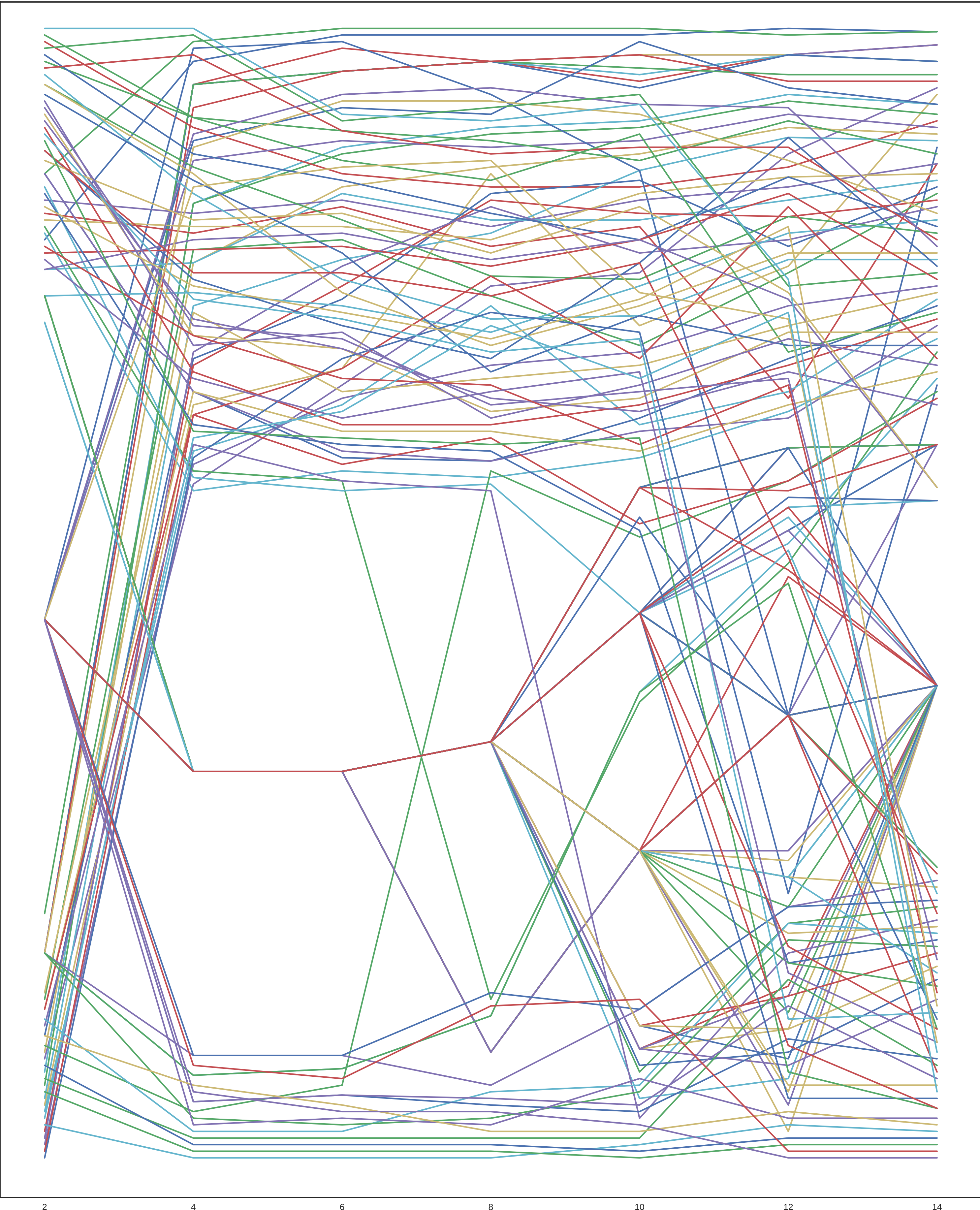


Median ranks of Players (std)

ZD-Extort-4: 0.2352941176
Meta Winner Memory One: 3
Field: 1.0, 0.5, 200
ZD-Extort-2: 0.1111111111
ZD-Extort-2 v2: 0.125, 0.
