Welcome to the experiment! Please read the instructions carefully.

In this experiment, you will perform two tasks at a video-game casino. The entire experiment will take somewhere between 40 and 50 minutes.

You will receive a base-pay of £8.00 per hour with a possible bonus of 0 - £3, depending on your choices and response times.

- We'll now provide instructions for the first task.

- The casino you will visit uses **two** types of **banknotes** (shown on the right).

- The casino also has **four** types of **slot machines**.

- Playing a slot machine provides one of the two banknotes.

BANKNOTES:

SCISSORS Banknote

GIRL Banknote
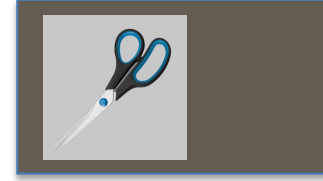
SLOT MACHINES:

BUTTERFLY Machine

HAND Machine

ZEBRA Machine

PEPPER Machine

- Each slot machine can lead to either of the two banknotes, however, the **chances** that a given **slot-machine** provides a given **banknote** are different for the different slot machines.

- The purpose of this first task is for you to learn the chances each slot machine provides either of the banknotes.

- On the next slide we will show you a schematic that displays the **chances** of **each slot machine providing either banknote**. Please study this schematic.

- You will then have the chance to pay each slot machine a number of times, by pressing 'p'. After each play, you will observe which banknote that play produced.

- After playing each machine, you'll take a quiz in which you will be shown a given banknote and two slot machines. You'll need to use the number keys to report which slot machine is more likely to lead to that banknote.

- We will repeat this quiz (along with study opportunities) 2 times so that you will be able to fully learn the chance of each slot machine providing either banknote. Your bonus for this task will be proportional to the total number of quiz questions you answer correctly. Please try to get as many questions correct as you can.
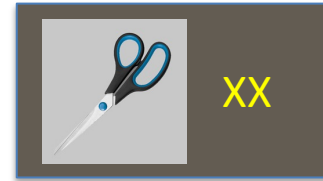
- Great work! We'll now continue to the second task.

- In this task you'll play a game at the casino.

- This game will use the same two banknotes you just saw before but **will also have a third type of banknote** (shown on the right).

- It will use the same four slot machines as the last task.

- On each decision, you'll collect one of these banknotes.

Banknotes in this task:

GIRL Banknote

XX

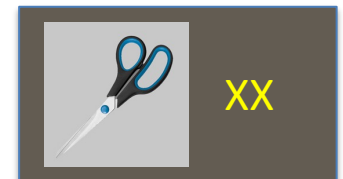SCISSORS Banknote

XX

HOUSE Banknote

XX

- In this task each banknote will have either positive or negative points attached to it (displayed in place of the XX).

- Banknotes with **positive point** values will cause you to gain points. Banknotes with **negative point** values will cause you to lose points.

- At the end of the task, the computer will randomly pick **four** decisions that you made.

- Your bonus will be proportional to the average number of points received on these decisions. This average can be either positive or negative. The more negative this average is, the smaller your bonus payment will be. The more positive this average is, the larger your bonus payment will be.

GIRL Banknote

XX

SCISSORS Banknote

XX

HOUSE Banknote

XX

- We'll now present the structure of each game.

- On each game in this task you will be presented with one of the slot machines that were in the previous task.

- Now, you can choose either to **play** the slot machine or to **reject** it.

- **Playing** (key 'p') a slot machine will produce either the **SCISSORS** or **GIRL** banknote.

- The **chances** of a given slot machine producing either of these two banknotes will be the **same as what you were just tested on**. These chances will **not change** over the course of the task.

- You can also **reject** a slot machine (key 'r'). If you reject a slot machine, you will always get the **HOUSE** banknote.

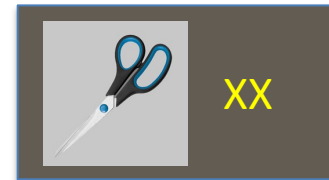**For each slot machine:**

If you **play**:

