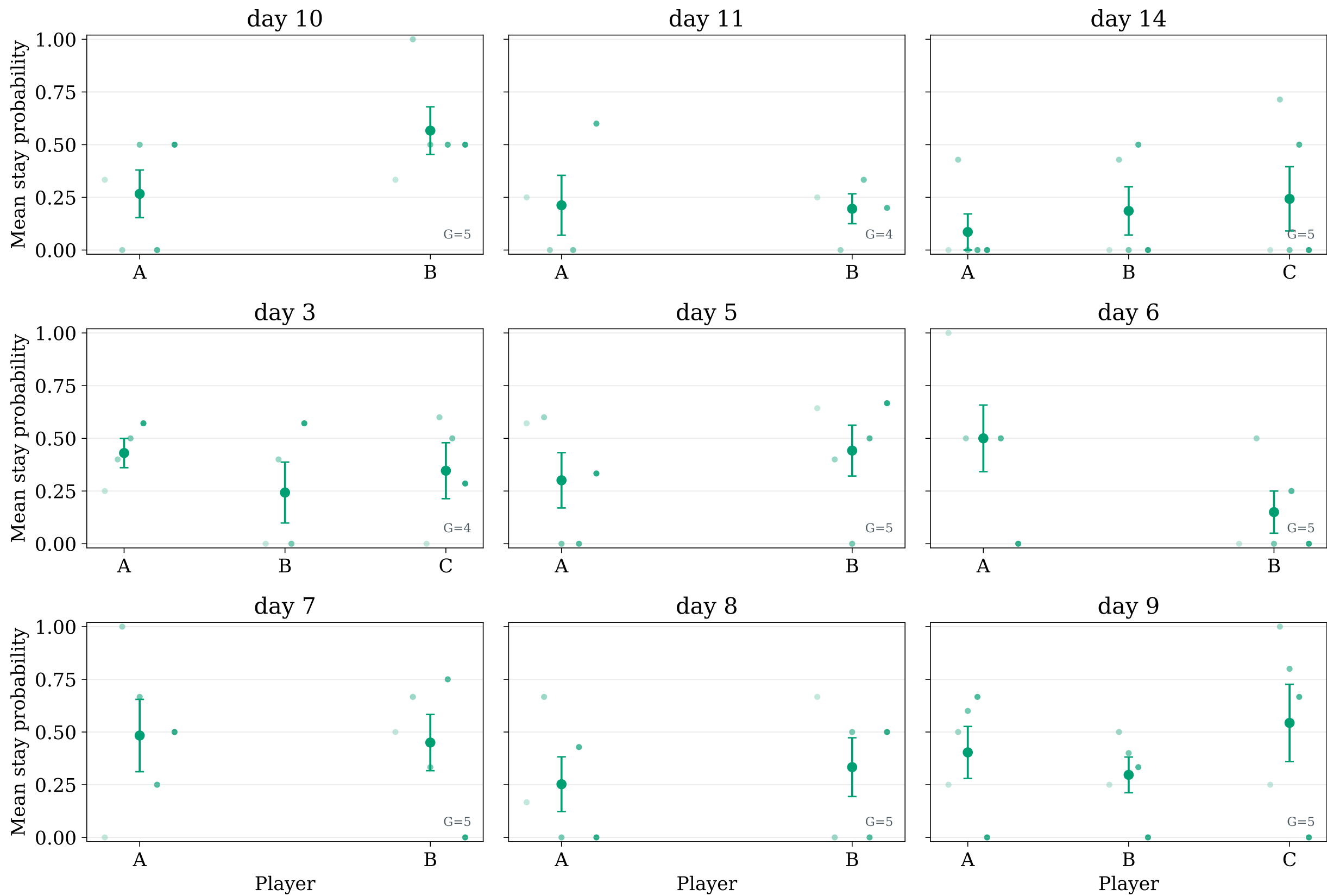


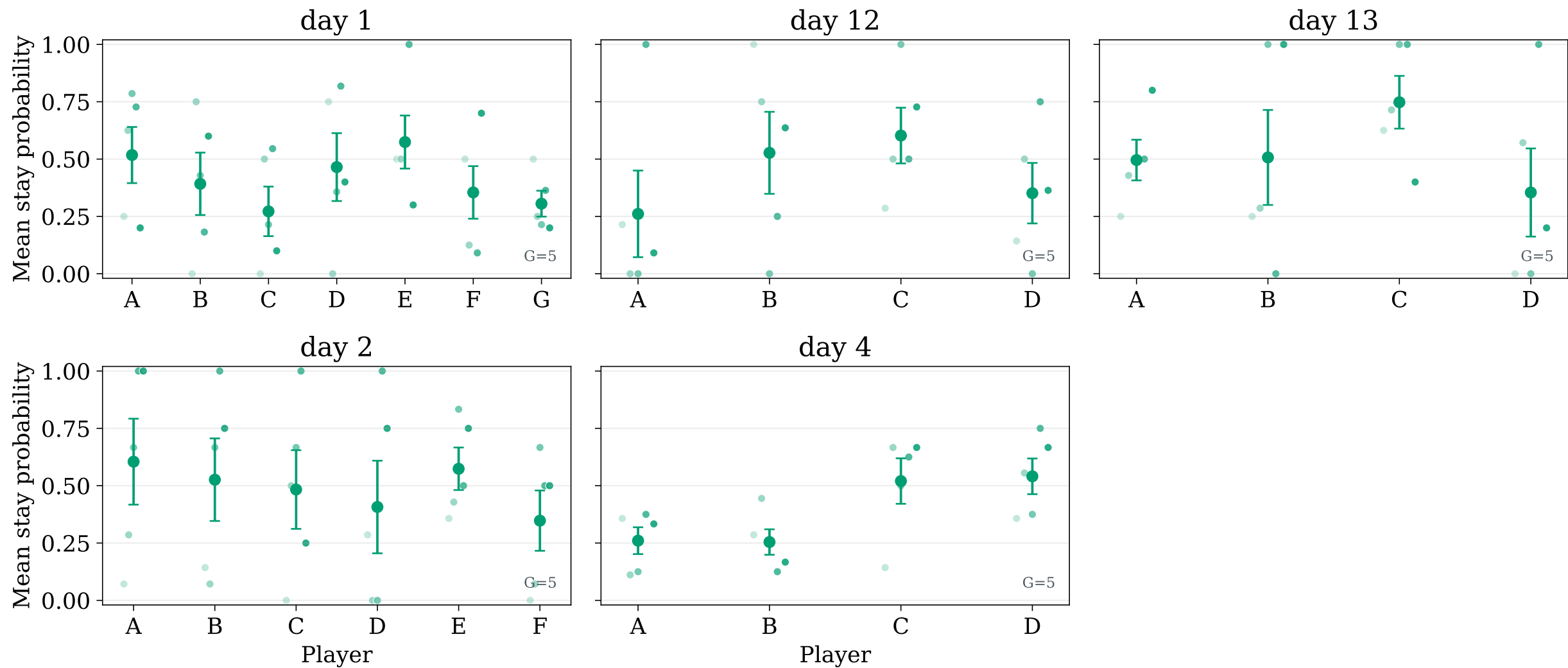
Humans | Small numerical sessions

Points: per-game stay probability (game 1 lightest, game 5 darkest); markers and error bars: mean $\pm$ SE across games



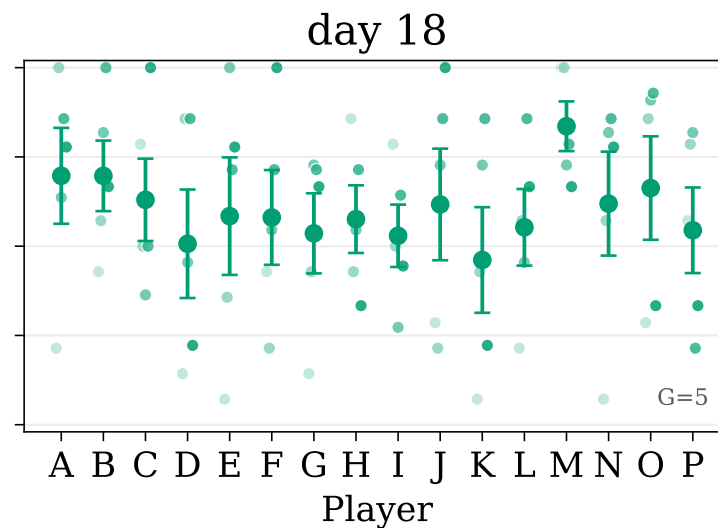
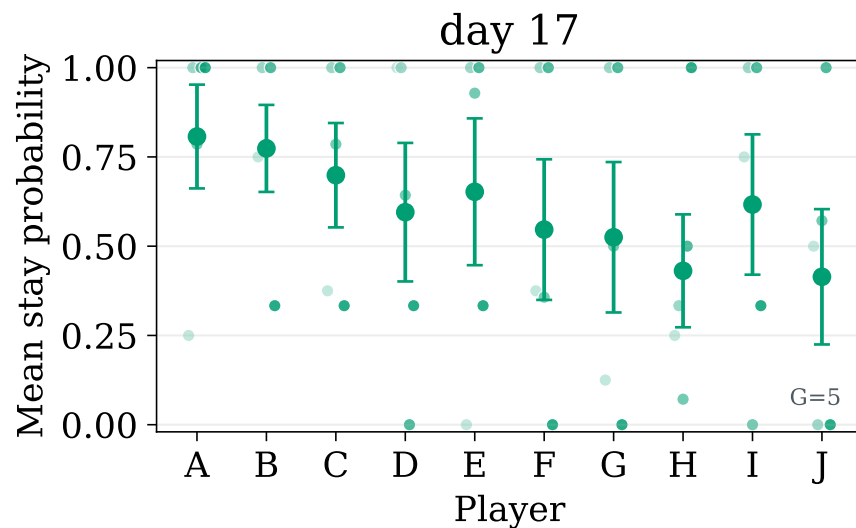
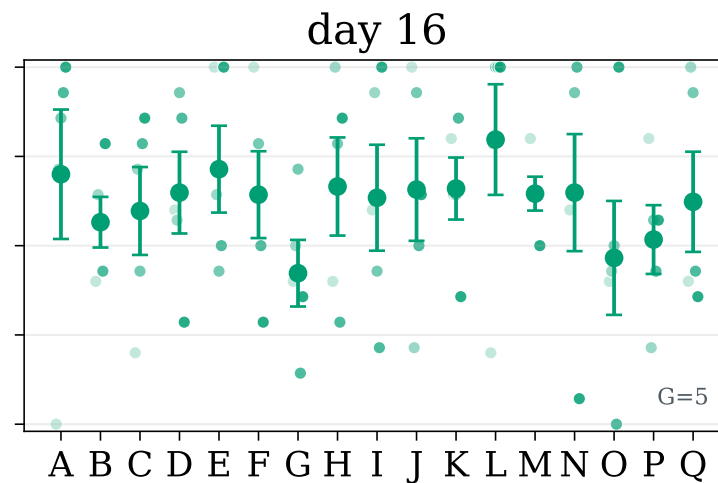
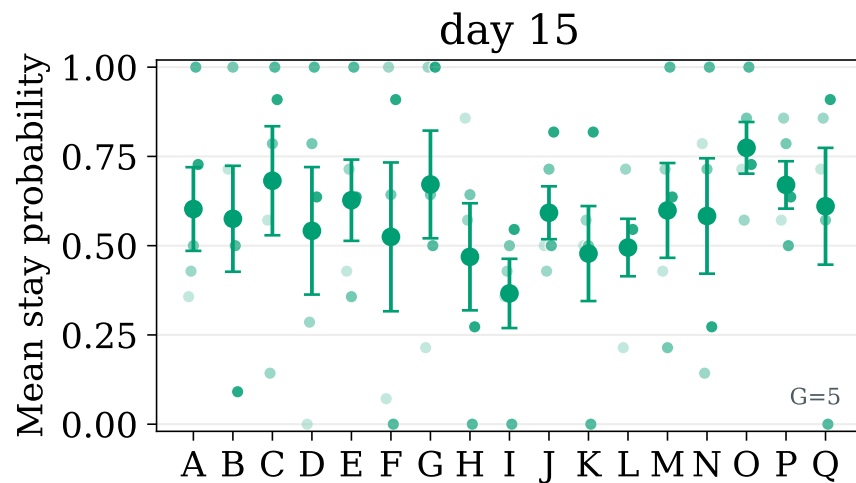
Humans | Medium numerical sessions

Points: per-game stay probability (game 1 lightest, game 5 darkest); markers and error bars: mean $\pm$ SE across games

