

The PastaWars
Prisoners Dilemma Simulation-Game
Multilanguage Pack Edition
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The Pasta Wars is a four-party negotiation / conflict simulation-game, in which participants must decide recurrently whether to adopt a cooperative stance or a competitive strategy towards one another. Subtly placed in an iterated four-way Prisoner's Dilemma, participants must maneuver, in an environment of limited communication, to develop relationships with each other and to build trust as a means of enabling personal and joint gain.

New edition, including multilanguage pack

The Pasta Wars is now available in 10 languages: English, Bulgarian, Greek, Hebrew, Italian, Japanese, Portuguese, Romanian, Spanish, and Turkish.

Teachers can read the English-language article explaining how to conduct the game, and use the translated material to conduct it with students in their own language.

- Free to download, use, and disseminate to your students for their own training activities.
- Download a single document including all materials needed to conduct the simulation-game, as well as notes for teachers on game-management and debrief.
- Over fifteen years of field-testing, in a wide variety of contexts and with a wide variety of participants
- Perfect for introductory session of negotiation and mediation courses and training
- Engages even larg-ish student groups (up to 28 players) in a single game for a shared experience that will continue to serve as a source for examples throughout the course
- Offers teachers a platform for conducting research on conflict behavior

The full teacher's guide, original English version of the simulation, and translated material are available on SSRN at <http://ssrn.com/abstract=2200350> (or Google: Ebner Pasta Wars)