

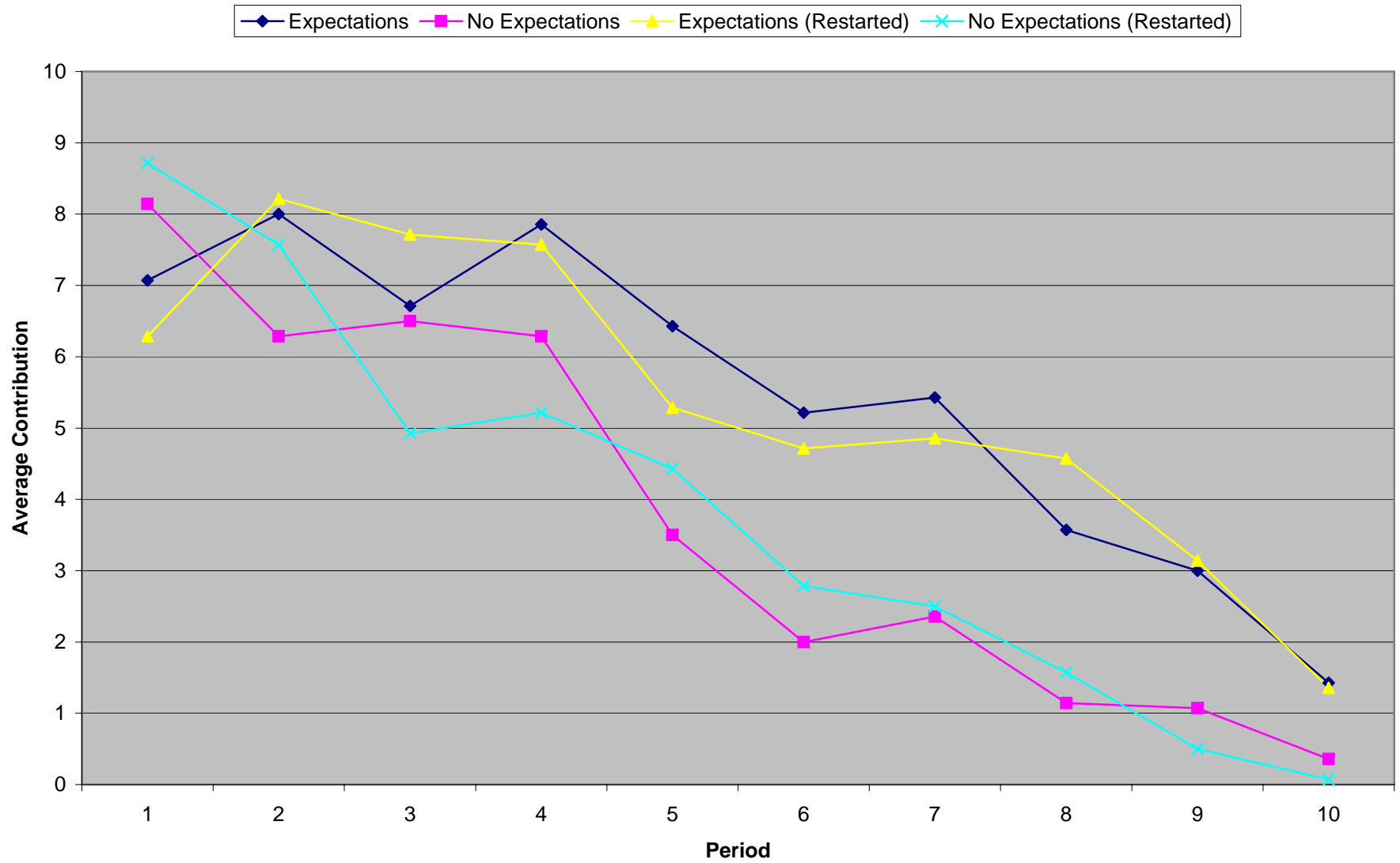
This document presents preliminary tables from the experiments in Ambrus and Pathak (2005). The results are for the audience at Stanford Institute for Theoretical Economics (SITE) 2005, but are not to be circulated or cited without permission of the authors.