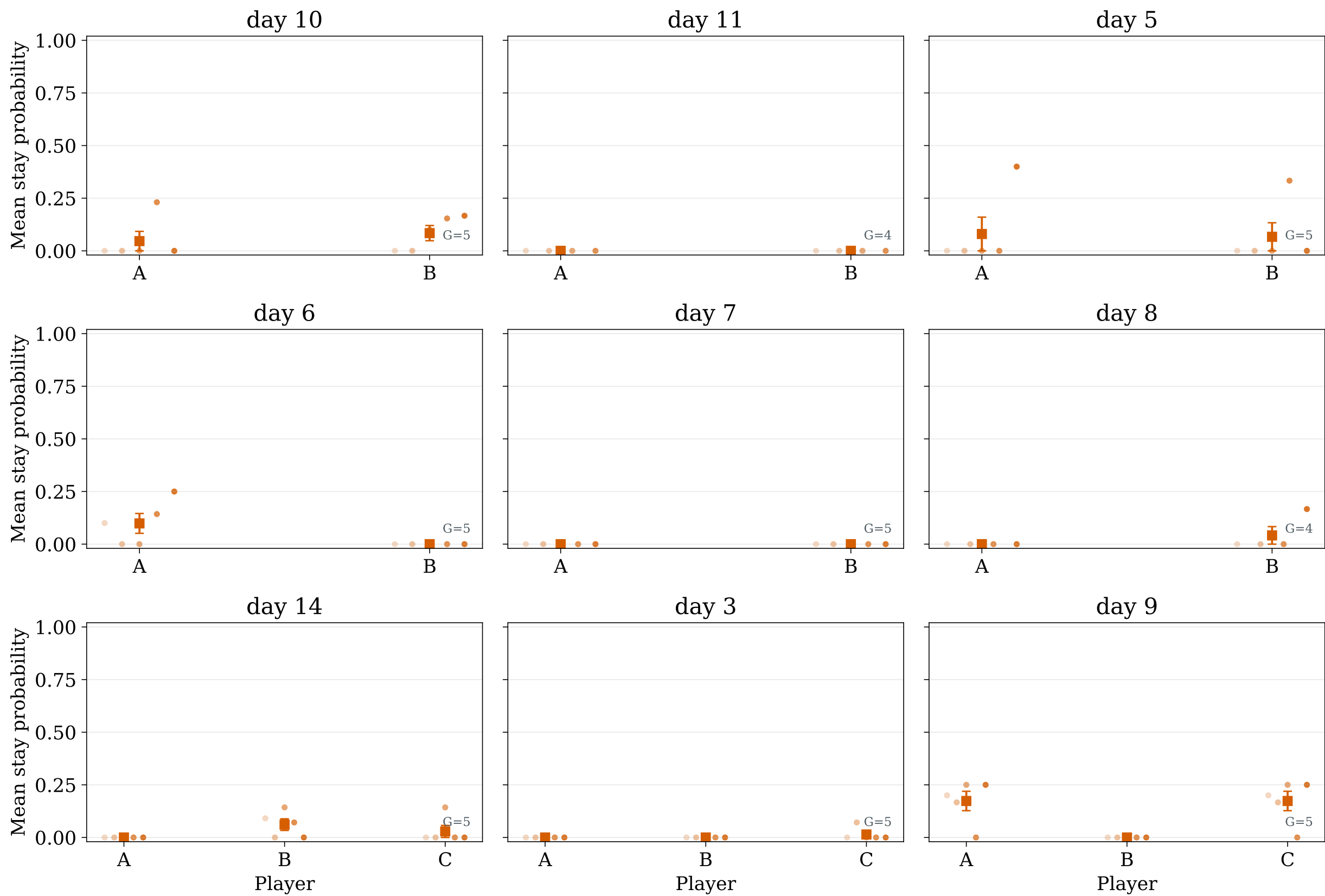


Humans | Large numerical sessions

Points: per-game stay probability (game 1 lightest, game 5 darkest); markers and error bars: mean $\pm$ SE across games

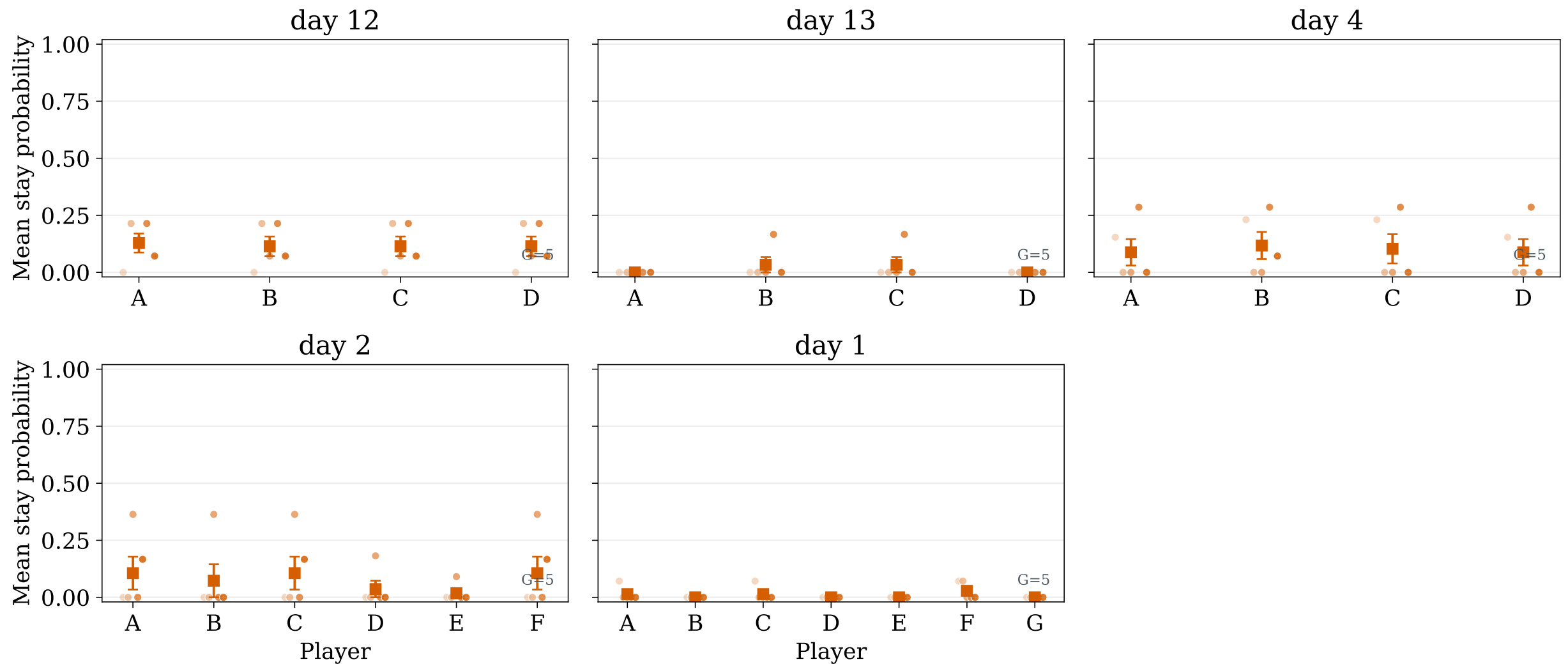


Points: per-game stay probability (game 1 lightest, game 5 darkest); markers and error bars: mean $\pm$ SE across games



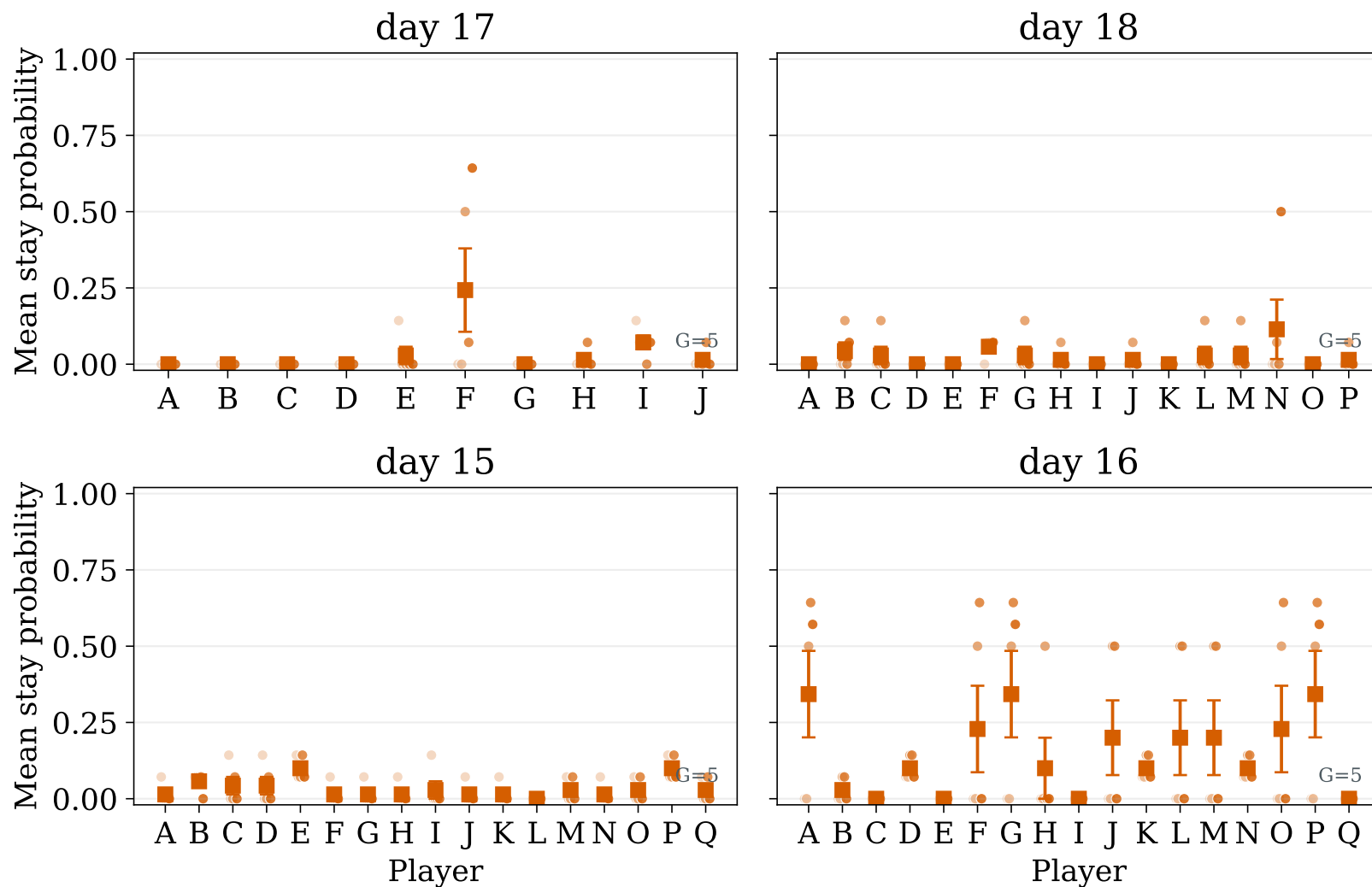
DeepSeek-V3 | Medium numerical sessions

Points: per-game stay probability (game 1 lightest, game 5 darkest); markers and error bars: mean $\pm$ SE across games

