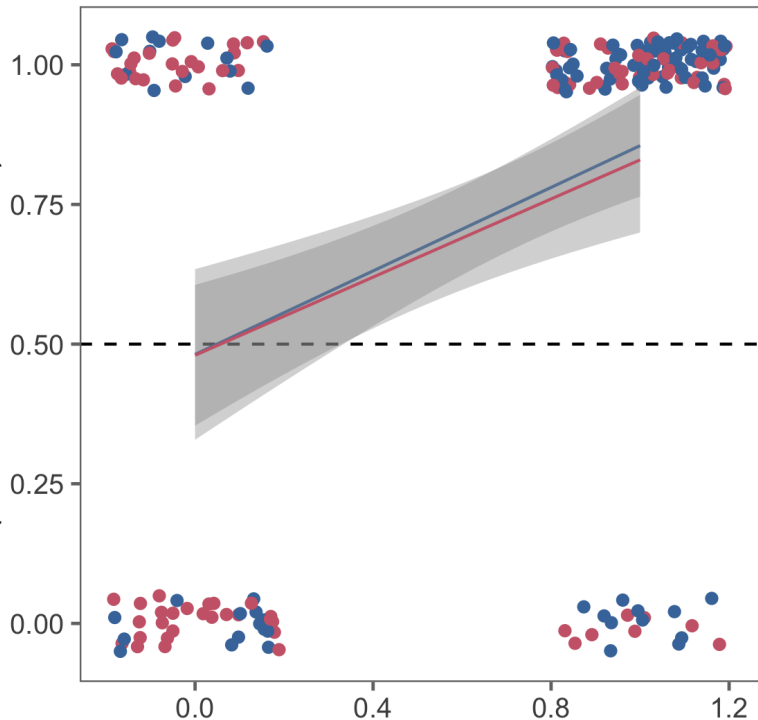


Play partner selection
(0=dishonest, 1=honest)



Response to "was [the honest speaker] nice?"
(0=no, 1=yes)

context

- no apparent reason for dishonesty
- politeness reasons