

How did this compare to previous y	What role did you play in it?	What was the single best thing about your experience of the game?	What was the single worst thing about your experience of the game?	What one change would you make to improve this game if we ran it again next year?	(Optional) Anything else you'd like to add?
8	Civilian	Reading comments	LW downtime		Thanks!
8	Civilian	Generals quickly converging towards cooperating, to the point that they committed reading the diplomatic channel, lots of beautiful messages there.	Generals quickly converging towards not aiming for their side to win, and instead for lw being offline for a while because of code issues	Somehow modify the payoffs so that it's a true Prisoner's Dilemma, with each side	Making it a decision-theory social-deception game was a very fun idea!
7	Civilian	For a second lesswrong looked like the normal internet	For a second lesswrong looked like the normal internet	Smaller scale scenarios? Hm	
7	Civilian	reading the chat	not being able to have a role in it (even just some sort of civilian voting), also i didn't	ways to participate for civilians	
6	Civilian	reading the generals' discussion		more options for civilian participation	
6	Civilian	Reading the logs is interesting, but I don't know which side I was on.	I couldn't access the site, so I didn't know what team I was on, or if rules had been	Maybe more time should be spent testing the codebase before pushing it.	"I see that the LW developers are continuing the tradition of causing more self-inflicted damage to the website than the Petrov day nukes launches cause."
6	Civilian	The existence of the game itself! I found that very exciting.	Uncertainty over how the game would be received. I really like Petrov Day, and I have	Clearer identification of what side the citizens are on, it wasn't obvious to me which	Great job, gang! This is the most fun I've had with Petrov Day in years. And my role was passive!
6	Civilian				I wish I got an email for the start of the event because I completely forgot about it and missed everything
5	Civilian		The game is in US time and almost impossible for some Europeans to participate		
5	Civilian	I have always seen the Petrov day posts after the day had passed, it was neat to act	Technical glitches. I only got to learn which nation I was a citizen of after everything	Make different generals have different incentives, so it's harder to coordinate. This is	This is my first time playing this game. On 26.09 I joined the game, and after pressing the red button, I saw an inscription like "the rules will be explained to you after" and I decided to wait. And only today, when the game was over, I came across a post explaining the rules and the rules, so in fact, I did not participate.
5	Civilian	The role-playing aspect made the transcripts more fun to read	Confusion. Didn't know which country I was a citizen of. Last minute rule change ab	Come up with more obstacles hindering the East/Wrong and West/Wrong generals fr	I only saw the big red button on the 25th. I'd need more advance notice if someone wanted me to participate more intensively. But the time zone works, as most of the action took place after my work day had ended.
5	Civilian		I got a message that basically said "you're invited!" And then went on to say "never"	Don't send me an invite to a party that I'm not allowed to attend?	
5	Civilian	Describing the plot of the game to my friends at my local Petrov Day ceremony	It all happened overnight on my side of the globe, so I just read the rules, then next	Include European timezone	Thanks for running LessWrong and nurturing the best tribe I ever had -G
5	Civilian	the world survived			
4	Civilian				I would have liked a more active role if there was one in between civilian and general
4	Civilian	The overall setup was very fun and creative.	As a civilian I could do basically nothing. The generals all agreed to not nuke each o	Some meaningful way for everyone who opts-in to affect the risk.	
4	Civilian		Karma risk	AFAICT, the schedule for the game wasn't communicated previously, or at least I dic	I think a rationale behind the payoff matrix would be interesting.
2	Civilian		The rules were so complicated and I didn't really understand them. Also as a civilian		
1	Civilian				
8	General/Petrov	Making and receiving commitments we could trust, winning in the soft power comp	- the incentives weren't strong enough, people don't care about karma that much. - if civilians get +25 karma when the other side gets nuked, maybe it should happen - [REDACTED by Ben for spoiling game mechanics we may re-use]	Stronger incentives	the lightcone is nothing without its people
8	General/Petrov				
7	General/Petrov	Getting to participate in a game theory exercise with uncertainty and stakes	Relative lack of drama, and need to intermittently pay attention over 6 hours	More content for participants / more chances for conflict and drama (without the a	
7	General/Petrov	It was a kind of small puzzle to solve.	The UI for the game, with a separate LW account and 4 different pages (each dialog	Not sure, lots of potentially possible changes to payouts and comms.	Thanks for organizing interesting events!
6	General/Petrov	It was fun, and engaging	It was less meditative than other years. Other years I had to just not push the butto	Up the stakes, and maybe increase the number of teams & games. Also, give the po	
5	General/Petrov	Enjoyed the active role, the initial strategizing.	Didn't feel like there was really that much risk.	More ways for civilians to participate, more 'scenarios' that bring the West and East	
5	General/Petrov	I enjoyed the simulation of "being all alone at the desk", where the sensors would as	It was fairly distracting from other things I could (should) have been doing in my life	Don't give the Petrov's access to the diplomatic channels (this made it way easier).	[REDACTED by Ben for spoiling game mechanics we may re-use in the future] I think there should also be stronger incentives to defect and it should be harder for each side to trust each other.
8	Non-participating				
7	Non-participating	Not signing up for it	Hearing about it	Don't hold it	It was kind of cute... once. But it's jumped the shark. And it misrepresents what it's supposed to honor. Petrov didn't fight off some random feckless urge to push a button and blow up the world; he actively resisted the expected program. The two are importantly different in more than one way. I'm also not sure it's not disrespectful to use karma points on some random Web site as a stand-in for the fate of the planet, or even for somebody's career. Casting it in terms of things like that also encourages the unhealthy overemphasis on, and misapplication of, game theory, decision theory, and numerical utility that crop up on Less Wrong. Also, gamification in general is just tacky.
4	Non-participating	pressing the big red button when I knew it was fine	not participating in the slightest	couldn't think of something useful, came extremely close to not submitting this sun	
3	Non-participating	I think it's great that rationalists celebrate Petrov day	I disliked that karma was involved, particularly non-trivial amounts. Obviously karma		

How did this compare to previous y. What role did you play in it? What was the single best thing about your experience of the game? What was the single worst thing about your experience of the game? What one change would you make to improve this game if we ran it again next year? (Optional) Anything else you'd like to add?

A large rectangular area with horizontal lines, intended for writing responses to the survey questions.