**User Instructions**

Welcome to our experiment. Please read the following instructions carefully.

This experiment comprises 3 parts. Each part comprises a certain number of rounds. This number will remain unknown to users during the experiment. Users can go at their pace during each part. However, we will wait for all the users at the end of each part before starting the next one.

The main objective of this game is to exchange money. At the start of each part, users are given $10 of virtual money to start with.

**Part 1**

Users will randomly be assigned with a partner. They will exchange money for a certain number of rounds, unknown to them. Each user will be either sender or receiver. The sender will start and send an amount of money to the receiver. Of course, this amount must not exceed his initial endowment of $10. The money received by the receiver will be 3\*money sent by the sender. Then, the receiver will send some money back. However, in this case, the money sent will not be multiplied by three.

For example, let us take two users A and B. A will be sender and B receiver. A sends $7 to B. B receives $21 (3\*7). He sends back $11. At the end of the round, the total amount of money will be $14 for A and $20 for B.

It is not possible for the receiver to send more than three times the money sent by the sender. In our previous example, B cannot send back more than $21 to A.

Users need to proceed with the exchange until there are no more rounds in this part of the game.

**Part 2**

In this part of the game, users will randomly be assigned with a partner. It is possible to play with the same person from last round, although the probability for such a case is rather low. The objective in this part is the same than the previous one, i.e. users will exchange money until there are no more rounds. However, in this part, a histogram will be available to the users so they can see the money sent by and received from the user they are playing with.

This histogram is here only to display results of a previous behavior and should not tell the user how much money to send. Rather, it is merely a suggestive tool to help users better discern how their partner used to play during the previous part.

**Part 3**

The third and last part of the experiment still follows the pattern established in Part 1. However, users will now be assigned a trust index – a number between 0 and 1 that will reveal to their partner if they can trust this user for collaboration.

This trust index will be known by each player’s partner and will help users to make a wiser choice regarding the money to send. Below is the algorithm that calculates the trust index of a user according to the money he sent to and received from his partner.

if money returned < money received:

if :