A
A: own, B: other's
A: other's, B: own
A: own, B: own
A: other's, B: other's
B
Seamless switches
A is faster → B' target: benevolent
A is faster → A' target: selfish
B is faster → B' target: selfish
B is faster → A' target: benevolent
n-1
n
trial number
Uncoordinated switches
A' target → B switches → B' target: selfish
B' target → A switches → A' target: selfish
A' target → A switches → B' target: benevolent
B' target → B switches → A' target: benevolent
humans
humans with dynamic coordination
macaques late
confederate-trained macaques FC
C
Challenge initiation
Benevolent
Selfish
Faster selects other (per 100 trials)
Faster selects own (per 100 trials)
D
Challenge resolutions
Faster selects other (per 100 trials)
Faster selects own (per 100 trials)