Rationalist Experiments on War

# Codebook

Replication of the analysis requires two files: the dataset ("REW_data.dta") and the STATA code ("REW_replicate.do"). Details of the experimental design are described in the paper. The variables in the dataset are summarized in this codebook.

## Variables

- **session**: a discrete variable identifying the experimental session
- **period**: a discrete variable identifying the experimental round
- **subject**: a discrete variable identifying the player within an experimental session
- **group**: a discrete variable identifying a randomly-matched dyad (pair of players) in an experimental round
- **enforce**: a binary variable with the value 1 if the subject is randomly assigned to the enforcement condition, and 0 if assigned to the non-enforcement condition, in rounds 1-10 of the bargaining game
- **enforce11**: a binary variable with the value 1 if the subject is randomly assigned to the enforcement condition, and 0 if assigned to the non-enforcement condition, in rounds 11-15 of the game
- **info**: a binary variable with the value 1 if the subject is randomly assigned to the public-information condition, and 0 if assigned to the private-information condition, in rounds 1-10 of the game
- **timer16**: a binary variable with the value 1 if the subject is randomly assigned to the 60-seconds timer condition, and 0 if assigned to the 30-seconds timer condition, in round 16 of the game
- **offer1**: a discrete variable within the integer range [0, 10] identifying the number of point(s) offered by player A during stage 1 in a round of the bargaining game; the variable takes the value -1 if no offer is made within that dyad
- **offer2**: a discrete variable within the integer range [0, 10] identifying the number of point(s) offered by player A during stage 2 in a round of the bargaining game; the variable takes the value -1 if no offer is made within that dyad

- **agree1**: a discrete variable with the value 1 if the subject (in the role of player B) agrees to the offer made by player A during stage 1 of the game, and 2 if the subject rejects the offer; the variable takes the value 0 if no agreement or rejection decision is made

- **agree2**: a discrete variable with the value 1 if the subject (in the role of player B) agrees to the offer made by player A during stage 2 of the game, and 2 if the subject rejects the offer; the variable takes the value 0 if no agreement or rejection decision is made

- **war1**: a binary variable with the value 1 if war occurs in stage 1 of the game, and 0 if otherwise

- **war2**: a binary variable with the value 1 if war occurs in stage 2 of the game, and 0 if otherwise

- **war**: a binary variable with the value 1 if war occurs, and 0 if otherwise

- **confirm**: a binary variable with the value 1 if player A presses the confirm button to confirm its stage-1 offer in stage 2 of the game, and 0 if otherwise; the confirm button only appears in the experimental screen of player A in the enforcement condition, in which player A cannot change its stage-1 offer and must press the button in order to continue the game

- **state**: a binary variable identifying whether a subject is randomly assigned to the role of player A (state = 1) or player B (state = 2) in an experimental round

- **player**: a discrete variable identifying the player in the dataset

- **risk**: a discrete variable indicating individual willingness to take risk, measured on a summed score based on the risk-aversion game at the end of the experiment; the higher the value of the variable, the greater the individual willingness to take risk