**Table 1— Treatment Conditions<sup>a</sup>**

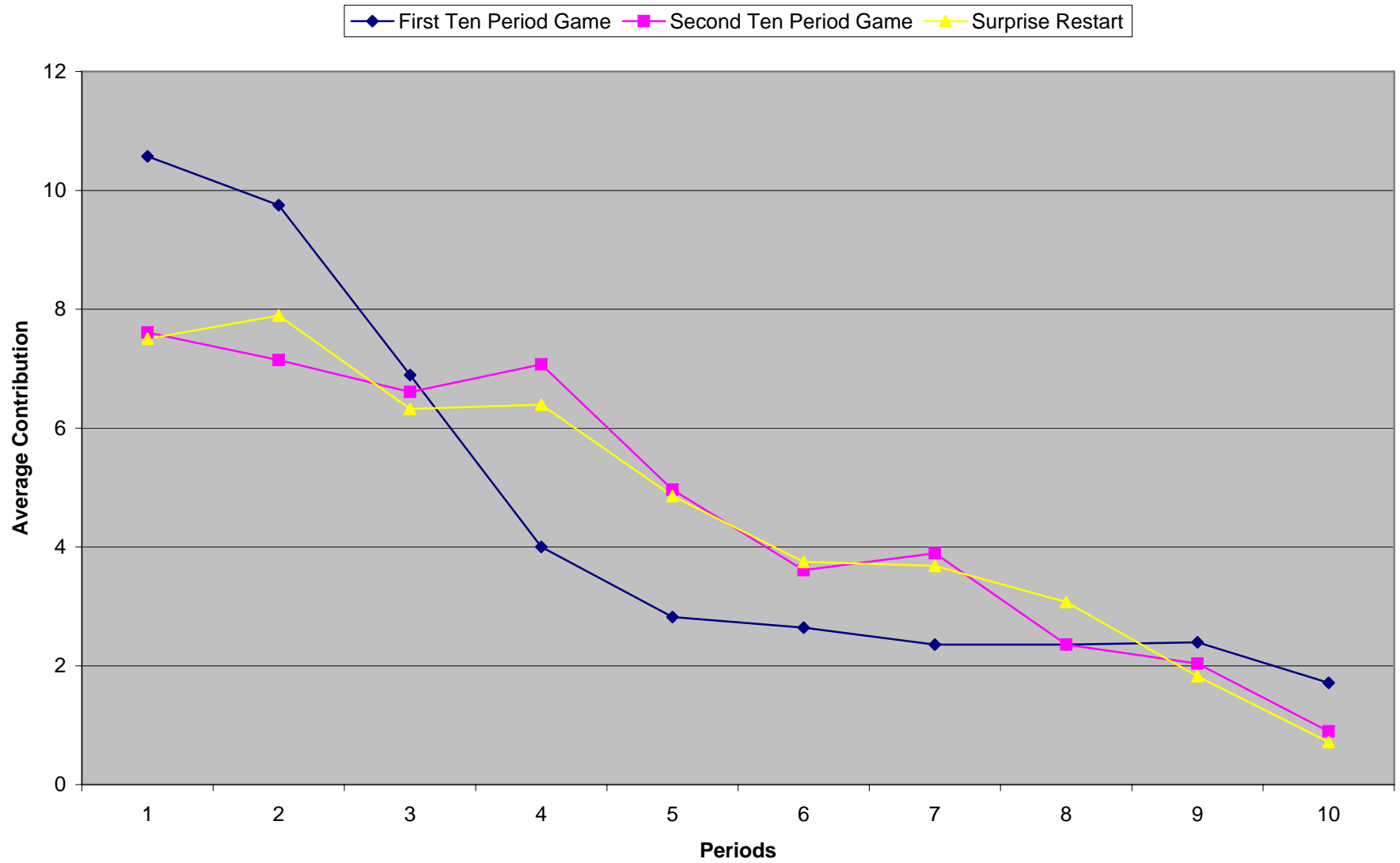
Treatment	(I)	(II)	(III)	
	Single Restart 10 period	Multiple Restart 1 period	Multiple Restart 10 period Session A    Session B	
Number of Participants	28	20	28	36
Average Earnings	\$32.25	\$20.00	\$25.96	\$25.06
Show Up Fee	\$10.00	\$10.00	\$10.00	\$10.00
Number of 10 period games played	3	-	6	6
Number of 1 period games played	-	35	-	-

<sup>a</sup>Notes: Statistics tabulated by author.

**Figure 1: Difference in Contribution, Expectation vs. No Expectations Types**



**Figure 2: Single Restart Treatment (Ten Period) Average Contribution**



**Table 2— Probability Mass for Expectations Solicitation in Treatment I<sup>a</sup>**

Round	<u>Session I</u>		<u>Session II</u>		<u>Session III</u>	
	In Interval	(Interval-2, Interval+2)	In Interval	(Interval-2, Interval+2)	In Interval	(Interval-2, Interval+2)
1	0.15	0.42	0.45	0.62	0.42	0.65
2	0.23	0.38	0.43	0.82	0.47	0.73
3	0.14	0.27	0.61	0.77	0.56	0.84
4	0.26	0.48	0.59	0.80	0.43	0.58
5	0.53	0.76	0.60	0.75	0.56	0.83
6	0.43	0.68	0.83	0.89	0.54	0.89
7	0.50	0.72	0.64	0.67	0.60	0.73
8	0.67	0.77	0.70	0.88	0.77	0.96
9	0.69	0.83	0.74	0.78	0.70	0.75
10	0.81	0.82	0.89	0.90	0.75	0.92

<sup>a</sup>Notes: Statistics tabulated by author.

