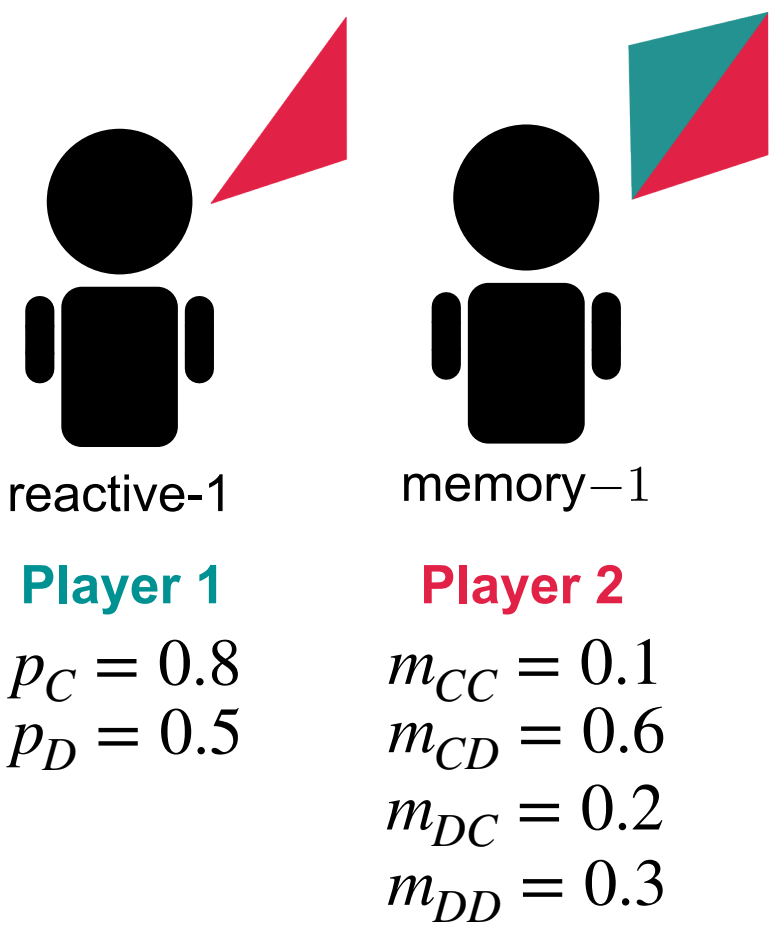


A reactive-1 vs memory-1



Realized Repeated Game

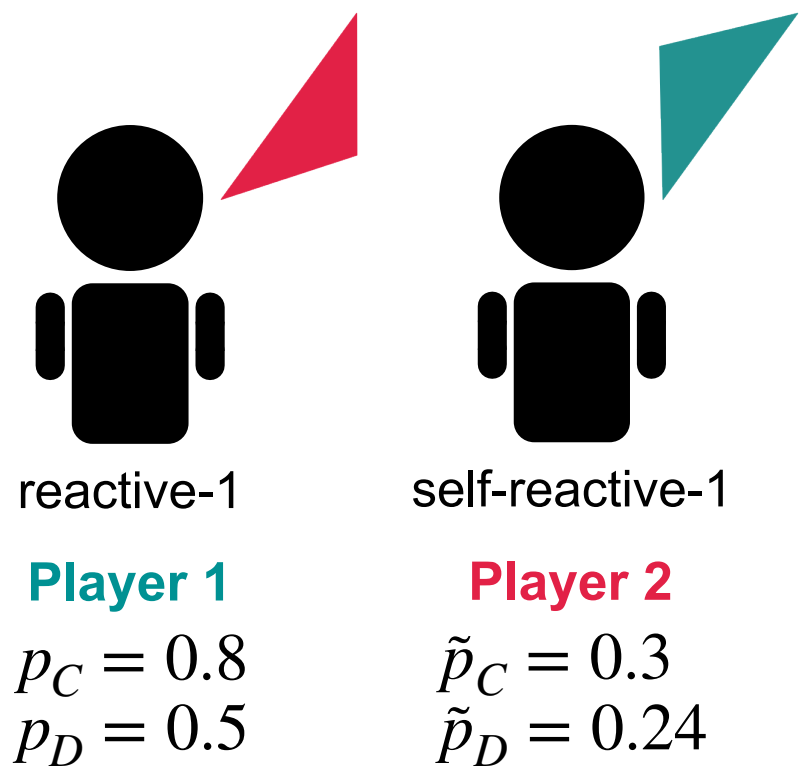
**Player 1** *C C C D D ...*

**Player 2** *D D C D D ...*

Outcome distribution

|                   |                   |
|-------------------|-------------------|
| <i>C C</i><br>15% | <i>C D</i><br>44% |
| <i>D C</i><br>1%  | <i>D D</i><br>30% |

