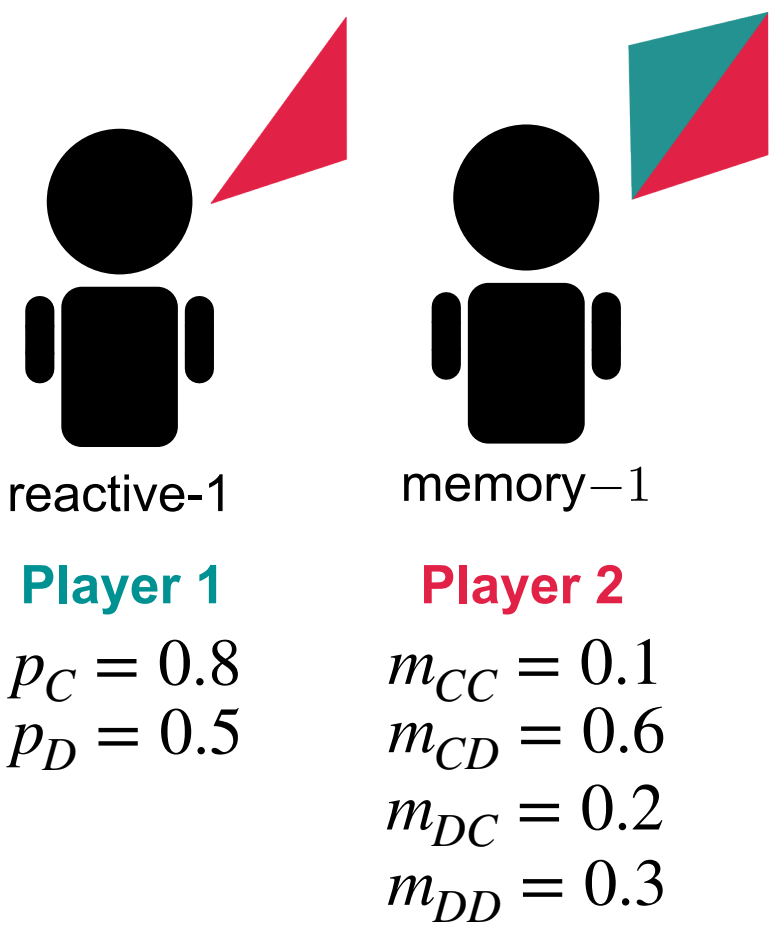


A reactive-1 vs memory-1



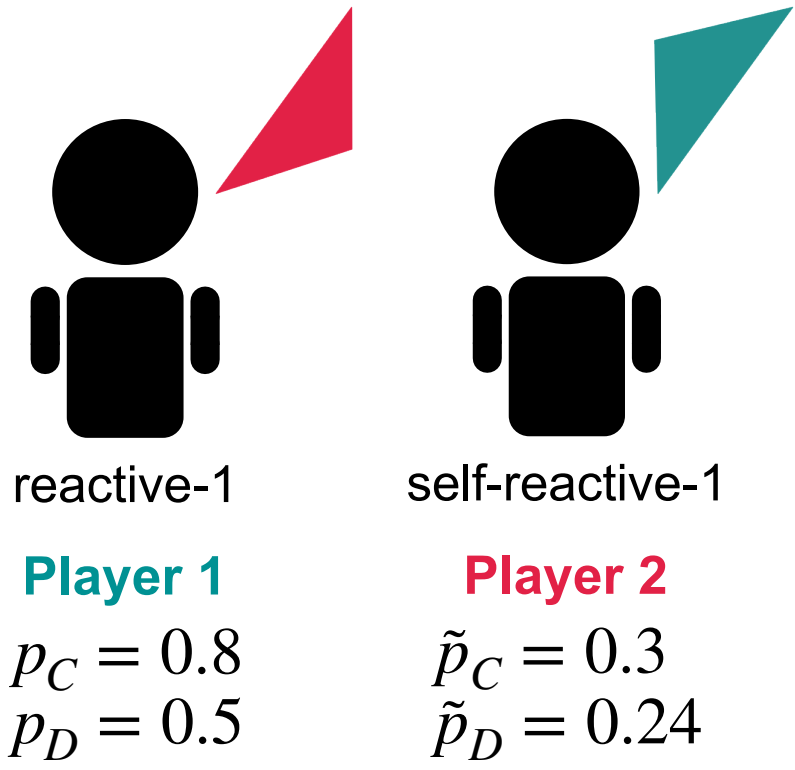
Realized Repeated Game

**Player 1** *C C C D D ...*  
**Player 2** *D D C D D ...*

Outcome distribution

