

Multi-players $M=9$: Frequency of collisions, averaged 200 times
9 arms: $[B(0.1)^*, B(0.2)^*, B(0.3)^*, B(0.4)^*, B(0.5)^*, B(0.6)^*, B(0.7)^*, B(0.8)^*, B(0.9)^*]$

