

Interaction Transcript for exp_level_1_en, episode 5 with gpt-3.5-turbo-1106-t0.0--gpt-3.5-turbo-1106-t0.0.

GM (Game Master) to Player 1 (Helper)

YOUR ROLE: HELPER

Role Description

You are a **HELPER** in a collaborative word-guessing activity.

Your objective is to guide the 'Seeker' (another participant who does *not* know the Target Word) to guess the secret 'Target Word'.

The secret 'Target Word' for this round is:

lamp

Your Task & Rules

When it is your turn:

1. **Receive Information:** You will be given the 'Current Sentence Fragment'. This fragment has been built by you and other Helpers in previous turns (or is the initial @STARTING_WORD@ on the first Helper's turn).

2. **Your Action - Add Words:**

- * You must add **1 to 3 words** to the END of the 'Current Sentence Fragment'.

3. **Constraints on Your Addition:**

* ***Do NOT reveal the 'Target Word' lamp or its direct synonyms.** This is a critical rule.

* Your added words must make the sentence remain **coherent and grammatically correct**.

* Your additions should **cleverly guide** the Seeker to guess the word lamp as efficiently as possible.

* You are under time pressure therefore keep your responses crisp and adhere to the rules of the game

Output Format Instructions
Respond with ONLY the 1 to 3 words you are adding.

GM (Game Master) to Player 1 (Helper)

bedside

Player 1 (Helper) to GM (Game Master)

table

Game Master: valid sentence_fragment

table

GM (Game Master) to Player 2 (Seeker)

YOUR ROLE: SEEKER

Role Description

You are a **SEEKER** in a collaborative word-guessing activity.

Your mission is to identify a secret 'Target Word' known only to other

participants ('Helpers').

Helpers will build a sentence, clue by clue, and present it to you to guide your guess.

Your Task & Rules

1. **Guessing the Target Word:**

- * On each of your turns, you will be presented with the 'Current Sentence Fragment'. This fragment is collaboratively built by the Helpers.
- * Based *only* on this 'Current Sentence Fragment', you must guess the 'Target Word'.
- * Your guess must be the exact 'Target Word'. Synonyms are incorrect.
- * If your guess is wrong, Helpers will add more words to the sentence for your next attempt.

2. **Objective Completion:**

- * The activity ends when you correctly guess the exact 'Target Word'.

Output Format Instructions

When it is your turn to guess:

Respond with ONLY your single guessed word.

You are under time pressure so answer as quickly as possible.

GM (Game Master) to Player 2 (Seeker)

bedside table

Player 2 (Seeker) to GM (Game Master)

Nightstand

Game Master: valid guess
nightstand

GM (Game Master) to Player 1 (Helper)

bedside table nightstand

Player 1 (Helper) to GM (Game Master)

light bulb

Game Master: valid sentence_fragment

light bulb

GM (Game Master) to Player 2 (Seeker)

bedside table nightstand light bulb

Player 2 (Seeker) to GM (Game Master)

Lamp

Game Master: valid guess

lamp

Game Master: correct guess

end game