B reactive-1 vs equivalent self-reactive-1



Realized Repeated Game

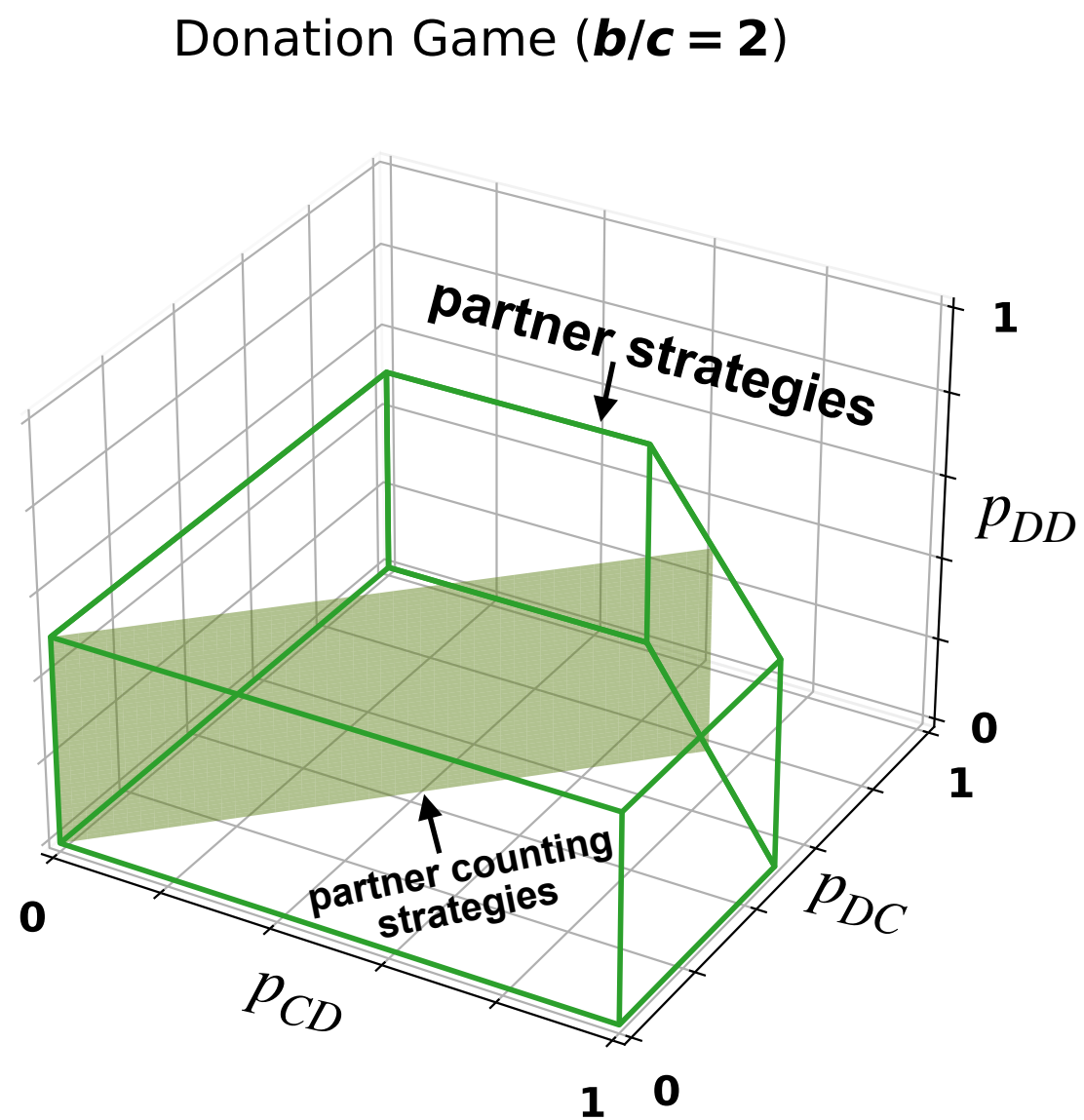
**Player 1** *C C C D D ...*

**Player 2** *D D C D D ...*

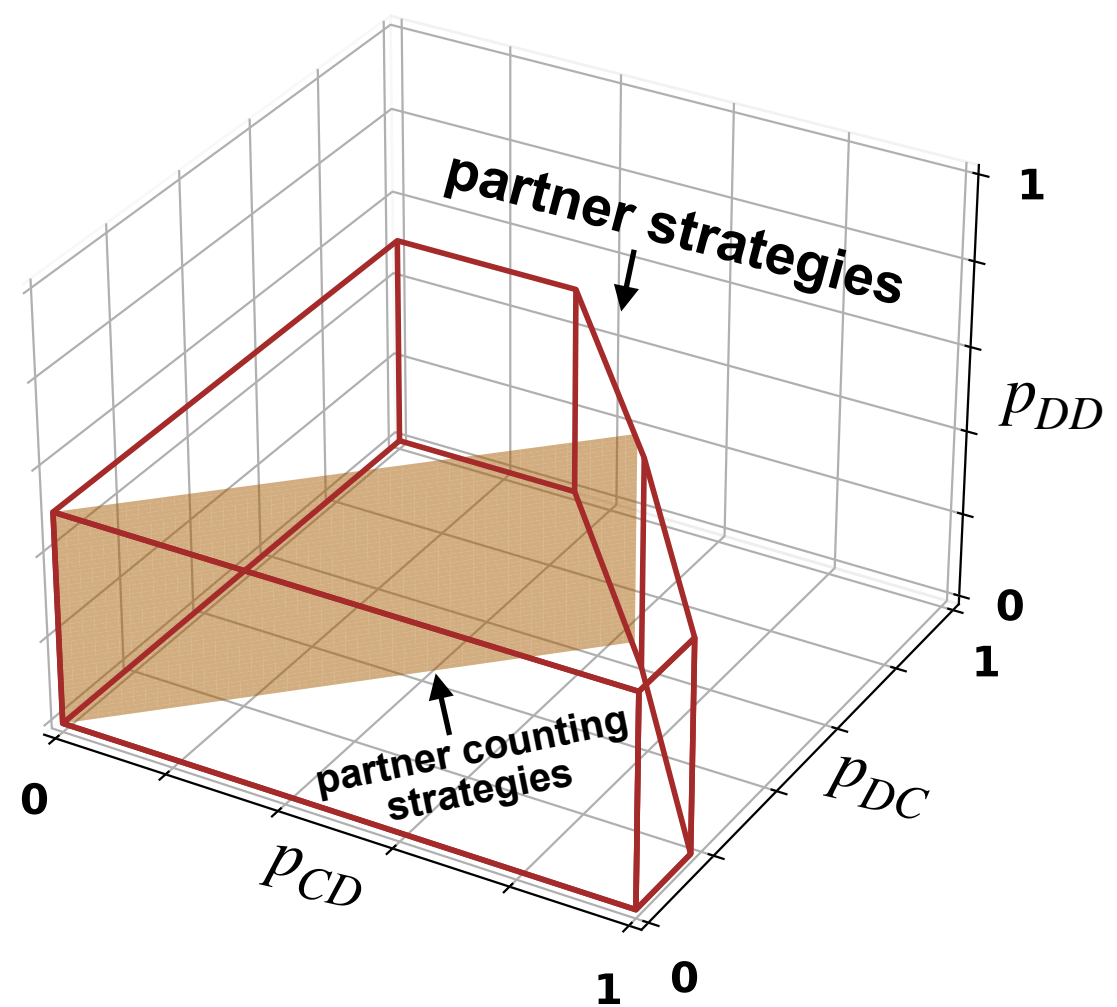
Outcome distribution

|                   |                   |
|-------------------|-------------------|
| <i>C C</i><br>15% | <i>C D</i><br>44% |
| <i>D C</i><br>1%  | <i>D D</i><br>30% |

