Variables definitions:

Hl- Hive's length

Hw- Hive's width

P- Probability to find a first treasure

Cmin- Minimum cost

Cmax- Maximum cost (irrelevant)

C- cost in current round

V – Reward from subsequent treasure

VX – Reward from first treasure

Condition –

NG- Total number of games in each season

NR- Total number of rounds in each game

Nplayers – Number of players in each group

ID

Age

Gender – 1 for males

G – The game's number

MAP – The treasures' map number (1 to 10)

R – The round's number

NOpenDiscoveries1 – How many open singletons treasures are displayed? (Found by any player)

NOpenDiscoveries2 - How many open pairs treasures are displayed? (Found by any player)

NOpenDiscoveries3 – How many open triples treasures are displayed? (Found by any player)

IDOpenDiscoveries1- The ID of open singletons treasures are displayed? (Found by any player)

IDOpenDiscoveries2- The ID of open pairs treasures are displayed? (Found by any player)

IDOpenDiscoveries3- The ID of open triples treasures are displayed? (Found by any player)

IDSelfOpenDiscoveries- The ID of self- found treasure.

Hive – 0 if the player skipped, 1- if the player searched and found nothing, 2 if the player found a treasure.

Hexagon – the ID of chosen hexagon

Order – Is this treasure is the first (1), second (2) or third (3) in a gold mine.

Extra- 1 When "Order" = 1 and 0 otherwise.

Yellow- How many yellow hexagons are displayed

Red- How many red hexagons are displayed

Payoff – The player's payoff at current round

3 numbers at the end of each player's data: the first is the show-up fees (30 NIS), the second is the reward at the round that randomly chosen by the computer, and the third is the final payoff (NIS) of the player.