<i>C C</i> 15%	<i>C D</i> 44%
<i>D C</i> 1%	<i>D D</i> 30%

B reactive-1 vs equivalent self-reactive-1



Realized Repeated Game

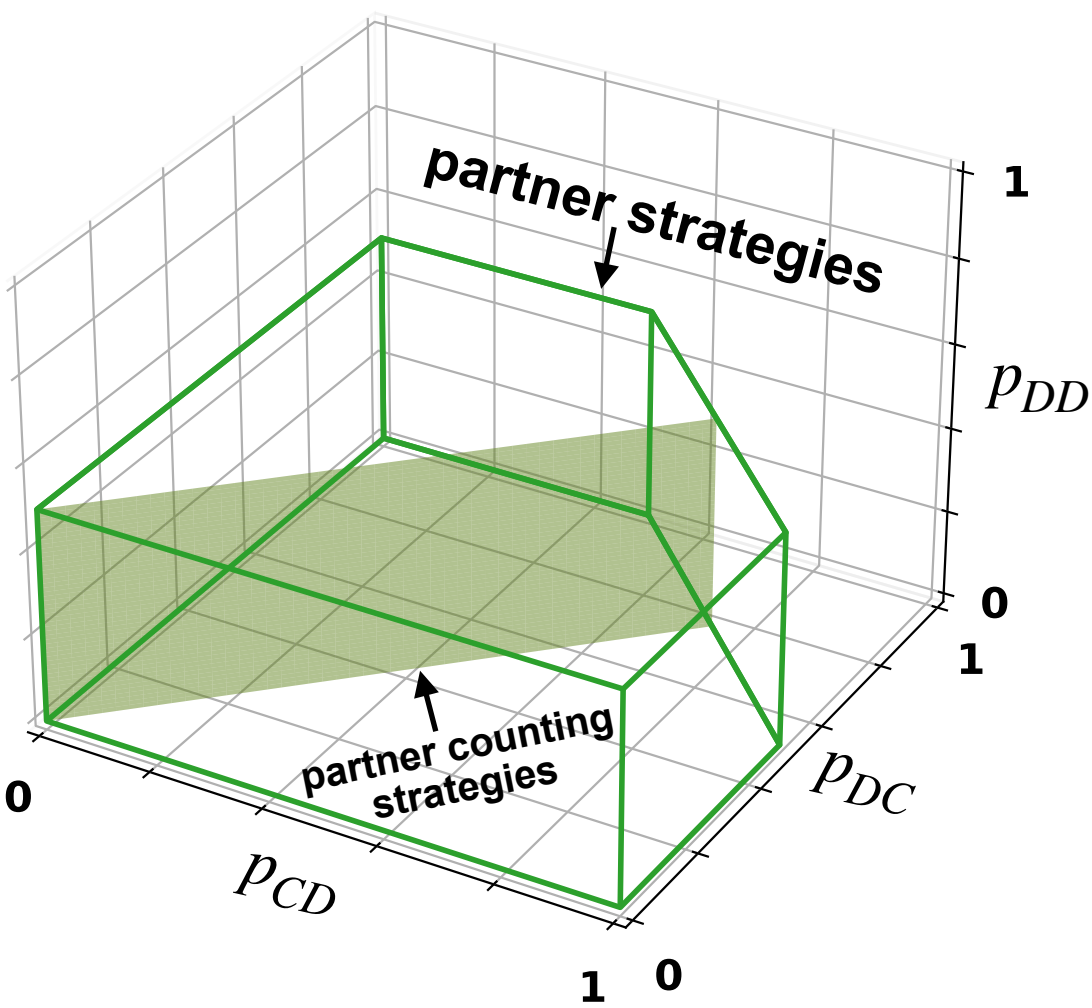
**Player 1** *C C C D D ...*  
**Player 2** *D D C D D ...*

