

Dear participant,

You will be taking part in two behavioural experiments today.

The Schedule is as follows:

EXPERIMENT 1

BREAK

EXPERIMENT 2 – ROUND 1

EXPERIMENT 2 – ROUND 2

I. EXPERIMENT 1

I.1 INSTRUCTIONS

The task is to pick out **round dark blue beads** from an assortment of beads in a box and drop them into the tubes – **one bead at the time** and **while wearing a skiing glove**.

Little tags attached to the tubes indicate the points you will obtain for filling up **ALL** three tubes to that level.

At the beginning of experiment, you will draw a ticket from a pot to determine how many points you will get by filling up each segment of the tubes. At the end of the experiment you can exchange the earned points for various food rewards.

There is neither a set period of time, nor a set goal for this task. You can quit whenever you like.

Please be reminded that:

1. You can **ONLY** use the hand that has the glove on, but it is OK to switch hands;
2. If you drop a bead on the ground, you have to pick it up;
3. If you place a wrong bead into the tube, the segment that contains the wrong bead will not earn you points.

Please contact the experimenter now if you have any questions about the procedure.

I.2 EXPERIMENT 1:

I.2.i TRAINING

First you will complete a training session lasting 5 minutes to get accustomed to the task. Please note that during the training session, you will not receive any rewards.

Please refrain from chatting to the experimenter during the process, but do not hesitate to ask if you have any questions about the task.

Please contact the experimenter when you are ready to start.

I.4.ii TASK

Please contact the experimenter now and draw a ticket that will determine the height of your rewards.

The experimenter will be present and verbally report the passage of every 10 minutes as well as ask you whether you want to continue or stop collecting. Additionally, the experimenter might ask you a couple of simple questions about the room you are in.

Remember that you determine the end of the game – notify the experimenter when you decide to stop playing.

Please contact the experimenter when you are ready to start.

II. BREAK

Before you take a break, please collect the rewards you earned in Experiment 1.

Please help yourself to some refreshments in the waiting room.

The experimenter will notify you when the next experiment is due to start.

III. EXPERIMENT 2

III.1 INSTRUCTIONS

On the computer screen you will be given the opportunity to earn sweets.

Each round is composed of a training session and the actual task.

The actual task consists of 64 trials. Each trial lasts **5 seconds** during which you can ***decide to work for the sweets or not.*** Please treat each trial independently and make your decision dependent on the current trial that you are seeing.

If you decide to work for the sweets – you will need to press the pump ***with one of your hands within the 5-second time window.***

If you press the pump in time, the attached stick will click a computer mouse inside the little blue box – and it will be apparent on the screen that you earned the sweets.

Please be reminded that:

1. Please do **NOT** curl your fingers around the handle of the pump. You may hurt your fingers if you do that because the handle comes in close proximity with the base when you press it down;
2. Please remain seated and use one hand **ONLY** throughout the task;
3. It is **NOT** allowed to switch hands during a particular round.

Please contact the experimenter now if you have any questions about the procedure.

III.2 Experiment 2: ROUND 1/2

III.2.i TRAINING

Please note that during the training session, you are required to ***press the pedal on each trial***. If you fail to press before 5 seconds elapse, the program will be halted and you will have to press the pedal to continue.

Please contact the experimenter when you are ready to start and follow the instructions on the screen.

III.2.ii TASK

You will play against another participant.

In this scenario, you will be the active player who determines the outcome of each trial.

1. By pressing down the pedal in time, you and your fellow participant will receive a reward.
2. If you do not act on a particular trial, neither of you will receive anything;
3. As the passive player, the other participant cannot physically act to influence the outcome.

This is a one-shot-game; you will not play with this person again in any of the experiments.

When you are ready, please contact the experimenter who will bring in the other participant.

There is no right or wrong response. Do not think about whether you want to press or not for long, but go with your intuition.

Please contact the experimenter when you are ready to start and follow the instructions on the screen.

III.3 Experiment 2: ROUND 2/2

III.3.i TRAINING

Please switch to the other hand for this round.

Please contact the experimenter when you are ready to start and follow the instructions on the screen.

III.3.ii TASK

You will now play on your own in this round.

1. By pressing down the pedal in time, the rewards will go to your bowl and a virtual bowl. The rewards in the virtual bowl will not benefit anyone.
2. If you do not act on a particular trial, neither you nor the virtual bowl will receive anything.

There is no right or wrong response. Do not think about whether you want to press or not for long, but go with your intuition.

Please contact the experimenter when you are ready to start and follow the instructions on the screen.

Please collect the rewards that you earned in Experiment 2.

The End

**Thank you very much for you
participation!**