

INSTRUCTIONS: CombA (Standard)

Specific Instructions for CombA

For the next several rounds, there will be a particular procedure used to deal with the possibility that you and your counterpart may not reach an agreement by the end of the round.

Specific Instructions for CombA

Should you reach the end of the round without having mutually agreed upon a value of X , the computer will decide upon the value by using the following procedure.

The computer will ask you to make your final offer (as it will ask your counterpart to make a final offer). At this point, should your final offers come to an agreement, then that agreement will determine the value of X for the round. In other words, the computer selection procedure will not be used if your final offers reach each other.

However, should your final offers not come to an agreement, the following procedure will be employed. The computer will randomly draw a value of X . Below, we have included the last 100 values of X draw from the same random number generation procedure as that which would be used to draw a new value of X . Even though this generation procedure contains a random element, this will give you an idea of which values of X are more likely to be drawn from the computer, and which are less likely to be drawn from the computer.

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These are the last 100 values of X randomly generated by the computer (the order in which they are shown is irrelevant...this should be used to give you an idea of what the computer is likely to draw for a value of X).

512	528	475	417	528	427	482	533	513	489
490	399	464	540	687	315	530	520	529	494
568	515	505	393	447	468	611	514	432	520
404	447	523	456	424	441	503	484	453	505
536	474	433	503	493	516	542	543	503	438
476	578	648	502	468	495	481	530	523	517
461	486	483	431	466	571	491	465	621	499
532	515	550	599	493	545	402	519	523	520
492	493	558	468	570	499	497	556	505	408
547	596	545	526	459	532	431	421	579	521

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Once the computer has drawn its value of X , if that value of X lies between yours and your counterpart's final offers, then the computer will select the offer which is closest to the value of X that it drew. As such, the computer will choose either your final offer or your counterpart's final offer as the value of X for that round if its own draw lies between the two final offers.

However, should the computer's draw of X lie outside of your final offers, then the value of X for that round will simply be the X drawn by the computer (and not your or your counterpart's final offer). To pick a simple example, if Player A's final offer is $X=13$ and Player B's final offer is $X=20$, then if the computer randomly selects $X=15$, the value of X for the round would be $X=13$ (the closer final offer). On the other hand, if the computer selects $X=23$, then the value of X for the round would be $X=23$. (these numbers are to illustrate the computer selection procedure and obviously are not realistic examples in terms of their magnitudes, nor in terms of what you or your counterpart may desire for x).

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Keep in mind that this procedure only applies if you do not reach an agreement before the end of the round and your final offers do not come to an agreement. Please raise your hand at this point if you have any questions as to how the computer selection procedure will work for these rounds. Otherwise, click below to start.