

Session 2.5

Playing Games in Extensive Form

These notes explain the mechanics of playing a extensive form game (as a client). These instructions apply to the games you play in class, and those you play within your team.

Playing an extensive form game

1. After all the subjects login to the game (in our example two subjects), the node **Cheetah Air** of the subject whose turn it is to move is circled in blue and his possible choices are blinking between pink and white.
2. It is not subject Nora's turn to move. That is why any node **Eagle Air** is not circled in blue.

ComLabGames - Client
Username: Ann Id: 6 Identity: 1

At the bottom of the window, a subject in a **Cheetah Air** role is prompted: **"Please make a move now!"**

Cheetah Air: 3 Eagle Air: 3	Cheetah Air: 10 Eagle Air: 0	Cheetah Air: -6 Eagle Air: -6	Cheetah Air: -5 Eagle Air: 0	Cheetah Air: 0 Eagle Air: 10	Cheetah Air: 0 Eagle Air: 0	Cheetah Air: 0 Eagle Air: -5	Cheetah Air: 0 Eagle Air: 0
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Stage time limit: unlimited Round: 1 Continue

Cheetah Air Please make a move now!

Waiting 1 of 1 subject(s) to proceed the session!

ComLabGames - Client
Username: Nora Id: 1 Identity: 2

Eagle Air is prompted to **wait for other players to make their choices**

Cheetah Air: 3 Eagle Air: 3	Cheetah Air: 10 Eagle Air: 0	Cheetah Air: -6 Eagle Air: -6	Cheetah Air: -5 Eagle Air: 0	Cheetah Air: 0 Eagle Air: 10	Cheetah Air: 0 Eagle Air: 0	Cheetah Air: 0 Eagle Air: -5	Cheetah Air: 0 Eagle Air: 0
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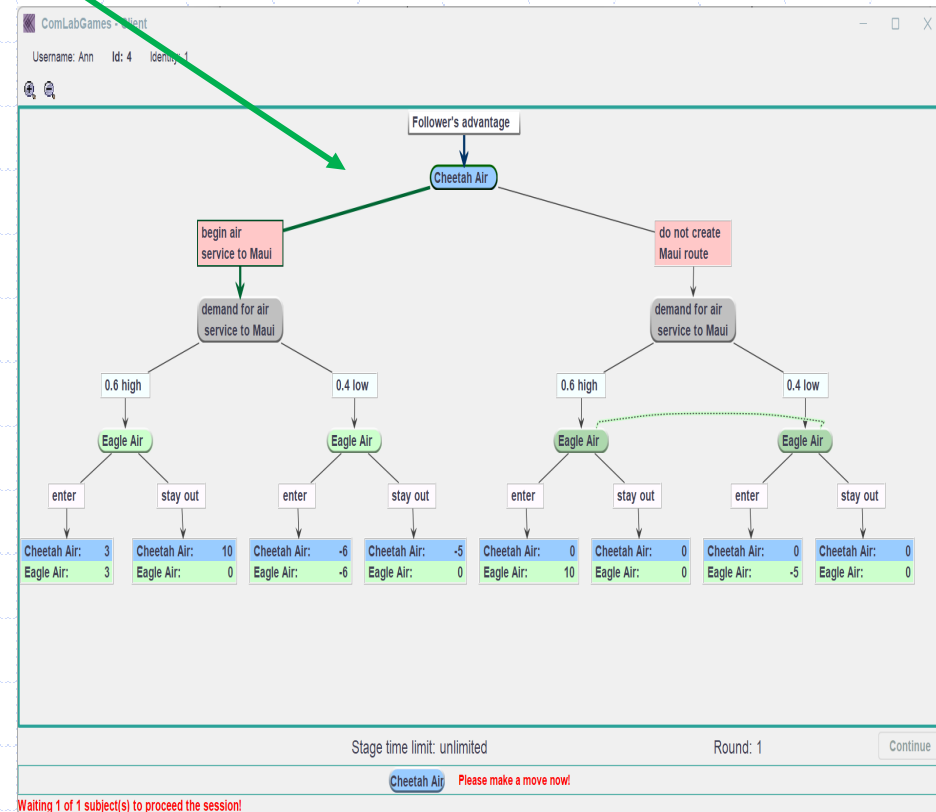
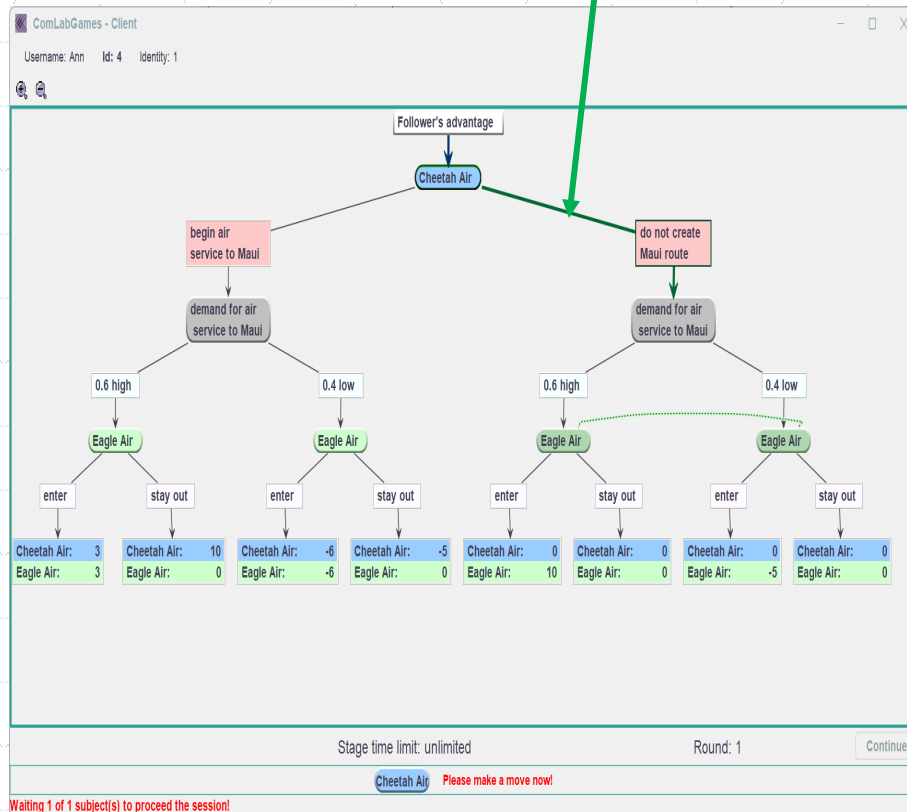
Stage time limit: Round: 1 Continue

