**Pre-test Pokémon in the lab**

**Instructions**

**Purpose:**

To choose neutral and unfamiliar Pokémon characters to use as stimuli in a replication project (i.e., a replication of the surveillance task used by Olson & Fazio, 2001).

**Procedure:**

20 pictures of Pokémon (image + name) will be presented in a random order. The 20 Pokémon were chosen from generations 4-7 to decrease the chances that they will be familiar to participants (see images below) and based on an initial pretest in which 60 pictures of Pokémon

were pretested online with a separate sample of 155 participants via the Prolific Academic website (https://prolific.ac) along two dimensions: valence and familiarity. On the basis of this pretest, we selected 20 characters which were rated most neutrally and at least familiar.

**Instructions in the beginning:**

*Welcome to the experiment! Thank you for taking part.*

*In this task, we are going to present you pictures of different creatures.*

*Please indicate how positive or negative you consider the creature to be, and how familiar you are with it.*

**Ratings**

Participants will rate each Pokémon character on two scales (presented on the same screen, the valence question above the familiarity question):

1. *Please rate how positive or negative this creature is using the scale below*

SCALE: -4 = very negative, 0 = Neutral, 4 = very positive

2. *Please rate how familiar you are with this creature using the scale below*

SCALE: 0 = Not Familiar at all, 8 = Very Familiar

**Participants:**

**Each lab will ideally collect data from 71 participants. This sample size will provide 80% power to detect a small effect (d=0.3).**

**Planned Analysis:**

Mean liking score and mean familiarity score for each character will be computed.

1. Based on effect size and Bayes-Factor analyses on the above ratings, select the 9 characters that are rated closest to 0 (neutral) on the liking scale.
2. Then, make sure that they are not rated as somewhat familiar (i.e., that they rated significantly below 4 on the familiarity scale).
3. Thereafter, please identify, which two of the nine characters are most neutral and least familiar.

* Don’t choose WIMPOD or GURBBIN as CSs (they can be targets or fillers) because their size (relative to the USs images) is problematic.

1. Finally, verify with t-test and Bayes-Factor analysis that the liking scores and familiarity scores of the two selected CSs do not differ from one another.

* In case you can’t satisfy criterion 4, please select the two CSs which differ least in their valence and familiarity ratings.

**Characters:**

