**Behavioral Data Information**

Key behavioral variables were shown in the “overall scores” sheet, followed by data sheets collected from tasks 1-3 (details of different tasks could be found in Table 1).

**Tasks 1 and 2**

The number “1” means the individual chose to lie in this situation while the number “0” indicates an honest choice, thus original deceptive scores were calculated by the sum of them. Task 1 included three types of unsolvable questions, the adding-to-10 matrix puzzle task, the difference spotting puzzle task, and the Chinese idioms puzzle task. Unsolvable questions were randomly presented in task a-d. So in each unsolvable task, trials 1-9 didn’t refer to the same question. By contrast, trials 1-12 in the revised sender-receiver game and dictator game (task 2) referred to the same conditions, and details could be found in Table S16.

**Task 3**

The numbers in task 3 were participants’ self-reported lying frequencies to different receivers including family members, friends, colleagues or classmates, acquaintances (‘people you do not know but see occasionally, e.g., store clerk’), and complete strangers, out of pro-self or pro-other motivations.

Details of different tasks had shown in Method.