Outcome distribution

<i>C C</i> 15%	<i>C D</i> 44%
<i>D C</i> 1%	<i>D D</i> 30%

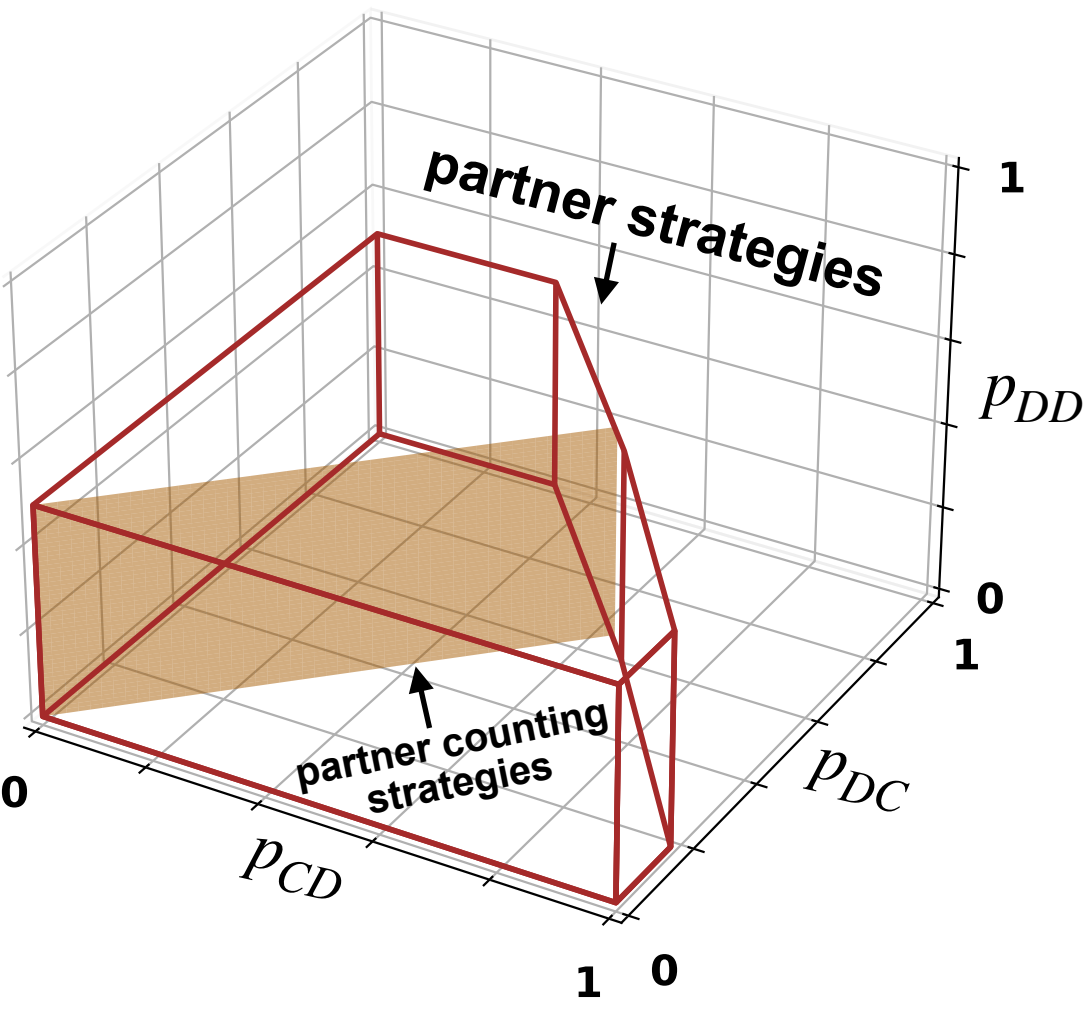
C Partners among the reactive-2 strategies

