¹ The title

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Abstract

11 Enter abstract here. Each new line herein must be indented, like this line.

12 *Keywords:* keywords

13 Word count: X

14   The title

15   **Introduction**

16   **Background**

17   • discussing the ways people in tha past have measured the "implicature rate".

18   **Methods**

19   • data exclusion? we don't expect any.

20 **Participants**

21   • how are we choosing the sample size?

22 **Materials and Design**

23   • Manipulations: type of card and the type ofgue

24   The study included six cards with cartoon images of a cat, a dog, and an elephant
25 (Figure 1). The study was designed based on the type of cards participants saw and the type
26 of guesses they heard. There were two types of cards: cards with only one animal on them
27 and the ones with two animals. There were three types of guesses: simple (e.g. *There is a*
28 *cat*), conjunctive (e.g. *There is a cat and a dog*), and disjunctive (e.g. *There is a cat or a*
29 *dog*). In each guess, the animal labels used in the guess and the animal images on the card
30 may have no overlap (e.g. Image: dog, Guess: *There is a cat or an elephant*), a partial
31 overlap (e.g. Image: Cat, Guess: *There is a cat or an elephant*), or a total overlap
32 (e.g. Image: cat and elephant, Guess: *There is a cat or an elephant*). Crossing the number of
33 animals on the card, the type of guess, and the overlap between the guess and the card
34 results in 12 different possible trial types. We chose 8 trial types (Figure 2), balancing the
35 number of one-animal vs. two-animal cards, simple vs. connective guesses, and expected true
36 vs. false trials.

37   • The study used five different types of measurements. 1. two-options (true vs. false) 2.
38   two-options (wrong vs. right) 3. three-options (wrong, neither, right) 4. four-options
39   (wrong, kinda wrong, kinda right, right) 5. five-options (wrong, kinda wrong, neither,
40   kinda right).

41 **Procedure**

42 **Pre-registered Analysis**

43   This study set out to test the hypothesis that the proportion of pragmatic vs. literal
44 responses in a truth values judgement task changes based on the number of response options
45 available to the participants. We test this hypothesis formally using a binomial mixed effects
46 model with the fixed effect of blah and the random effects of blah.

47 `## implicature_rate ~ response_type + (1 + response_type | tiral_type) +`
48 `##     (1 | participant)`

49   **Results**

50   **Analysis**

51   **Modeling**

52   **Discussion**
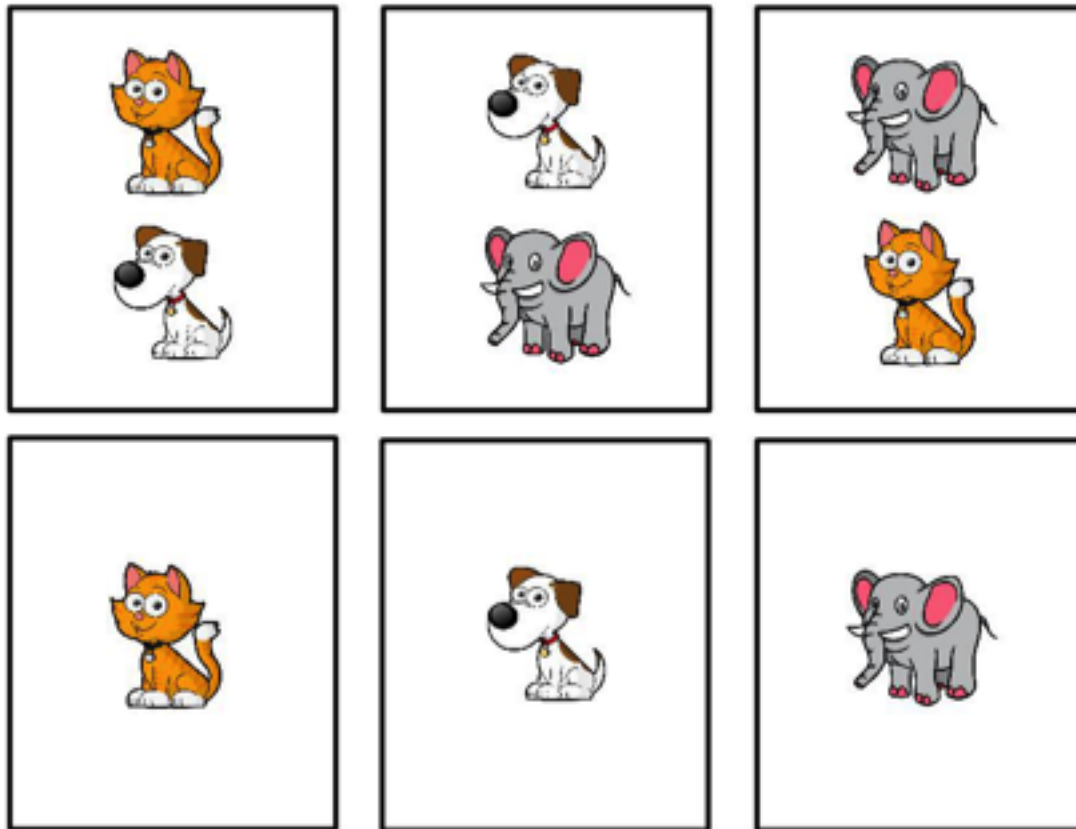
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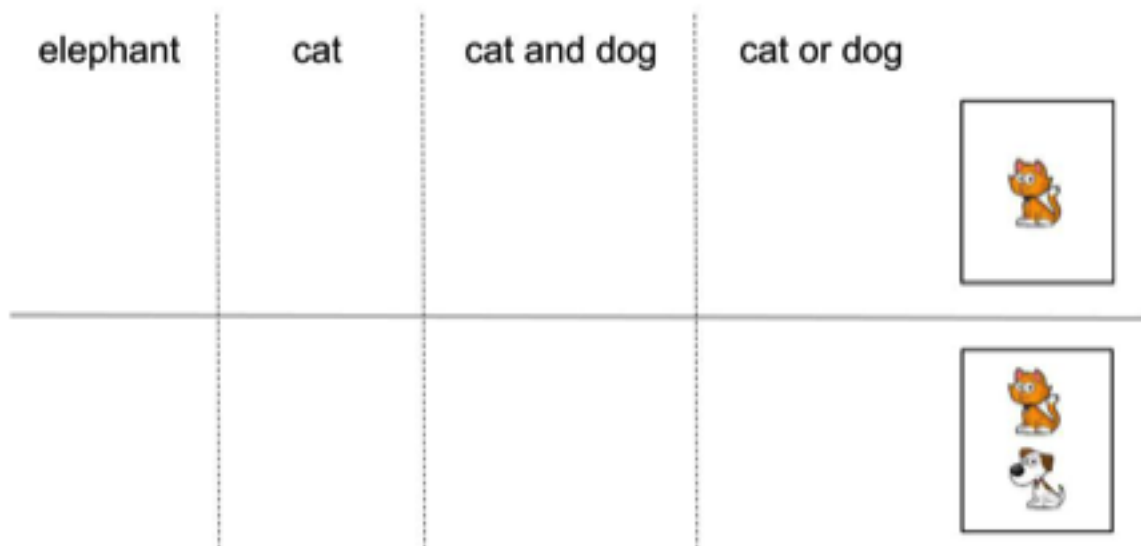# References

Figure 1. Cards used in the connective guessing game.

Figure 2. Trial types represented by example cards and guesses.