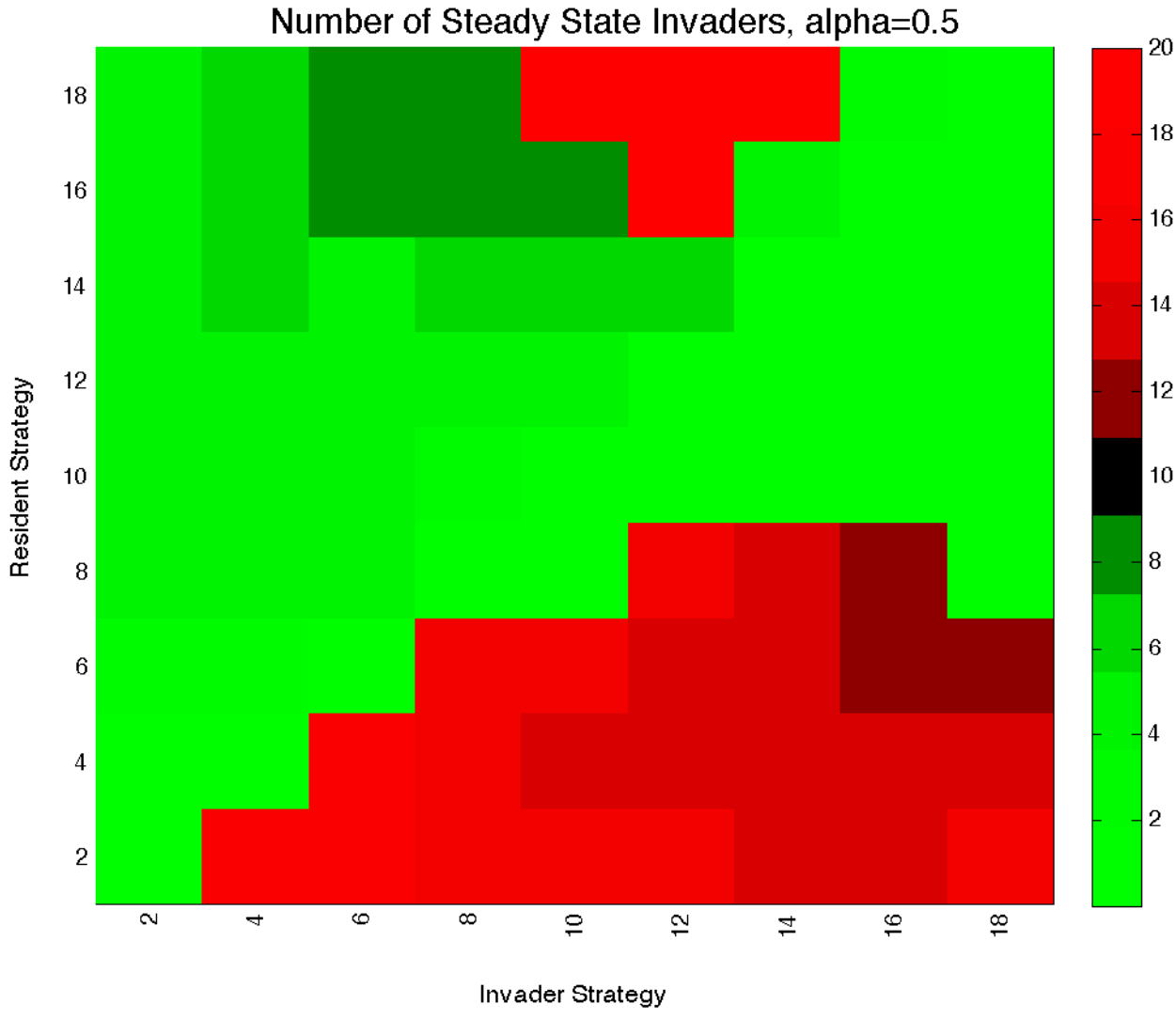
Number of Steady State Invaders, alpha=0.5
Resident Strategy
Invader Strategy
2
4
6
8
10
12
14
16
18
20