**Protocol:**

**Day 1**

1. Arrive in village, speak to village-head and find accommodation.
2. Start village survey. The survey will consist of the following:
3. Take a GPS reading for each house in the village.
4. Record names of all adults living in each house and take a polaroid photograph of each adult.
5. Record the total number of individuals (adults + children) residing in each house.
6. Record number of ‘pots’ or ‘chulhas’ (cooking fires) in each house along with number and names of people eating out of each pot.
7. Simultaneously advertise the study via door-to-door visits during the village survey and start the randomization process of inviting people from different households on either day 1 or two of the games.

**Day 2**

1. Complete the village survey
2. Make the summary record sheet with names of all adults in the village, their assigned polaroid photograph number (also the same as the token number given to them on the day of the games) and which day of the games they were invited for.

**Day 3**

1. Seat everyone in a gathering together and read out script explaining the games and study to them including examples. Also explain to them that after they have played the game that we will administer a questionnaire to each person. Ask common test questions. Ask if everyone has understood the study and whether anyone wants to leave.
2. For the people who agree to participate in the study, give each individual the token for the token number corresponding to their polaroid photograph.
3. Start games:
4. Designate three trees or rocks etc. as the places around which they must form their groups.
5. Once groups are formed, the research assistants and I will record the token numbers of people in each of the three groups.
6. Then individuals from each group will be taken one at a time to private location by the researcher in charge of that group, tested for their understanding of the game and asked to make their decision. Decisions will be recorded. During this time, one research assistant will monitor the three groups to make sure no one is talking.
7. Once all groups have made their decisions, they will be told about round 2 and then asked to assort.
8. Once assortation is complete, steps b and c will be repeated.
9. Again steps d, b and c will be repeated in that order.
10. Once all games are complete, each researcher will administer the questionnaire to the people in their group. This will include both the post-game questionnaire and the innovations questionnaires.
11. Once all questionnaires have been administered, each person will be administered the social network questionnaire one at a time at a private location.
12. People will be given their payments for the questionnaire and the show-up fee and told to come back for their game payments the next day.

**Day 4**

1. Start games and follow protocol as above.
2. Make all game payments

**Day 5**

1. Finish administering the social network and innovations questionnaires to all the people we didn’t get on days 3 and 4.
2. Leave village if possible.

**Day 6**

1. Leave village.