

first move

1. defect

2. coop into coops and defect into defectors

3.

CC - defect

CD - coop

DC - coop

DD - defect

4.

CCC - defect

CCD - must be random so defect into them forever

CDC - coop

CDD - coop

DCC - coop

DCD - coop

DDC - defect forever

DDD - defect forever

5.

CCCC - defect

CCCD - must be random so defect forever

CCDC - must be random so defect forever

CCDD - must be random so defect forever

CDCC - coop

CDCD - must be R/AC so defect forever

CDDC - coop

CDDD - defect

DCCC - coop

DCCD - must be random so defect forever

DCDC - coop

DCDD - must be random so defect forever

DDCC - R/AC so defect forever

DDCD - R/AC so defect forever

DDDC - R/AC so defect forever

DDDD - R/AC/D so defect forever

6.

CCCCC - must be cooperate so defect forever

CCCCD - must be TF2T so alternate C,D due to half PFL

CCCDC - must be random so defect

CCCDD - must be random so defect

CCDCC - must be random so defect

CCDCD - must be random so defect

CCDDC - must be random so defect

CCDDD - must be random so defect

CDCCC - PFL

CDCCD - must be random so defect forever

CDCDC - must be random so defect forever

CDCDD - must be random so defect forever

CDDCC - PFL

CDDCD - must be random so defect forever

CDDDC - must be random so defect forever

CDDDD - must be random or grudger so defect forever

DCCCC - PFL

DCCCD - must be random so defect forever

DCCDC - must be random so defect forever

DCCDD - must be random so defect forever

DCDCC - PFL

DCDCD - must be random so defect forever

DCDDC - must be random so defect forever

DCDDD - must be random so defect forever

DDCCC - must be random so defect forever

DDCCD - must be random so defect forever

DDCDC - must be random so defect forever

DDCDD - must be random so defect forever

DDGCC - must be random so defect forever

DDDCD - must be random so defect forever

DDDDC - must be random so defect forever

DDDDD - must be random so defect forever

All the PFLs you would continue to coop unless they break it then they are random so defect forever