

Probability of using strategy

Competitive

$b = 0.23$ , 95% CI [-0.46 0.89]

Avoid DI

$b = 0.25$ , 95% CI [-0.64 1.06]

Egalitarian

$b = -0.28$ , 95% CI [-0.69 0.12]

Seek AI

$b = 0.22$ , 95% CI [-0.24 0.74]

Retributive

$b = 0.06$ , 95% CI [-0.60 0.73]

Deterrent

$b = -0.12$ , 95% CI [-0.75 0.55]

Norm-enforcing

$b = -0.25$ , 95% CI [-0.76 0.31]

Antisocial

$b = 0.80$ , 95% CI [0.21 1.31]

Random choice

$b = 0.37$ , 95% CI [-0.45 1.12]

Anti-punish

$b = -1.30$ , 95% CI [-1.69 -0.91]

Slider 3 (avoid having a lower final bonus than others)