

We can decompose $\dot{\delta} \simeq \sum_{k=0} \dot{\delta}^{(k)}$ and $\dot{\epsilon} \simeq \sum_{k=0} \dot{\epsilon}^{(k)}$ as

$$\dot{\delta}^{(0)} = +x^* \tilde{x}^* \frac{\partial u^{\text{st}(1)}}{\partial \delta}, \quad (\text{A59})$$

$$\dot{\delta}^{(1)} = +x^* \tilde{x}^* \frac{\partial u^{\text{st}(2)}}{\partial \delta} - (x^* - \tilde{x}^*) \delta \circ \frac{\partial u^{\text{st}(1)}}{\partial \delta}, \quad (\text{A60})$$

$$\dot{\delta}^{(2)} = +x^* \tilde{x}^* \frac{\partial u^{\text{st}(3)}}{\partial \delta} - (x^* - \tilde{x}^*) \delta \circ \frac{\partial u^{\text{st}(2)}}{\partial \delta} + \delta \circ \delta \circ \frac{\partial u^{\text{st}(1)}}{\partial \delta}, \quad (\text{A61})$$

$$\dot{\delta}^{(3)} = +x^* \tilde{x}^* \frac{\partial u^{\text{st}(4)}}{\partial \delta} - (x^* - \tilde{x}^*) \delta \circ \frac{\partial u^{\text{st}(3)}}{\partial \delta} + \delta \circ \delta \circ \frac{\partial u^{\text{st}(2)}}{\partial \delta}, \quad (\text{A62})$$

$$\dot{\epsilon}^{(0)} = -y^* \tilde{y}^* \frac{\partial u^{\text{st}(1)}}{\partial \epsilon}, \quad (\text{A63})$$

$$\dot{\epsilon}^{(1)} = -y^* \tilde{y}^* \frac{\partial u^{\text{st}(2)}}{\partial \epsilon} + (y^* - \tilde{y}^*) \epsilon \circ \frac{\partial u^{\text{st}(1)}}{\partial \epsilon}, \quad (\text{A64})$$

$$\dot{\epsilon}^{(2)} = -y^* \tilde{y}^* \frac{\partial u^{\text{st}(3)}}{\partial \epsilon} + (y^* - \tilde{y}^*) \epsilon \circ \frac{\partial u^{\text{st}(2)}}{\partial \epsilon} - \epsilon \circ \epsilon \circ \frac{\partial u^{\text{st}(1)}}{\partial \epsilon}, \quad (\text{A65})$$

$$\dot{\epsilon}^{(3)} = -y^* \tilde{y}^* \frac{\partial u^{\text{st}(4)}}{\partial \epsilon} + (y^* - \tilde{y}^*) \epsilon \circ \frac{\partial u^{\text{st}(3)}}{\partial \epsilon} - \epsilon \circ \epsilon \circ \frac{\partial u^{\text{st}(2)}}{\partial \epsilon}. \quad (\text{A66})$$

In cases of one-memory penny-matching games, the solution is obtained if we substitute

$$x^* = \frac{1}{2} \mathbf{1}, \quad y^* = \frac{1}{2} \mathbf{1}, \quad p^* = \frac{1}{4} \mathbf{1}. \quad (\text{A67})$$

B.3 Method to Calculate the Stationary State

Regarding **Section 5.1**, we use an analytical solution of the stationary state, which is known only in the case of two-action one-memory games as

$$p_1^{\text{st}} = k \{ (x_4 + (x_3 - x_4)y_3)(y_4 + (y_2 - y_4)x_2) - x_3y_2(x_2 - x_4)(y_3 - y_4) \}, \quad (\text{A68})$$

$$p_2^{\text{st}} = k \{ (x_4 + (x_3 - x_4)y_4)(\tilde{y}_3 - (y_1 - y_3)x_1) - x_4\tilde{y}_1(x_1 - x_3)(y_3 - y_4) \}, \quad (\text{A69})$$

$$p_3^{\text{st}} = k \{ (\tilde{x}_2 - (x_1 - x_2)y_1)(y_4 + (y_2 - y_4)x_4) - \tilde{x}_1y_4(x_2 - x_4)(y_1 - y_2) \}, \quad (\text{A70})$$

$$p_4^{\text{st}} = k \{ (\tilde{x}_2 - (x_1 - x_2)y_2)(\tilde{y}_3 - (y_1 - y_3)x_3) - \tilde{x}_2\tilde{y}_3(x_1 - x_3)(y_1 - y_2) \}, \quad (\text{A71})$$

$$k = \frac{1}{p_1^{\text{st}} + p_2^{\text{st}} + p_3^{\text{st}} + p_4^{\text{st}}}, \quad (\text{A72})$$

under the notation in Assumption 1.

In other parts (**Sections 5.2** and **5.3**), we calculate the stationary state of a Markov transition matrix \mathbf{M} by the power iteration method. Compared to the analytical solution \mathbf{p}^{st} , the computational solution $\hat{\mathbf{p}}^{\text{st}}$ is accurate except for 10^{-9} error in L^2 norm (i.e., $\|\hat{\mathbf{p}}^{\text{st}} - \mathbf{p}^{\text{st}}\|_2 \leq 10^{-9}$).