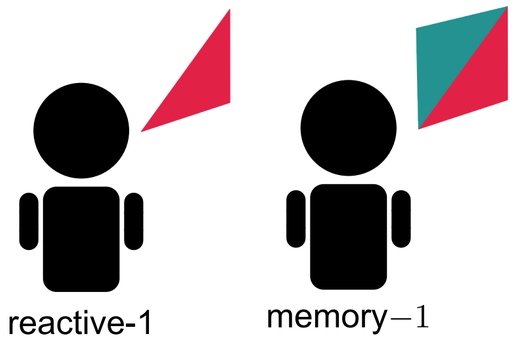
A

reactive-1 vs memory-1



Player 1

$p_C = 0.8$
$p_D = 0.5$

Player 2

$m_{CC} = 0.1$
$m_{CD} = 0.6$
$m_{DC} = 0.2$
$m_{DD} = 0.3$

Realized Repeated Game

Player 1 $C\ C\ C\ D\ D\ \ldots$

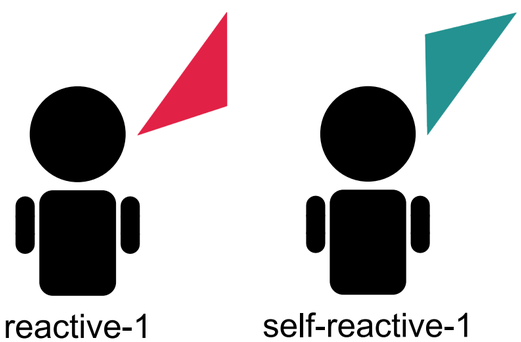
Player 2 $D\ D\ C\ D\ D\ \ldots$

Outcome distribution

$C\ C$ 15%	$C\ D$ 44%
$D\ C$ 1%	$D\ D$ 30%

B

reactive-1 vs equivalent self-reactive-1



Player 1

$p_C = 0.8$
$p_D = 0.5$

Player 2

$\tilde{p}_C = 0.3$
$\tilde{p}_D = 0.24$

Realized Repeated Game

Player 1 $C\ C\ C\ D\ D\ \ldots$

Player 2 $D\ D\ C\ D\ D\ \ldots$

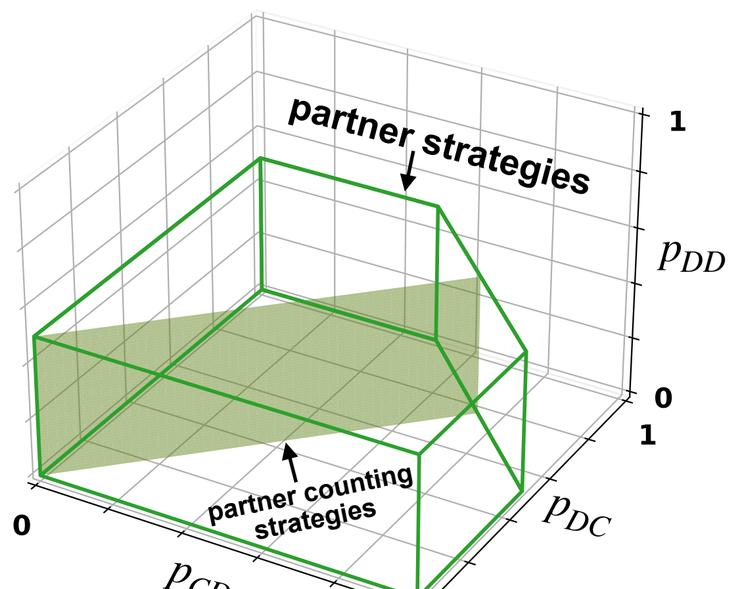
Outcome distribution

$C\ C$ 15%	$C\ D$ 44%
$D\ C$ 1%	$D\ D$ 30%

C

Partners among the reactive-2 strategies

Donation Game (***b*/*c* = 2**)



D