CollectiveStrategy
FSM Player: [(0, 'C', 9,
FSM Player: [(0, 'C', 13,
Tullock: 11
Predator
Joss: 0.9
Handshake
Naive Prober: 0.1
Prober 4
Defector
Calculator
Remorseful Prober: 0.1
Worse and Worse 2
Aggravater
Meta Hunter Aggressive: 7
Winner21
Meta Majority Memory One:
NMWE Memory One: 31 playe
Better and Better
ALL CorALL D
Hard Go By Majority: 20
Hard Go By Majority: 5
Hard Go By Majority
Adaptive Prober 3
Hard Go By Majority: 40
Hard Go By Majority: 10
BackStabber: ('D', 'D')
DoubleCrosser: ('D', 'D')
SolutionB5
Stalker: D
Suspicious Tit For Tat
Doubler
MEM2
Hard Prober
Hard Tit For 2 Tats
Eventual Cycle Hunter
Level Punisher
Hard Tit For Tat
Contrite Tit For Tat
Eatherley
Inverse
Inverse Punisher
Limited Retaliate 3: 0.05
Davis: 10
Limited Retaliate 2: 0.08
Limited Retaliate 2 v1: 1
EvolvedLookerUp1 v1: 1
Evolved HMM 5
EvolvedLookerUp2 v1: 1
Evolved FSM 16 Noise 05
Evolved FSM 16
Evolved ANN 5 Noise 05
Evolved ANN 5
Firm But Fair
Cycler DDC
Fool Me Once
Forgetful Fool Me Once: 0
Evolved ANN
Forgetful Grudger
Forgiving Tit For Tat
Fortress3
Math Constant Hunter
General Soft Grudger: n=1
Gradual
Cycle Hunter
Grolman
Grudger
GrudgerAlternator
Grumpy: Nice 10, -10
Forgiver
Fortress4
Once Bitten
Alternator Hunter
Winner12
Slow Tit For Two Tats
Meta Hunter: 6 players
Soft Go By Majority: 5
Soft Go By Majority: 40
Soft Go By Majority: 10
Soft Go By Majority: 10
Soft Go By Majority
Evolved ANN
Slow Tit For Two Tats 2
Slow Tit For Two Tats
ShortMem
Evolved FSM 16
Revised Downning: True
Retaliate: 0.1
GrudgerAlternator
Firm But Fair
Worse and Worse 3
Evolved FSM 4
PSO Gambler 2_2_2
Tit For Tat
Punisher
Tit For 2 Tats
Evolved FSM 16 Noise 05
Resurrection
Retaliate 2: 0.08
Thumper
Random Hunter
Grumpy: Nice 10, -10
Adaptive Tit For Tat: 0.5
Contrite Tit For Tat
ThueMorse
ThueMorseInverse
Champion
Defector Hunter
Doubler
Eatherley
Eventual Cycle Hunter
Evolved ANN 5 Noise 05
Cooperator
Adaptive Pavlov 2006
Davis: 10
Alternator Hunter
Hesitant QLearner
NMWE Memory One: 31 playe
Remorseful Prober: 0.1
D-Extort-4: 0.2352941176
Pun1
Meta Majority Memory One:
Cautious QLearner
Meta Winner Memory One: 3
Sneaky Tit For Tat
Worse and Worse
Gradual Killer: ('D', 'D')
Arrogant QLearner
EasyGo
Cooperator Hunter
Tricky Cooperator
Fool Me Forever
FSM Player: [(0, 'C', 7,
ALL CorALL D
Field: 1.0, 0.5, 200
Alternator
Willing
AntiCycler
Cycler CCCDCD
Prober
Cycler CCD
Cycler CCCCD
Average Copier
Prober 3
ZD-Extort-2: 0.1111111111
ZD-Extort-2 v2: 0.125, 0.