**Table 3— Restart Effect in Treatment I<sup>a</sup>**

	Round	Number of Players	Mean	Median	Fraction who contribute zero
Period I-10 <sup>b</sup>	10	28	1.71	0	75%
Period II-1	1	28	7.61	6.50	25%
Mann-Whitney p-value			< 0.01		< 0.01
Period II-10	10	28	0.89	0	75%
Period III-1	1	28	7.50	6.50	32%
Mann-Whitney p-value			< 0.01		< 0.01

<sup>a</sup>Notes: Statistics tabulated by author.

<sup>b</sup>The notation Roman Number-Arabic Number refers to the Roman Number set of 10-period games in the Arabic Number Round. For instance, I-10 is the 10th game in the first set of 10-period games.

Table 4— Group Status in Multiple Restart Treatment<sup>a</sup>

Panel A: Multiple Restart, Session A									
Period	Group 1	Group 2	Group 3	Group 4	Group 5	Group 6	Group 7	Group 8	Group 9
I	R	R	R	R	R	R	R	-	-
II	S	S	R	R	R	S	R	-	-
III	R	S2	S	S	R	R	R	-	-
IV	S	R	R	S2	R	S	S	-	-
V	R	R	R	R	R	S2	S2	-	-
VI	R	R	R	R	R	R	R	-	-

Panel B: Multiple Restart, Session B									
I	R	R	R	R	R	R	R	R	R
II	R	R	R	R	S	S	R	R	R
III	R	S	R	R	R	R	R	R	S
IV	S	S2	S	R	R	R	R	R	R
V	R	R	S2	S	R	S	R	S	R
VI	R	R	R	R	S	S2	R	R	R

<sup>a</sup>Notes: Statistics tabulated by author.

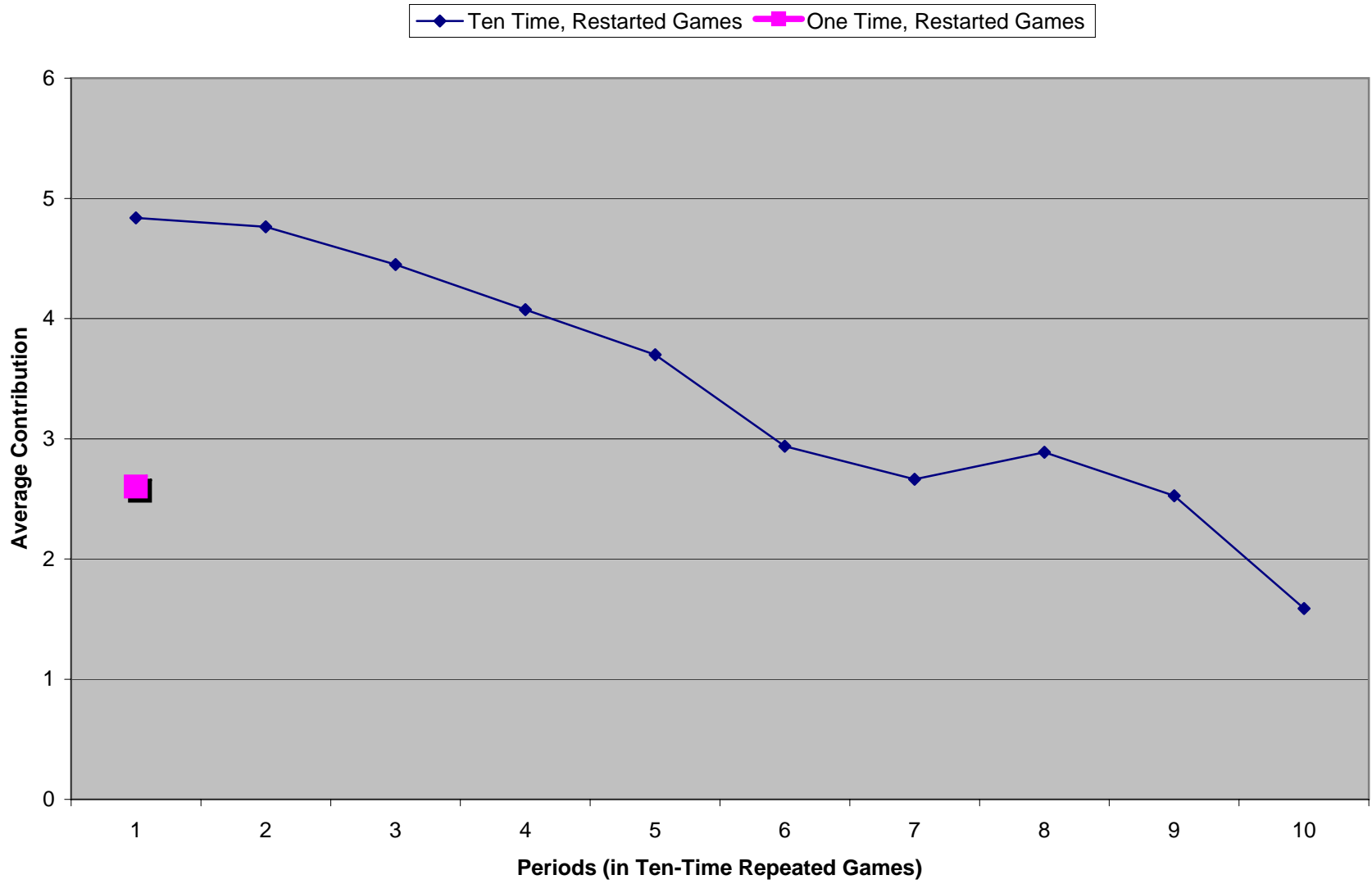
**Table 5— Learning Effects Across Time and Group Type for Treatments II and II<sup>a</sup>**

