Figure: Box plot showing the score distributions for strategies in a tournament with $N = 11$ players, ordered by median score. The vertical dashed line indicates $\frac{N-1}{N}$.

Strategies (top to bottom):
CS, TF1, TF2, Predator, Prober 4, Handshake, Winner21, Hard Prober, Fortress4, Ripoff, Tester, Grudger, TF3, Davis, Retaliate 3, MEM2, EvolvedLookerUp1_1_1, Limited Retaliate 3, Fool Me Once, Forgetful Grudger, Retaliate, Retaliate 2, Limited Retaliate 2, Limited Retaliate, Meta Hunter, Inverse Punisher, Punisher, Forgiver, HTfT, Inverse, Spiteful Tit For Tat, 2TfT, Winner12, Fortress3, Evolved ANN, Shubik, Evolved ANN 5, PSO Gambler 1_1_1, Thumper, Evolved FSM 16 Noise 05, Forgetful Fool Me Once, PSO Gambler Mem1, Level Punisher, Omega TFT, PSO Gambler 2_2_2, Adaptive Pavlov 2006, PSO Gambler 2_2_2 Noise 05, Evolved ANN 5 Noise 05, Gradual, Evolved HMM 5, Resurrection, Adaptive Pavlov 2011, EvolvedLookerUp2_2_2, Adaptive Tit For Tat, TfT, CTfT, Nice Average Copier, Worse and Worse 3, FTfT, Evolved FSM 16, Remorseful Prober, ShortMem, Soft Joss, General Soft Grudger, Soft Grudger, Soft Go By Majority: 5, Doubler, Prober 2, Revised Downing, Once Bitten, ZD-GTFT-2, ZD-GEN-2, GrudgerAlternator, VeryBad, Evolved FSM 4, Slow Tit For Two Tats 2, Soft Go By Majority: 10, Soft Go By Majority: 20, Soft Go By Majority: 40, Soft Go By Majority, HTf2T, Firm But Fair, GTFT, Eatherley, WSLS, Appeaser, Math Constant Hunter, Adaptive, Grumpy, Tf2T, Slow Tit For Two Tats, Grofman, Worse and Worse 2, Stochastic WSLS, Gradual Killer, Sneaky Tit For Tat, Stochastic Cooperator, ALLCorALLD, ZD-SET-2, Meta Hunter Aggressive, Defector, Better and Better, Eventual Cycle Hunter, Cautious QLearner, Risky QLearner, Pun1, Arrogant QLearner, Hesitant QLearner, Average Copier, Raider, SelfSteem, Nydegger, Aggravater, Cycle Hunter, Random Hunter, Random, Calculator, ZD-Extort-4, Defector Hunter, Alternator Hunter, Feld, Cooperator, Tullock, Desperate, Fool Me Forever, Worse and Worse, EasyGo, Cycler DDC, ThueMorseInverse, ThueMorse, ZD-Extort-2, ZD-Extort-2 v2, Alternator, Cycler DC, Cooperator Hunter, Cycler CCCDCD, Cycler CCD, AntiCycler, Cycler CCCD, Cycler CCCCCD, Prober 3, Tricky Cooperator, Negation, Willing, e, π, Bully, Prober, Joss, ϕ, Naive Prober, Anti Tit For Tat, SolutionB5, Hopeless, Hard Go By Majority: 10, Hard Go By Majority: 20, Hard Go By Majority: 40, Tricky Defector, Hard Go By Majority, WShLSt, Hard Go By Majority: 5, Suspicious Tit For Tat, Opposite Grudger, SolutionB1