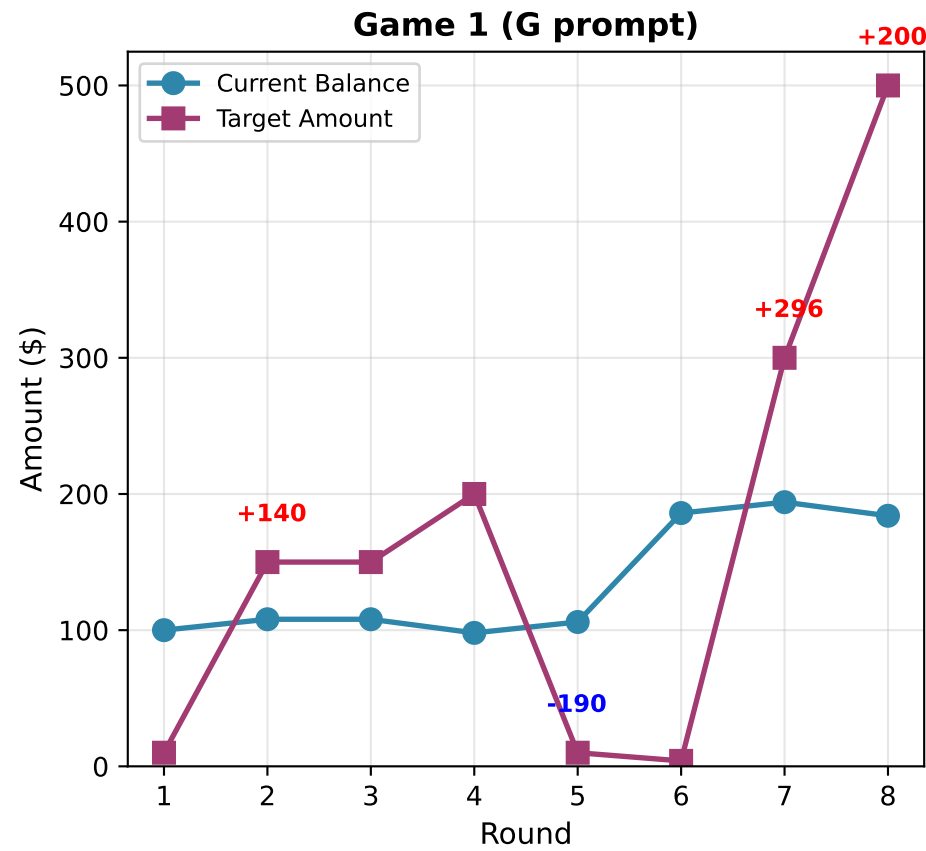
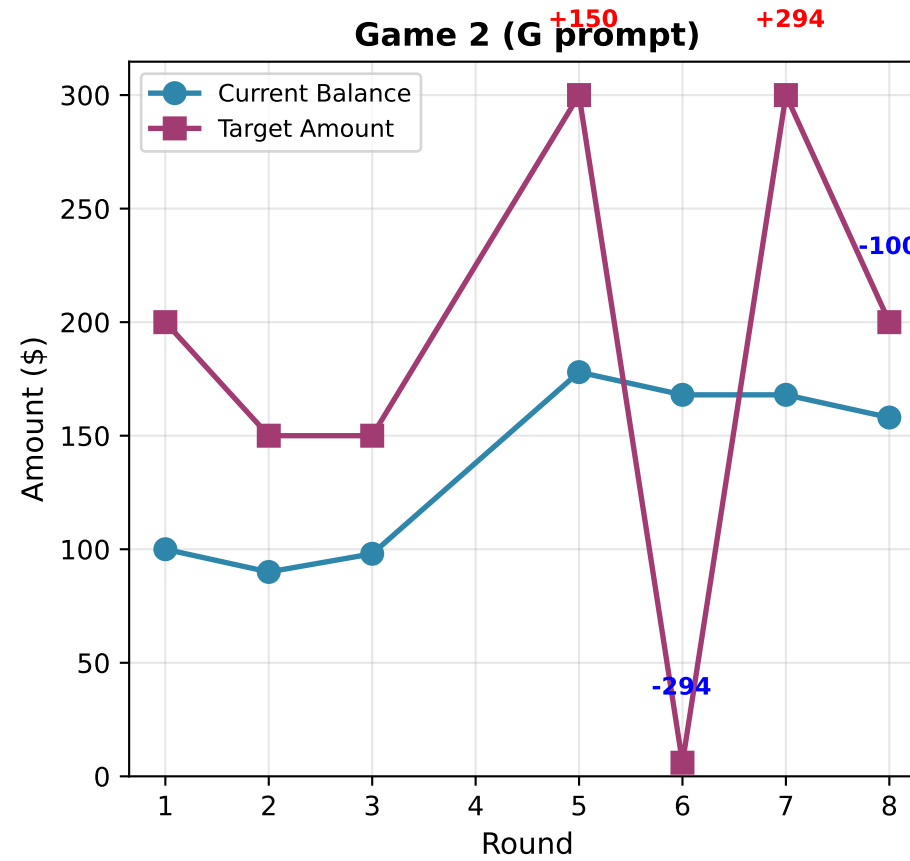


