

List of all strategies used from [18]

1. Adaptive - Deterministic - Memory length: ∞ - [22]
2. Adaptive Tit For Tat: 0.5 - Deterministic - Memory length: ∞ - [35]
3. Aggravater - Deterministic - Memory length: ∞ - [18]
4. Alexei: (D,) - Deterministic - Memory length: ∞ - [39]
5. ALLCorALLD - Stochastic - Memory length: 1 - [1]
6. Alternator - Deterministic - Memory length: 1 - [27, 8]
7. Alternator Hunter - Deterministic - Memory length: ∞ - [18]
8. AntiCycler - Deterministic - Memory length: ∞ - [18]
9. Anti Tit For Tat - Deterministic - Memory length: 1 - [15]
10. AON2 - Deterministic - Memory length: 2 - [16]
11. Adaptive Pavlov 2006 - Deterministic - Memory length: ∞ - [21]
12. Adaptive Pavlov 2011 - Deterministic - Memory length: ∞ - [22]
13. Appeaser - Deterministic - Memory length: ∞ - [18]
14. Arrogant QLearner - Stochastic - Memory length: ∞ - [18]
15. Average Copier - Stochastic - Memory length: ∞ - [18]
16. BackStabber: (D, D) - Deterministic - Memory length: ∞ - [18]
17. Better and Better - Stochastic - Memory length: ∞ - [25]
18. Black - Stochastic - Memory length: 5 - [7]
19. Borufsen - Deterministic - Memory length: ∞ - [7]
20. Bully - Deterministic - Memory length: 1 - [28]
21. Bush Mosteller: 0.5, 0.5, 3.0, 0.5 - Stochastic - Memory length: ∞ - [17]
22. Calculator - Stochastic - Memory length: ∞ - [25]
23. Cautious QLearner - Stochastic - Memory length: ∞ - [18]
24. Cave - Stochastic - Memory length: ∞ - [7]
25. Champion - Stochastic - Memory length: ∞ - [7]
26. Colbert - Deterministic - Memory length: 4 - [7]
27. CollectiveStrategy - Deterministic - Memory length: ∞ - [23]
28. Contrite Tit For Tat - Deterministic - Memory length: 3 - [38]
29. Cooperator - Deterministic - Memory length: 0 - [30, 27, 8]
30. Cooperator Hunter - Deterministic - Memory length: ∞ - [18]
31. Cycle Hunter - Deterministic - Memory length: ∞ - [18]
32. Cycler CCCCCD - Deterministic - Memory length: 5 - [18]

33. Cycler CCCD - Deterministic - Memory length: 3 - [18]
34. Cycler CCD - Deterministic - Memory length: 2 - [27]
35. Cycler DC - Deterministic - Memory length: 1 - [18]
36. Cycler DDC - Deterministic - Memory length: 2 - [27]
37. Cycler CCCDCD - Deterministic - Memory length: 5 - [18]
38. Davis: 10 - Deterministic - Memory length: ∞ - [6]
39. Defector - Deterministic - Memory length: 0 - [30, 27, 8]
40. Defector Hunter - Deterministic - Memory length: ∞ - [18]
41. Desperate - Stochastic - Memory length: 1 - [37]
42. Delayed AON1 - Deterministic - Memory length: 2 - [16]
43. DoubleCrosser: (D, D) - Deterministic - Memory length: ∞ - [18]
44. Doubler - Deterministic - Memory length: ∞ - [25]
45. DoubleResurrection - Deterministic - Memory length: 5 - [12]
46. EasyGo - Deterministic - Memory length: ∞ - [22, 25]
47. Eatherley - Stochastic - Memory length: ∞ - [7]
48. EugeneNier: (D,) - Deterministic - Memory length: ∞ - [39]
49. Eventual Cycle Hunter - Deterministic - Memory length: ∞ - [18]
50. Evolved ANN - Deterministic - Memory length: ∞ - [18]
51. Evolved ANN 5 - Deterministic - Memory length: ∞ - [18]
52. Evolved ANN 5 Noise 05 - Deterministic - Memory length: ∞ - [18]
53. Evolved FSM 4 - Deterministic - Memory length: 4 - [18]
54. Evolved FSM 16 - Deterministic - Memory length: 16 - [18]
55. Evolved FSM 16 Noise 05 - Deterministic - Memory length: 16 - [18]
56. EvolvedLookerUp1_1_1 - Deterministic - Memory length: ∞ - [18]
57. EvolvedLookerUp2_2_2 - Deterministic - Memory length: ∞ - [18]
58. Evolved HMM 5 - Stochastic - Memory length: 5 - [18]
59. Feld: 1.0, 0.5, 200 - Stochastic - Memory length: 200 - [6]
60. Firm But Fair - Stochastic - Memory length: 1 - [13]
61. Fool Me Forever - Deterministic - Memory length: ∞ - [18]
62. Fool Me Once - Deterministic - Memory length: ∞ - [18]
63. Forgetful Fool Me Once: 0.05 - Stochastic - Memory length: ∞ - [18]
64. Forgetful Grudger - Deterministic - Memory length: 10 - [18]
65. Forgiver - Deterministic - Memory length: ∞ - [18]
66. Forgiving Tit For Tat - Deterministic - Memory length: ∞ - [18]
67. Fortress3 - Deterministic - Memory length: 3 - [4]
68. Fortress4 - Deterministic - Memory length: 4 - [4]
69. GTFT: 0.33 - Stochastic - Memory length: 1 - [14, 29]