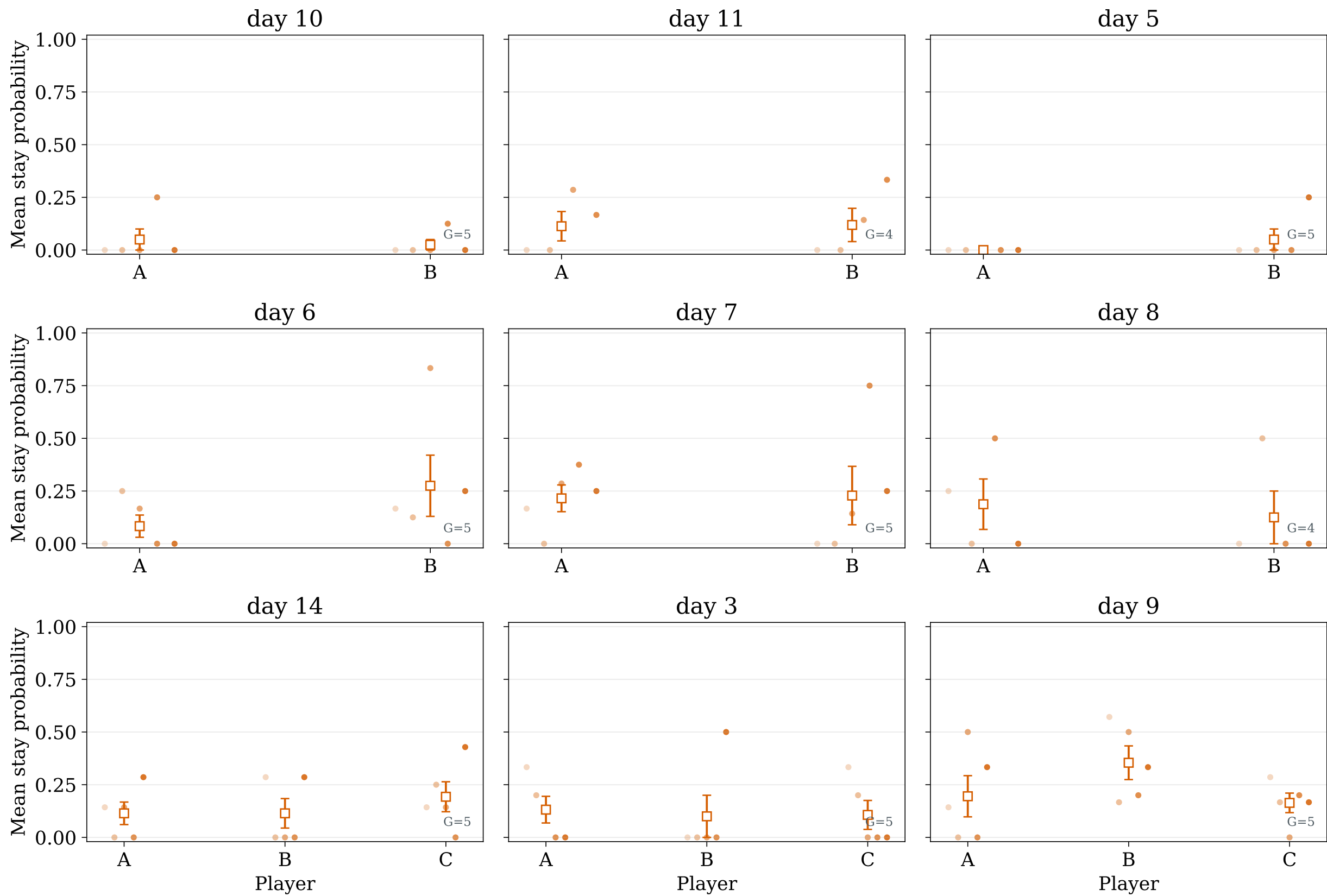


DeepSeek-V3 | Large numerical sessions

Points: per-game stay probability (game 1 lightest, game 5 darkest); markers and error bars: mean $\pm$ SE across games

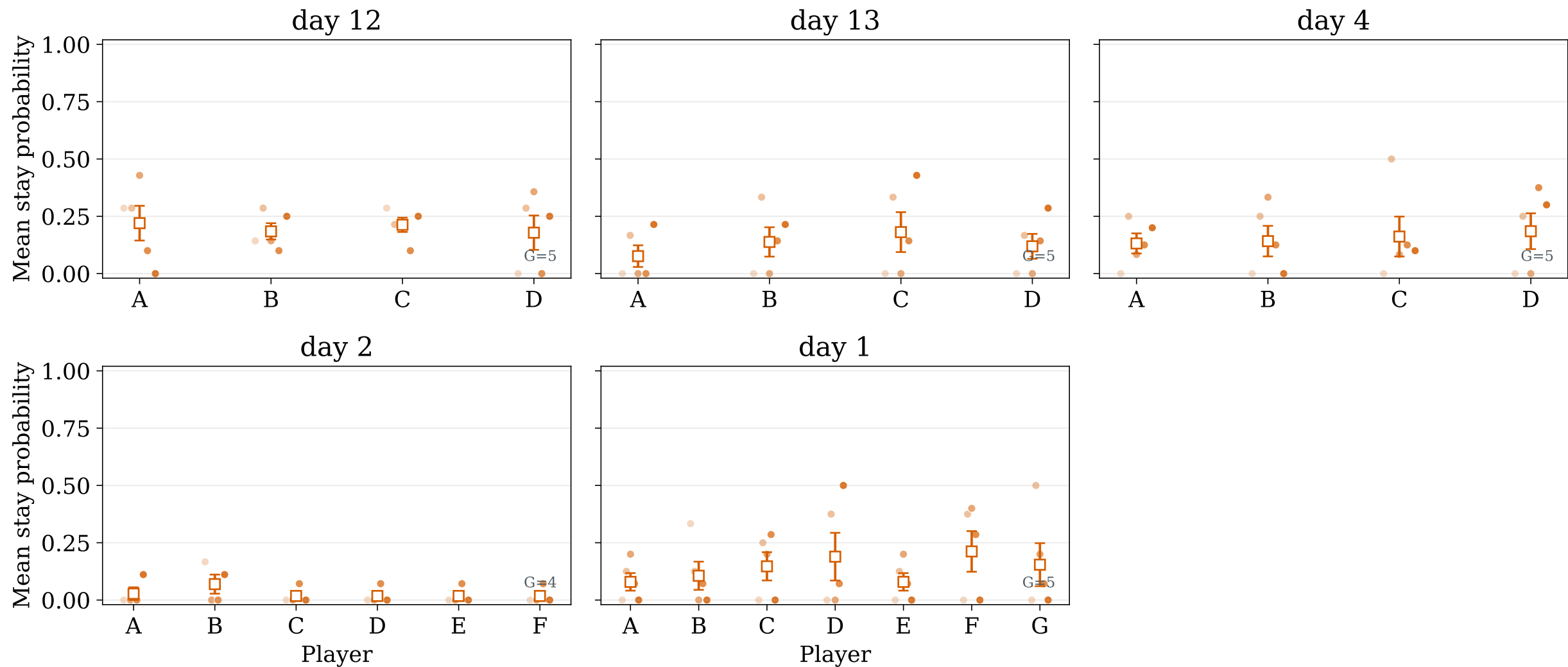


Points: per-game stay probability (game 1 lightest, game 5 darkest); markers and error bars: mean $\pm$ SE across games



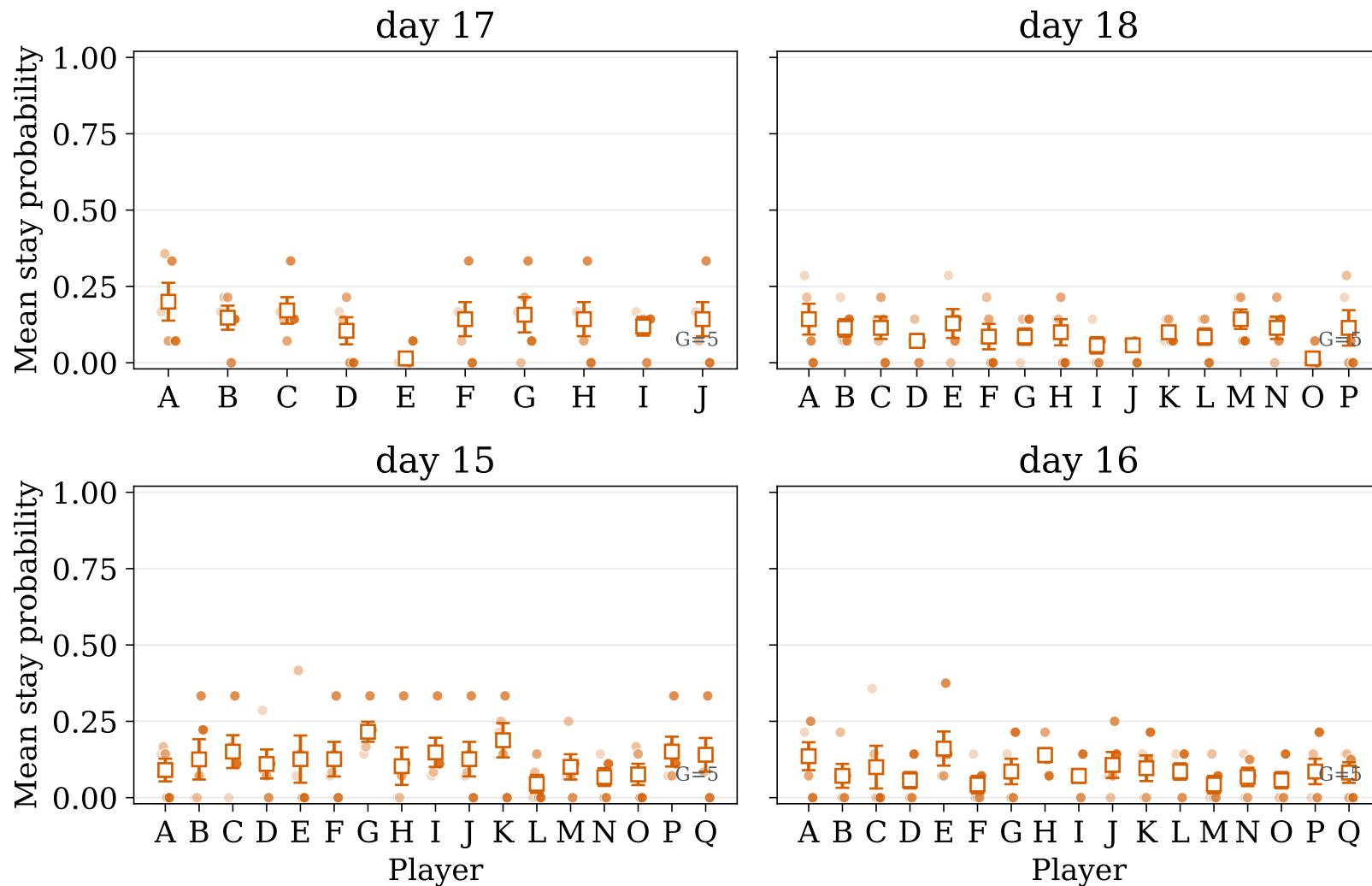
DeepSeek-V3 CoT | Medium numerical sessions

Points: per-game stay probability (game 1 lightest, game 5 darkest); markers and error bars: mean $\pm$ SE across games

