

This image is a complex, abstract line drawing. It features a dense network of overlapping, multi-colored lines in shades of red, blue, green, yellow, and purple. The lines are thin and vary in orientation, creating a chaotic, web-like structure. The overall shape is roughly rectangular, with many lines extending to the edges of the frame. The lines are interconnected, forming a complex pattern that resembles a tangled web or a dense forest of lines. The colors are distributed throughout the drawing, with some areas appearing more saturated than others. The overall effect is one of complexity and depth, with the lines creating a sense of movement and flow.

ZD-Extort-4: 0.2352941176
Meta Winner Memory One: 1
Field: 1, 0, 0.5, 200
ZD-Extort-2: 0.1111111111
ZD-Extort-2: 0.1111111111
CollectiveStrategy
FSM Player: (0, C, 9)
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
Aggressor
Meta Hunter Aggressive: 7
Winner21
Meta Majority Memory One: 1
NMMW Memory One: 1
Better and Better
AllCorAll
Hard Go By Majority: 20
Hard Go By Majority: 5
Hard Go By Majority
Adaptive
Hard Go By Majority: 40
Hard Go By Majority: 10
BackStabber: (D, D)
DoubleCross: (D, D)
SolutionB5
Stalker: D
Suspicious Tit For Tat
Dumler
Hard Prober
Hard Tit For Tat
Eventual Cycle Hunter
Level Punisher
Hard Tit For Tat
Contrite Tit For Tat
Eavessey
Inverse Punisher
Limited Retaliate: 3, 0.05
Days: 10
Limited Retaliate: 2, 0.08
Limited Retaliate: 1, 0.1
EvolvedLookerUp1: 1
EvolvedHMM5
EvolvedLookerUp: FSM 4
EvolvedFSM 4
EvolvedFSM 16 Noise 0.5
EvolvedANN 16 Noise 0.5
EvolvedANN 5
Firm But Fair
Cycler CDC
Fool Me Once
Forgetful Win Once: 0
EvolvedANN
Forgetful Grudger
Forgiving Tit For Tat
Fortress3
Math Constant Hunter
General Soft Grudger: 1
Gradual
Cycle Hunter
Grudger
GrudgerAlternator
Grumpy: Nice, -10, -10
Forgiver
Fortress4
Once Bitten
Alternator Hunter
Winner2
Slow Tit For Two Tats: 2
Meta Hunter: 6 players
Soft Go By Majority
Soft Go By Majority: 20
Soft Go By Majority: 20
Soft Go By Majority: 40
Soft Go By Majority: 5
Soft Grudger
Shubik
Spiteloff Tit For Tat
Adaptive Tit For Tat: 0.5
Tester
Adaptive Pavlov 2011
Win-Shift Lose-Stay: 1
Thumper
VeryBad
Adaptive Pavlov 0.06
Win-Shift Lose-Shift: C
Tricky Defector
ShortMem
Fortress3
Nice Average Copier
Nvdedger
Omega
ZD-GEN-2: 0.25, 0.5
PSO Gambler 1, 1
PSO Gambler 1, 1
PSO Gambler 1, 1
PSO Gambler 1, 1
PSO Gambler Mem1
Prober
Appeaser
Prober 2
Raider
Random Hunter
Resurrection
Retaliate 2: 0.05
Retaliate 3: 0.05
Retaliate: 0.1
Revised Downing: 1
True
Ripoff
Punisher
Two Tits For Two Tats
ZD-GEN-2: 0.25, 0.5
GTF: 0.33
Champion
Slow Tit For Two Tats
Average Copier
Cooperator
Defector Hunter
Tit For Tat
ThueMorseInverse
Desperate
ZD-SET-2: 0.25, 0.0, 2
KnowledgeGather Worse and W
Opposite Grudger
Gradual Killer: D, D
Sneaky Tit For Tat
Cycler DC
Bully
Negation
Anti Tit For Tat
Stochastic Cooperator
Pun1
Fool Me Forever
SolutionB1
EasyGo
ThueMorse
Willing
SelfSteem
Stochastic WSL: 0.05
Random: 0.5
Cooperator Hunter
Hesitant OLearner
Arrogant OLearner
Risky OLearner
Cautious OLearner
Worse and Worse
Cycler CCDCD
Cycler CCDC
AntiCycler
C
Hopeless
Cycler CCDC
Cycler CCDC
Cycler CCDC
Tricky Cooperator