70. General Soft Grudger: $n=1, d=4, c=2$ - Deterministic - Memory length: ∞ - [18]
71. Getzler - Stochastic - Memory length: ∞ - [7]
72. Gladstein - Deterministic - Memory length: ∞ - [7]
73. Soft Go By Majority - Deterministic - Memory length: ∞ - [7, 27, 8]
74. Soft Go By Majority: 10 - Deterministic - Memory length: 10 - [18]
75. Soft Go By Majority: 20 - Deterministic - Memory length: 20 - [18]
76. Soft Go By Majority: 40 - Deterministic - Memory length: 40 - [18]
77. Soft Go By Majority: 5 - Deterministic - Memory length: 5 - [18]
78. ϕ - Deterministic - Memory length: ∞ - [18]
79. GraaskampKatzen - Deterministic - Memory length: ∞ - [7]
80. Gradual - Deterministic - Memory length: ∞ - [10]
81. Gradual Killer: (D, D, D, D, D, C, C) - Deterministic - Memory length: ∞ - [25]
82. Grofman - Stochastic - Memory length: ∞ - [6]
83. Grudger - Deterministic - Memory length: 1 - [37, 22, 10, 9, 6]
84. GrudgerAlternator - Deterministic - Memory length: ∞ - [25]
85. Grumpy: Nice, 10, -10 - Deterministic - Memory length: ∞ - [18]
86. Handshake - Deterministic - Memory length: ∞ - [31]
87. Hard Go By Majority - Deterministic - Memory length: ∞ - [27]
88. Hard Go By Majority: 10 - Deterministic - Memory length: 10 - [18]
89. Hard Go By Majority: 20 - Deterministic - Memory length: 20 - [18]
90. Hard Go By Majority: 40 - Deterministic - Memory length: 40 - [18]
91. Hard Go By Majority: 5 - Deterministic - Memory length: 5 - [18]
92. Hard Prober - Deterministic - Memory length: ∞ - [25]
93. Hard Tit For 2 Tats - Deterministic - Memory length: 3 - [34]
94. Hard Tit For Tat - Deterministic - Memory length: 3 - [36]
95. Harrington - Stochastic - Memory length: ∞ - [7]
96. Hesitant QLearner - Stochastic - Memory length: ∞ - [18]
97. Hopeless - Stochastic - Memory length: 1 - [37]
98. Inverse - Stochastic - Memory length: ∞ - [18]
99. Inverse Punisher - Deterministic - Memory length: ∞ - [18]
100. Joss: 0.9 - Stochastic - Memory length: 1 - [34, 6]
101. Kluepfel - Stochastic - Memory length: ∞ - [7]
102. Knowledgeable Worse and Worse - Stochastic - Memory length: ∞ - [18]
103. Level Punisher - Deterministic - Memory length: ∞ - [12]
104. Leyvraz - Stochastic - Memory length: 3 - [7]
105. Limited Retaliate: 0.1, 20 - Deterministic - Memory length: ∞ - [18]
106. Limited Retaliate 2: 0.08, 15 - Deterministic - Memory length: ∞ - [18]

