**General Explanations for Participants**

1. Thank you for participating in today’s session.

Please turn off your mobile phones. Under no circumstance you are permitted to use it during the experiment.

But you are welcome to use either your own laptop or the computer in the room.

By now you have read the explanatory statement, which you may take with you. Please read and sign the consent form, which you may hand over at the end.

No talking is allowed, if you have a question raise your hand, and the experimenter is happy to answer your question.

Given our software, ***please neither refresh the pages nor click the “back button” on your browser.***

1. There are general demographic questions:

***i) How old are you?***

* + - * 1. 18-19
        2. 20-21
        3. 22-23
        4. 24-25
        5. 26 and older

***ii) What is your gender?***

* + - * 1. male
        2. female

***iii) Do you practice “word puzzles” and “number puzzles” as a hobby?***

* + - * 1. very much
        2. to a great degree
        3. in some occasions
        4. rarely or not at all

1. For taking part in today’s session to the end, you will earn 45 New Shekel. As you entered, you were handed a Sudoku puzzle book. While this is ours to keep, we want you to sample it.

Under no circumstance you are allowed to write anything on the Sudoku puzzle book during the session.

1. Take 5 minutes to examine the first two pages of the Sudoku puzzle book to familiarize yourself with the rules of the game.

1. You may close the book and put it to the side.
2. We will demonstrate puzzles that are similar to those in the book but are a bit easier, with 4x4 cells.
3. Try this example first. You see below 4x4cells. you need to place digits 1,2,3,4 in each 2x2 cell. The rules are that each digit can appear only once i) in each 2x2 cell; ii) in each row of four cells; and iii) in each column of four cells.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| |  |  | | --- | --- | | 3 |  | |  | 2 | | |  |  | | --- | --- | | 2 |  | |  |  | |
| |  |  | | --- | --- | |  |  | |  | 1 | | |  |  | | --- | --- | | 1 |  | |  | 4 | |

9) CORRECT ! (or try again)

--Here is the correct answer:

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| |  |  | | --- | --- | | 3 | **4** | | **1** | 2 | | |  |  | | --- | --- | | 2 | **1** | | **4** | **3** | |
| |  |  | | --- | --- | | **4** | **3** | | **2** | 1 | | |  |  | | --- | --- | | 1 | **2** | | **3** | 4 | |

1. Try another example, again 4x4 cells, with the same rules. (That is, you need to place digits 1,2,3,4 in each 2x2 cell. The rules are that each digit can appear only once i) in each 2x2 cell; ii) in each row of four cells; and iii) in each column of four cells.)

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| |  |  | | --- | --- | | 1 | 4 | |  | 2 | | |  |  | | --- | --- | |  |  | |  |  | |
| |  |  | | --- | --- | |  |  | |  |  | | |  |  | | --- | --- | | 2 | 1 | | 4 |  | |

11) CORRECT ! (or try again)

--Here is the correct answer:

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| |  |  | | --- | --- | | 1 | 4 | | 3 | 2 | | |  |  | | --- | --- | | 3 | 2 | | 1 | 4 | |
| |  |  | | --- | --- | | 4 | 3 | | 2 | 1 | | |  |  | | --- | --- | | 2 | 1 | | 4 | 3 | |

1. Please type your seat number on the screen. And the experiment will last 30 minutes.
2. During the 30 minutes, you are welcome to either solve the puzzles or, at any time, choose instead to visit other websites. But you have to make a choice to visit other websites. In every page, there is this reminder: “please do not visit other websites while playing the game, unless you choose to do so by clicking the button at the bottom.”

**If you chose to “visit other websites,” you cannot return to the game, but it will not affect your earnings that you will be able to collect at the end of the experiment.**

As instructed at the start, during the 30 minutes, you can “leave the experiment altogether,” but then you earn nothing.

1. **Remember, your earnings do not depend on how many puzzles you solve correctly or whether you choose instead to visit other websites.** At the end, the screen will inform you privately about the number of puzzles you finished correctly and the minutes you spent working on them. This information will not be known to any other participant.
2. Does anyone have a question?

Fine, the experiment starts. Please use the same instructions of 4x4 cell puzzles mentioned above. The experiment lasts 30 minutes.

*“Next” (blue)-- “visit other websites” (blue) -- “leave the experiment altogether”(red)*

1. (30 minutes later--Experimenter announces): The experiment is over. Those who chose to visit other websites, please go back to the experiment website.

[Screen shows]: You attempted XX puzzles, and solved correctly ZZ puzzles; and you played for YY minutes SS seconds out of 30 minutes].

1. Before you collect your participation fee, ***there is one last task***. You have an opportunity ***to buy*** the Sudoku puzzle book at a price that depends on your willingness to pay.

Here is the rule: If the price that you specify is higher than or equal to a “fixed price” set by the experimenter, but unknown to you, the experimenter will sell it at the “fixed price.”

Otherwise, if you specify a price that is lower than the “fixed price,” you cannot buy the book. That is, if you end up buying the book, you will buy it at the “fixed price” that is lower than the one you specify below.

Note, you could not change the price once you type it in the slot below and click “enter.”

Please specify and click “enter”:

ILS\_\_\_ (my willingness-to-pay for the Sudoku puzzle book)

1. Please remember your seat number, collect all your belongings, and queue at the front desk. At the front desk,
2. please hand over the consent form.
3. to receive participation fee, you need to report your seat number.
4. the experimenter will inform you if you must ***buy*** the Puzzle book, given the price you have specified.

THE END