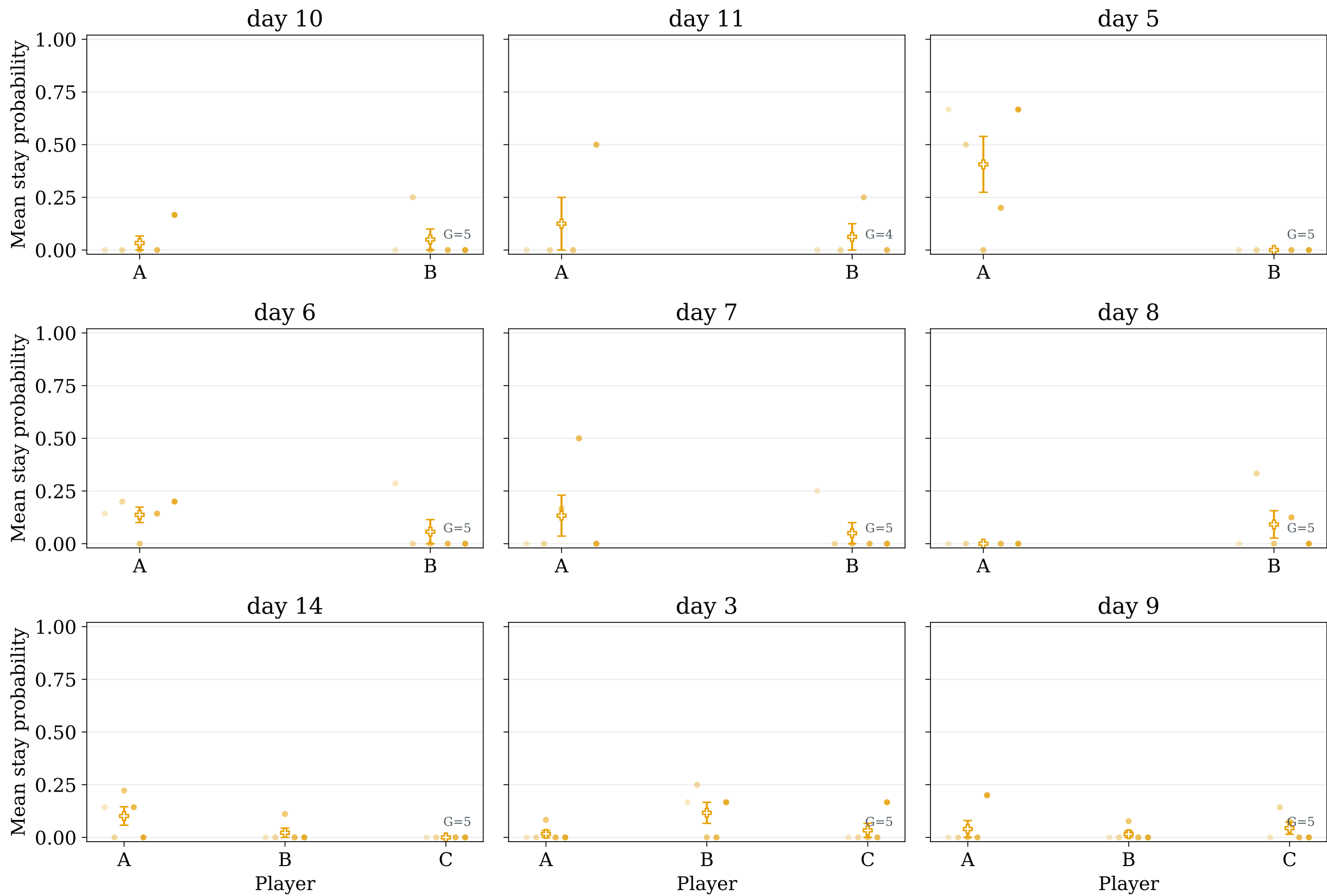


DeepSeek-V3 CoT | Large numerical sessions

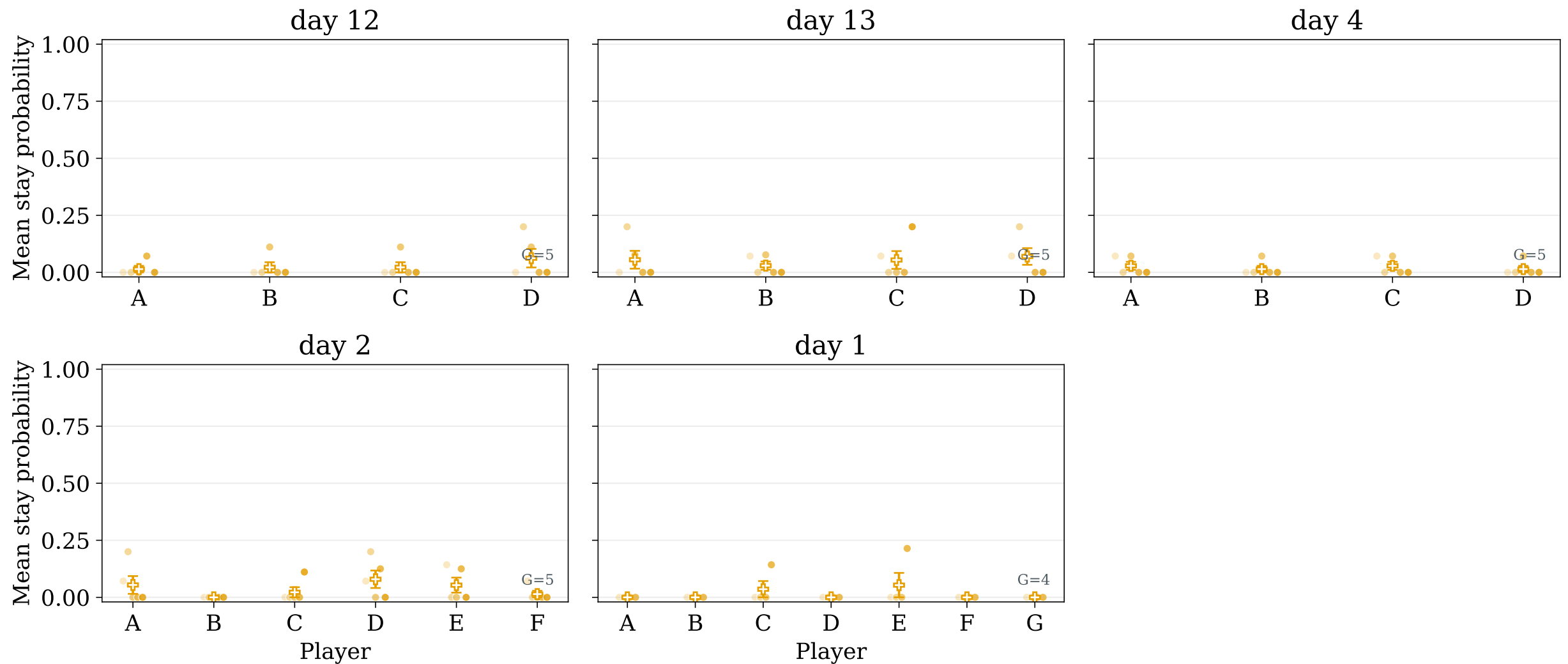
Points: per-game stay probability (game 1 lightest, game 5 darkest); markers and error bars: mean $\pm$ SE across games



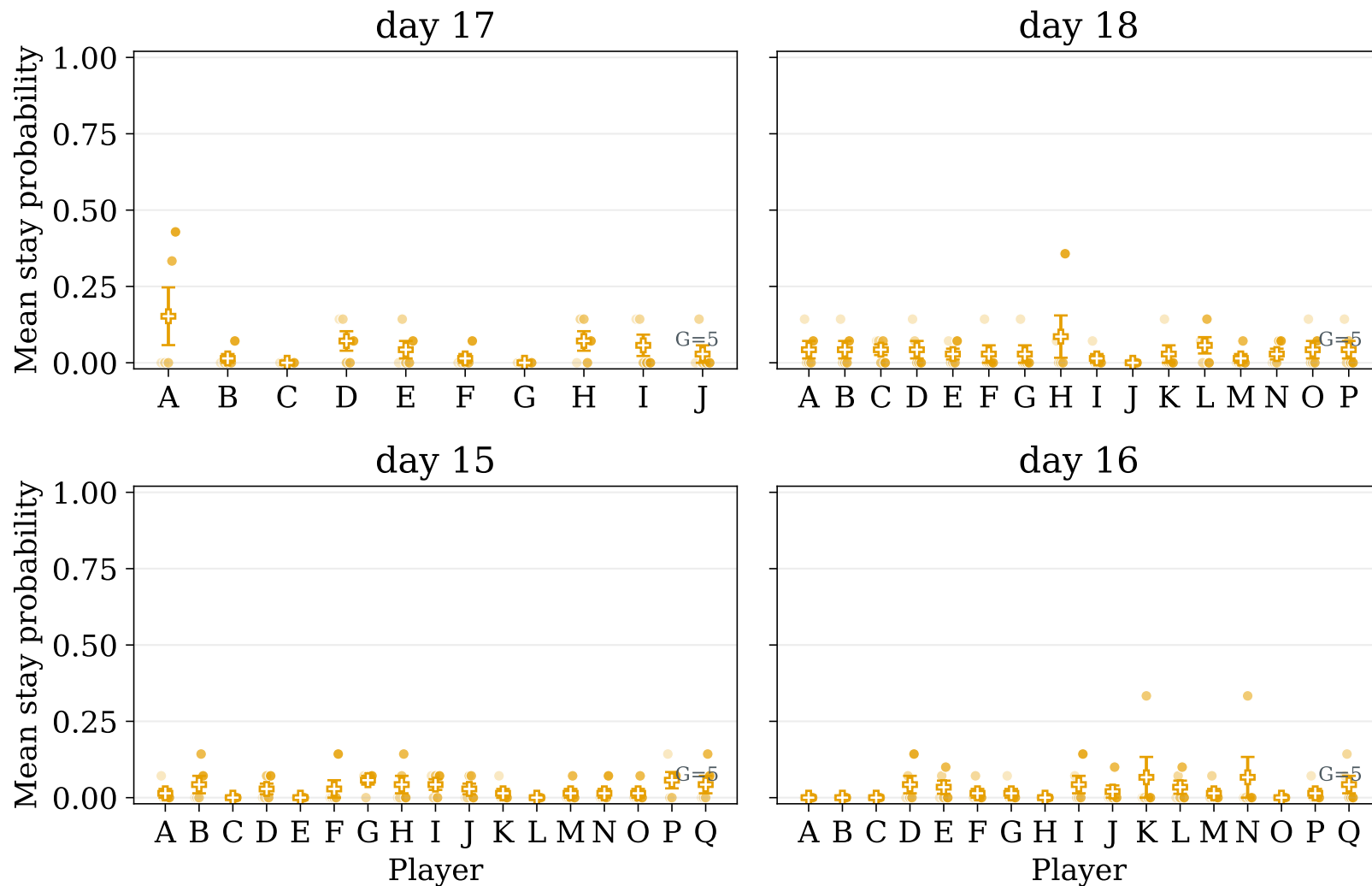
Points: per-game stay probability (game 1 lightest, game 5 darkest); markers and error bars: mean $\pm$ SE across games



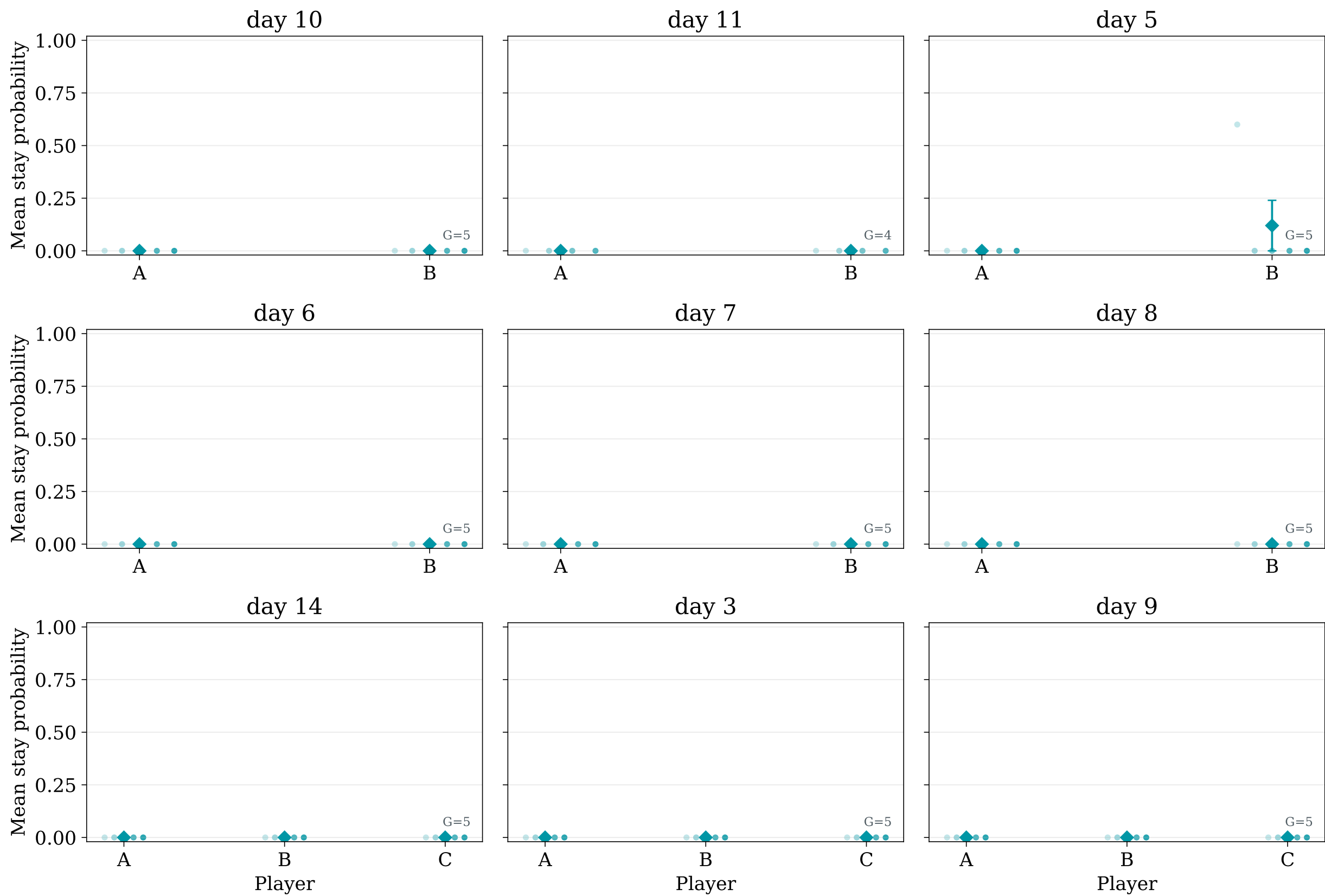
Points: per-game stay probability (game 1 lightest, game 5 darkest); markers and error bars: mean $\pm$ SE across games



