

Supporting Information for Slingshot Challenge and Star Mines: Two Digital Games as a Prisoner's Dilemma to assess cooperation in children.

Slingshot Challenge game screenshots

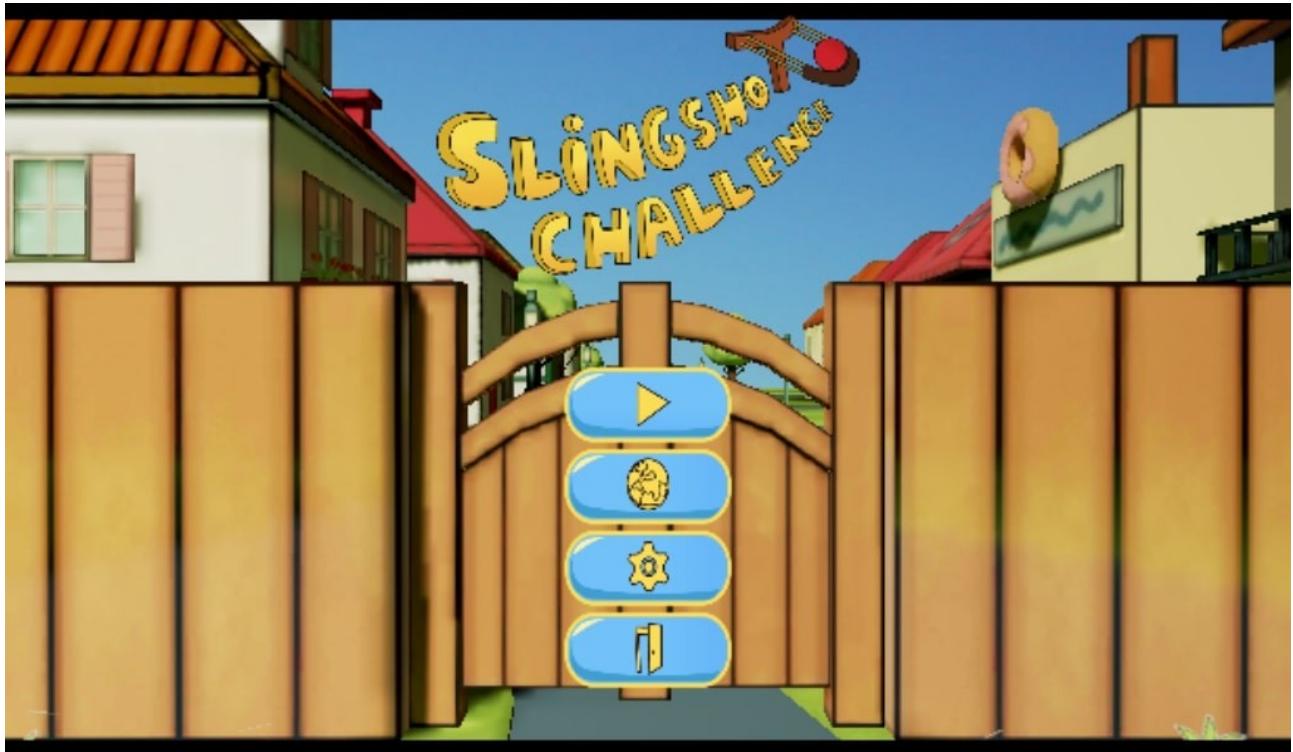


Figure S1: First screen of the Slingshot Challenge.

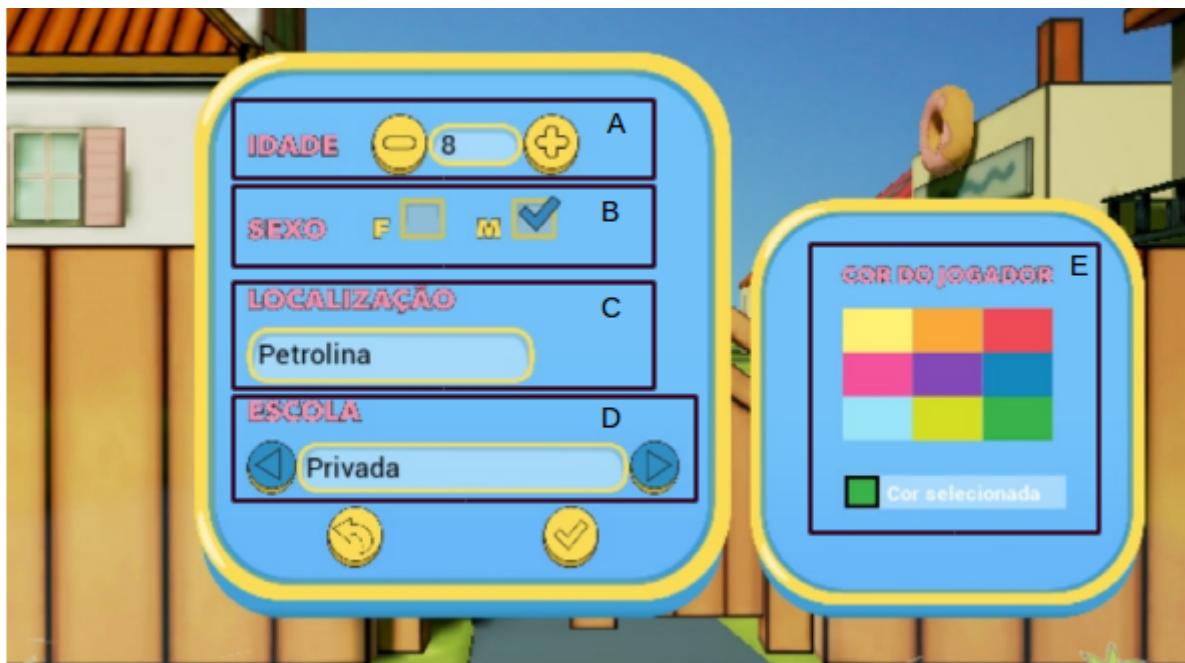


Figure S2: Player's information screen for the Slingshot Challenge. Age (A), sex (B), short text input (C), type of school: public or private (D), and player's color (E).

