**Readme file for Replication package of “Measuring belief-dependent preferences without data on beliefs”.**

Package includes one annotated Stata (.do) file to replicate results of Table 1, and annotated Ox (.ox) files for remaining tables and figures in the main paper and the online appendix. Stata and Excel files used to replicate the results are included in the package.

**Notes:**

**General:**

* The replication package contains a readme file with some notes and Data Availability Statements for the datasets Experiment1 and Experiment2, all data (files denoted experiment1 and experiment2), and the programs necessary to replicate the results in the paper. Data files are included as excl files. In addition, data file experiment1 is also included as a Stata dta-file to generate results pertaining to Table 1.
* Program files are separated so that every table and figure can be generated independently. These files are denoted Table1 (do.file), Table2 –Table9 (ox.files) and Figure3-Figure7 (ox.files).
* Figures 1 and 2 are the game trees presented in the paper and do not contain results
* The data file experiment1 contains all anonymized data for B-players in experiment 1. The data file experiment 2 provides merged data for the B-players that participated in experiment 2 that could be matched to their behavior in experiment 1. In this data set the variables “OriginalMotive”, “declselfexp1” and “declrecipex1” refer to the self-declared motives of the B-players in experiment 1.

**Table 1:**

* Results computed using Stata 15.1
* When running the Stata do-file, summary statistics are generated (bysort Game: sum selfish) showing the number of observations (Obs) in each game for “All B-players”, “Men only” and “Women only” as well as split up by stated motivation (“Reciprocity”, “Guilt”, etc.). Summary statistics then also show the percentage of these observations in which the B-player chose the selfish option (Mean).

**All other tables and figures and results:**

Calculations performed using Ox Professional version 7.20 (doornik.com).

**Data Availability Statement for the Dataset Experiment1.xls / Experiment.dta**

**Description**

This dataset contains data from Experiment 1. In Experiment 1 participants were allocated to one of 4 games across two different sets of games. Set 1 included Games 1, Game 2 and Game 3 whereas Set 2 included Game 4. A detailed description of the strategic situations Game 1-4 is given in the paper.

In the following, we give details to the dataset to facilitate understanding.

**Notes:**

**General:**

* The excel file (experiment1.xls) is a Microsoft Excel 97-2003 Worksheet
* The stata .dta file (experiment1.dta) can be opened with “Stata 14”
* Each row contains data of one individual that played a specific game (i.e. Game 1-4) in the role of player B

**Variable list**

The variables are described in the order of the dataset.

* The variables ‘fob’ and ‘sob’ respectively indicate the first (fob) and second (sob) belief of the player
* The variable ‘Game’ indicates the game number 1-4
* The variable ‘Wave’ indicates the invitation wave. We send the invitations to the experiment in waves.
* The variable ‘male’ indicates the gender of the participant: 0 = female, 1 = male
* The variable ‘selfish’ indicates whether the player chose the selfish option (the one that gave player B the highest material payoff) or not. In Games 1-3 the selfish option is always option *l*. In Game 4 it depends on the payoff *y*. For all *y<210* *l* is also the selfish option in Game 4
* The variables ‘aout’, ‘bout’, ‘a1’, ‘a2’, ‘a0’ and ‘b0’ indicate the payoffs of the specific game. The variables ‘aout’ and ‘bout’ are respectively the payoffs of player A and B in case player A chooses the outside option *R*. The variables ‘a1’ and ‘b1’ indicate the payoffs when player A chooses *L* and player B chooses *I*. Lastly, the variables ‘a0’ and ‘b0’ indicate the payoff of players A and B when A chooses L and B chooses r
* The variable ‘motives’ indicates the self-declared motive of player B for his/her behavior in the experiment: 1 = selfish, 2=guilt averse, 3=inequity averse, 4=reciprocal, 5=other
* The variable ‘declself’ is 1 if the B-player indicated that the motive for behavior was selfish (own payoff maximization) and 0 otherwise. The variables ‘declguilt’ – ‘declrecip’ are defined respectively for the guilt, inequality and reciprocal motive

**Data Availability Statement for the Dataset Experiment2.xls**

**Description**

This dataset contains data from Experiment 2. Specifically we reinvited 682 people who had previously participated in one of our variant games (Game 1-3) in Experiment 1. Experiment 2 was identical to the original experiment with the only difference being that they now had to make a decision in one randomly chosen ‘invariant’ game of Set II that was used in Experiment 1. We subsequently merged the data from Experiments 1 and 2 to identify the motivations that B-players in Experiment 2 had self-declared when playing the variant game in Experiment 1.

In the following, we give details to the dataset to facilitate understanding.

**Notes:**

**General:**

* The excel file (experiment2.xls) is a Microsoft Excel 97-2003 Worksheet
* Each row contains data of one individual that played a specific game in the role of player B

**Variable list**

The variables are described in the order of the dataset.

* The variable ‘selfish’ indicates whether the player chose the selfish option (the one that gave player B the highest material payoff) or not.
* The variable ‘OriginalMotive’ indicates the self-declared motive of player B for his/her behavior in the experiment 1: 1 = selfish, 2=guilt averse, 3=inequity averse, 4=reciprocal, 5=other
* The variable ‘diffb’ indicates the payoff difference associated with player B’s options *l* and *r* in Experiment 2. In the invariant games used in Experiment 2 player A’s payoff following player B’s choices *l* and *r* was always *x*, i.e. there was no payoff difference for player A. Player B’s payoff from choosing *l* was 210 and player B’s payoff from choosing *r* was *y* with *y* ranging from 150-250
* The variable ‘declselfexp1’ is 1 if the B-player indicated that the motive for behavior was selfish (own payoff maximization) in Experiment 1 and 0 otherwise. The variable ‘declrecip’ is defined accordingly