**SHARE-RECIPROCATE GAME (w/ -1.5 to 1.5)**

*No stealth or mutation:*

A description...

*Varying mutation rate (w/ no stealth):*

Rate = .25

*A description...*

Rate = .5

*A description...*

*Varying stealth (w/ no mutation):*

ProbBackTurned = .05

A description...

ProbBackTurned = .1

A description...

ProbBackTurned = .15

A description...

ProbBackTurned = .2

ProbBackTurned = .25A description...

A description...

ProbBackTurned = .5

**A description...**

**SHARE-RECIPROCATE GAME (w/ -1.5 to 2.0)**

*No stealth or mutation:*

**A description...**

*Varying mutation (w/ no stealth):*

Rate = .2A description...

*Varying stealth (w/ no mutation):*

ProbBackTurned = .2

**A description...**

**STEAL-PUNISH GAME (w/ -1.5 to 2.0)**

*No stealth or mutation:*

A description...

*Varying mutation rate (w/ no stealth):*

Rate = .05

A description...

Rate = .1

A description...

Rate = .15

A description...

Rate = .2 \*\*\*

A description...

Rate = .25

A description...

Rate = .3

A description...

Rate = .4

A description...

*Varying stealth (w/ no mutation):*

ProbBackTurned = .05

A description...

ProbBackTurned = .1

A description...

ProbBackTurned = .15

A description...

ProbBackTurned = .2 \*\*\*

A description...

ProbBackTurned = .25

A description...

ProbBackTurned = .3

A description...

ProbBackTurned = .4

A description...

ProbBackTurned = .5

A description...

**STEAL-PUNISH GAME (w/ -2.0 to 2.0)**

*No stealth or mutation:*

A description...

*Varying mutation rate (w/ no stealth):*

Rate = .2

**A description...**

*Varying stealth (w/ no mutation):*

ProbBackTurned = .2

A description...

**STEAL-PUNISH GAME (w/ -1.5 to 2.5)**

*No stealth or mutation:*

*A description...*

*Varying mutation (w/ no stealth):*

Rate = .2

*A description...*

*Varying stealth (w/ no mutation):*

ProbBackTurned = .2

*A description...*