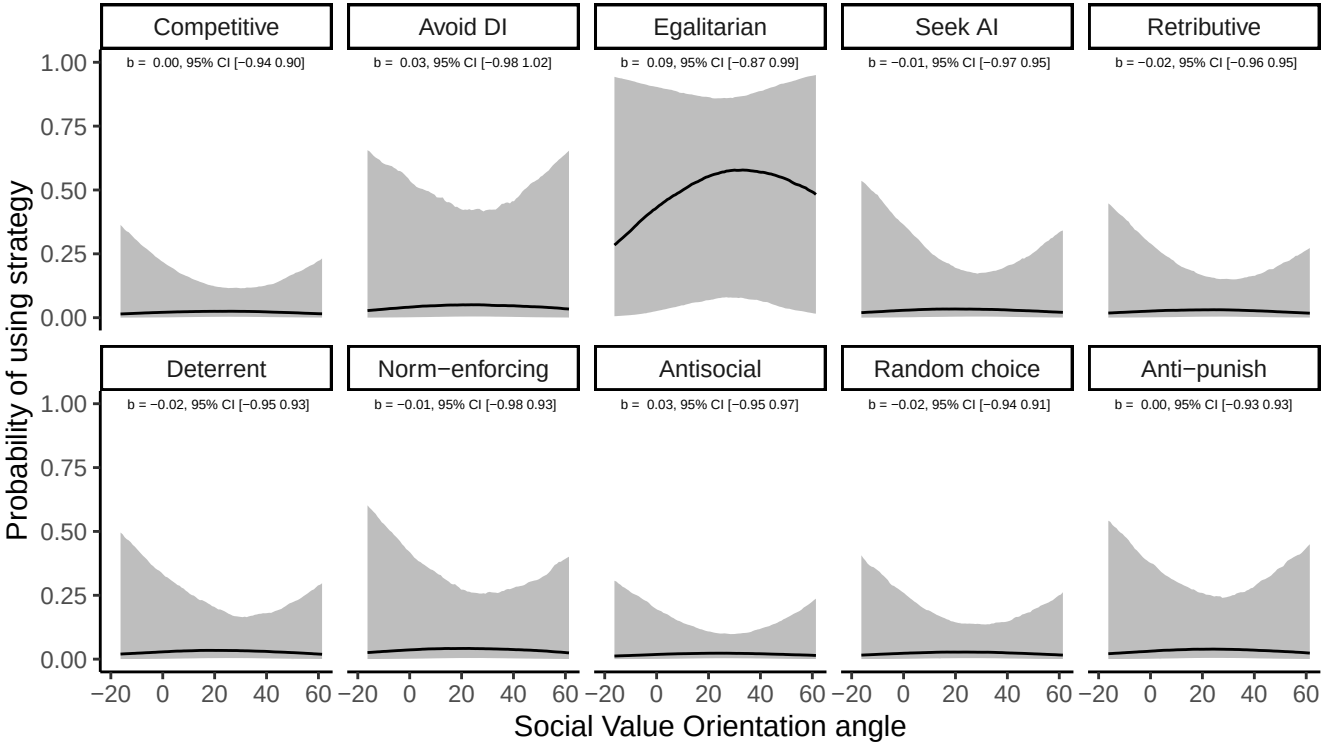
Competitive
b = 0.00, 95% CI [−0.94 0.90]
Avoid DI
b = 0.03, 95% CI [−0.98 1.02]
Egalitarian
b = 0.09, 95% CI [−0.87 0.99]
Seek AI
b = −0.01, 95% CI [−0.97 0.95]
Retributive
b = −0.02, 95% CI [−0.96 0.95]
Deterrent
b = −0.02, 95% CI [−0.95 0.93]
Norm−enforcing
b = −0.01, 95% CI [−0.98 0.93]
Antisocial
b = 0.03, 95% CI [−0.95 0.97]
Random choice
b = −0.02, 95% CI [−0.94 0.91]
Anti−punish
b = 0.00, 95% CI [−0.93 0.93]
Probability of using strategy
1.00
0.75
0.50
0.25
0.00
−20
0
20
40
60
Social Value Orientation angle