

R. Cooper, D.V. DeJong, R. Forsythe and T. Ross (1993), Forward induction in the battle of the sexes games, American Economic Review

INSTRUCTIONS FOR SESSION II

This session of the experiment will again consist of a series of separate decision making periods. Each period will again consist of two phases. In Phase II you will be able to earn dollars based upon the points you earned in Phase I in exactly the same way you did in the first session. In Phase I, you will again be paired with another person and, based upon your combined actions you will be able to earn points.

However, the Phase II in this session differs from Phase II in the previous session in the following way:

- (1) The value of the lottery prize if you win is \$2.00. Thus if the number on the lottery ticket drawn in Phase II is less than or equal to the number of points you earned in Phase I, you win \$2.00. Otherwise, you win \$0.00.

The Phase I in this session differs in the following ways:

- (1) The number of points which players can earn are given by new tables. These tables are shown on the attached Information Sheet.
- (2) You will only have two actions to choose from. If you are the Column player, you may choose either C1 or C2. If you are the Row player, you may choose either R1 or R2.
- (3) During the current session you will play against each person twice—once as the Row player and once as the Column player.
- (4) In each of the periods you are a Column player, you will first wait for the Row player to select his action. After all Row players have selected their actions, the Column players then select their actions. Further, the Column player does not know the action chosen by the Row player he is paired with before the Column player selects his action.

Once both players have selected their actions, the combined actions of Row player and Column player jointly determine the number of points earned by the Row player and the number of points earned by the Column player.

SESSION II INFORMATION SHEET

ROW PLAYER

Number of points earned by player Row player :

C's Action

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		C1	C2
R's	R1	0	200
Action	R2	600	0

COLUMN PLAYER

Number of points earned by Column player

		C's	Action
		C1	C2
R's	R1	0	600
Action	R2	200	0