# **Conservation Strategy Simulator User Manual**

#### 1. Introduction

The Conservation Strategy Simulator runs Monte Carlo simulations of adversarial contests between conservationists ("Greens") and developers ("Farmers") over land plots with agricultural and environmental value. Users can replicate the results of Weinhold & Andersen (2025) or set different combinations of the parameter space, exploring how alternative conservation siting strategies (e.g., Maximize Environment, Hot Spot, Block Farmers) perform with different:

- Developer behavior
- Leakage
- Correlation between Agricultural and Environment values
- Asymmettrical political/economic power
- Grid size

#### **Audiences:**

- Regular users (students, colleagues): run experiments via popup menu.
- Super users (researchers): run from the command line, automate batches, or extend the code.

#### **Outputs:**

- Overlay plots (static vs leakage; dynamic trajectories).
- Effects tables (CSV) with Pure Strategy Effect (PSE), Displacement–Leakage Effect (DLE), and conservation scores.

#### 2. Installation

Download *conservation game sim.py* and *requirements.txt* from:

https://github.com/dmweinhold/Conservation Strategy Simulation)

#### Requirements:

- Python 3.10+ (or python compiler (IDE) such as PyCharm)
- Libraries: numpy, pandas, matplotlib, pyyaml

Install with: pip install -r requirements.txt

### 3. Launching the Simulator

Run the script from terminal or an IDE:

```
python conservation game sim.py
```

- **Default**: opens a popup menu UI.
- Super users: disable the UI (USE\_UI\_DEFAULT = False in the script) and use CLI flags.

## 4. Popup Menu (Regular Users)

Each option corresponds to paper concepts:

- **Replications**: Monte Carlo runs (default =500).
- Correlation ( $\rho$ ): between environmental & agricultural values (-1 to +1, default=0).
- **Allocation**: Default=Equal (50/50) or Political (choose Farmer %).
- Green strategies: Select siting rules (defaults: Max Env, Hot Spot, Block Farmers).
- Farmer strategies: Naïve or Strategic.
- Leakages: e.g. 1.0, 0.5, 0.0.
- **Grid size (n)**: number of rows/columns (max 30), Default=10.
- Rounds: "auto" = one claim per side per round; integer < max(claims) triggers batching.
- Output folder: where CSV and plots are saved.
- **Mode**: all / static / dynamic / effects.
- **Seed**: random seed for reproducibility.

### 5. Outputs

Saved automatically into outputs/:

- Static overlay plots: outcomes vs leakage (Conservation, Additionality, Welfare Loss).
- **Dynamic overlay plots**: time paths; leakage shown by lighter→darker shades.
- Effects tables (CSV): Strategy × Leakage × Farmer type, with PSE, DLE, and final conservation scores.

## 6. Advanced Use (Super Users)

Run with CLI flags, e.g.:

```
python conservation_game_sim.py --mode all --farmer strategic \
--multi-per-round on --risky-rule farmer claims
```

#### Key flags:

- --greens, --farmer, --alloc, --farmer pct
- --rho, --grid, --rounds, --reps
- --leakages, --risky-rule
- --outdir, --seed

### 7. Troubleshooting

- Plots not showing → check matplotlib is installed.
- UI won't open → Tkinter not supported in headless servers; use CLI mode.
- Slow runs → reduce replications, grid size, or strategies.

### 8. Citation

If you use this tool, please cite:

Weinhold, D. & Andersen, L. E. (2025).

Conservation Strategies in Contested Environments: Dynamic Monte Carlo Simulations and a Bolivian Case Study.

London School of Economics & Universidad Privada Boliviana. Working Paper.

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