

### **Dice Roll Experiment**

Welcome! In the following experiment you will be asked to roll a dice in order to determine how much money you will receive.

First, to check that the dice you will use are fair, you and all other participants in the experiment are welcome to try rolling the dice and seeing for yourself.

### **Self-Paced condition**

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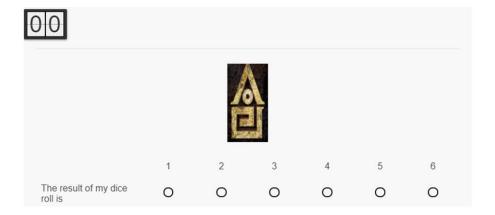
Please put the dice in the cup and close it with the lid.

During this experiment you will be asked to shake the cup strongly in order to roll the dice, while keeping the dice in the cup. After rolling the dice do not move the cup. Then look through the hole into the cup and observe the result of the roll.

At the end of the experiment (once all testings of the experiment are finished), we will randomly select several participants and pay them according to the number that appeared on their dice (the number facing up). For the number 1 you will receive 2 euro, for the number 2 you will receive 4 euro, for the number 3 you will receive 6 euro, for the number 4 you will receive 8 euro, for the number 5 you will receive 10 euro, for the number 6 you will receive 12 euro.

Press next when you are ready to roll the dice and start the experiment.

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### **Time-Pressure condition**



Please put the dice in the cup and close it with the lid.

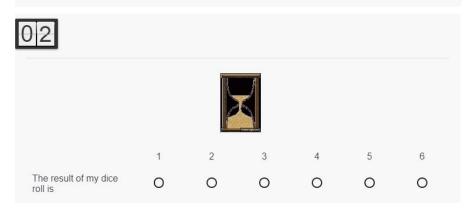
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Please note – Once the experiment begins, you have only 8 seconds to roll the dice and fill in the number that came up. During the experiment, a stopwatch will appear onscreen showing the time you have left to complete the task. If you exceed the time limit, you will not be eligible to receive payment for the dice under cup task.

Press next when you are ready to roll the dice and start the experiment.





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Please choose the response on the scale below that indicates how well each adjective or phrase describes your present mood.

	Definitely do not feel	Do not feel	Slightly feel	Definitely feel
Lively "Full of life and energy; active and outgoing."	0	0	0	0
Peppy "Lively and high-spirited."	0	0	0	0
Happy "Feeling or showing pleasure or contentment."	0	0	0	0
Loving "Feeling or showing love or great care."	0	0	0	0

	Definitely do not feel	Do not feel	slightly feel	definitely feel
"Sleepy and lethargic; half asleep."	0	0	0	0
Tired "In need of sleep or rest; weary."	0	0	0	0
Nervous "Anxious or apprehensive"	0	0	0	0
Calm "Not showing or feeling nervousness, anger, or other strong emotions."	0	0	0	0
Gloomy "Causing or feeling depression or despondency."	0	0	0	0
	Definitely do not feel	Do not feel	slightly feel	definitely feel
Fed up "Annoyed, unhappy, or bored, especially with a situation that has existed for a long time."	do not	not		
"Annoyed, unhappy, or bored, especially with a situation	do not feel	not		
"Annoyed, unhappy, or bored, especially with a situation that has existed for a long time."	do not feel	not		
"Annoyed, unhappy, or bored, especially with a situation that has existed for a long time."  Sad  "Feeling or showing sorrow; unhappy."  Jittery	do not feel  O	not feel O		
"Annoyed, unhappy, or bored, especially with a situation that has existed for a long time."  Sad  "Feeling or showing sorrow; unhappy."  Jittery  "Nervous or unable to relax."	do not feel  O	o O		

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0	The rewar	d (in euro)	dice roll a	the outco	ome of the					
0	The rewar	d (in euro)	is half of t	he outcom	ne of the d					
Wha	t is the ch	nance tha	t you will	get the re	eward?					
0	10	20	30	40	50	60	70	80	90	100
0 0 0	ice role w Strongly de Do not bel Neutral Believe Strongly be	o not belie ieve		is-only I c	could kno	w what I r	olled.			
0 0 0	eral stude Strongly de Do not bel Neutral Believe Strongly be	o not belie ieve		nonetary	reward fo	r the dice	under cu	ip game.		