Codebook for sample 2

* Sample used in: Study 2, Study 5
* Corresponding R Scripts: Study 2 Explained power motive variance, Study 5 Dictator game

Procedure:

This study was conducted online. After participants filled in the DoPL scales intermingled with UMS power, affiliation, achievement, intimacy (Schönbrodt & Gerstenberg, 2012), PRF dominance and social recognition (Jackson, 1984; see Study 2), they were introduced to the DG. Participants were shown 10 examples of possible splits to make sure they understood the rules of the game. Participants were told that they would play four rounds of the DG with a 3 GBP stake: two rounds as receiver (the money would, ostensibly, come from the two persons that have filled in the survey just before them) and two rounds as dictator (the money would, ostensibly, go to the two people who would fill in the survey immediately after the participant). Note that we labelled the DG as an “economic exchange game” and dictators as “proposers” to avoid demand characteristics of highly dominant individuals. Participants were told that they would get paid all rewards as receiver and one randomly selected reward in the role of dictator. In reality they were paid a base-rate of 1 GBP as well as the amount of money won in the first DG played as dictator. The order of playing dictator and receiver roles was ostensibly randomised, however, the order was fixed as dictator, receiver, receiver, dictator. When participants played as receiver, they always received 0 GBP in order to create two conditions: A neutral condition when playing as dictator for the first time and an arousal condition when playing as dictator for the second time. After this participants were fully debriefed. DoPL scores were standardised for analyses.

Material in correspondence to R Script:

DoPL scales in 10-, 6- ,4-item version

* Sum scores of DoPL scales, 10-item version of dominance scale for example dominance10 etc.

PRF Social recognition

* soc\_reg

PRF Dominance

* PRF\_dominance

UMS power

* Power

Amount given in dictator game in neutral condition

* DG1

Amount given in dictator game in arousal condition

* DG2