107. Limited Retaliate 3: 0.05, 20 - Deterministic - Memory length: ∞ - [18]
108. Math Constant Hunter - Deterministic - Memory length: ∞ - [18]
109. Naive Prober: 0.1 - Stochastic - Memory length: 1 - [22]
110. MEM2 - Deterministic - Memory length: ∞ - [24]
111. Michaelos: (D,) - Stochastic - Memory length: ∞ - [39]
112. Mikkelson - Deterministic - Memory length: ∞ - [7]
113. MoreGrofman - Deterministic - Memory length: 8 - [7]
114. More Tideman and Chieruzzi - Deterministic - Memory length: ∞ - [7]
115. Negation - Stochastic - Memory length: 1 - [36]
116. Nice Average Copier - Stochastic - Memory length: ∞ - [18]
117. N Tit(s) For M Tat(s): 3, 2 - Deterministic - Memory length: 3 - [18]
118. Nydegger - Deterministic - Memory length: 3 - [6]
119. Omega TFT: 3, 8 - Deterministic - Memory length: ∞ - [33]
120. Once Bitten - Deterministic - Memory length: 12 - [18]
121. Opposite Grudger - Deterministic - Memory length: ∞ - [18]
122. π - Deterministic - Memory length: ∞ - [18]
123. Predator - Deterministic - Memory length: 9 - [4]
124. Prober - Deterministic - Memory length: ∞ - [22]
125. Prober 2 - Deterministic - Memory length: ∞ - [25]
126. Prober 3 - Deterministic - Memory length: ∞ - [25]
127. Prober 4 - Deterministic - Memory length: ∞ - [25]
128. Pun1 - Deterministic - Memory length: 2 - [3]
129. PSO Gambler 1.1.1 - Stochastic - Memory length: ∞ - [18]
130. PSO Gambler 2.2.2 - Stochastic - Memory length: ∞ - [18]
131. PSO Gambler 2.2.2 Noise 05 - Stochastic - Memory length: ∞ - [18]
132. PSO Gambler Mem1 - Stochastic - Memory length: 1 - [18]
133. Punisher - Deterministic - Memory length: ∞ - [18]
134. Raider - Deterministic - Memory length: 3 - [5]
135. Random: 0.5 - Stochastic - Memory length: 0 - [35, 6]
136. Random Hunter - Deterministic - Memory length: ∞ - [18]
137. Random Tit for Tat: 0.5 - Stochastic - Memory length: 1 - [18]
138. Remorseful Prober: 0.1 - Stochastic - Memory length: 2 - [22]
139. Resurrection - Deterministic - Memory length: 5 - [12]
140. Retaliate: 0.1 - Deterministic - Memory length: ∞ - [18]
141. Retaliate 2: 0.08 - Deterministic - Memory length: ∞ - [18]
142. Retaliate 3: 0.05 - Deterministic - Memory length: ∞ - [18]
143. Revised Downing: True - Deterministic - Memory length: ∞ - [6]

