**Coding scheme:**

**Broad Coding Scheme**

1 – action

2 – epistemic state (includes action)

3 – other: agent

4 – other: circumstances

**Detailed coding scheme:**

**1\_ Action**

1\_1 undoing action

1\_2 use of alternative item

**2\_Epistemic State**

2\_1 just change of epistemic state

2\_2 change of epistemic state by own action

2\_3 change of epistemic state by action of someone else

**3\_Other\_Agent**

3\_1 additional similtaneous actions by agent that prevent the problem (not including undoing the action)

3\_2 prior action that prevents

3\_3 character of agent

**4\_Environment**

4\_1 modification/different behaviour of agent/object acted on, receiver

4\_2 changes in actions by someone else (prior to the outcome) to prevent the problem

4\_3 modifications in item used

4\_4 changes in epistemic change of someone else