

Proposed running title: "Communication in Signalling Games"

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Abstract

This paper reports on an experiment testing *Credible Message Rationalizability* (CMR) in one-shot and repeated signalling games with costless communication. CMR is a non-equilibrium theory combining rationalizability with the idea of honesty as a focal policy. Two conventions of behavior arise in the games, *Partial* and *Full Truth-telling*. In one-shot games, subjects manage to refine honesty roughly as predicted by CMR. In repeated games, Full truth-telling is more prevalent. The repeated game gives the receiver power to impose a preferred convention. Full truth-telling is especially prevalent when there is a conflict between conventions.