



Figure S1. The distributions $p(N_C)$ for different parameters (q, w) with the good-get-richer mechanism. Each distribution is obtained by 10^8 time steps with other parameters fixed as $N=100$, $\alpha=0.0001$ and $r=0.1$. The selection strategy tends to select more successful player as the role-model, and when $q > w$, there is a good-get-richer effect.