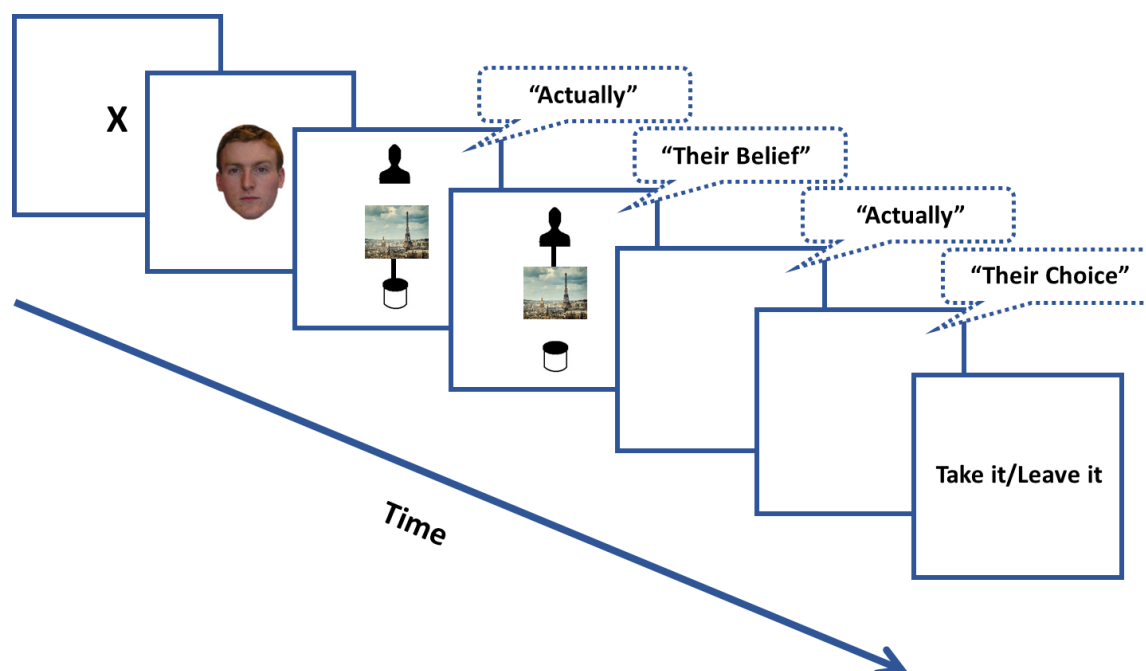


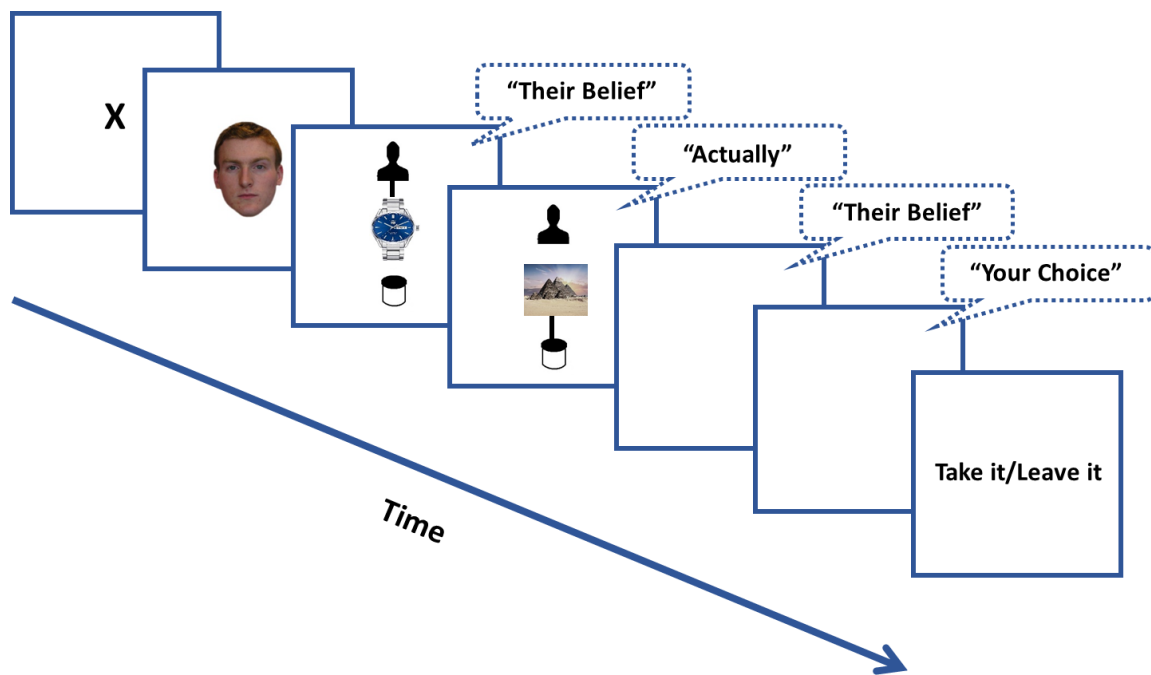
WELCOME AND THANK YOU FOR PARTICIPATING!

