Experimental Design

Part I: Do LLMs Play the Game?

Pure Global Game
Private signals only
Simultaneous decisions

Communication
Pre-play messaging
(Watts-Strogatz network)

Scramble
Briefings randomly
redistributed across periods

Flip
Z-score negated
before briefing

Falsification tests

Key findings:
• Pure: mean $r = +0.73$
• Scramble: $r \rightarrow +0.23$
• Flip: $r \rightarrow -0.67$
• Comm: +0.9 pp

Part II: Information Design

Stability Design
4× clarity width
Flatter direction slope

Instability Design
0.15× clarity width
Steeper direction slope

Public Signal
Shared news bulletin
from θ

Censorship
Upper / lower
binary signal pooling

Surveillance
"Communications
monitored" warning

Propaganda
k regime plants
send pro-regime msgs

Key findings:
• Stability: −9.4 pp
• Public signal: −39.6 pp
• Censorship: −3.6 pp
• Surveillance: −11.1 pp
• Surv + censor: super-additive

Shared: 9 models | 25 agents/period | $\sigma = 0.3$ | temp $= 0.7$ | narrative briefings, no payoff tables