**Intervention:**

I assumed if I told her it was because the blue switch turned on, that's the switch she would manually turn to off in the next round. That way, the blue switch is off and no matter which way the orange switch goes, we won't lose a point.

If both need to be on to lose the point, then our ability to turn either off will make us keep the point - so it's irrelevant why we lost on the first round.

I tried to place myself in the other participant's position, and say what I thought would make them more likely turn the blue switch off

I responded the way I did because it was the most likely to allow my team to win in future plays

For the first scenario I wanted to get Alice to turn off the blue switch. So I made it seem like that was the reason we lost. For the second one, it really doesn't matter what switch is turned off because no matter what we won't lose a point

I told them about the blue switch because if the blue switch is guaranteed to be off, we have a really high probability of not losing a point.

The blue switch had the more likely chance of influencing a negative outcome in both games so I tried to maximize the chances of winning by instructing the player in such a way as to minimize blue being the cause of a loss.

I decided to focus on the blue switch because it was the most likely to turn on. I wanted my teammates to focus on turning that switch off because it was the one most likely to lose us a point.

I know the chances of the blue one turning on is higher so I want Alice to think the blue one needs to be turned off. That will give us the highest chance of both of the switches staying off and us not losing a point

**No preference:**

If both need to be on to lose the point, then our ability to turn either off will make us keep the point - so it's irrelevant why we lost on the first round.

**Abnormal:**

I was mostly focused on the orange switch due to its lower chance of switching on. Looking back, I would've explained to the other player that the point was lost due to the blue switch.

I think it is more like a "blaming" game, like we are trying to figure out what we find is blamable. I think we tend to blame something if it has a lower chance to happen and it happened, so we tend to focus on that part like a person usually don't sleep during the day and one day he sleeps, his car got stolen, we blame him for sleeping that day.

If I say we lost because the blue switch was on, they will manually turn off the blue switch the next round, which is most advantageous.

**Normal:**

I was influenced by which switch had a higher likelihood of turning on.

I tried to place myself in the other participant's position, and say what I thought would make them more likely turn the blue switch off

The probability of the blue switch turning on was higher and therefore turning it off was more likely to positively impact the outcome of the game.

The whole game seemed predicated on whether a switch would be turned on, so I thought that the blue switch was the most important.

BLue was more like to switch on so pick blue all the time Alice. Also this seemed very repetitive and tedious with all the comprehension checks. You should make a real interactive game for future iterations of this study.

I responded with the blue switch being the problem because it has the higher probability of being turned on and therefore the easiest to control.

Logic. You always remove the variable with the higher chance of having the outcome you do not want.

The blue switch had the biggest influence on what would happen in each round because of it's 80% probability of being in the on position.

I would always suggest the blue switch because of the higher probability of it turning on since the other player is unaware of the probability of both switches.

**Unclear**

It wouldn't make sense if I said one color is turned on so we should turn if off if we had one choice on which one we should turn off when both of them our off and she doesn't know the probability.

if you want to play an honest game you tell the truth as far as picking the one with the most likely to turn on. i was confused because you said at first we worked together then you said I scored a point. which would mean i stole her point so we were actually competitors.