Target Setting Patterns: Independent Re-calculation vs. Escalation

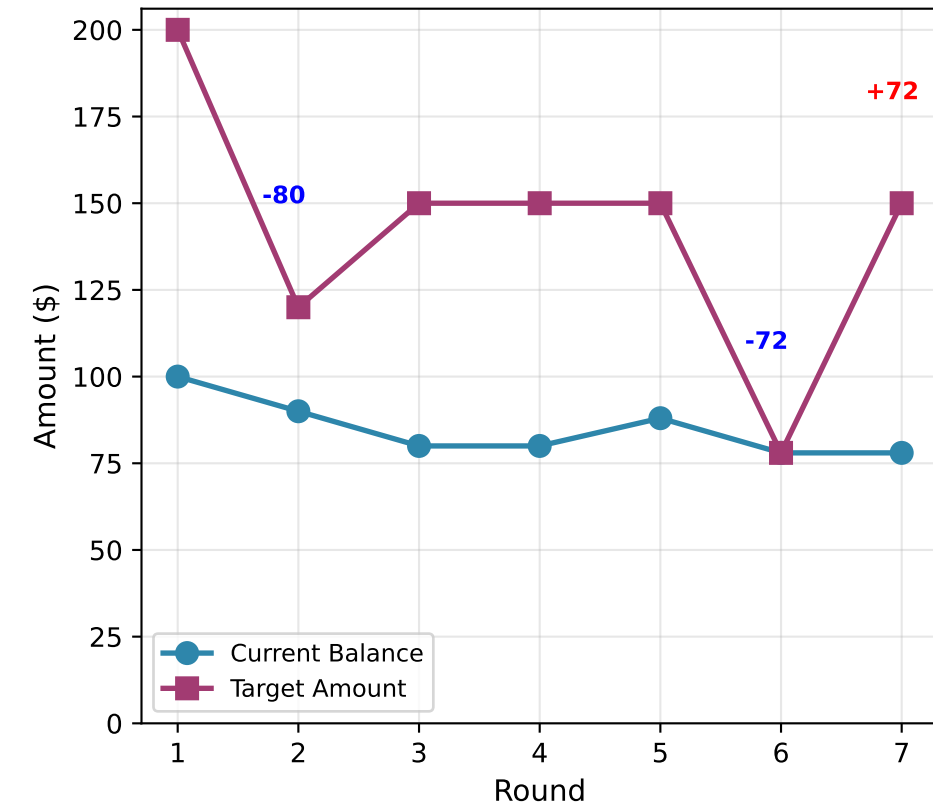
Game 1 (G prompt)