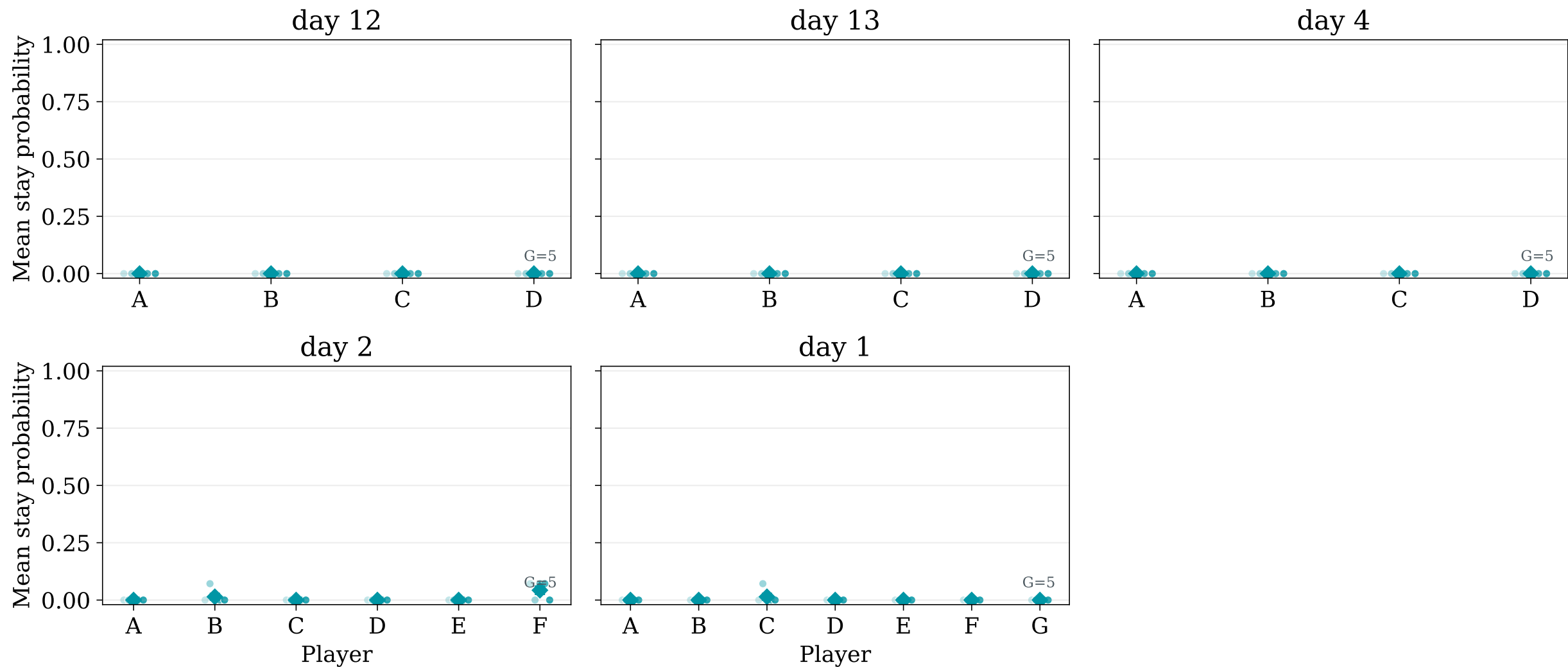
Points: per-game stay probability (game 1 lightest, game 5 darkest); markers and error bars: mean $\pm$ SE across games



Points: per-game stay probability (game 1 lightest, game 5 darkest); markers and error bars: mean $\pm$ SE across games

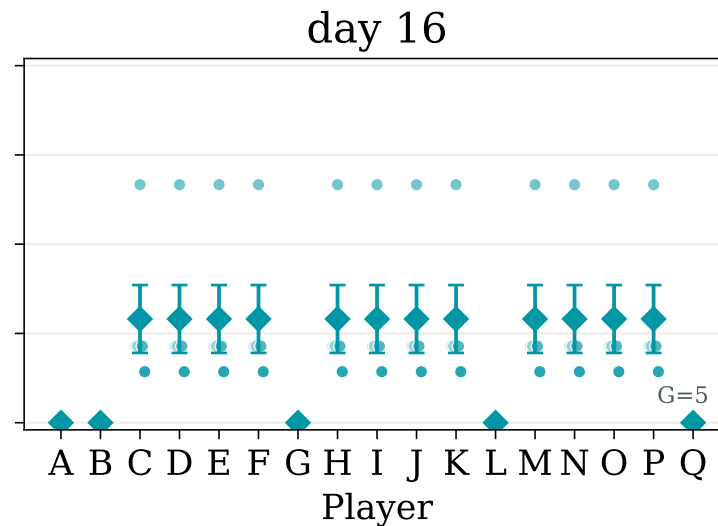
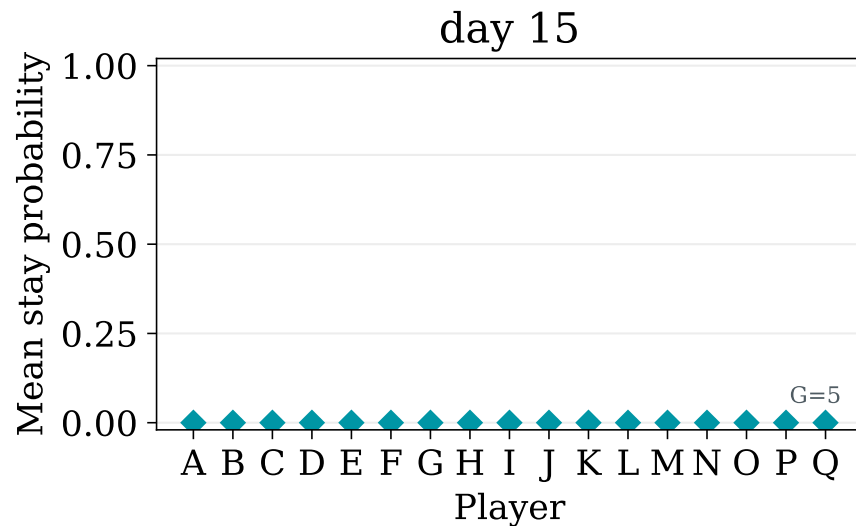
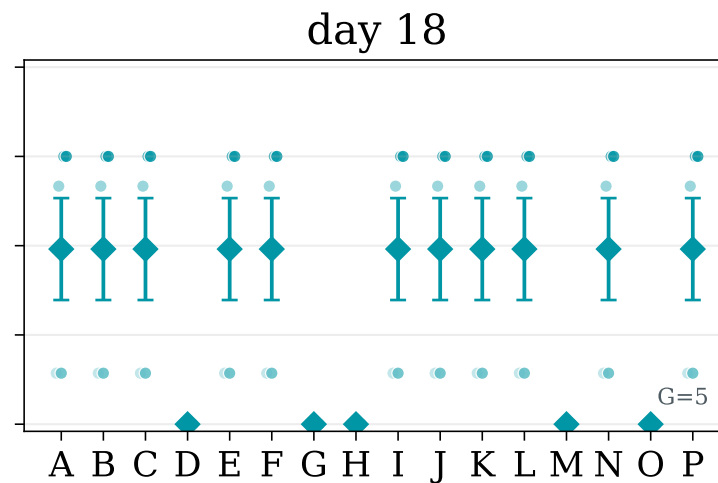
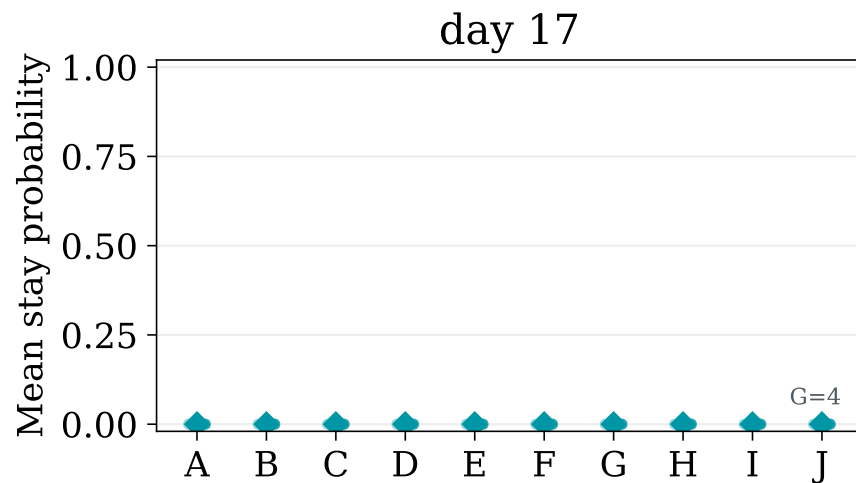


Points: per-game stay probability (game 1 lightest, game 5 darkest); markers and error bars: mean $\pm$ SE across games