Donation Game ( $b/c = 2$ )

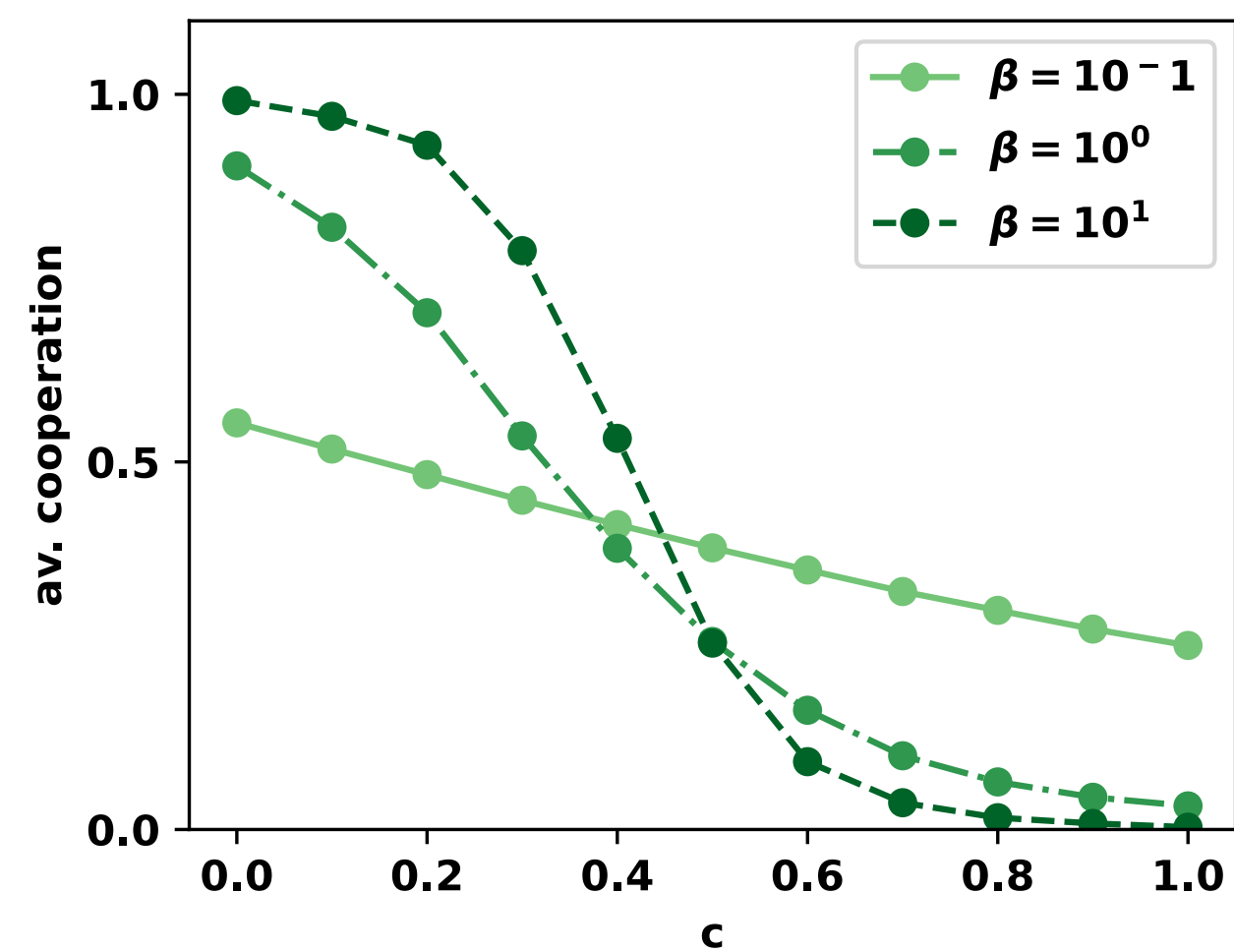
