1.00 *intro Instructions* none

2.00 *start Instructions* Click on "Continue" to start.

3.00 *Loading Instructions*

Connecting to server and loading session information...

4.00 *group Fill-in-the-Blank* Please enter the name of your team none none

5.00 *name Fill-in-the-Blank* Please enter your name

8.00 *anonymity Instructions* In this round participants will remain anonymous, so you will play this round with a randomly selected member of the PIZZA PEOPLE whom we will refer to as the Game Partner.

You will not see this other person or know his/her identity. Likewise, he/she will not know who you are.

9.00 *game partner Instructions* The program is now matching you with the person from the PIZZA PEOPLE who will be your Game Partner.

Please wait...

10.00 *instructions1 Instructions* Your Game Partner has been selected.

11.00 *instructions2 Instructions* You will be playing a round of the game that you have already seen in the demonstration.

Remember that you are playing on behalf of the <group> and that your Game Partner is playing on behalf of the PIZZA PEOPLE. Your task is to gain as many lottery tickets as possible for your team, <group>.

12.00 *Instructions3 Instructions* Both you and the Game Partner start the game with 10 lottery tickets each.

On the next screens, your Game Partner will send you some or all of his/her 10 tickets. Whatever the Game Partner sends will be tripled before being passed to you. The Game Partner can send any amount of tickets, from zero to all 10.

13.00 *Instructions6 Instructions* To summarise, at the end of the game you will have the 10 tickets that you started with plus 3 times the number of tickets that your Game Partner and his/her group sent, minus any tickets you returned to his/her group. Your tickets are then passed to <group>.

The more tickets <group> have earned, the higher your chance of winning £100.

14.00 *questions Instructions* If you have any questions before you play the game, please ask the experimenter.

15.00 *wait Instructions* Please wait...

16.00 *other Instructions* Your Game Partner can now decide how to share his/her 10 tickets.

17.00 *outcome Instructions* Your Game Partner decided to send you 4 tickets out of 10. These tickets were then tripled (for a total of 12 tickets) and added to your account.

You now have 22 tickets on your account. Your Game Partner has 6 tickets. In the next screens, you will have the opportunity to divide your tickets between you and this person.

18.00 *allocation Fill-in-the-Blank* It is now time to decide what to do with your 22 tickets. How many tickets would you like to return to PIZZA PEOPLE?

19.00 *Waiting Instructions* Please wait...

20.00 *gain Instructions* You now have <participant> tickets for <group> and the Game Partner has <partner> tickets for PIZZA PEOPLE.

Before you continue to the next round, we would like to ask you a couple questions.

21.00 *howfair Scale Response* Thinking back to the demonstration round, where Laura played with Elizabeth, how fair was Laura's decision about the number of tickets to return?

22.00 *happy Scale Response* How happy do you think Laura felt about her decision?

23.00 *howpositive Scale Response* Overall, how positive/negative did Laura feel about her decision?

24.00 *responsible Scale Response* How responsible do you feel for Laura's decision in the first round?

25.00 *guilt1 Scale Response* To what extent do you feel guilty for the unequal outcome of the demonstration round?

26.00 *guilt2 Scale Response* To what extent did you want to compensate for the unequal outcome of the demonstration round?

27.00 *common Scale Response* How much do you think you have in common with other members of <group>?

28.00 *common 1 Scale Response* How much do you think you have in common with the members of the other team – PIZZA PEOPLE?

29.00 *checks Instructions* Thinking back to the game you have just played, we would like to ask you a few brief questions to make sure that you understood the rules of the game.

30.00 *Check1 Scale Response* Imagine that your Game Partner gave you 5 tickets. How many tickets would this person have kept for himself or herself?

5 tickets

10 tickets

0 tickets

31.00 *Check2 Scale Response* How many tickets did your Game Partner have at the beginning of the game?

20 tickets

5 tickets

10 tickets

32.00 *Check3 Scale Response* If your Game Partner gave you 9 tickets, how many tickets would you have had (along with the tickets that you received at the beginning of this round)?

37 tickets

9 tickets

19 tickets

33.00 *TOSCA PowerPoint Show* TOSCA.pps

34.00 *difficult Scale Response* How difficult did you find the game?

35.00 *Thanks Instructions* This is the end of the round. The game is now over. Please wait until other participants are done.

Thank you for your participation.