Welcome to the experiment! Please read the instructions carefully.

In order to proceed to the next task stage, **you will need to pass an instruction quiz.**

- You will perform two tasks at a video-game casino. The first task will take about 35 minutes and the second task will take about 50 minutes. In each task you will make decisions in order to collect points.

- To start the task, we will provide you with 200 points. Following each decision, will receive a **banknote** that will either cause you to gain or lose points.

- Your **bonus** will be proportional to the **total number of points** you collect.

- Banknotes with **positive point** values will **increase** your bonus. Banknotes with **negative points** will **decrease** your bonus.

- In the first task, the casino you will visit uses **two** types of **banknotes** (shown on the right).

- Collecting one of these **banknotes** on a given game will cause you to either **gain or lose points** (the point value will displayed instead of "XX"**).**

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

- When you play a slot machine you will get one of the two banknotes.

BANKNOTES:

GIRL Banknote

HOUSE Banknote

XX

XX

SLOT MACHINES:
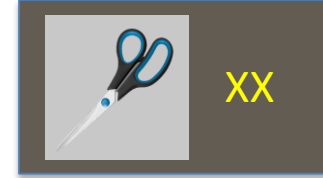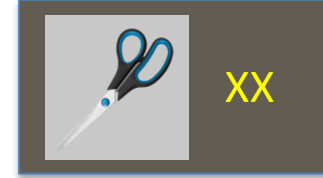
BUTTERFLY Machine

HAND Machine

ZEBRA Machine

PEPPER Machine

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BANKNOTES:

SCISSORS Banknote

XX

HOUSE Banknote

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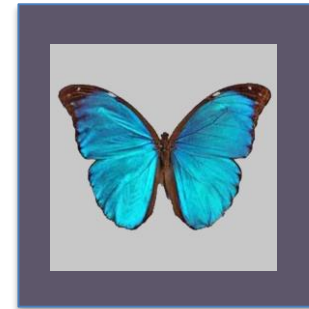- When you play a slot machine you will get one of the two banknotes.

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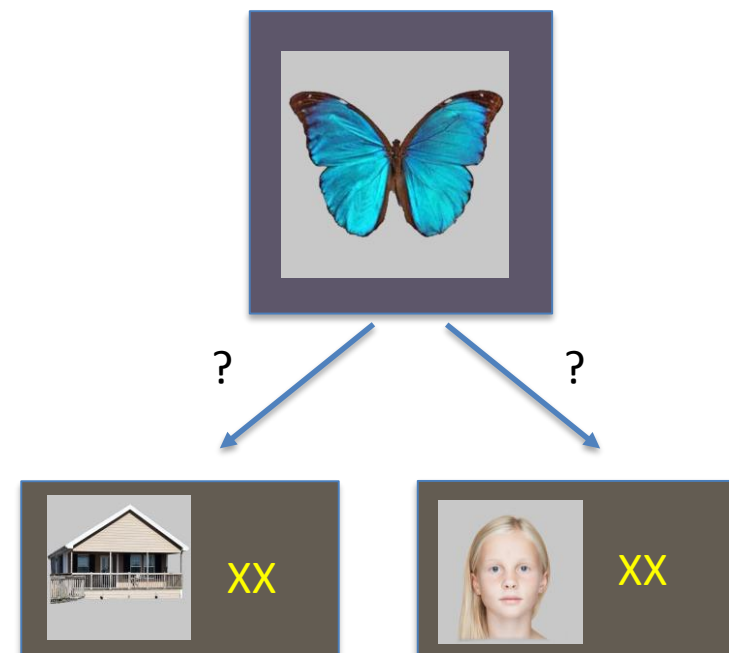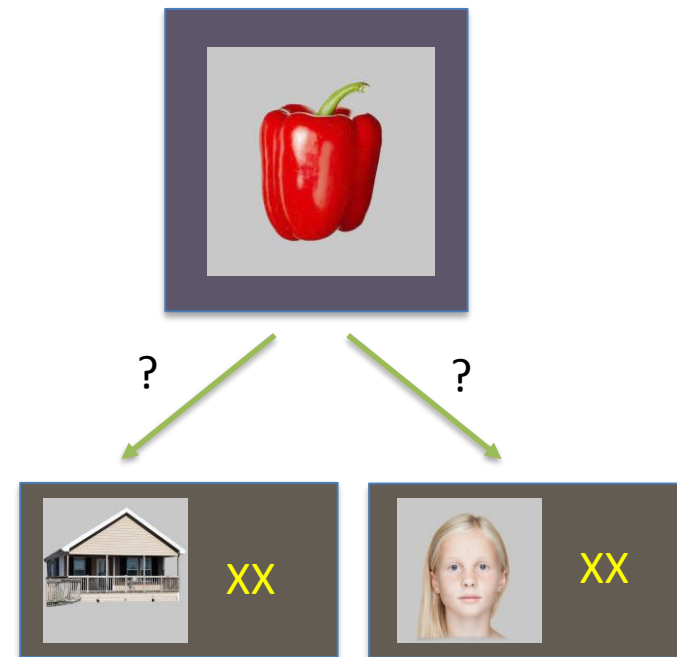
SCISSORS Banknote