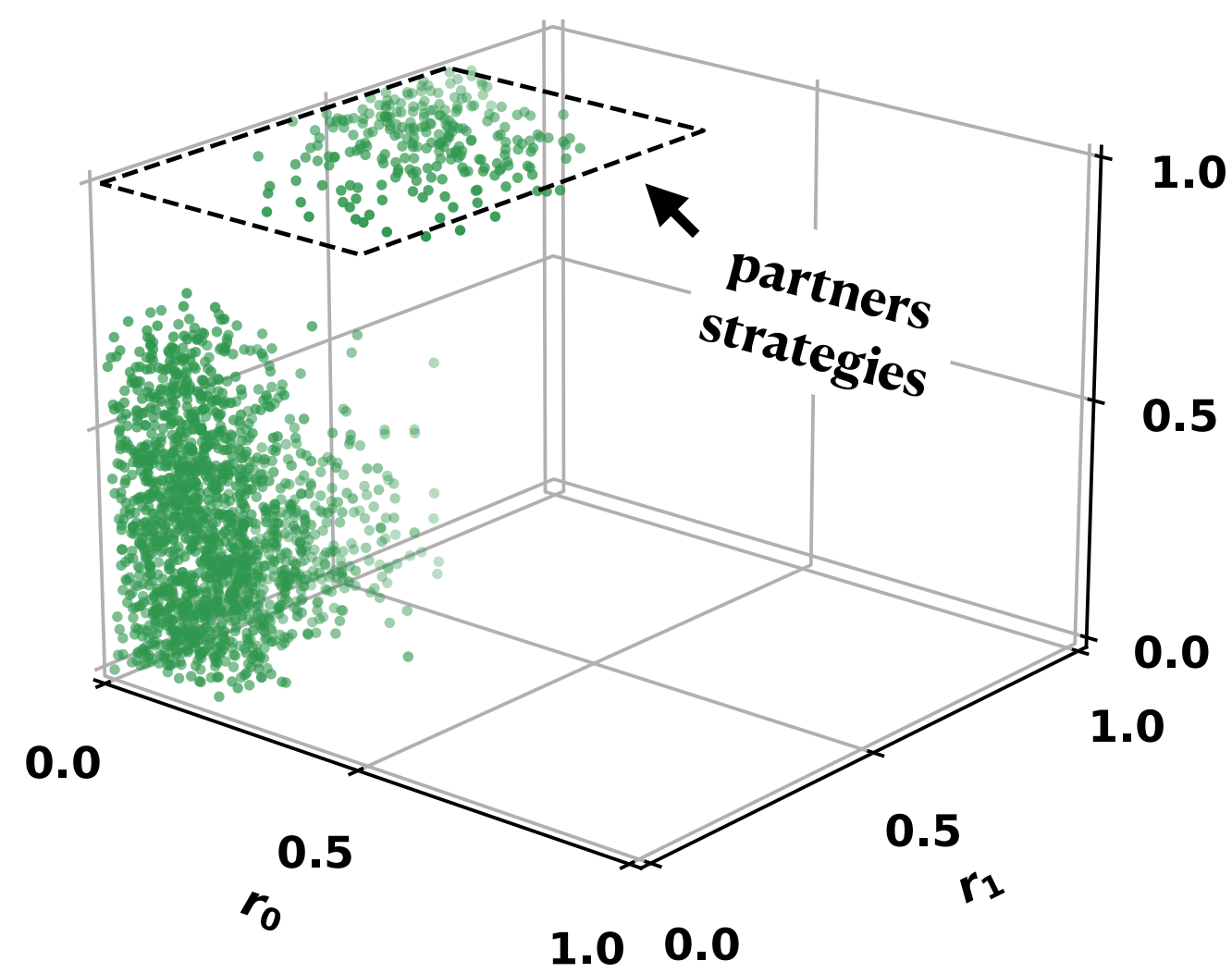


D

Axelrod's Prisoner's Dilemma



**A**



**B**

