No matter what the initial cooperativeness is, in the end the mean cooperativeness for each of the groups is the same. The smaller the initial cooperativeness, the faster this point is reached though. As long as the mean cooperativeness of the unresponsive individuals is greater than that of the whole population, there are almost exclusively responsive individuals, but as soon as the unresponsive cooperativeness drops, the number of responsive individuals drops to approximately 55%.

Since each of the populations has time to reach the equilibrium, by the time responsiveness can occur, there is no real difference between the populations anymore. For some reason the responsiveness changes differently in each of the populations, but in the end it settles at the same equilibrium for all of them. Moreover, the mean cooperativeness of each of the groups reaches the same equilibrium as the groups where responsiveness could develop from the start.

Three replicate populations. In absence of selection, drift takes over. Responsiveness goes to an equilibrium of 0.5. This simulation serves as a check to make sure our model is robust.

When the costs of obtaining information are zero, responsiveness develops straight away. How many individuals become responsive appears to depend on the initial cooperativeness, just like the equilibria for the mean cooperativeness for the different groups.

When costs of obtaining information are high (in this case 5), responsiveness immediately disappears from all populations. This results in populations which consist of almost exclusively unresponsive individuals, which leads to a mean cooperativeness of . Since the chances of a responsive individual interacting with another responsive individual are really small, the mean cooperativeness of responsive individuals is .