144. RichardHufford - Deterministic - Memory length: ∞ - [7]
145. Ripoff - Deterministic - Memory length: 2 - [2]
146. Risky QLearner - Stochastic - Memory length: ∞ - [18]
147. SelfSteem - Stochastic - Memory length: ∞ - [11]
148. ShortMem - Deterministic - Memory length: 10 - [11]
149. Shubik - Deterministic - Memory length: ∞ - [6]
150. Slow Tit For Two Tats 2 - Deterministic - Memory length: 2 - [25]
151. Sneaky Tit For Tat - Deterministic - Memory length: ∞ - [18]
152. Soft Grudger - Deterministic - Memory length: 6 - [22]
153. Soft Joss: 0.9 - Stochastic - Memory length: 1 - [25]
154. SolutionB1 - Deterministic - Memory length: 3 - [Ashlock2015]
155. SolutionB5 - Deterministic - Memory length: 5 - [Ashlock2015]
156. Spiteful Tit For Tat - Deterministic - Memory length: ∞ - [25]
157. Stalker: (D,) - Stochastic - Memory length: ∞ - [11]
158. Stein and Rapoport: 0.05: (D, D) - Deterministic - Memory length: ∞ - [6]
159. Stochastic Cooperator - Stochastic - Memory length: 1 - [Adami2013]
160. Stochastic WSLs: 0.05 - Stochastic - Memory length: 1 - [Amaral2016]
161. Suspicious Tit For Tat - Deterministic - Memory length: 1 - [15, 10]
162. Tester - Deterministic - Memory length: ∞ - [7]
163. TF1 - Deterministic - Memory length: ∞ - [18]
164. TF2 - Deterministic - Memory length: ∞ - [18]
165. TF3 - Deterministic - Memory length: ∞ - [18]
166. ThueMorse - Deterministic - Memory length: ∞ - [18]
167. ThueMorseInverse - Deterministic - Memory length: ∞ - [18]
168. Thumper - Deterministic - Memory length: 2 - [2]
169. Tideman and Chieruzzi - Deterministic - Memory length: ∞ - [6]
170. Tit For Tat - Deterministic - Memory length: 1 - [6]
171. Tit For 2 Tats - Deterministic - Memory length: 2 - [8]
172. Tranquilizer - Stochastic - Memory length: ∞ - [6]
173. Tricky Cooperator - Deterministic - Memory length: 10 - [18]
174. Tricky Defector - Deterministic - Memory length: ∞ - [18]
175. Tricky Level Punisher - Deterministic - Memory length: ∞ - [12]
176. Tullock: 11 - Stochastic - Memory length: 11 - [6]
177. Two Tits For Tat - Deterministic - Memory length: 2 - [8]
178. VeryBad - Deterministic - Memory length: ∞ - [11]
179. Weiner - Deterministic - Memory length: ∞ - [7]
180. White - Deterministic - Memory length: ∞ - [7]

181. Willing - Stochastic - Memory length: 1 - [37]
182. Winner12 - Deterministic - Memory length: 2 - [26]
183. Winner21 - Deterministic - Memory length: 2 - [26]
184. Win-Shift Lose-Stay: D - Deterministic - Memory length: 1 - [22]
185. Win-Stay Lose-Shift: C - Deterministic - Memory length: 1 - [19, 34, 29]
186. WmAdams - Stochastic - Memory length: ∞ - [7]
187. Worse and Worse - Stochastic - Memory length: ∞ - [25]
188. Worse and Worse 2 - Stochastic - Memory length: ∞ - [25]
189. Worse and Worse 3 - Stochastic - Memory length: ∞ - [25]
190. Yamachi - Deterministic - Memory length: ∞ - [7]
191. ZD-Extortion: 0.2, 0.1, 1 - Stochastic - Memory length: 1 - [32]
192. ZD-Extort-2: 0.1111111111111111, 0.5 - Stochastic - Memory length: 1 - [34]
193. ZD-Extort3: 0.11538461538461539, 0.3333333333333333, 1 - Stochastic - Memory length: 1 - [30]
194. ZD-Extort-2 v2: 0.125, 0.5, 1 - Stochastic - Memory length: 1 - [20]
195. ZD-Extort-4: 0.23529411764705882, 0.25, 1 - Stochastic - Memory length: 1 - [18]
196. ZD-GTFT-2: 0.25, 0.5 - Stochastic - Memory length: 1 - [34]
197. ZD-GEN-2: 0.125, 0.5, 3 - Stochastic - Memory length: 1 - [20]
198. ZD-Mem2 - Stochastic - Memory length: 2 - [LiS2014]
199. ZD-Mischief: 0.1, 0.0, 1 - Stochastic - Memory length: 1 - [32]
200. ZD-SET-2: 0.25, 0.0, 2 - Stochastic - Memory length: 1 - [20]
201. e - Deterministic - Memory length: ∞ - [18]
202. Dynamic Two Tits For Tat - Stochastic - Memory length: ∞ - [18]
203. Meta Hunter: 6 players - Deterministic - Memory length: ∞ - [18]
204. Meta Hunter Aggressive: 7 players - Deterministic - Memory length: ∞ - [18]