Eagle Air Please wait for other players to make their choices!

Waiting 1 of 1 subject(s) to proceed the session!

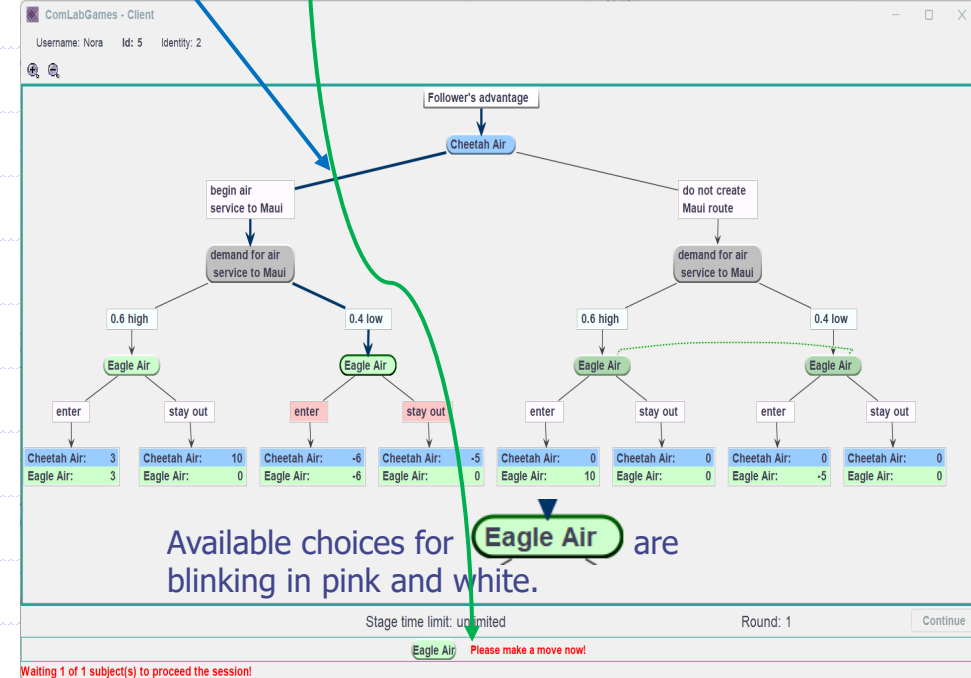
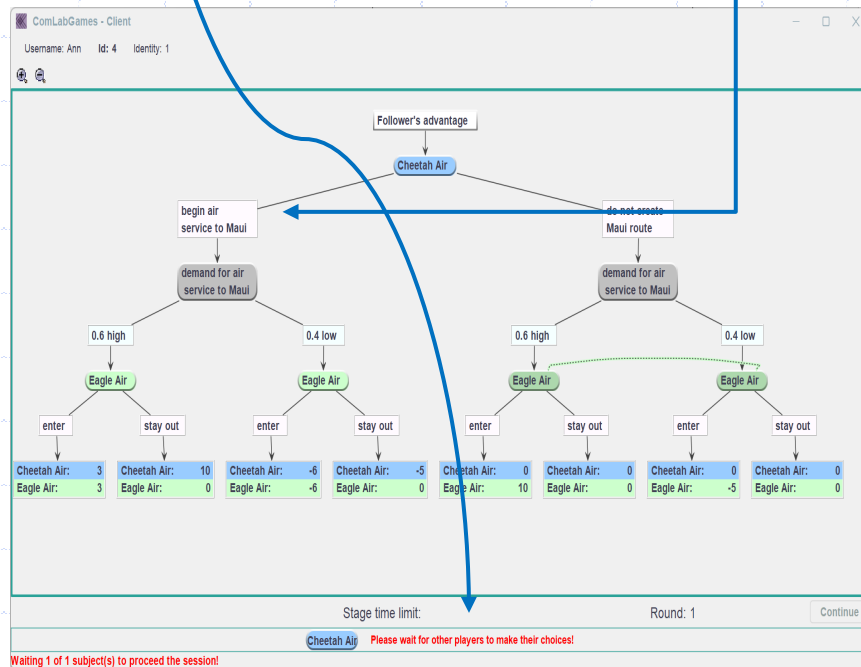
Selecting a move