In this study, we are investigating whether information is encoded in specific regions of the brain when we have to judge what other people are thinking. There will be a 15 minute practice run outside of the scanner. The scan itself takes ~2h in total, and is separated into 8 short blocks with 6 additional short scans. Each of the 8 blocks consists of 32 trials which all have the same basic structure (shown below) lasting ~9 minutes. The trials represent a gameshow in which people can choose to take the prize in the current round of the game, or wait for a prize they would prefer in a later round. The prize is held in a box between you and the other person. On some trials the other person will have the opportunity to take or leave the prize, in other trials you will choose whether you want to take or leave it. The prize can be a holiday to a particular destination, or something of equivalent value (shown on the last page below).

Trial Sequence

Each trial begins with a fixation cross, **try to keep your eyes in the centre of the screen at all times**. The face of the person playing this round of the gameshow will then appear. This will be followed by an item, and a voice will state whether this item is the actual prize found in the box ("**Actually**") or whether the other person believes this to be the prize in the box ("**Their belief**"). This is also indicated by a line either between the item and the box (**Actually**) or between the item and the person (**Their belief**). Sometimes the person will be correct about the contents of the box, and sometimes their belief will be incorrect. Only you will know what is actually in the box.





After a short pause a voice will say either **"Actually"** or **"Their belief"**. At this point you should try to **vividly imagine** the prize that was really in the box (**"Actually"**) or what they believed to be in the box (**"Their belief"**). For holidays try to **vividly imagine** the location, while for the objects **vividly imagine** the object itself.

A voice will then say either **"Your choice"** or **"Their choice"**, at which point you should think about whether **you** would take/leave the item which you **know** to be in the box (**Your choice**) or whether **they** would take/leave the item they **believe** is in the box (**Their choice**). The words **'Take it / Leave it'** will then be displayed on the screen and at this point you should press either the left button with your index finger for Take it or the right button with your middle finger for Leave it. You will have 1 second to press left or right. If the person does not take the prize in a particular round of the game they will get another chance although not against you.

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Training tasks

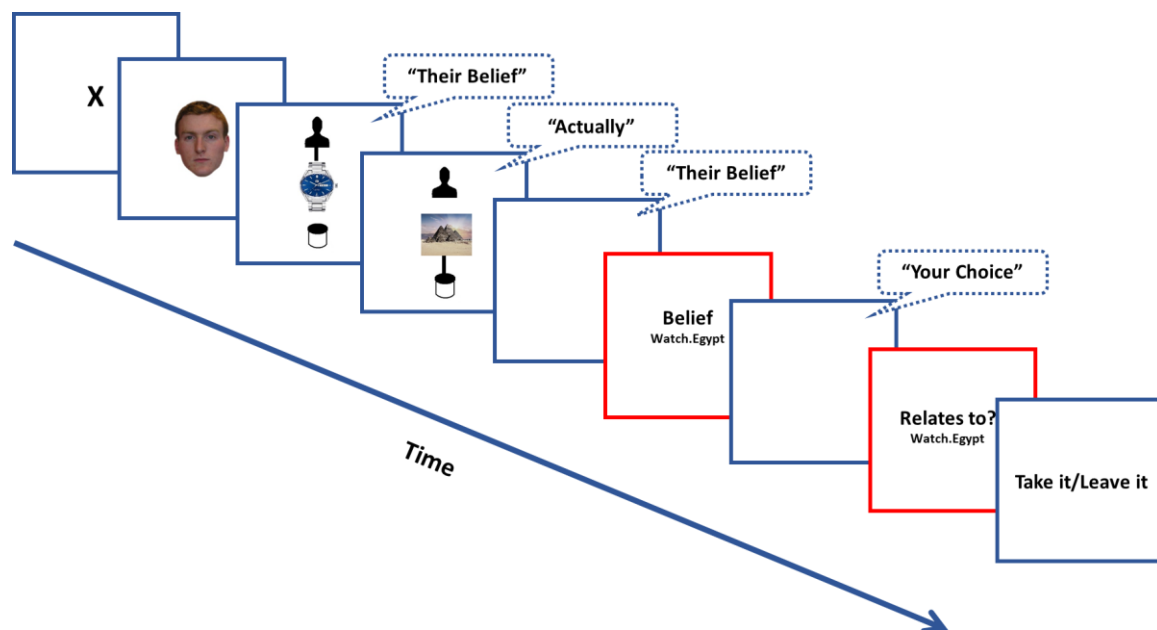
You will have two additional memory tasks during practice trials outside of the scanner. These will check that the item you were visualising or making the decision to ‘take it / leave it’ was correct. The first memory question will concern which item was really in the box, or which item they thought was in the box, for example:



The second question concerns which item relates to the “take it / leave it” question for example:



In the example below the answer would be “Egypt”.



Prizes

OBJECTS



WATCH



CAMERA



LAPTOP



TURNTABLE

HOLIDAYS



SYDNEY



NEW YORK



PARIS



EGYPT

All items and holidays cost between £2000 and £2200!

Do you have any questions?