







Multiplayer Peace-War Game

Scenario: You and the other players are military-political decision-makers for your respective countries.

Players:



- You: 
- Another human decision-maker: 
- A human decision-maker who has AI to help them: 
- An AI decision-maker: 

Decisions: In each round, choose  or  with each of these competitors.



Note: You will make three decisions each round (one for each competitor).

Scoring: (in each pairing of you and one other player)



- If you both select peace, you enjoy prosperity and get 2 points.

 
Peace + Peace = 2 points each.

- If one of you chooses Peace and the other chooses War, the player who chose Peace gets defeated and gets 0 points and the player who chose War wins the spoils and gets 3 points.

 
Peace + War = Winner: 3 points, Loser: 0 points

- If both of you select War, you go to a costly war and both of you receive 1 point.

 
War + War = 1 point each.

Therefore, your best interest is based upon the combination of your choice and your adversary's choice. You will not know your adversary's choice until after you select yours, but you can see previous choices.

Goal: Maximize your score!

Good luck!