

Win–Stay, Lose–Shift Simulator

For details of the theoretical and experimental background, see

Colman, A. M., Pulford, B. D., Omtzigt, D., & al-Nowaihi, A. (2010). Learning to cooperate without awareness in multiplayer minimal social situations. *Cognitive Psychology* (in press).

To run a simulation of a repeated Mutual Fate Control game under Windows operating system, click this [WSLS Simulator](#) link, then enter:

Number of participants: The number of players involved in the game

Number of rounds: The number of repetitions of the game

Number of trial blocks: This determines the display of the simulation results

Number of replications: The number of times the simulation is replicated

Initial noise level following reward: The percentage of responses deviating from deterministic WSLS following a rewarding round

Initial noise level following punishment: The percentage of responses deviating from deterministic WSLS following an unrewarding round

Number of rounds for 50% reduction of reward noise: The half-life of the exponential noise decay following reward

Number of rounds for 50% reduction of punishment noise: The half-life of the exponential noise decay following unrewarding rounds

Random-number seed: If you use the same number for two simulations, the results will be identical

The results will be displayed as means for each trial block.

The WSLS simulator was devised by David Omtzigt (D_Omtzigt@msn.com), from whom the source code in C++ programming language can be obtained.