**Data description for the Wang & Busemeyer (2016) article, accepted for publication in the journal *Cognition*.**

**Experiment 1 (169 participants)**

Data are included in the file titled “Exp1(N=169).xlsx,” and each raw summarizes a participant’s behavioral responses.

The first five columns summarize responses to the “good guy” type of face (i.e., type *g* faces).

The second five columns summarize responses to the “bad guy” type of face (i.e., type *b* faces).

Within each five columns, the first four columns are the frequencies of response combinations in the categorization-decision (C-D) trials. The fifth column is the frequency of “withdrawing” in the decision-alone (D-alone) trials.

**Experiment 2 (N = 286 participants)**

Data are included in the file titled “Exp2(N=286).xlsx,” and each raw summarizes a participant’s behavioral responses.

The first variable “FacesSet” indicates the between-subjects manipulation on face association. Specifically, 1 = round faces are more likely to be the “good guy” type (i.e., Adoks), and 2 = round faces are more likely to be the “bad guy” type (i.e., Lorks). Participants were randomly assigned to one of the two conditions.

The rest variables are the choice frequencies under all the within-subjects manipulation as described in the article, and the variables are named following these rules.

Using “CD(1)r1f” as an example:

* “CD” means it was from the C-D condition (“XD” means it was from the X-D condition, and “D” means it was from the D-alone condition”;
* “(1)” means Block 1 of trials (“(2)” means Block 2 of trials);
* “r” means the face stimulus was a round face (“n” means the face stimulus was a narrow face”);
* “1” means the categorization choice was “good guy” (“3” means the categorization choice was “bad guy”);
* “f” means the action decision was to be friendly with the face and withdraw (“d” means the action decision was to be defensive and attack the face).

**Experiment 3 (N = 266 participants)**

Data are included in the file titled “Exp3(N=266).xlsx,” and each raw summarizes a participant’s behavioral responses.

The first variable “condition” indicates the between-subjects manipulation on reward probability rates. Specifically, 3 = 80% reward rate (i.e., Adoks, the good guy type, have a 80% probability to be friendly, and a 20% probability to be aggressive; Lorks, the bad guy type, have a 80% probability to be hostile, and a 20% probability to be friendly), and 1 = 60% reward rate. (In comparison, as described in the article, all previous experiments had used a reward rate of 70%.) Participants were randomly assigned to one of the two conditions.

The second variable “FacesSet” indicates the between-subjects manipulation on face association. Specifically, 1 = round faces are more likely to be the “good guy” type (i.e., Adoks), and 2 = round faces are more likely to be the “bad guy” type (i.e., Lorks). Participants were randomly assigned to one of the two conditions.

As in the Experiment 2 data file described above, the rest variables are the choice frequencies under all the within-subjects manipulation (see the article for detail), and the variables are named following these rules.

Using “CD(1)r1f” as an example:

* “CD” means it was from the C-D condition (“XD” means it was from the X-D condition, and “D” means it was from the D-alone condition”;
* “(1)” means Block 1 of trials (“(2)” means Block 2 of trials);
* “r” means the face stimulus was a round face (“n” means the face stimulus was a narrow face”);
* “1” means the categorization choice was “good guy” (“3” means the categorization choice was “bad guy”);
* “f” means the action decision was to be friendly with the face and withdraw (“d” means the action decision was to be defensive and attack the face).