Varian is given at the end of the file.
- b. Economics
- c. **Zenda** is an implementation of a Prisoners' Dilemma game for a network of NeXT computers.
- d. **Zenda** has been used for research to illustrate a way that "contracts" can be used to induce cooperation in class Prisoners' Dilemma games. It may also be useful in the classroom.

e. **Zenda** was developed under NeXTstep 2.1, but it should also run on 3.0.

f. The file Referee.rtf tells how to install **Zenda**. The file Player.rtf should be given to the players as instructions.

The first stage of **Zenda** is a classic Prisoners' Dilemma. Human subjects do pretty much as the theory predicts---after 6 or 7 rounds most people play the "defect" strategy.

The twist on the classic Prisoners' Dilemma comes in the second stage of **Zenda**, where I offer the "pay for play" option. The subgame perfect equilibrium of this two-stage game is the efficient outcome. This has been confirmed in my experiments in the laboratory.

The second stage of **Zenda** is a variation on the "compensation mechanism". This is a general mechanism to solve many kinds of externalities problems. It is described in my paper, "A Solution to the Problem of Externalities when Agents are Well-Informed."

I found that if I run more than 8 subjects at a time, the network performance deteriorates significantly. I intend to rewrite the code when I move to distributed objects in NeXTstep 3.0 to see if this improves performance.

The file **DataAnalysis.ma** uses some Mathematica routines to analyze the data generated by **Zenda**.

If you use this code for something interesting, let me know about it.

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