

Instructions

You and the person seated next to you will repeatedly play a simple game of pursuit and evasion, or "hide and seek". If you are sitting at the right-hand side of your table, you are the pursuer; if you are on the left-hand side you are the evader. You will play to win tokens, and each token will be redeemed for fifty cents at the end of the experiment. Each game will begin with the evader placing one of his tokens in the center of the table. The pursuer then tries to "find" the evader and to "capture" his token. At the beginning of the experiment the evader will be given 50 tokens (worth \$25). During the experiment the pursuer will capture some of the evader's tokens.

The game proceeds as follows. The evader begins by placing a token in the center of the table. Then each of you will make a private choice to move either Left or Right, by placing either your Left card or your Right card face down in front of you (out of sight of the other player because of the partition).

After both of you have played your cards, the monitor (seated in front of you) will randomly select a number from 1 to 6 by rolling a die. Note that each of the six numbers is equally likely to occur.

Next, in sight of both players, the monitor will turn over the cards both players played. If the cards do not match (i.e., one is Left and one is Right), then the evader has succeeded: he has not been found by the pursuer, and the evader does not have to give up his token. On the other hand, if the cards DO match (i.e., both are Left or both are Right), then the pursuer has FOUND the evader, but whether he actually captures the token depends upon the die number that occurred. The result is determined as follows:

	<u>If die is 1 or 2</u>	<u>If die is 3,4,5, or 6</u>
If both moved Left:	Pursuer captures token	Evader keeps token
If both moved Right:	Evader keeps token	Pursuer captures token
If one Left, one Right:	Evader keeps token	Evader keeps token

When play is complete and the token has been either captured or retained, the monitor will record the moves and the die number, the players' cards will be returned to them, and a new play will begin.

You will play the game 100 times, unless the evader loses all his tokens, in which case all play will be terminated. When all play has ended, the experiment will be over, and you will redeem your tokens for cash -- a dollar for every two tokens you have.