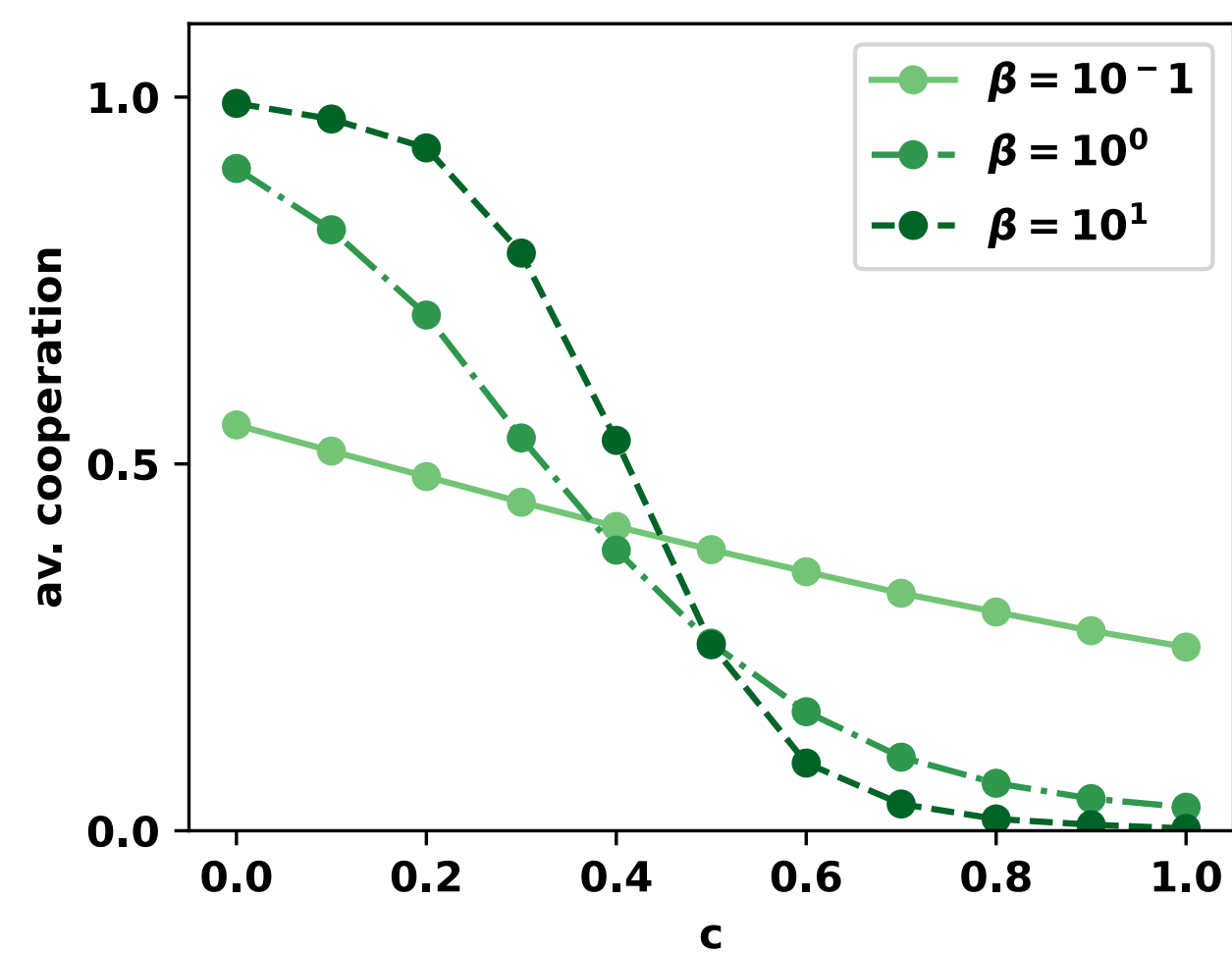
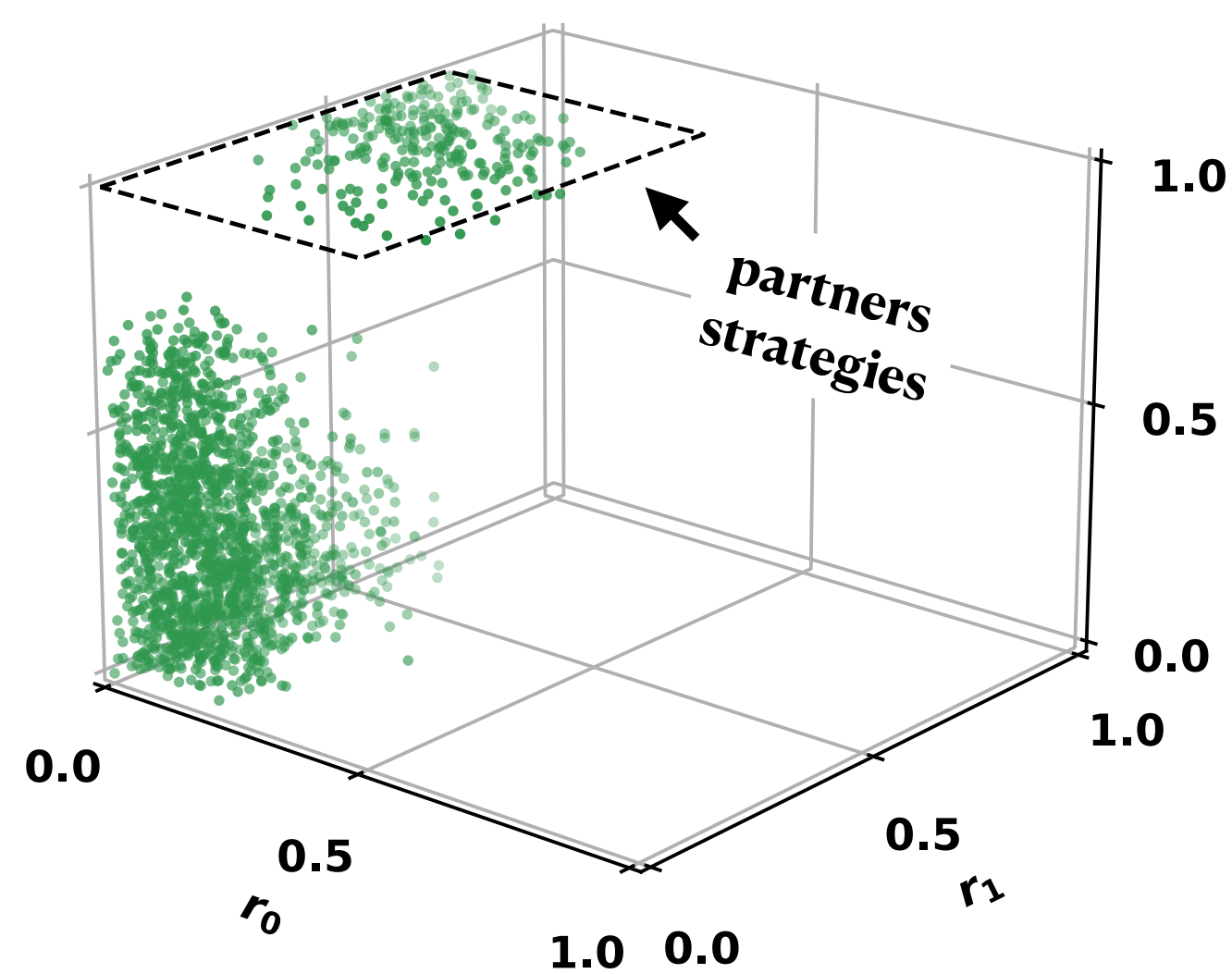
C Partners among the reactive-2 strategies



D Axelrod's Prisoner's Dilemma



A



B

