Win–Stay, Lose–Shift Simulator

For details of the theoretical and experimental background, see


To run a simulation of a repeated Mutual Fate Control game under Windows operating system, click this [WSLS Simulator](#) link, then enter:

Number of participants: The number of players involved in the game  
Number of rounds: The number of repetitions of the game  
Number of trial blocks: This determines the display of the simulation results  
Number of replications: The number of times the simulation is replicated  
Initial noise level following reward: The percentage of responses deviating from deterministic WSLS following a rewarding round  
Initial noise level following punishment: The percentage of responses deviating from deterministic WSLS following an unrewarding round  
Number of rounds for 50% reduction of reward noise: The half-life of the exponential noise decay following reward  
Number of rounds for 50% reduction of punishment noise: The half-life of the exponential noise decay following unrewarding rounds  
Random-number seed: If you use the same number for two simulations, the results will be identical

The results will be displayed as means for each trial block.

The WSLS simulator was devised by David Omtzig ([D_Omtzig@msn.com](mailto:D_Omtzig@msn.com)), from whom the source code in C++ programming language can be obtained.