

Instructions for the Property Rights Simulation

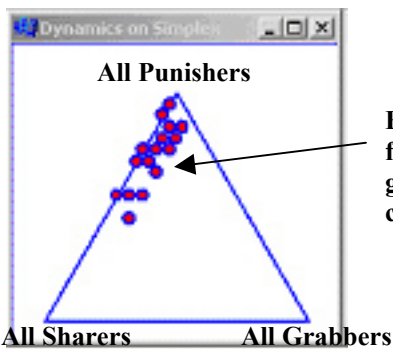
(For further information, please see the paper and algorithm structure on the webpage http://www.santafe.edu/~bowles/artificial_history/property_rights.htm)



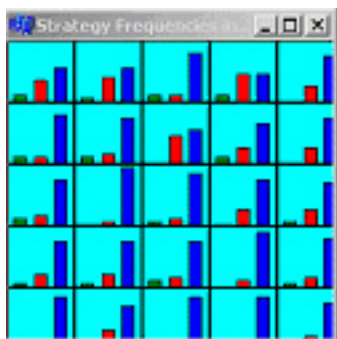
1. By clicking “Default Value”, the user can choose parameter values that were used in the paper. Also the user can choose different parameter values from the combo box (for example, the number of groups, group size etc).
2. The parameter values that were used in the paper are indicated by *.

To play the Punishment Game (Grabber, Sharer, Punisher Game), choose the first button
 To play the Property Rights Revolution Game, (Bourgeois, Sharer, Punisher), choose the second button. If you choose the Property Rights Revolution Game, the ambiguity combo box will be activated, so you can choose the level of ambiguity over possession.

Click “Setup” first. Then click “Run” to run the simulation. To stop running the simulation, click “Stop”. To exit the program click “Close”. If you click “Slower” during running, the program will run slowly. To return to the normal speed, click “Normal”



Each circle in the simplex indicates the population frequency of Punisher, Sharer, and Grabber in each group. If the number of groups is 25, then there are 25 circles in the simplex.



Three bars in each box indicate the population frequencies of punisher, sharer, and grabber in each group. The blue bar indicates the population frequency of Punishers, and the red bar and the green bar are for Sharers and for Grabbers respectively.

