

Table S1

Equivalence of deploying an *other-repeat* strategy (also Cournot's Second Best Response) and an unnatural *self-outcome* strategy

TRIAL n		STRATEGY	TRIAL n+1	TRIAL n	STRATEGY	TRIAL n+1
Other	Self	<i>Other-cycle</i>	Self	Outcome	<i>Self-outcome</i>	Self
Rock	Paper	REPEAT	Rock	Win	WIN-DOWNGRADE	Rock
Rock	Scissors	REPEAT	Rock	Lose	LOSE-UPGRADE	Rock
Rock	Rock	REPEAT	Rock	Draw	DRAW-REPEAT	Rock
Paper	Scissors	REPEAT	Paper	Win	WIN-DOWNGRADE	Paper
Paper	Rock	REPEAT	Paper	Lose	LOSE-UPGRADE	Paper
Paper	Paper	REPEAT	Paper	Draw	DRAW-REPEAT	Paper
Scissors	Rock	REPEAT	Scissors	Win	WIN-DOWNGRADE	Scissors
Scissors	Paper	REPEAT	Scissors	Lose	LOSE-UPGRADE	Scissors
Scissors	Scissors	REPEAT	Scissors	Draw	DRAW-REPEAT	Scissors

Table S2

Equivalence of deploying an *other-downgrade* strategy (also Cournot's Worse Response) and an unnatural *self-outcome* strategy

TRIAL n		STRATEGY	TRIAL n+1	TRIAL n	STRATEGY	TRIAL n+1
Other	Self	<i>Other-cycle</i>	<i>Self</i>	Outcome	<i>Self-outcome</i>	Self
Rock	Paper	DOWNGRADE	Scissors	Win	WIN-UPGRADE	Scissors
Rock	Scissors	DOWNGRADE	Scissors	Lose	LOSE-REPEAT	Scissors
Rock	Rock	DOWNGRADE	Scissors	Draw	DRAW-DOWNGRADE	Scissors
Paper	Scissors	DOWNGRADE	Rock	Win	WIN-UPGRADE	Rock
Paper	Rock	DOWNGRADE	Rock	Lose	LOSE-REPEAT	Rock
Paper	Paper	DOWNGRADE	Rock	Draw	DRAW-DOWNGRADE	Rock
Scissors	Rock	DOWNGRADE	Paper	Win	WIN-UPGRADE	Paper
Scissors	Paper	DOWNGRADE	Paper	Lose	LOSE-REPEAT	Paper
Scissors	Scissors	DOWNGRADE	Paper	Draw	DRAW-DOWNGRADE	Paper