**Fixing the Moral Blind Spot by Computer-based regulation and Uncertainty**

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Our experiments have two sessions, and each session contains two experiments. It is important to note that each experiment contains the same die-throwing game, and the procedure would also be the same in multiple rounds. And the only difference among different experiments are the automatic payoff adjustments following the game, which do not need participants to do anything. We intend to see whether face with different kinds of adjustments would affect people’s decisions in the die-throwing game. Finally, after the sessions the participants are asked to complete a demographic survey.

**Die-throwing game**

The participants are asked to choose a side either “Up” or “Down” in mind, and report the chosen side after throwing a die.

**Page: choose a side in mind**

**图形用户界面, 应用程序

描述已自动生成**

**Page: roll the die**

**图形用户界面, 文本, 应用程序, 电子邮件

描述已自动生成**

**Page: report the side in mind**

**图形用户界面, 文本, 应用程序

描述已自动生成**

**Survey**

People’s age, gender, education, and religious beliefs are collected.

**图形用户界面, 文本, 应用程序, 电子邮件

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The pages above describe the main questions in our experiment. The following section contains the instructions and comprehension questions.

**Session 1: Experiment 1 and Experiment 2**

**Page: instructions**

**图形用户界面, 应用程序

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**Page: comprehension test**

**图形用户界面, 应用程序

描述已自动生成**

**Experiment 2 in each round:**

**Page: instructions**

**图形用户界面, 文本, 应用程序

描述已自动生成**

**Page: comprehension test**

**图形用户界面, 文本, 应用程序

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**Session 2: experiment 3 and Experiment 4**

**Experiment 3:**

**Page: instructions**

**图形用户界面, 文本, 应用程序

中度可信度描述已自动生成**

**Page: comprehension test**

**图形用户界面, 文本, 应用程序

描述已自动生成**

**Experiment 4:**

**Page: instructions**

**图形用户界面, 文本, 应用程序

描述已自动生成**

**Page: comprehension test**

**图形用户界面, 文本, 应用程序, 电子邮件

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