Panel A: Learning Across Periods						
	Treatment	Player Types	Observations	Mean	Median	Mann-Whitney p-value
Periods $\leq 15$	II	all	300	3.76	0	
Periods $> 15$	II	all	300	2.67	0	$< 0.01$
Periods 16 – 22	II	all	140	2.06	0	
Periods 23 – 30	II	all	160	3.20	0	0.63
Periods 1, 11	III	all	128	7.62	5.00	
Periods 21, 31, 41, 51	III	all	256	6.23	5.00	0.10
Periods 21, 31	III	all	128	6.03	5.00	
Periods 41, 51	III	all	128	6.48	5.00	0.73

Panel B: Learning Between Restarted and Reshuffled Groups						
	Treatment	Player Types	Observations	Mean	Median	Mann-Whitney p-value
Periods $\leq 15$	II	reshuffled	240	3.98	0	
Periods $> 15$	II	reshuffled	216	2.56	0	$< 0.01$
Periods $\leq 15$	II	restarted	60	2.88	0	
Periods $> 15$	II	restarted	84	2.94	0	0.73
Periods 21, 31	III	reshuffled	80	6.06	5.00	
Periods 41, 51	III	reshuffled	96	7.60	5.00	0.20
Periods 21, 31	III	restarted	48	5.98	4	
Periods 41, 51	III	restarted	32	3.13	0.50	0.07

**Figure 3: Average Contribution in One vs. Ten Period Restarted Games**



**Table 6— Contribution Pattern in Restarted 10-Period Games in Multiple Restart Treatment<sup>a</sup>**

Round	Periods II-VI		Periods III-VI		Periods IV-VI	
	Mean	Median	Mean	Median	Mean	Median
1	4.91	2.5	4.84	2	3.13	0.5
2	4.64	3.0	4.76	2.5	2.81	0.0
3	4.50	2.0	4.45	2	2.75	0.5
4	4.05	2.0	4.10	2	3.03	0.0
5	3.48	1.0	3.70	1	3.31	0.0
6	2.80	0.0	2.94	0	2.25	0.0
7	2.63	0.0	2.66	0	1.91	0.0
8	2.88	0.0	2.89	0	1.78	0.0
9	2.74	0.0	2.53	0	0.97	0.0
10	1.85	0.0	1.56	0	0.75	0.0

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<sup>a</sup>Notes: Statistics tabulated by author.

**Table 7— Contribution Pattern in Restarted Games, for Periods III-VI<sup>a</sup>**

Panel A: First Period Contributions, Restarted 10-period versus 1-period				
	Type of Game (Periods)	Observations	Mean	Median
first period, restarted	1	88	2.60	0
first period, restarted	10	80	4.84	2
Mann-Whitney p-value			< 0.01	

Panel B: Restart Effect, 10-period versus 1-period				
	Type of Game (Periods)	Observations	Mean	Median
last round	1	228	2.60	0
restarted first round	1	92	2.71	0
Mann-Whitney p-value			0.65	
last round	10	72	1.76	0
restarted first round	10	80	4.84	2
Mann-Whitney p-value			< 0.01	

<sup>a</sup>Notes: Statistics tabulated by author for play after the 20th game in Treatment II and III.