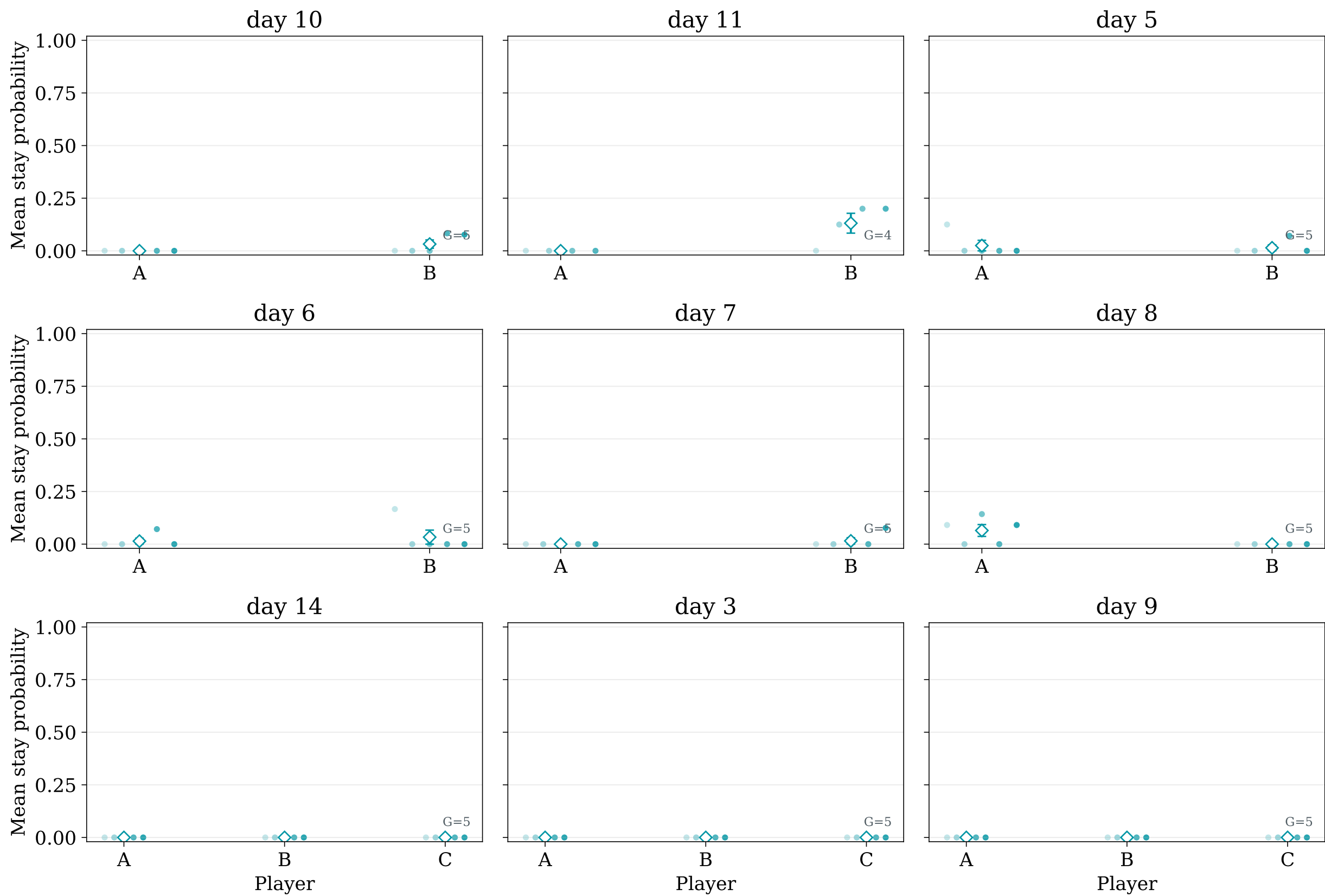


Gemini 2.0 Flash | Large numerical sessions

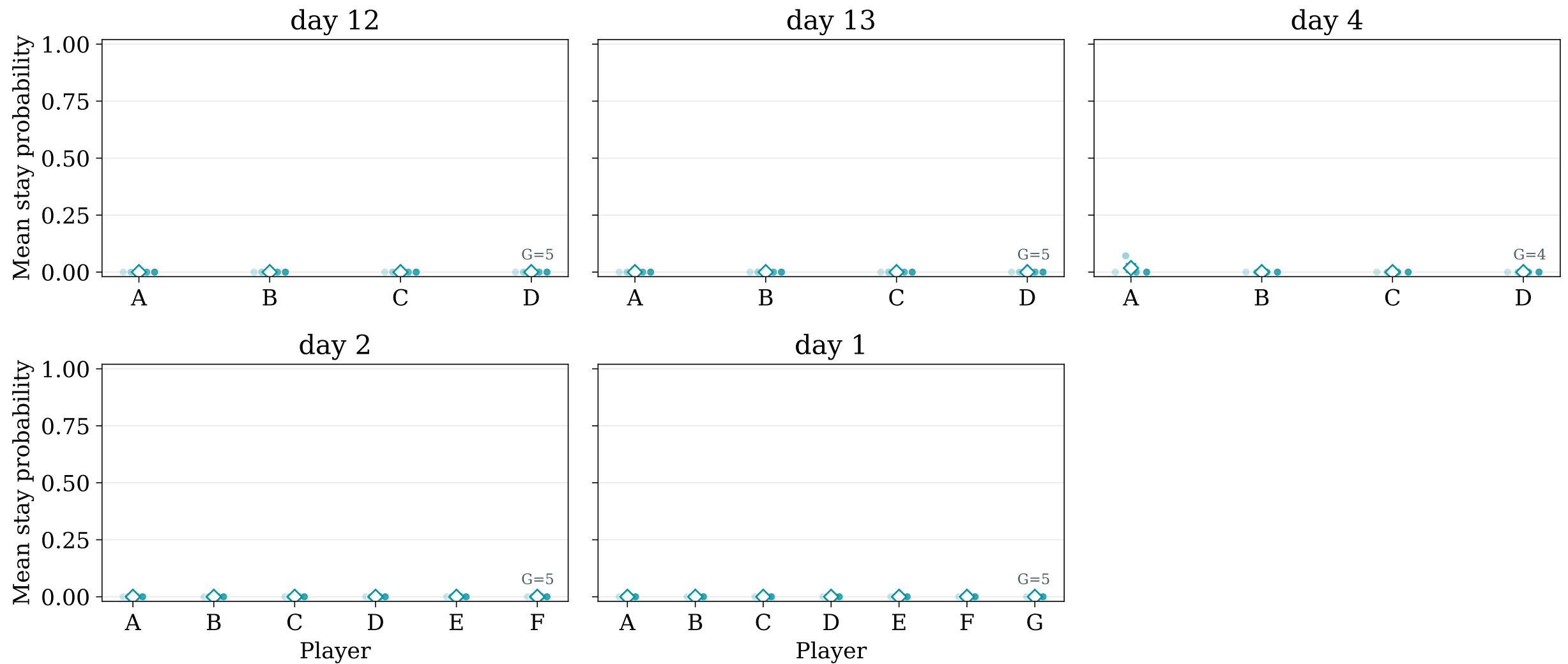
Points: per-game stay probability (game 1 lightest, game 5 darkest); markers and error bars: mean $\pm$ SE across games



Points: per-game stay probability (game 1 lightest, game 5 darkest); markers and error bars: mean $\pm$ SE across games

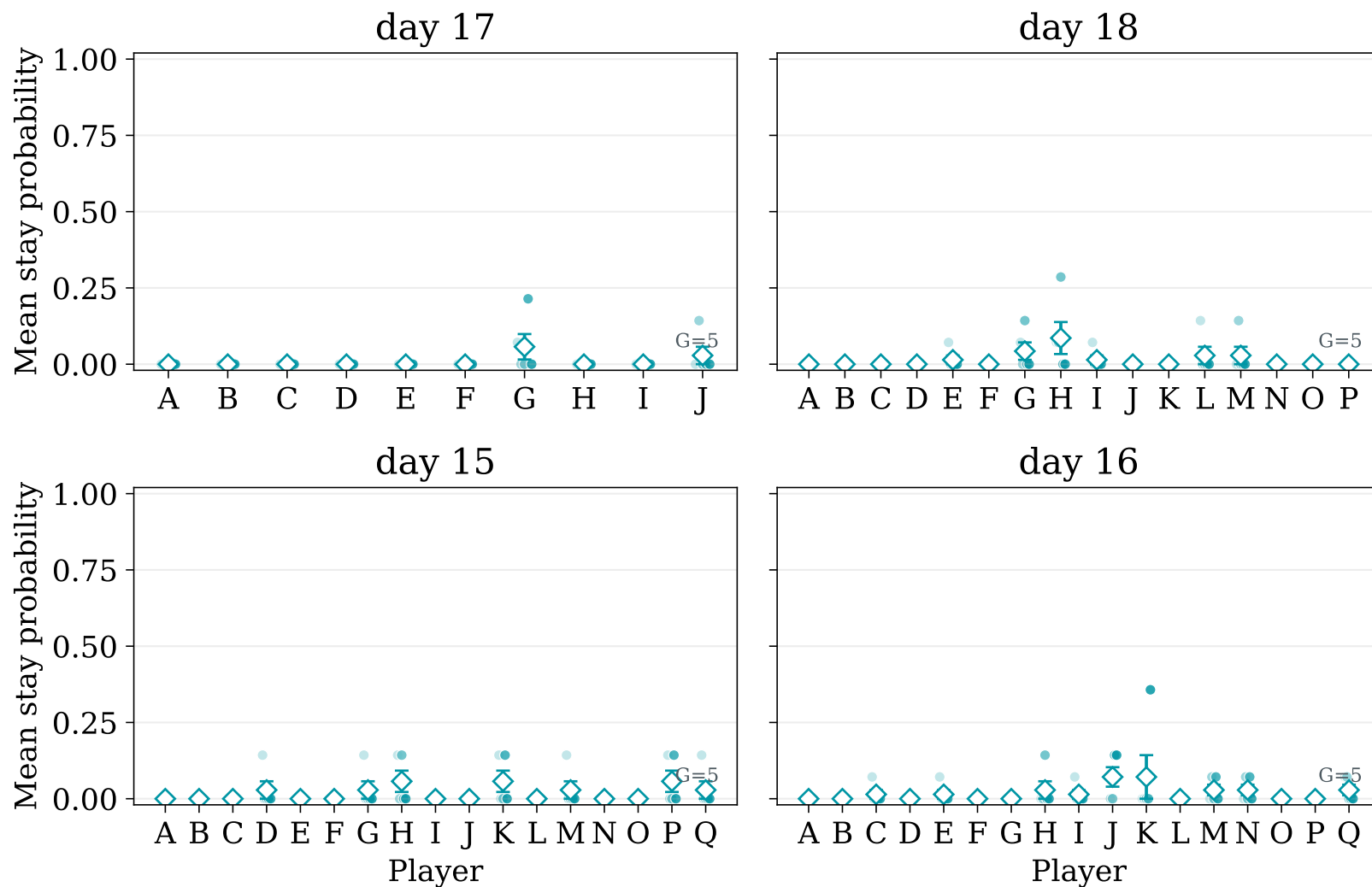


Points: per-game stay probability (game 1 lightest, game 5 darkest); markers and error bars: mean $\pm$ SE across games

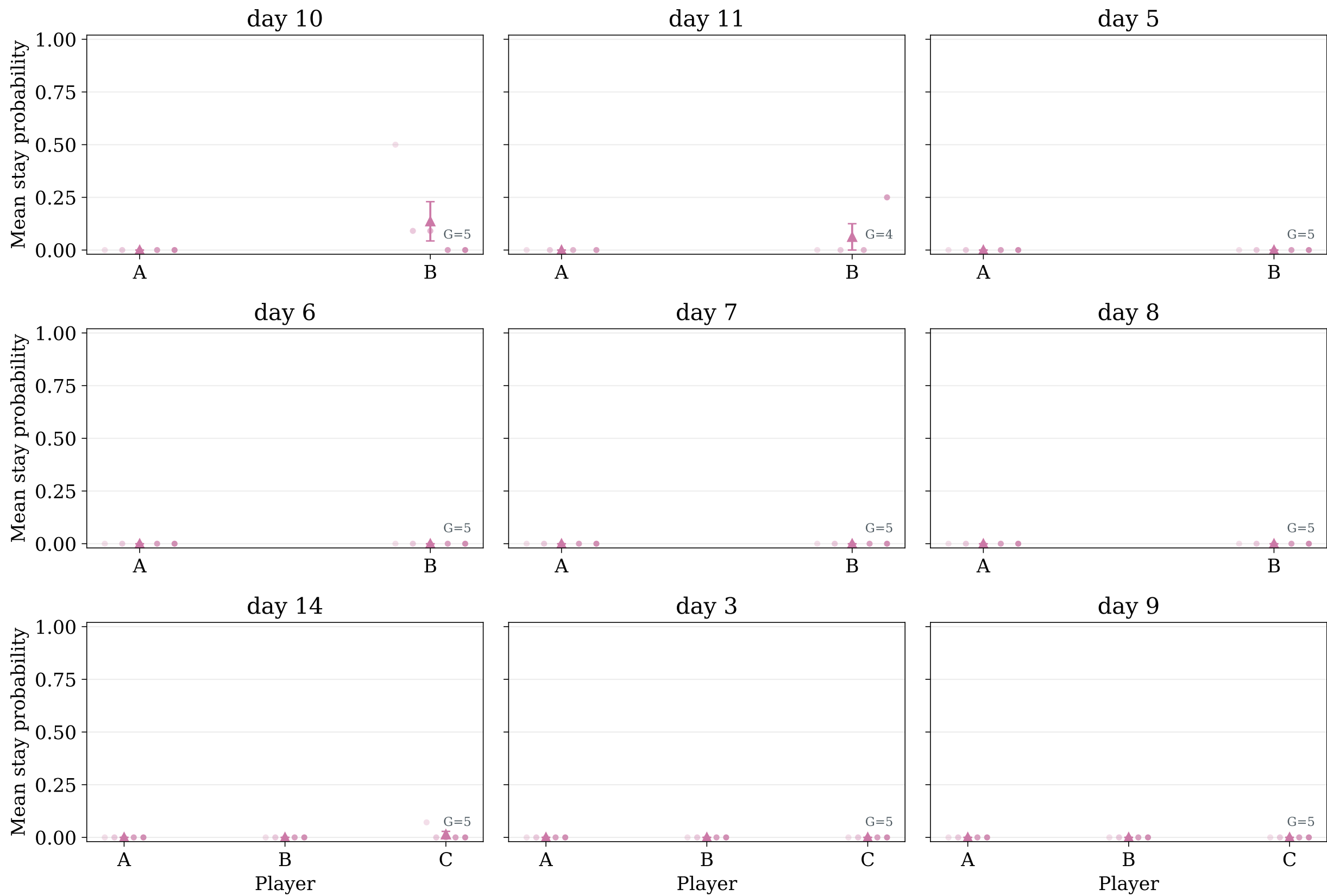


Gemini 2.0 Flash CoT | Large numerical sessions

Points: per-game stay probability (game 1 lightest, game 5 darkest); markers and error bars: mean $\pm$ SE across games

