**Vars of interest:**

1. PlayerProposedAmount -> what the subject would receive if offer was accepted
2. OpponentProposedAmount -> what the computer opponent would receive if offer was accepted
3. Fairness\_score -> Determines the offer ratio between subject & opponent
4. ReappraisalDirection -> 1= empathy 2=punishing
5. PunishingType (it’s the same as PunishingCondition in the raw files sorry for the confusion) -> na (only for empathy trials), reputation (A trial in which the context message is antisocial and suggests lack of trustworthiness), resources (A trial in which the context message is antisocial and suggests an excess of resources)
6. Some reaction timing data
7. AcceptOffer -> 1=yes; 0=no
8. Attempter HL: max lethality >=4