

The Tit-for-Tat Rule in Games

(Simulation studies indicate Tit-for-tat strategy gives the best expected results)

1. Everyone loses in the jerk game.
2. There are jerks everywhere (about 5%).
3. If you treat everyone as jerks, it will wreck the game and everyone will lose.
4. Treat everyone as if they belong to the other 95% (suffer occasional vulnerability as a price for long-run average best result).
5. If someone acts like a jerk, thump them.
6. If they continue to be jerks, continue to thump them.
7. Don't let jerks wreck the game for everyone else.
8. Arrange future endeavors to exclude jerks.

but...

1. Accept conversions.