

the win-win game - based on the 'prisoner's dilemma' puzzle

A game for two (preferably) or more teams, pairs or individuals. The aim is to win as much money as possible from the 'banker' (the facilitator). The banker and the teams keep a tally of debits and credits. Each team (or pair/individual) must select 'Co-operate' or 'Defect' in each round. Money is awarded or taken by the banker according to the scoring key below. Play as many rounds as it takes for people to reach a conclusive view about the advantages or disadvantages of co-operation.

scoring key

Both or all teams select 'Defect' - teams pay the banker £150 each.
Both or all teams select 'Co-operate' - banker pays teams £300 each
One team only selects 'Defect' and the other team(s) select 'Co-operate' - banker pays £1,000 to defector and takes £250 from each of the other teams.
More than one team select 'Defect' and 'Co-operate' - banker takes £50 from each of the teams (applicable only when more than two teams are playing).

score card (one per team)

round	select D / C	group choice D's / C's	£ won or lost	£ cumulative
1	D / C	/		
2	D / C	/		
3	D / C	/		
4	D / C	/		
5	D / C	/		
6	D / C	/		
7	D / C	/		
8	D / C	/		
9	D / C	/		
10	D / C	/		

An explanation of the classic Prisoner's Dilemma conundrum, made famous by Robert Axelrod, is at www.businessballs.com/puzzles.htm

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