XX

GIRL Banknote

XX

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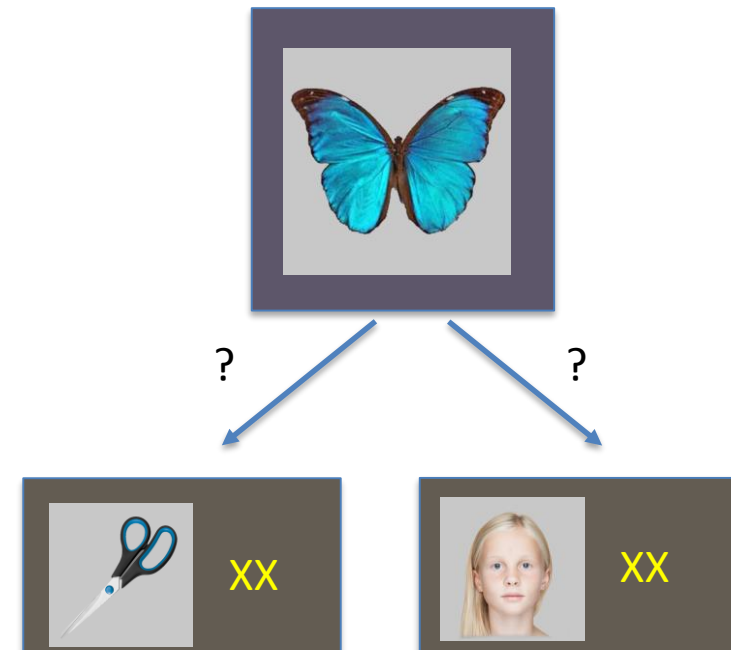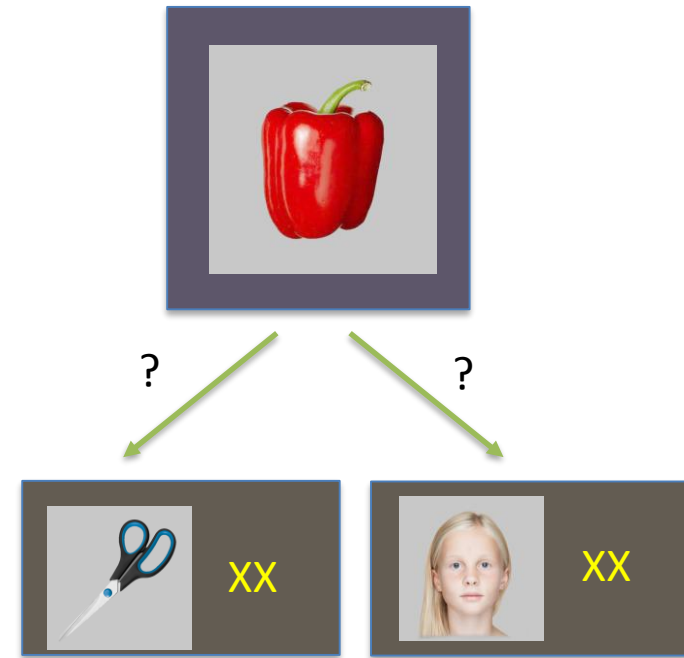
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- Each slot machine can lead to either of the two banknotes, however, the **chances** that a given **slot-machine** provides a given **banknote** are different for the different slot machines.

- Making good decisions in the task will require **learning from your experience** the chances that each slot machine tends to produce either banknote.

