

Simulation 1: Conventional Warfare

Form: 2 Players, 1 round, 20 mins. for the round.

Goal: Maximize money.

Set-Up:

- Each player has \$10.
- You will each be dealt a playing card. The card is private information (don't show it to your opponent unless you want to), and it represents your conventional military power. Higher cards represent more power, with aces being high (Value = 14).

Instructions:

You have 15 mins. to negotiate, with your goal being to maximize your money at the end of that time. You can achieve this in any way you'd like.

Please note that you can attack your opponent. If you do, whomever has the highest card wins the war, getting the difference between the cards in dollars from the other player. You can only receive a maximum of \$10.

- Example: If Kevin has 3, but Julia has a Queen (Value = 12), Julia takes \$9 from Kevin.

Players can voluntarily and unilaterally reduce the value of their card, but cannot increase it. To do so, simply write on the card. However, once reduced, you cannot change your mind and increase the value again.

Play ends when you reach a bargain and formally write the deal down and present it to the instructor, or when war is declared and resolved. Please record the outcome on your sheet.

Simulation 2: Nuclear Weapons

Form: 2 Players, 1 round, 20 mins. for the round.

Round 1	15 mins.
Round 2	10 mins.
Round 3	5 mins.

Goal: Maximize money.

Set-Up:

- Each player has \$10.
- Each player is dealt a playing card. The card is secret information, and it signifies the player's conventional military power. Higher cards represent more power, with aces being high (Value = 14).
- Each player is given a *Nuke* card.

Instructions:

You have 15 mins. to negotiate, with your goal being to maximize your money at the end of that time. You can achieve this in any way you'd like.

Please note that you can attack your opponent. If you do, whomever has the highest card wins the war, getting the difference between the cards in dollars from the other player. You can only receive a maximum of \$10.

- Example: If Kevin has 3, but Julia has a Queen (Value = 12), Julia takes \$9 from Kevin.

Players can voluntarily and unilaterally reduce the value of their playing card, but cannot increase it. To do so, simply write on the card. However, once reduced, you cannot change your mind and increase the value again.

Moreover, a player can use his/her *Nuke* card. In that event, the other player loses all of his/her money. It is effectively destroyed: no one receives it at the end of the round.

Play ends when you reach a bargain and formally write the deal down and present it to the instructor, when war is declared and resolved, or when a player uses a *Nuke* card. Please record the outcome on your sheet.

Simulation 2.5: MAD

Add an assured second strike capability

Simulation 3: Nuclear Disarmament

Form: 2 Players, 1 round, 30 mins. for the round.

Goal: Maximize money.

Set-Up:

- Each player has \$10.
- Each player is dealt a playing card. The card is secret information, and it signifies the player's conventional military power. Higher cards represent more power, with aces being high (Value = 14).
- Each player is given a *Nuke* card.

Instructions:

You have 15 mins. to negotiate, with your goal being to maximize your money at the end of that time. You can achieve this in any way you'd like.

Please note that you can attack your opponent. If you do, whomever has the highest card wins the war, getting the difference between the cards in dollars from the other player. You can only receive a maximum of \$10.

- Example: If Kevin has 3, but Julia has a Queen (Value = 12), Julia takes \$9 from Kevin.

Players can voluntarily and unilaterally reduce the value of their playing card, but cannot increase it. To do so, simply write on the card. However, once reduced, you cannot change your mind and increase the value again.

Moreover, a player can use his/her *Nuke* card. In that event, the other player loses all of his/her money. It is effectively destroyed: no one receives it at the end of the round.

Finally, if both players destroy their *Nuke* cards, they receive \$11, to be divided however they wish.

Play ends when you reach a bargain and formally write the deal down and present it to the instructor, when war is declared and resolved, or when a player uses a *Nuke* card. Please record the outcome on your sheet.