References

- [1] Ethan Akin. “What you gotta know to play good in the iterated prisoners dilemma”. In: *Games* 6.3 (2015), pp. 175–190.
- [2] Daniel Ashlock and Eun-Youn Kim. “Fingerprinting: Visualization and automatic analysis of prisoner’s dilemma strategies”. In: *IEEE Transactions on Evolutionary Computation* 12.5 (2008), pp. 647–659.
- [3] Daniel Ashlock, Eun-Youn Kim, and Nicole Leahy. “Understanding representational sensitivity in the iterated prisoner’s dilemma with fingerprints”. In: *IEEE Transactions on Systems, Man, and Cybernetics, Part C (Applications and Reviews)* 36.4 (2006), pp. 464–475.
- [4] Wendy Ashlock and Daniel Ashlock. “Changes in prisoners dilemma strategies over evolutionary time with different population sizes”. In: *Evolutionary Computation, 2006. CEC 2006. IEEE Congress on.* IEEE. 2006, pp. 297–304.
- [5] Wendy Ashlock, Jeffrey Tsang, and Daniel Ashlock. “The evolution of exploitation”. In: *Foundations of Computational Intelligence (FOCI), 2014 IEEE Symposium on.* IEEE. 2014, pp. 135–142.
- [6] Robert Axelrod. “Effective choice in the prisoner’s dilemma”. In: *Journal of conflict resolution* 24.1 (1980), pp. 3–25.
- [7] Robert Axelrod. “More Effective Choice in the Prisoner’s Dilemma”. In: *Journal of Conflict Resolution* 24.3 (1980), pp. 379–403. ISSN: 0022-0027. DOI: 10.1177/002200278002400301.

- [8] Robert Axelrod. *The Evolution of Cooperation*. Basic Books, 1985. ISBN: 0-465-02121-2. URL: <https://www.amazon.com/Evolution-Cooperation-Robert-Axelrod/dp/0465021212?SubscriptionId=AKIAIOBINVZYXZQZ2U3A&tag=chimbiori05-20&linkCode=sm2&camp=2025&creative=165953&creativeASIN=0465021212>.
- [9] Jeffrey S Banks and Rangarajan K Sundaram. “Repeated games, finite automata, and complexity”. In: *Games and Economic Behavior* 2.2 (1990), pp. 97–117.
- [10] Bruno Beaufils, Jean-Paul Delahaye, and Philippe Mathieu. “Our meeting with gradual, a good strategy for the iterated prisoners dilemma”. In: *Proceedings of the Fifth International Workshop on the Synthesis and Simulation of Living Systems*. 1997, pp. 202–209.
- [11] Andre LC Carvalho et al. “Iterated Prisoners Dilemma-An extended analysis”. In: (2013), pp. 1–6. DOI: 10.21528/CBIC2013-202.
- [12] Arnold Eckhart. *CoopSim v0.9.9 beta 6*. <https://github.com/jecki/CoopSim/>. 2015.
- [13] Marcus R Frean. “The prisoner’s dilemma without synchrony”. In: *Proceedings of the Royal Society of London B: Biological Sciences* 257.1348 (1994), pp. 75–79.
- [14] Marco Gaudesi et al. “Exploiting evolutionary modeling to prevail in iterated prisoners dilemma tournaments”. In: *IEEE Transactions on Computational Intelligence and AI in Games* 8.3 (2016), pp. 288–300.
- [15] C. Hilbe, M. A. Nowak, and K. Sigmund. “Evolution of extortion in Iterated Prisoner’s Dilemma games”. In: *Proceedings of the National Academy of Sciences* 110.17 (Apr. 2013), pp. 6913–6918. DOI: 10.1073/pnas.1214834110.
- [16] Christian Hilbe et al. “Memory-n strategies of direct reciprocity”. In: *Proceedings of the National Academy of Sciences* 114.18 (2017), pp. 4715–4720.
- [17] Luis R Izquierdo and Segismundo S Izquierdo. “Dynamics of the Bush-Mosteller learning algorithm in 2x2 games”. In: *Reinforcement Learning*. InTech, 2008.
- [18] Vince Knight et al. *Axelrod-Python/Axelrod: V4.2.0*. 2018. DOI: 10.5281/zenodo.1252994.
- [19] David Kraines and Vivian Kraines. “Pavlov and the prisoner’s dilemma”. In: *Theory and decision* 26.1 (1989), pp. 47–79. ISSN: 00405833. DOI: 10.1007/BF00134056.
- [20] Steven Kuhn. “Prisoner’s Dilemma”. In: *The Stanford Encyclopedia of Philosophy*. Ed. by Edward N. Zalta. Spring 2017. Metaphysics Research Lab, Stanford University, 2017.
- [21] Jiawei Li et al. “How to design a strategy to win an IPD tournament”. In: *The iterated prisoners dilemma* 20 (2007), pp. 89–104.
- [22] Jiawei Li, Philip Hingston, and Graham Kendall. “Engineering design of strategies for winning iterated prisoner’s dilemma competitions”. In: *IEEE Transactions on Computational Intelligence and AI in Games* 3.4 (2011), pp. 348–360.
- [23] Jiawei Li and Graham Kendall. “A strategy with novel evolutionary features for the iterated prisoner’s dilemma.” In: *Evolutionary Computation* 17.2 (2009), pp. 257–274. ISSN: 1063-6560. DOI: 10.1162/evco.2009.17.2.257. URL: <http://www.ncbi.nlm.nih.gov/pubmed/19413490>.
- [24] Jiawei Li and Graham Kendall. “The effect of memory size on the evolutionary stability of strategies in iterated prisoner’s dilemma”. In: *IEEE Transactions on Evolutionary Computation* 18.6 (2014), pp. 819–826. DOI: 10.1109/TEVC.2013.2286492.
- [25] LIFL. *PRISON*. <http://www.lifl.fr/IPD/ipd.frame.html>. 2008.
- [26] Philippe Mathieu and Jean-Paul Delahaye. “New Winning Strategies for the Iterated Prisoner’s Dilemma (Extended Abstract)”. In: *14th International Conference on Autonomous Agents and Multiagent Systems (AAMAS 2015)* (2015), pp. 1665–1666. ISSN: 15582914.
- [27] Shashi Mittal and Kalyanmoy Deb. “Optimal strategies of the iterated prisoner’s dilemma problem for multiple conflicting objectives”. In: *IEEE Transactions on Evolutionary Computation* 13.3 (2009), pp. 554–565.
- [28] John H Nachbar. “Evolution in the finitely repeated prisoner’s dilemma”. In: *Journal of Economic Behavior & Organization* 19.3 (1992), pp. 307–326.
- [29] Martin A Nowak and Karl Sigmund. “A strategy of win-stay, lose-shift that outperforms tit-for-tat in the Prisoner’s Dilemma game.” In: *Nature* 364.6432 (1993), pp. 56–58. ISSN: 0028-0836. DOI: 10.1038/364056a0.
- [30] W. H. Press and F. J. Dyson. “Iterated Prisoner’s Dilemma contains strategies that dominate any evolutionary opponent”. In: *Proceedings of the National Academy of Sciences* 109.26 (May 2012), pp. 10409–10413. DOI: 10.1073/pnas.1206569109.
- [31] Arthur J Robson. “Efficiency in evolutionary games: Darwin, Nash and the secret handshake”. In: *Journal of theoretical Biology* 144.3 (1990), pp. 379–396.

