From:	██████████████████████ >
Sent:	Wednesday, August 24, 2016 4:57 PM
To:	Jeffrey Epstein
Subject:	Re:

If the hypothetical observer is expected to dole out rewards/punishments =s result of the player's actions, the player will add the expected =ewards to the payoff.
Reputation can be translated into expectation of future reward, based on = cooperation/defection function of other players.

> On Aug 24, 2016, at 12:52, jeffrey E. <jeevacation@gmail.com> wrote:
>
> in a two player game what if one player BELIVES there is an observer =ut there is not.   the payoff matrix should change. ?

```
<?xml version=.0" encoding=TF-8"?>
<!DOCTYPE plist PUBLIC "-//Apple//DTD PLIST 1.0//EN" "http://www.apple.com/DTDs/PropertyList-1.0.dtd">
<plist version=.0">
<dict>
        <key>conversation-id</key>
        <integer>71545</integer>
        <key>date-last-viewed</key>
        <integer>0</integer>
        <key>date-received</key>
        <integer>1472057824</integer>
        <key>flags</key>
        <integer>8590195717</integer>
        <key>gmail-label-ids</key>
        <array>
                <integer>6</integer>
                <integer>2</integer>
        </array>
        <key>remote-id</key>
        <string>638558</string>
</dict>
</plist>
```