Better and Better
Aggravater
Desperate
Cycler DC
Anti Tit For Tat
Bully
Hopeless
Tricky Defector
Tullock: 11
Calculator
Cycler DDC
Cycler CCCD
Joss: 0.9
Win-Shift Lose-Stay: D
Naive Prober: 0.1
FSM Player: [(0, 'C', 13,
Defector
SolutionB5
Suspicious Tit For Tat
Hard Go By Majority: 20
Hard Go By Majority: 40
Hard Go By Majority: 10
Hard Go By Majority: 5
Hard Go By Majority
SolutionB
Opposite Grudger



Fortress4
Fortress3
Predator
Prober 4
CollectiveStrategy
Worse and Worse 2
Hard Prober
Fool Me Once
Stochastic WSLs: 0.05
EvolvedLookerUp2_2_2
n
EvolvedLookerUp1_1_1
Tester
Evolved HMM 5
Handshake
Binot
FSM Player: [(0, 'C', 0,
Raider
ZD-SET-2: 0.25, 0.0, 2
Forgetful Fool Me Once: 0
DoubleCrosser: ('D', 'D')
Forgiver
Random: 0.5
Negation
Retaliate 3: 0.05
Knowledgeable Worse and V
Forgetful Grudger
Grudger
Inverse Punisher
Limited Retaliate 2: 0.08
Risky QLearner
Limited Retaliate: 0.1, 2
Adaptive
Stochastic Cooperator
Winner21
Inverse
Meta Hunter Aggressive: 7
SelfSteem
Hard Tit For Tat
Prober 2
BackStabber: ('D', 'D')
Stalker: D
Forgiving Tit For Tat
General Soft Grudger: n=1
Nvdegger
Omega TFT: 3, 8
Once Bitten
Winner12
Meta Hunter: 6 players
Nice Average Copier
Limited Retaliate 3: 0.05
MEM2
Win-Shift Lose-Shift: C
Level Punisher
Adaptive Pavlov 2011
Two Tits Partner
ZD-GTFT-2: 0.25, 0.5
GTFT: 0.33
Hard Tit For 2 Tats
VeryBad
Appeaser
Gradual
Grolman
Math Constant Hunter
PSO Gambler 1_1_1
PSO Gambler Mem1
PSO Gambler 2_2_2 Noise 0
Spitful Tit For Tat
Cycle Hunter
ZD-GEN-2: 0.125, 0.5, 3
Soft Joss: 0.9
Soft Grudger
Soft Go By Majority: 5
Soft Go By Majority: 40
Soft Go By Majority: 10
Soft Go By Majority
Evolved ANN
Slow Tit For Two Tats 2
Slow Tit For Two Tats
ShortMem
Evolved FSM 16
Revised Downning: True
Retaliate: 0.1
GrudgerAlternator
Firm But Fair
Worse and Worse 3
Evolved FSM 4
PSO Gambler 2_2_2
Tit For Tat
Punisher
Tit For 2 Tats
Evolved FSM 16 Noise 05
Resurrection
Retaliate 2: 0.08
Thumper
Random Hunter
Grumpy: Nice 10, -10
Adaptive Tit For Tat: 0.5
Contrite Tit For Tat
ThueMorse
ThueMorseInverse
Champion
Defector Hunter
Doubler
Eatherley
Eventual Cycle Hunter
Evolved ANN 5 Noise 05
Cooperator
Adaptive Pavlov 2006
Davis: 10
Alternator Hunter
Hesitant QLearner
NMWE Memory One: 31 playe
Remorseful Prober: 0.1
D-Extort-4: 0.2352941176
Pun1
Meta Majority Memory One:
Cautious QLearner
Meta Winner Memory One: 3
Sneaky Tit For Tat
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Gradual Killer: ('D', 'D')
Arrogant QLearner
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Cooperator Hunter
Tricky Cooperator
Fool Me Forever
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Aggravater
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Bully
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Tricky Defector
Tullock: 11
Calculator
Cycler DDC
Cycler CCCD
Joss: 0.9
Win-Shift Lose-Stay: D
Naive Prober: 0.1
FSM Player: [(0, 'C', 13,
Defector
SolutionB5
Suspicious Tit For Tat
Hard Go By Majority: 20
Hard Go By Majority: 40
Hard Go By Majority: 10
Hard Go By Majority: 5
Hard Go By Majority
SolutionB
Opposite Grudger