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> **How likely** (out of 100) do you think it is that **it will be raining outside at the end of the experiment?**

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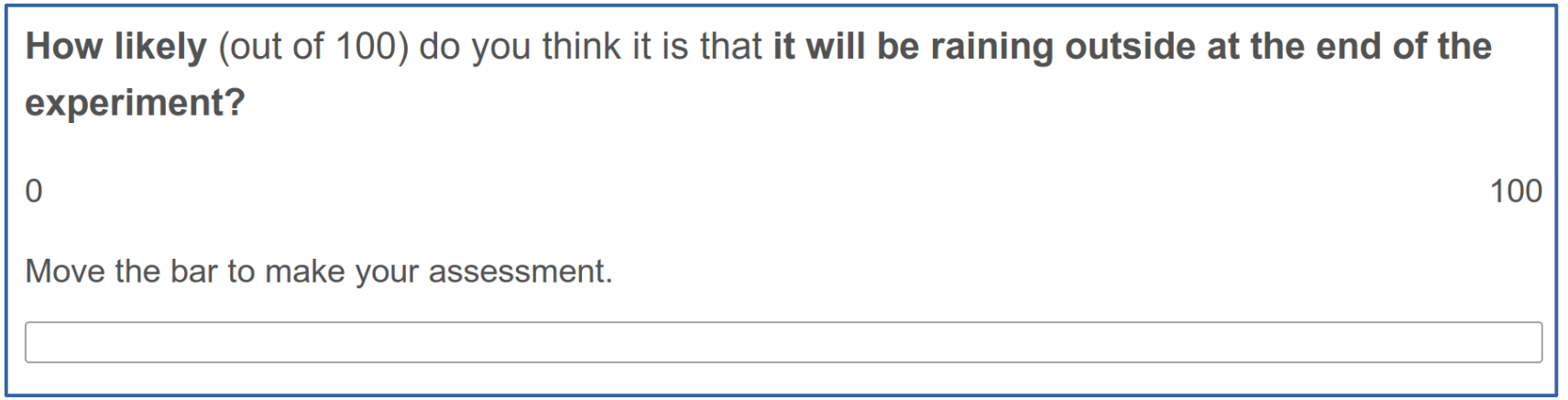
2. *There will be a **bar on the screen** that you can move with your mouse from numbers from 0 (at the very left) to 100 (at the very right). To answer the question, **move the bar** to the position that represents your **true assessment**.*



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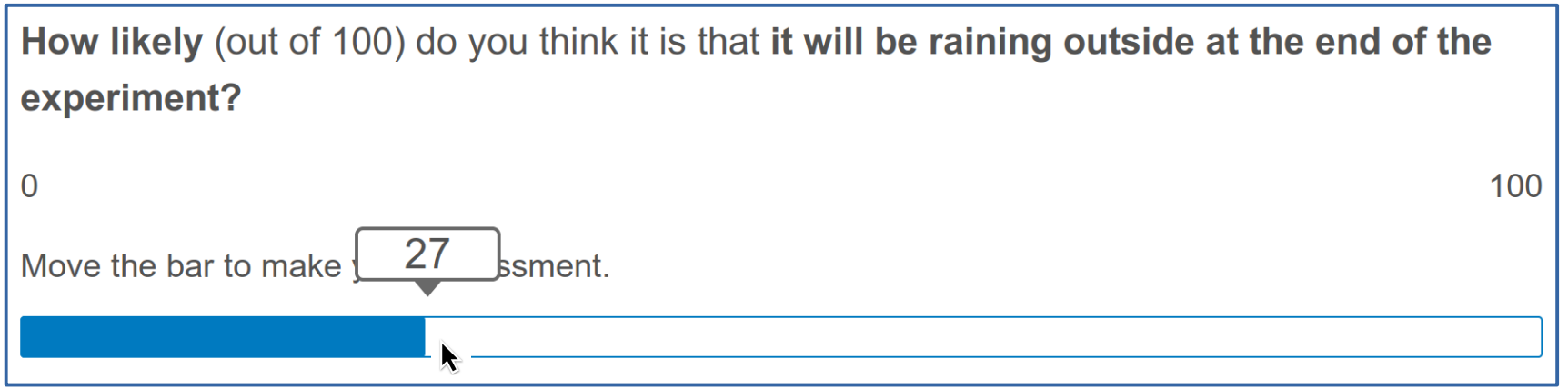

3. ***For example, suppose you think** that the chance that it will be raining outside at the end of the experiment is **27%**. In this case, you **should move the bar** to the **position** where the number **equals 27**, as shown on the screenshot.*