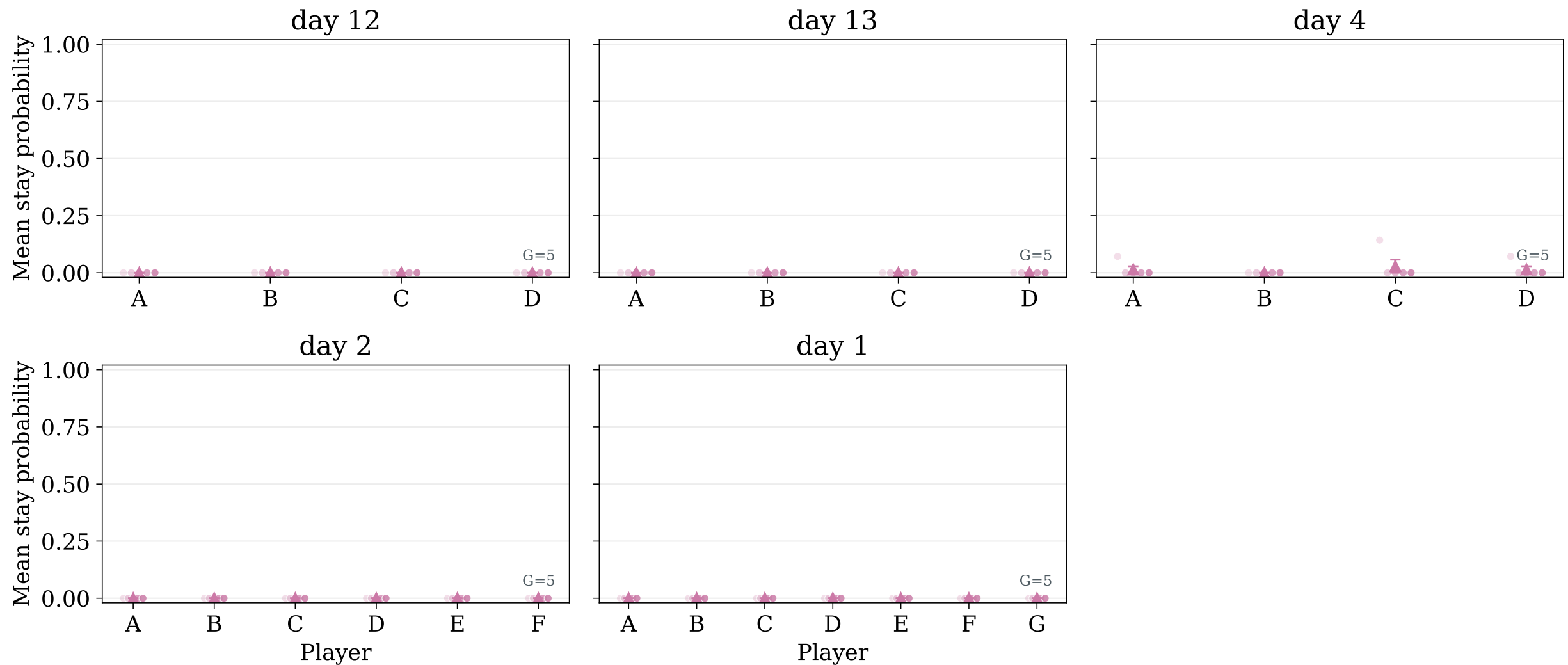


Points: per-game stay probability (game 1 lightest, game 5 darkest); markers and error bars: mean $\pm$ SE across games



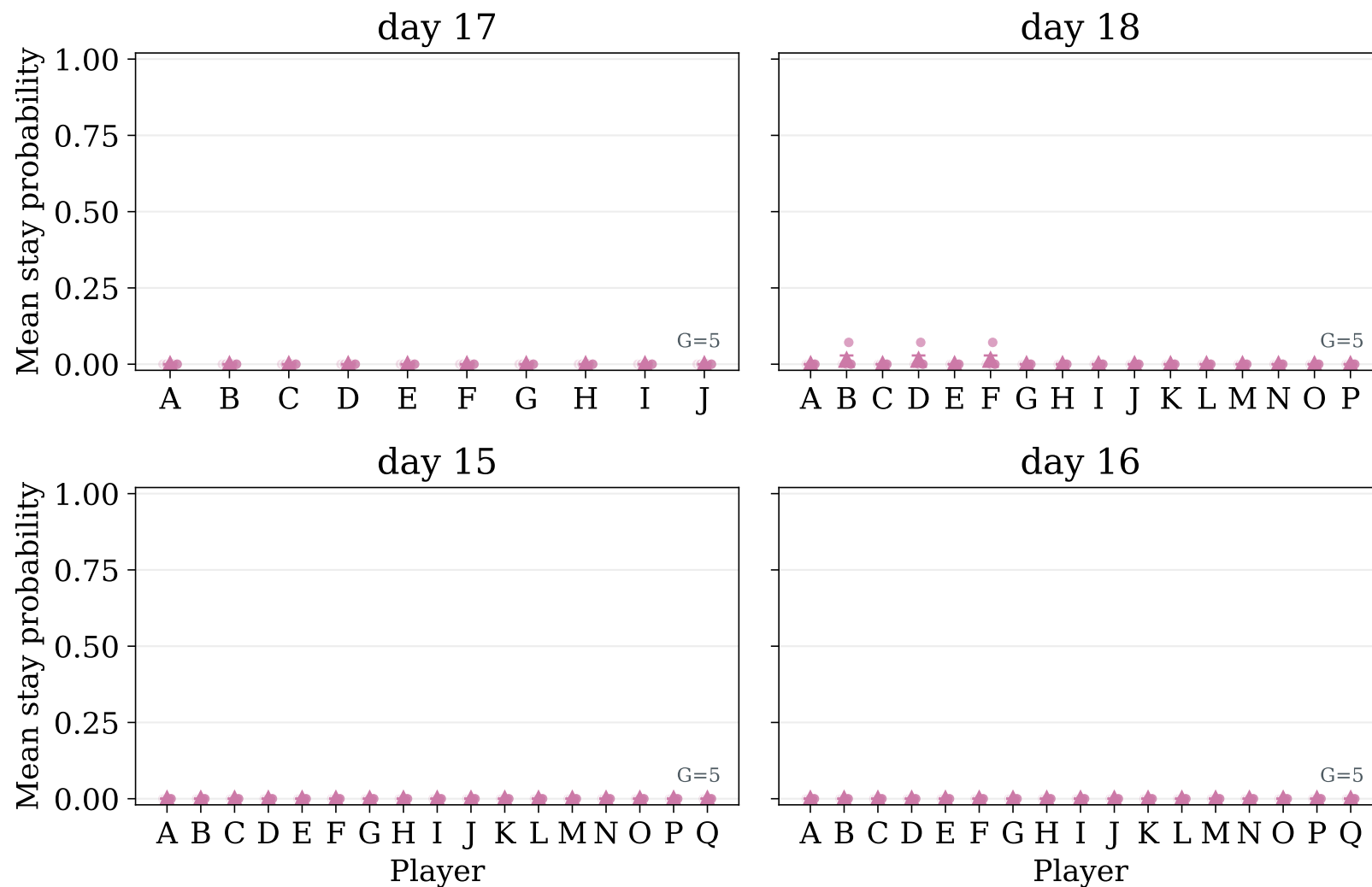
Llama 3.3 | Medium numerical sessions

Points: per-game stay probability (game 1 lightest, game 5 darkest); markers and error bars: mean $\pm$ SE across games

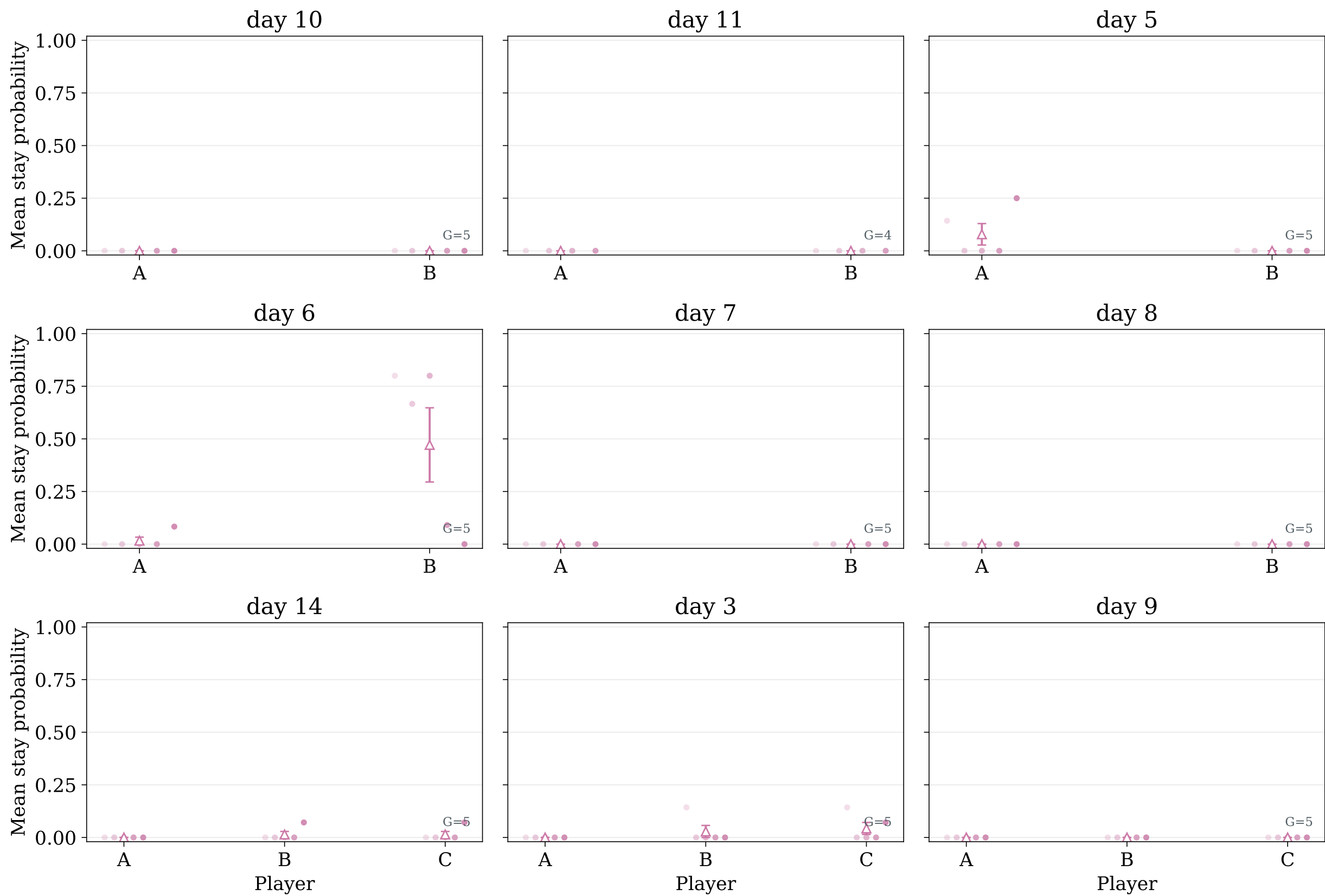


Llama 3.3 | Large numerical sessions

Points: per-game stay probability (game 1 lightest, game 5 darkest); markers and error bars: mean $\pm$ SE across games

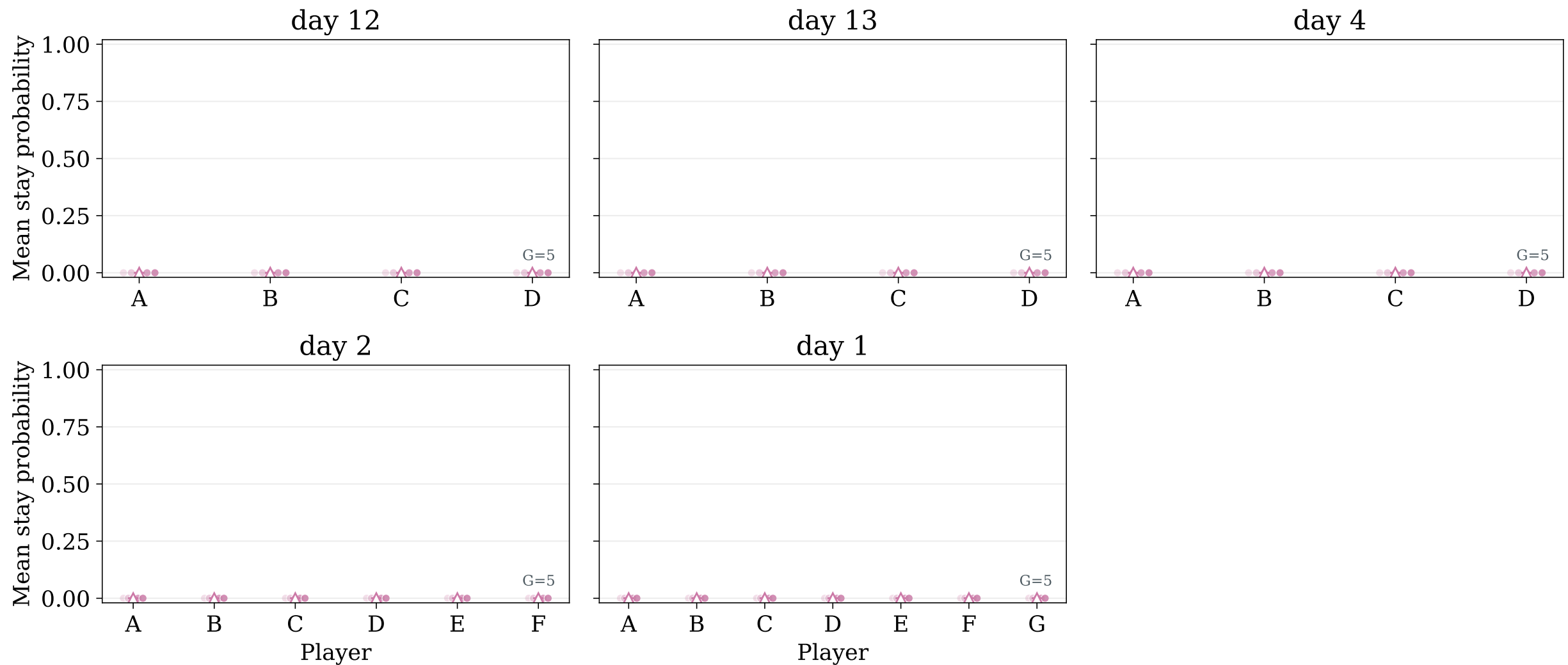


Points: per-game stay probability (game 1 lightest, game 5 darkest); markers and error bars: mean $\pm$ SE across games



