

Probability of using strategy

Competitive

$b = 0.46$, 95% CI [-0.31 1.08]

Avoid DI

$b = 0.14$, 95% CI [-0.71 0.97]

Egalitarian

$b = -0.70$, 95% CI [-1.14 -0.25]

Seek AI

$b = 0.39$, 95% CI [-0.12 0.93]

Retributive

$b = 0.08$, 95% CI [-0.62 0.72]

Deterrent

$b = -0.23$, 95% CI [-0.82 0.40]

Norm-enforcing

$b = -0.27$, 95% CI [-0.83 0.37]

Antisocial

$b = 0.86$, 95% CI [0.07 1.39]

Random choice

$b = 0.77$, 95% CI [-0.24 1.45]

Anti-punish

$b = -1.40$, 95% CI [-1.80 -1.01]

Slider 2 (have a higher final bonus than others)