`games2p2k` dataset

"unique_id": the identifier for a unique game played by the row player

"game_id": the identifier for a game played by either row or col player (each game_id corresponds to two unique_ids)

"up_choice": proportions of players who chose the "up" strategy

"row_form_matrix": game matrix viewed from a row player's perspective.

       Example: [r0 r1 r2 r3 c0 c1 c2 c3]

       2D game matrix: [r0, c0] [r1, c1]

                     [r2, c2] [r3, c3]

"role": original role of the player (although all participants played as row)

"topology": Robinson and Goforth's game topology (row's topology, col's topology)

"logrt": mean log RTs of the game (averaged across participants who played the same game)

"logrt_norm": mean normalized log RTs of the game (normalized within participants and then averaged across participants)

"delta": mean deviations from mutual rationality

"delta_norm": mean normalized deviations from mutual rationality

"choice_br": proportions of choices best respond to opponent's empirical strategy

"choice_psne": proportions of choices aligned with pure-strategy Nash equilibrium