We hope that the code appears clear and easy to understand even to newcomers of simulation field after they will have gained just some experience with the NetLogo platform. We hope it could be also intuitive and be the starting point for psychologists who want to begin working on computational simulations. The agents' behavior could be retrieved inside the procedure called "initBehav": this is the part of the program that (more than others) could be rewritten in order to provide different and complex behaviors to agents, leaving unaltered the "engine" of the simulation which works on the iteration of the ultimatum game.

The following diagrams shows the steps computed by a single agent (Agent 0 or A0) moving around the virtual world and encountering accidentally another agent (Agent *i* or A*i*).

Andrea Scalco, University of Verona – andrea.scalco@univr.it