Monkey Republic: Give Your Monkey a Memory

Name: _____ Date: _____

Build a monkey from a rule card: ALWAYS S, ALWAYS G, or COPYCAT (S first; then copy the other monkey's last ACTUAL move). Both monkeys read completed rounds before choosing.

One example, already done

Copycat vs always G: round 1 is S/G, worth -1/5. In round 2 Copycat remembers G, so the moves are G/G, worth 0/0. This is the monkey payoff table, not the older Trust Game.

Payoffs: SS=3/3, SG=-1/5, GS=5/-1, GG=0/0

Round	Copycat	Always G	Left gain	Right gain
1	S	G	-1	5
2		G		
3		G		
4		G		
5		G		
TOTAL				

Your turn

1. Finish five rounds and both totals. Reset the history; predict Copycat vs always S for five rounds. What changes?

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2. Now both are Copycat. On round 2 ONLY, flip the RIGHT intended action. Fill page 2 before running the lab. Later rounds remember actual moves.

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Two Copycats; one right-side flip in round 2

Round	Left intent	Right intent	Left actual	Right actual
1	S	S	S	S
2				
3				
4				
5				

Total both scores for this trace: left _____ right _____. Compare with five SS rounds. Which actions in round 3 came from the round 2 mistake?

Change one thing

Meet A(always S), B(always G), then A again. Rule 1 remembers the last opponent move globally. Rule 2 keeps a separate record for each opponent. Both start S when their record is empty. Write both three-move traces and your total scores.

My puzzle - make it in class

Write your own rule with a first action, a memory and an if/otherwise step. Keep a five-round answer trace against always G. Give a partner the rule, not the answers.

At home (with a parent)

Ask a parent to execute a strategy card for five rounds while you record. Schedule one flip in advance, predict and replay.

My parent tried my puzzle: Yes / Not yet Parent initials: _____