- The chances that a given slot machine provides a given banknote will **not change** over the course of the task.
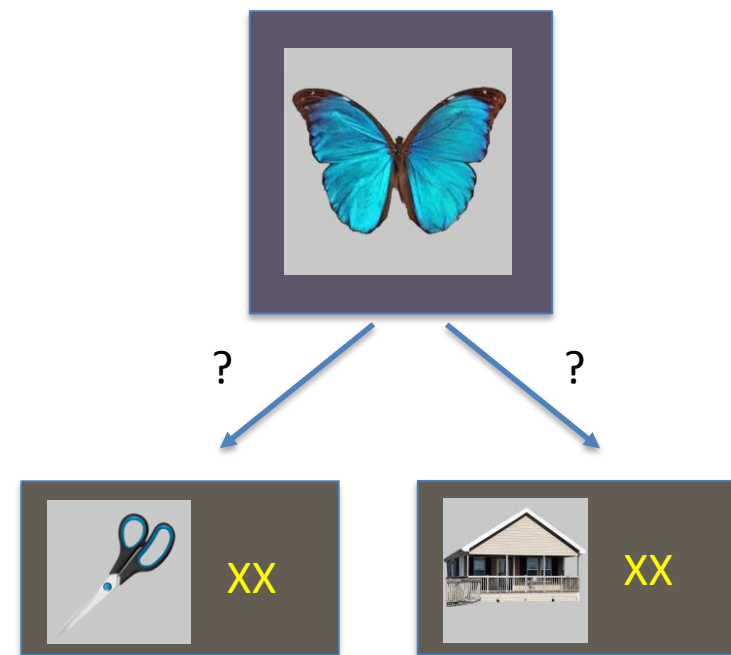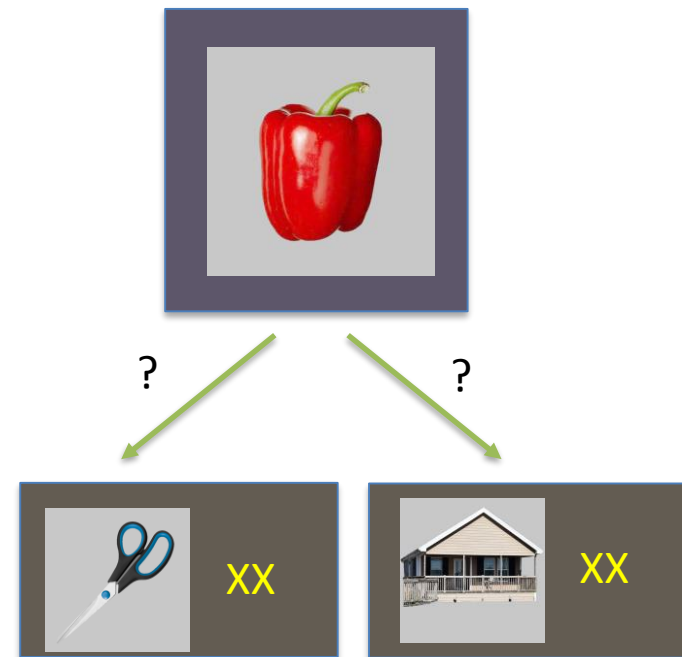
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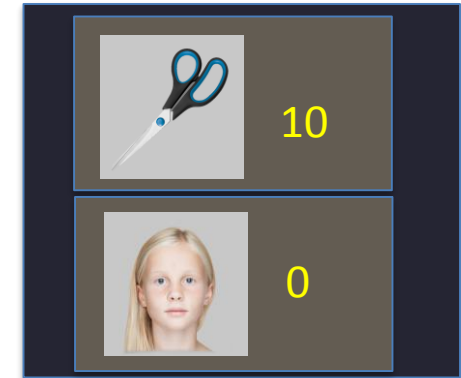
- The first task will have two types of games.

- For the first type of game, you'll be presented with a slot machine. You must press "1" to play the machine. Then the machine will provide you with a bank note.

- The banknotes on these games will not have any points.

- You will sometimes be asked to report which slot machine you just played or which banknote you just received. To do this you will use the number keys (1,2,3 or 4). Your correctness on these questions will affect your bonus payment.

- Let's practice a few of these games.