The game is customizable, so researchers can set up four items before starting the game. The configuration possibilities are: A) number of rounds (one to ten rounds), B) non-player-character's strategy: Random, Always cooperates, Tit For Tat, Tit For two Tats, and Never cooperates; C) the difficulty level (three levels: on the easiest one no can is missed), and D/E) layout of the cans (Figure S3).



Figure S3: Game Settings screen for the Slingshot Challenge. Here it can be defined how many rounds the match will have (A); NPC's strategy (B); difficulty level (C); and, layout of the cans on the left (D) and on the right (E) of the wall.

The possibility of changing the layout of the cans provides researchers with versatility to change the Prisoner's Dilemma payoff matrix, and allows different approaches. For each player there are nine cans (displayed in the setting as a 3x3 matrix) that can be set either as player one's (color chosen by P1) or as player two's (color chosen by P2) or even as a neutral can (white). Moreover, researchers can choose to show less than nine cans, by setting the cans as empty. The setup outcome will pile up the can in three layers, one above the other; therefore, it is important to avoid empty space between the cans, because this will make the can fall. Figure S4 gives some examples.

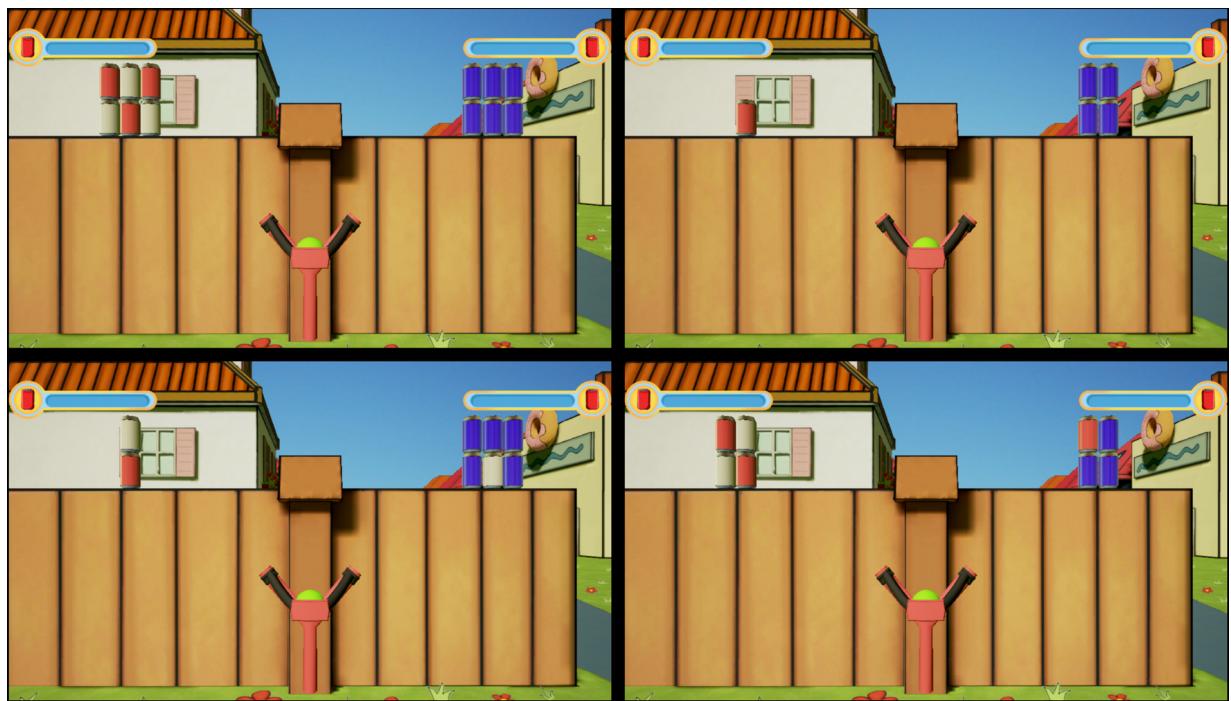


Figure S4. Examples of different Slingshot Challenge game setups. The PD's payoff matrices can be changed according to the cans' specific layout.

Star Mines game screenshots



Figure S5: First screen of the Star Mines.



Figure S6: Player's Profile screen for the Star Mines. Age (A); sex (B); short text input (C); and type of school: public or private (D).

As in the Slingshot Challenge, researchers could choose the number of rounds (up to ten rounds), and the same non-player-character strategies mentioned in Star Mines. However, there are two different options regarding the amount of stars at each side. Changing the number of stars for

cooperative and non-cooperative decisions, one can create distinct PD's payoff matrices as well (Figure S7).



Figure S7: Game setting screen for the Star Mines. Here it is defined how many rounds the match will have (A); NPC's strategy (B): Random, Always cooperates, TFT, TF2T, and Never cooperates; and how many stars will fall at each side (C/D).