GIRL Banknote   SCISSORS Banknote

 OR

Chances of GIRL or SCISSORS depend on **which** slot machine is played.
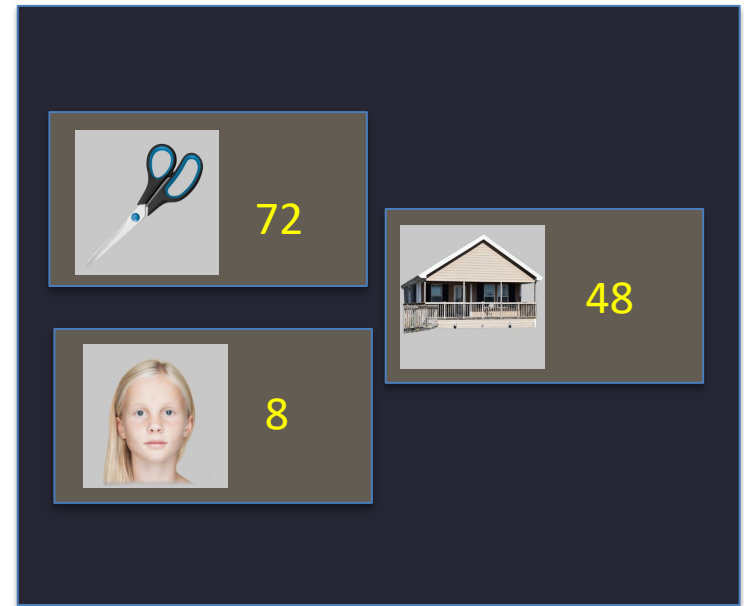
If you **reject**:

HOUSE Banknote

Rejecting always leads to the HOUSE banknote.

- Before each decision to play or reject a slot machine, you will be shown the point value of each banknote for that game (example on the right).

- You must pay attention to these screens in order to make choices that lead you to maximize collection of positive points and minimize collection of negative points.

Hypothetical game :

This screen from a hypothetical game shows that for this game, if you PLAY the slot machine, you will either get the SCISSORS banknote and collect 72 points or the GIRL banknote and collect 8 points. If you reject the slot machine, you'll get the HOUSE banknote and collect 48 points.

- Let's now practice a few actual task games. For these, after seeing the point value of each banknote, you will be presented with a slot machine.

- Press 'p' to play the slot machine or 'r' to reject it.

- After this, based on your choice, you'll get a banknote and either collect or lose points.

Practice real choice trials

- Great work!
- There is one additional part of the task.
- Sometimes right after the slot machine comes on the screen, it will immediately disappear, and you will see one of the banknote pictures.
- You will need to press a key as fast as you can to indicate which picture.
- Press 'g' for the girl picture, 's' for the scissors picture, or 'h' for the house picture.
- A portion of your bonus will be determined both by your correctness as well as how fast you make a response on these trials!
- Let's now practice a few of these trials.
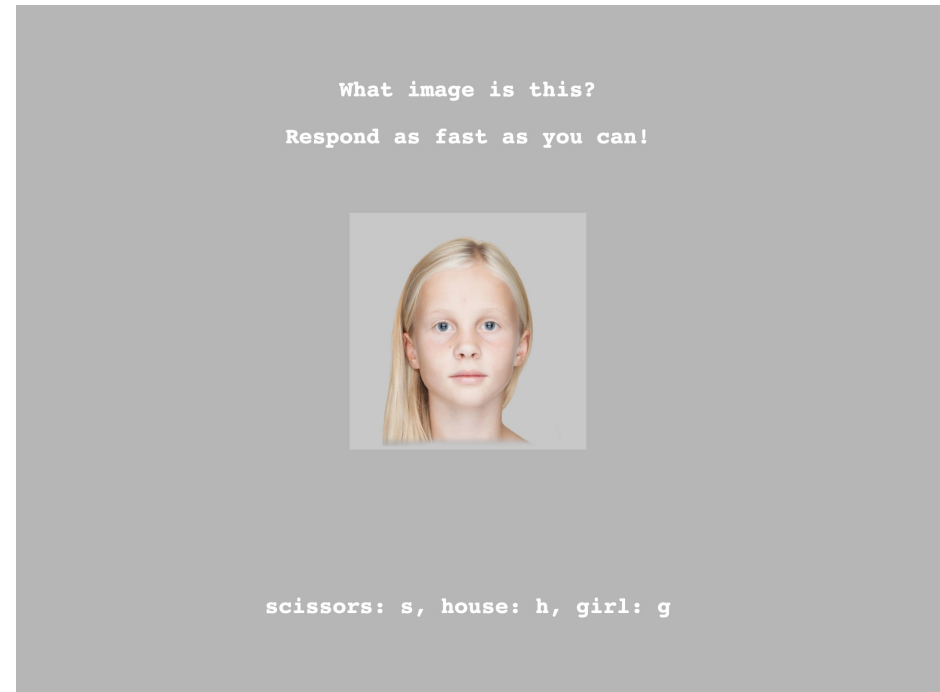
On this screen, you would need to press the key 'g' as fast as you can, to indicate that it is the girl image.

- Great work!
- Your bonus for this task will be affected both by the number of points you collect (on randomly selected trials) as well as your speed and accuracy on the image recognition questions. In terms of collecting banknotes, banknotes with positive point values add their points to your collection. Bank notes with negative point values take away points.
- You'll need to pass a quiz on the instructions in order to move onto the task.
- Getting a question wrong will require you to re-read the instructions.