- [32] Lars Roemheld. “Evolutionary Extortion and Mischief: Zero Determinant strategies in iterated 2x2 games”. In: *arXiv preprint arXiv:1308.2576* (2013).
- [33] Wolfgang Slany, Wolfgang Kienreich, et al. “On some winning strategies for the Iterated Prisoners Dilemma, or, Mr. Nice Guy and the Cosa Nostra”. In: *The iterated prisoners dilemma* 20 (2007), p. 171.
- [34] A. J. Stewart and J. B. Plotkin. “Extortion and cooperation in the Prisoner’s Dilemma”. In: *Proceedings of the National Academy of Sciences* 109.26 (June 2012), pp. 10134–10135. DOI: 10.1073/pnas.1208087109.
- [35] Elpida Tzafestas. “Toward adaptive cooperative behavior”. In: *Proceedings of the Simulation of Adaptive Behavior Conference*. Citeseer. 2000, pp. 334–340.
- [36] Unkwown. *www.prisoners-dilemma.com*. <http://www.prisoners-dilemma.com/>. 2017.
- [37] Pieter Van den Berg and Franz J Weissing. “The importance of mechanisms for the evolution of cooperation”. In: *Proc. R. Soc. B*. Vol. 282. 1813. The Royal Society. 2015, p. 20151382.
- [38] Jianzhong Wu and Robert Axelrod. “How to cope with noise in the iterated prisoner’s dilemma”. In: *Journal of Conflict resolution* 39.1 (1995), pp. 183–189.
- [39] *Zoo of strategies*. 2011. URL: http://lesswrong.com/lw/7f2/prisoners_dilemma_tournament_results/.