1. Moving the mouse between choices without clicking highlights a **green** path to the next decision maker's node or a terminal node.
2. Once selection is made, you cannot cancel it.



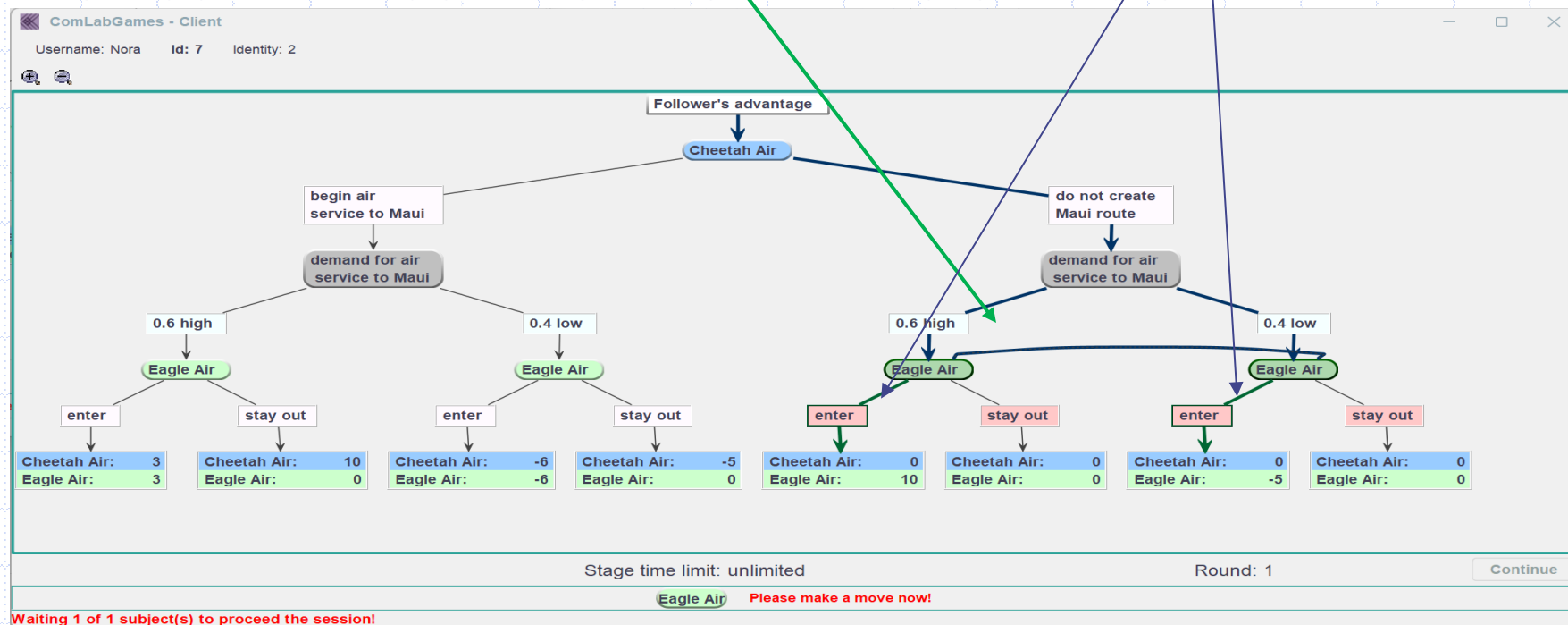
More on move selection

1. Click on a choice to select it. Choice **begin air service to Maui** was selected.
2. **Cheetah Air** is prompted to wait.
3. **Eagle Air** node is circled in **blue** after **Cheetah Air** made a decision and the path that led to her node is highlighted in blue. She is prompted to make a decision.
4. Once a selection is made, you cannot cancel it.



Dotted lines and decision making

1. The player, **Eagle Air** whose decision nodes are connected with dotted lines are both highlighted in blue.
2. She does not know what nature selected.
3. Moving the mouse between choices without clicking highlights the player's alternatives.
4. **Eagle Air** has two "enter" choices highlighted in *green* because she does not know the nature's draw.



Showing the outcome of the game

1. Once a terminal node is reached the *payoffs* are highlighted.
2. The path from the start of the tree to the terminal node is highlighted in blue.
3. The outcome counter is displayed in *red*.