Fortress4
 EvolvedLookerUp2_2_2
 Predator
 Tricky Defector
 Evolved HMM 5
 Probe 4
 Worse and Worse 2
 Collective Strategy
 Evolved FSM 16
 EvolvedLookerUp1_1_1
 Evolved Looker Up
 Stochastic WLSLs: 0.05
 Hard Prober
 DoubleCrossover: ('D', 'D')
 Stochastic Prober
 Handshake
 D2-SET-2: 0.25, 0.0, 2
 Forgetful Look Me Once: 0
 Evolved FSM 4
 Tester
 Spiteful Tit For Tat
 Limited Retaliate: 0.5
 Stochastic Cooperator
 Ripoff
 Forgetful Grudger
 Grim Reaper
 Meta Winner Memory One: 3
 TheMorseInverse
 Meta Hunter Aggressive: 7
 Winner21
 Inverse
 Tit For Tat For Tat
 Prober 2
 Stalker: 'D'
 Shubik
 Tit For Tat
 Thumper
 BackStabber: ('D', 'D')
 Generalized Grudger: n=1
 Grim Reaper
 Worse and Worse 3
 Meta Hunter: 6 players
 Tit For Tat: 0.25, 0.5, 3
 Math Constant Hunter
 MIM2
 Limited Retaliate: 0.1, 2
 Limited Retaliate: 0.05
 Limited Retaliate: 2: 0.08
 Level Punisher
 Win-Shift Lose-Shift: C
 Limited Retaliate: 0.5
 D2-Extort: 4: 0.2352941176
 Evolved FSM 16 Noise 05
 Hard Tit For 2 Tats
 Winner
 Evolved ANN
 Firm But Fair
 Grim Reaper: Nice, 10, -10
 Grudger/Alternator
 Forgiver
 Nydegger
 Grim Reaper
 Gradual
 GTFT: 0.33
 Forgiving Tit For Tat
 Onetime TFT: 3
 Nice Average Copier
 Soft Go By Majority: 5
 Slow Tit For Two Tats
 Retaliate Downing: True
 Retaliate: 0.1
 Once Bitten
 Grim Reaper: Two Tats 2
 Retaliate 3: 0.05
 Retaliate 2: 0.08
 Resurrection
 Soft Go By Majority
 Soft Go By Majority: 10
 Soft Go By Majority: 20
 Soft Go By Majority: 40
 Punisher
 ShortMem
 VeryBad
 Punisher 1_1_1
 Tit For 2 Tats
 Appeaser
 Soft Grudger
 Win-Tit For Tat
 PSO Gambler 2_2_2 Noise 0
 PSO Gambler 2_2_2
 PSO Joss: 0.9
 PSO Gambler Mem1
 Sneaky Tit For Tat
 Evolved ANN 5
 TheMorse
 Cycle Hunter
 Random Hunter
 SelfSteem
 Tricky Cooperator
 Adaptive Pavlov 2006
 Evolved ANN 5 Noise 05
 Cooperator
 Adaptive Tit For Tat: 0.5
 Alternator Hunter
 Davis: 10
 Adaptive Pavlov 2011
 Corvite Tit For Tat
 Defector Hunter
 Champion
 eventual Cycle Hunter
 Doubler
 Fathery
 Pn1
 Stochastic Player: ('0', 'C', '7')
 NMWE Memory One: 31 plays
 Rememberful Prober: 0.1
 EasyGo
 TheKiller: ('D', 'D')
 Risky Q-Learner
 Meta Majority Memory One:
 Istantaneous Q-Learner
 Cautious Q-Learner
 Worse and Worse
 Knowledgeable Worse and W
 Adaptive Q-Learner
 Cooperator Hunter
 Arrogant Q-Learner
 ALLCorALLD
 Feld: 1.0, 0.5, 200
 Defector
 Aggravater
 Better and Better
 AntiCycle
 Cyclical CCCDCD
 Average Copier
 0
 Cyclical CDD
 Cyclical CCCCCD
 Negation
 D2-Extort-2: 0.1111111111
 FSM Player: 10, 13
 D2-Extort-2V2: 0.125, 0
 Raider
 Desperate
 Altruist
 Cyclical DC
 Bully
 Anti Tit For Tat
 Cyclical CCCD
 Win-Shift Lose-Stay: D
 Willing
 Block: 11
 Hopeless
 Prober 3
 Calculator
 Cyclical DDC
 Prober
 Joss: 0.9
 Naive Prober: 0.1
 Solitaire
 Suspicious Tit For Tat
 Hard Go By Majority: 20
 Hard Go By Majority: 10
 Hard Go By Majority: 40
 Hard Go By Majority: 5
 Hard Go By Majority
 Opposing Grudger
 Opposing