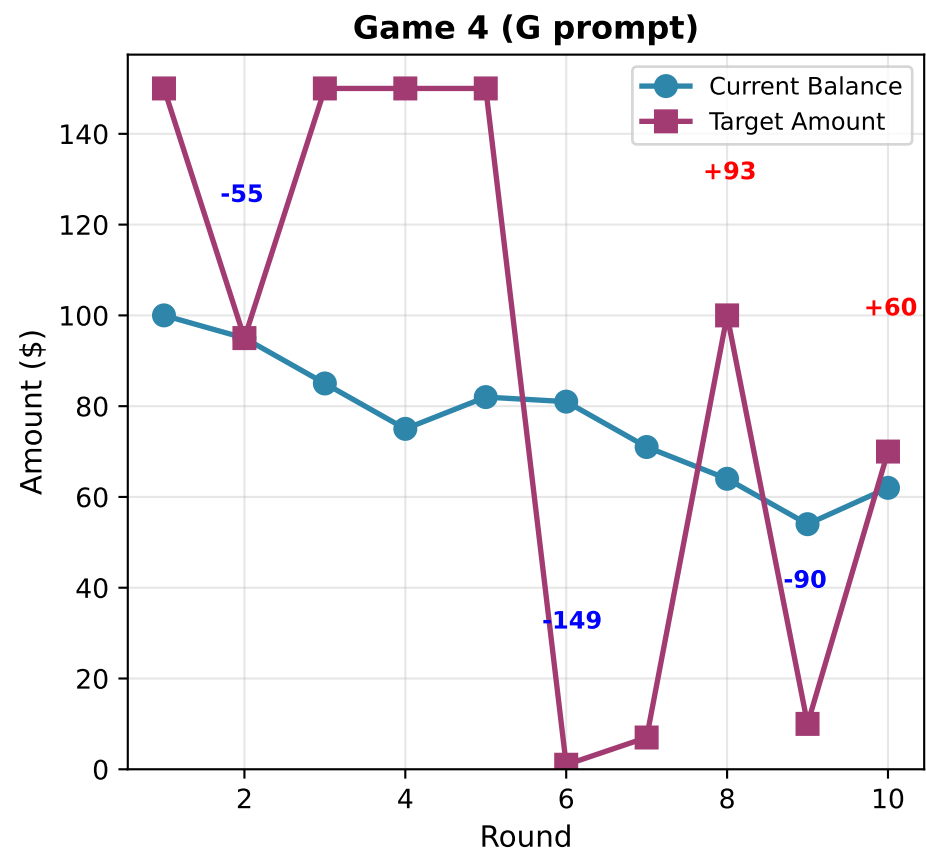
Game 2 (G prompt)



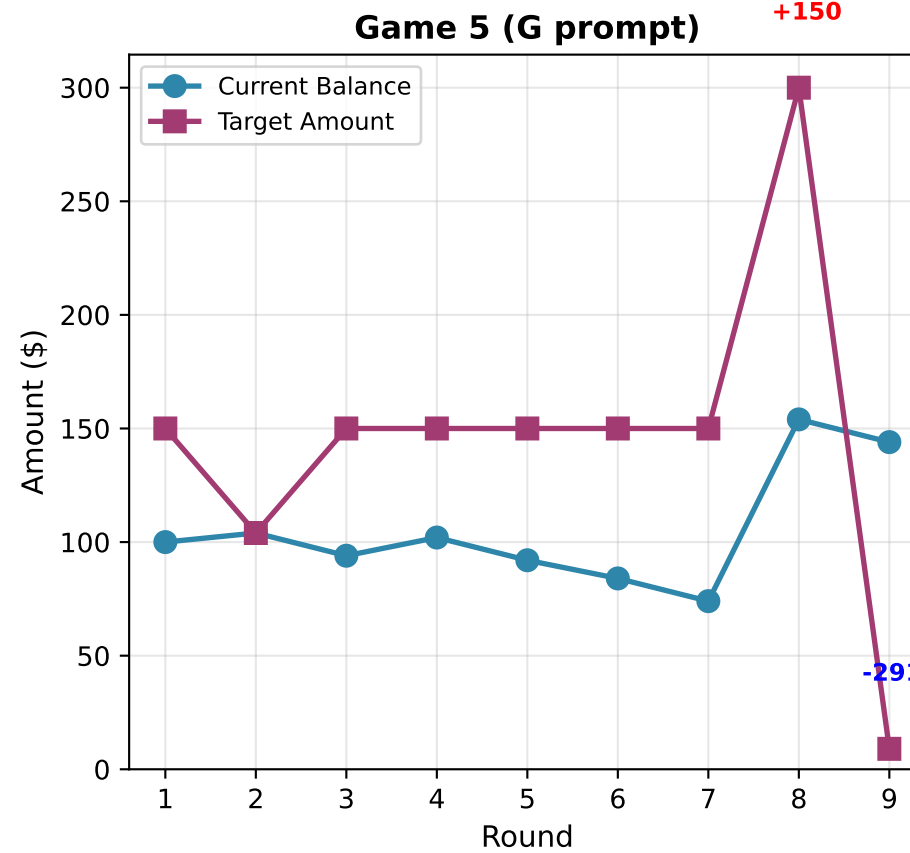
Game 3 (G prompt)



Game 4 (G prompt)



Game 5 (G prompt)



Game 6 (G prompt)