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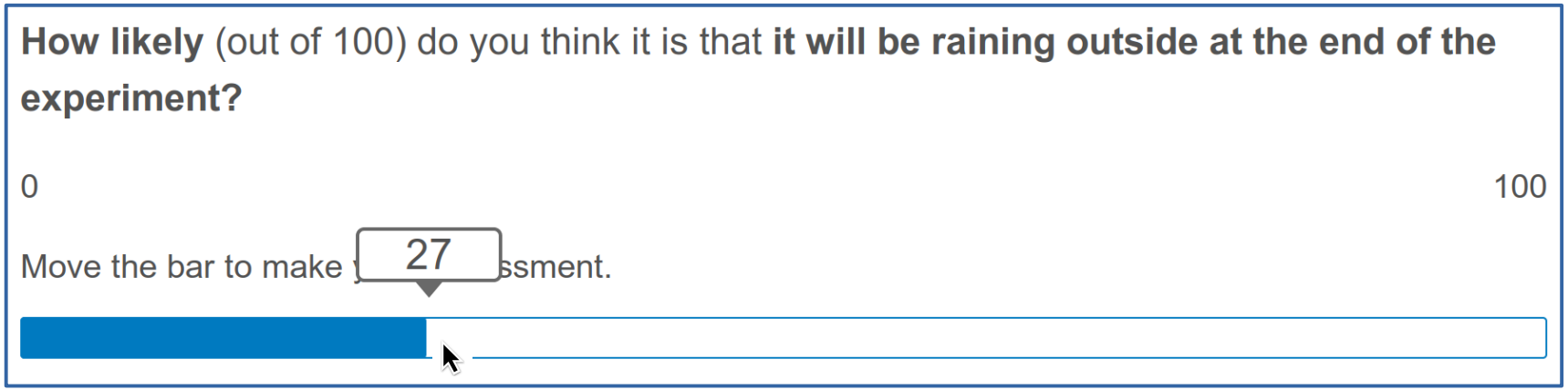

3. ***For example, suppose you think** that the chance that it will be raining outside at the end of the experiment is **27%**. In this case, you **should move the bar** to the **position** where the number **equals 27**, as shown on the screenshot.*

4. *It is **important** that you always indicate your **true assessment** of how likely a given situation is. As we will explain to you shortly, this will **maximize your chance of winning** money in this part of the experiment.*

5. *We will now explain to you how exactly the payment scheme for the assessment tasks works.*

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> *If you find the details hard to follow,* ***all you have to remember*** *is that we will pay you in a way that* ***guarantees*** *that you* ***maximize*** *your chance of* ***winning money*** *if you* ***always report*** *your* ***true assessment****.*

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6. *Here is how exactly we pay you in this part of the experiment:*

Let's call the number you report in your assessment with the slider bar ***X****. After you submit your assessment, the computer will draw a number between 0 and 100, and each number is equally likely to be drawn. Let's call this number* ***Y****.*

The numbers ***X****,* ***Y****, and whether or not the situation in the assessment question occurs will determine if we pay you* ***$20*** *or* ***$0*** *for this part of the experiment.*

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*The numbers **X**, **Y**, and whether or not the situation in the assessment question occurs will determine if we pay you **$20** or **$0** for this part of the experiment.*

*If **Y** ≥ **X**, we pay you **$20** with a chance of **Y**%, and **$0** with a chance of (100-**Y**)%.*

*If **Y** < **X**, we pay you **$20** if the situation in the questions occurs, and **$0** otherwise.*

(In the example from before, this means that you would get paid $20 if it was indeed raining at the end of the experiment.)

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The numbers ***X****,* ***Y****, and whether or not the situation in the assessment question occurs will determine if we pay you* ***$20*** *or* ***$0*** *for this part of the experiment.*

If ***Y*** *≥* ***X****, we pay you* ***$20*** *with a chance of* ***Y****%, and* ***$0*** *with a chance of (100-****Y****)%.*

If ***Y*** *<* ***X****, we pay you* ***$20*** *if the situation in the questions occurs, and* ***$0*** *otherwise.*

(In the example from before, this means that you would get paid $20 if it was indeed raining at the end of the experiment.)

This payment scheme ***guarantees*** *that you* ***maximize your chance of getting paid $20*** *if you always report your* ***true assessment*** *of how likely a given situation is with the slider bar.*

7. *There will be a total of **4 assessment tasks.** The computer will **randomly pick one assessment task** that counts **for payment**.*
(Depending on your later choices in the experiment, not all four assessment tasks might be eligible for payment.)

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(Depending on your later choices in the experiment, not all four assessment tasks might be eligible for payment.)

8. *In the **first assessment task**, you will be asked **how likely** you think it is that you **passed the IQ test**. Some of the other assessment tasks refer to hypothetical scenarios about a future IQ test.*

*Make sure to always **read the questions carefully**, so that you understand which situation you are assessing in each task. If you have any questions, raise your hand and we will come and clarify.*