PRACTICE

- Some trials starting with some slot machine. Ask some quiz questions about what was just seen.
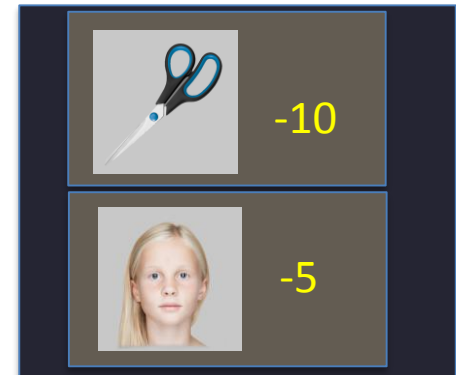
- In the second type of game, you'll make a **choice** between two slot machines. The slot machine that you choose will then provide a banknote with **the same chances** as in the other game.

- Before you decide, you'll be shown the number of points that either banknote would provide if it were collected on that game (two example games are shown on the right). This will be different for each game.

- Try to make decisions that will collect positive-point banknotes and avoid negative-point banknotes.

- Let's practice a few of these games.

Hypothetical game 1:

This screen from a hypothetical game that for this game, collecting the SCISSORS banknote would add 10 points and collecting the GIRL banknote would add 0 points to your collection.
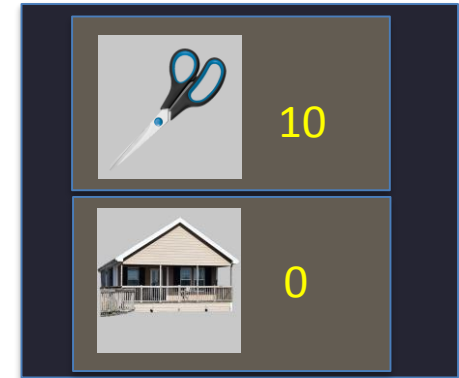
Hypothetical game 2:

This screen from a hypothetical game that for this game, collecting the SCISSORS banknote would take away 10 points and collecting the GIRL banknote take away 5 points from your collection.
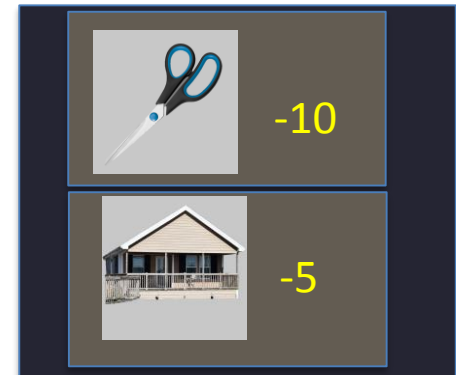
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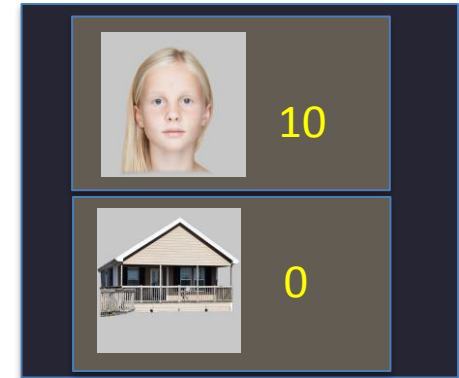
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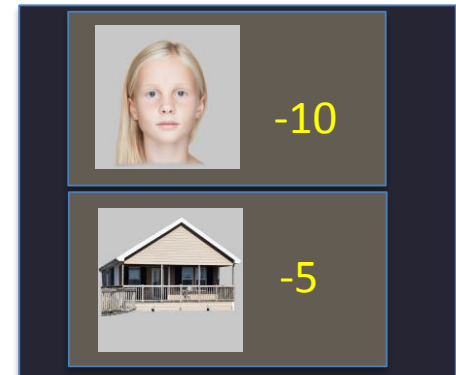
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- Try to make decisions that will collect positive-point banknotes and avoid negative-point banknotes.

- Let's practice a few of these games.

Hypothetical game 1:

This screen from a hypothetical game that for this game, collecting the GIRL banknote would add 10 points and collecting the HOUSE banknote would add 0 points to your collection.

Hypothetical game 2:

This screen from a hypothetical game that for this game, collecting the GIRL banknote would take away 10 points and collecting the HOUSE banknote take away 5 points from your collection.

PRACTICE

- Some choice trials, no choice time limits.

- Great work. The actual first task will have interleaved blocks between the two types of games.
- Before we begin that you'll need to pass a quiz on the instructions. Getting a question wrong will require you to re-start the instructions (though, you will not have to re-do the practice games though).