**Codebook**

Experiment 1

The dependent variable score is given in the column labeled “DV-Unconflicted”. A score of “0” indicates a choice for the conflicted character, and a score of “1” indicates a choice of the unconflicted character.

Stories were presented in one of 4 orders:

* Order 1: Dishes conflicted vs Room unconflicted
* Order 2: Dishes unconflicted vs Room conflicted
* Order 3: Room conflicted vs Dishes unconflicted
* Order 4: Room unconflicted vs Dishes conflicted

Excluded participants are marked with a “1” in the “Excluded” column.

Experiments 2 through 4

The dependent variable score is given in the column labeled “TotalUnconflictedScore”. Scores represent the number of times (out of 2 trials) each participant evaluated the unconflicted character more positively than the conflicted character.

Stories were presented in one of 4 orders, as indicated by the following code letters:

* R: Helping bear conflicted
* P: Helping ball unconflicted
* Y: Honesty vase unconflicted
* G: Honesty lamp conflicted

Excluded participants are marked with a “1” in the “Excluded” column.