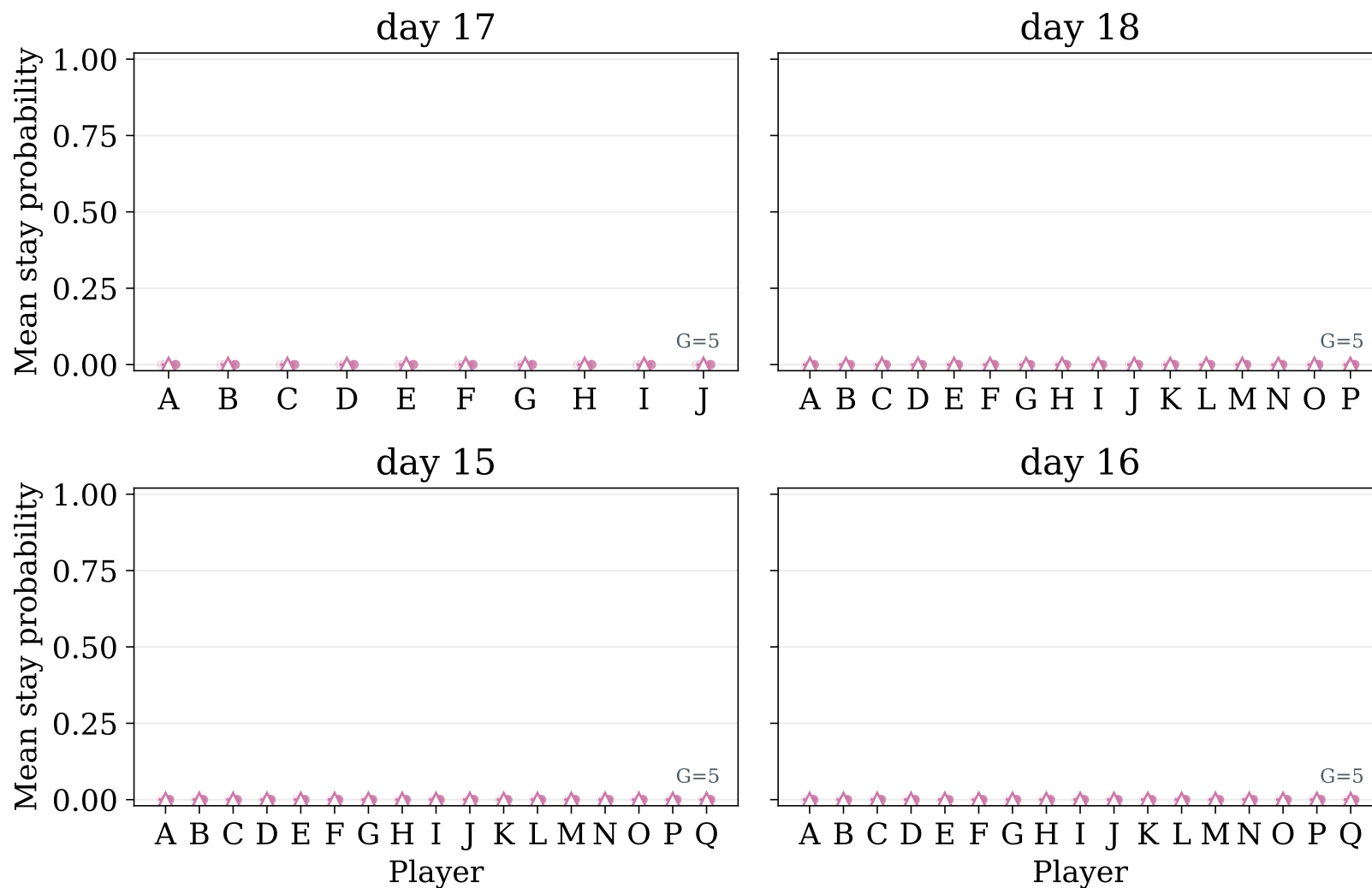
Llama 3.3 CoT | Medium numerical sessions

Points: per-game stay probability (game 1 lightest, game 5 darkest); markers and error bars: mean $\pm$ SE across games



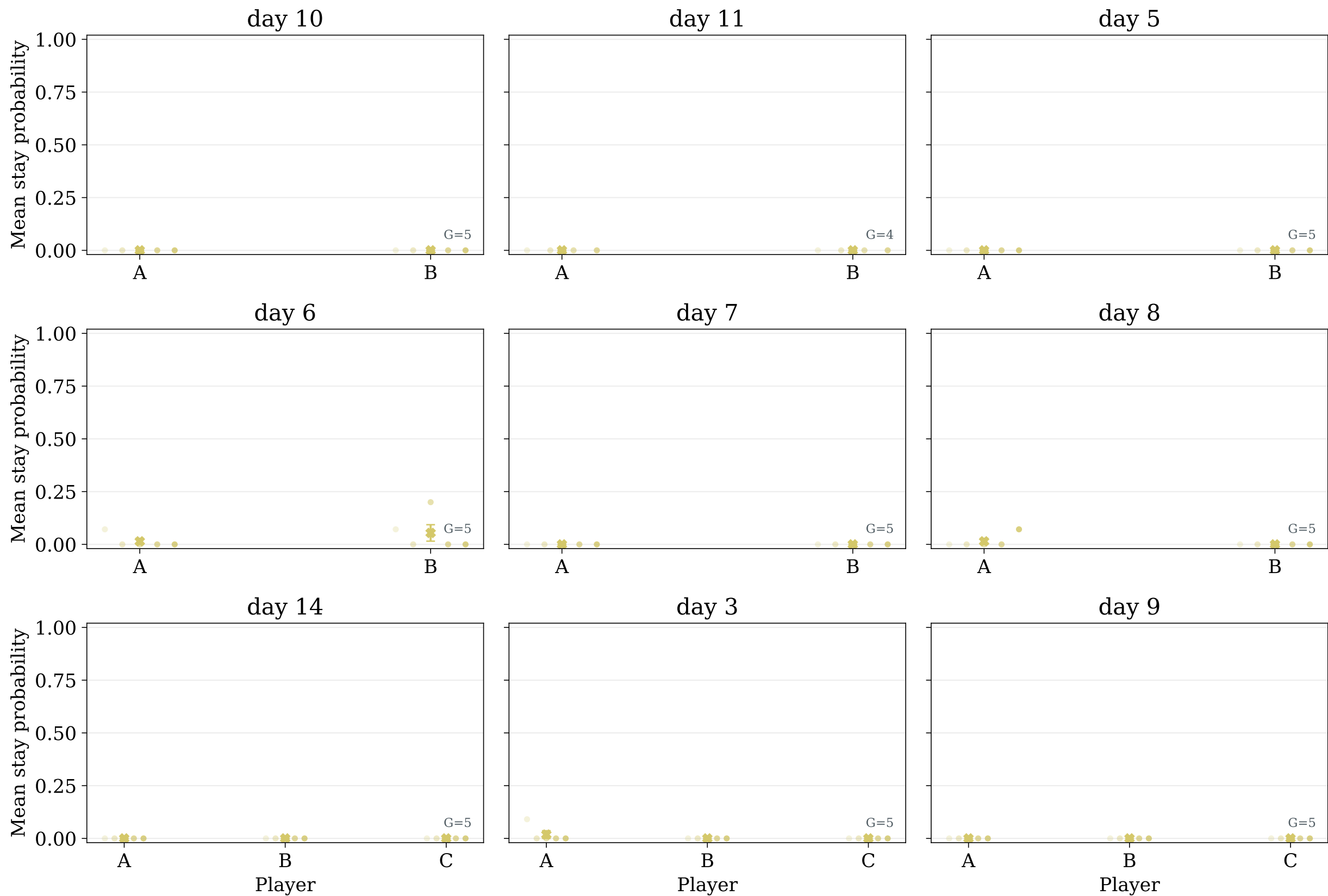
Llama 3.3 CoT | Large numerical sessions

Points: per-game stay probability (game 1 lightest, game 5 darkest); markers and error bars: mean $\pm$ SE across games



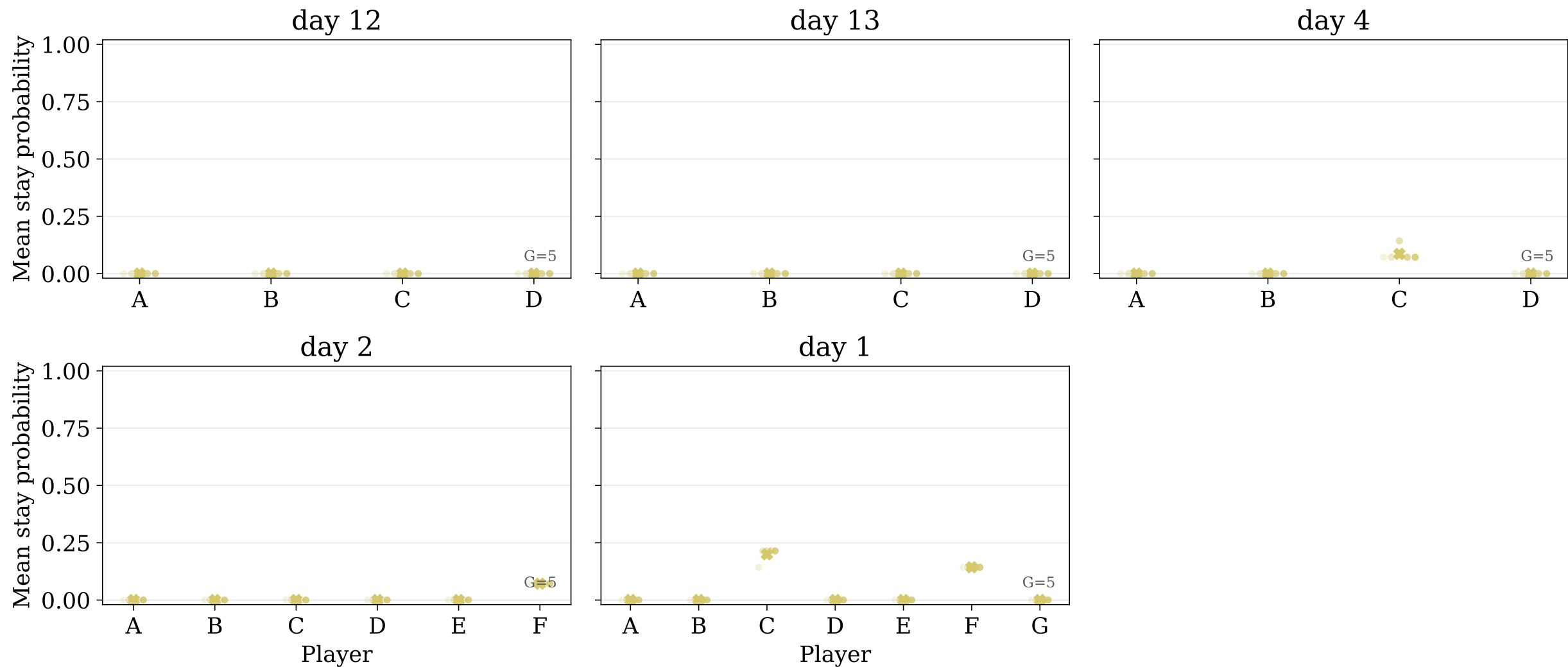
Mixed | Small numerical sessions

Points: per-game stay probability (game 1 lightest, game 5 darkest); markers and error bars: mean $\pm$ SE across games



Mixed | Medium numerical sessions

Points: per-game stay probability (game 1 lightest, game 5 darkest); markers and error bars: mean $\pm$ SE across games



Mixed | Large numerical sessions

Points: per-game stay probability (game 1 lightest, game 5 darkest); markers and error bars: mean $\pm$ SE across games

