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2	Would you rather take...	Path A with <i>Earn_A</i> =\$21	or	Path B	?
3	Would you rather take...	Path A with <i>Earn_A</i> =\$20	or	Path B	?
4	Would you rather take...	Path A with <i>Earn_A</i> =\$19	or	Path B	?
.	.	.		.	
.	.	.		.	
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20	Would you rather take...	Path A with <i>Earn_A</i> =\$3	or	Path B	?
21	Would you rather take...	Path A with <i>Earn_A</i> =\$2	or	Path B	?
22	Would you rather take...	Path A with <i>Earn_A</i> =\$1	or	Path B	?
23	Would you rather take...	Path A with <i>Earn_A</i> =\$0	or	Path B	?

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2. *In each question, you pick either **Option A** (take **Path A** and earn some amount called **Earn_A**), or **Option B** (take **Path B**). We will later explain to you what each of these mean.*

Q#		Option A		Option B	
1	Would you rather take...	Path A with Earn_A=\$22	or	Path B	?
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2. In each question, you pick either **Option A** (take **Path A** and earn some amount called **Earn_A**), or **Option B** (take **Path B**). We will later explain to you what each of these mean.

3. After you answer all 23 questions, the computer will randomly draw one of them. Each question is equally likely to be drawn.

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3. After you answer all 23 questions, the computer will randomly draw one of them. Each question is equally likely to be drawn.
 - If you chose **Option A** in the question that is drawn, you will take **Path A** and earn the indicated amount, **Earn_A**.
 - If you chose **Option B** in that question, you will take **Path B**.

Q#		Option A		Option B	
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4. **Make sure to answer all questions truthfully**, so that you always end up with the option you like better, no matter which question gets drawn.

5. We assume you will choose **Option A** in the first few questions, but at some point will switch to choosing **Option B**. So, to save time, we will simply ask you at which dollar value you would like to switch.

Q#		Option A		Option B	
1	Would you rather take...	Path A with <i>Earn_A</i> =\$22	or	Path B	?
2	Would you rather take...	Path A with <i>Earn_A</i> =\$21	or	Path B	?
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5. We assume you will choose **Option A** in the first few questions, but at some point will switch to choosing **Option B**. So, to save time, we will simply ask you at which dollar value you would like to switch.
6. The computer will then “fill out” your answers to all 23 questions based on your **switch point** (choosing **Option A** for all questions before or at your switch point, and **Option B** for all questions after your switch point).

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6. The computer will then “fill out” your answers to all 23 questions based on your **switch point** (choosing **Option A** for all questions before or at your switch point, and **Option B** for all questions after your switch point).
7. To report your switch point, there will be a slider bar with numbers from 0 to 22, that will initially be placed at the value of \$0. To **report your switch point, move the slider around** with your mouse or arrow keys.

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Here's an example:

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8. Here's an example:
 Suppose you prefer to take **Path A**, but only if **Earn_A** is at least \$6. Otherwise, you would rather take **Path B**.

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Here's an example:

Suppose you prefer to take **Path A**, but only if **Earn_A** is at least \$6. Otherwise, you would rather take **Path B**.

In this case, the switch point you report should be **\$6**, as shown on the screenshot.

Example.

Your switch point: \$6

This means:

- You choose **Option A** if **Earn_A** is \$6 or more.
- You choose **Option B** if **Earn_A** is less than \$6.

Q#

Option A

Option B

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To see what this means, let's take a look at the expanded table.

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15	Would you rather take...	Path A with Earn_A=\$8	or	Path B ?
16	Would you rather take...	Path A with Earn_A=\$7	or	Path B ?
17	Would you rather take...	Path A with Earn_A=\$6	or	Path B ?
18	Would you rather take...	Path A with Earn_A=\$5	or	Path B ?
19	Would you rather take...	Path A with Earn_A=\$4	or	Path B ?
20	Would you rather take...	Path A with Earn_A=\$3	or	Path B ?
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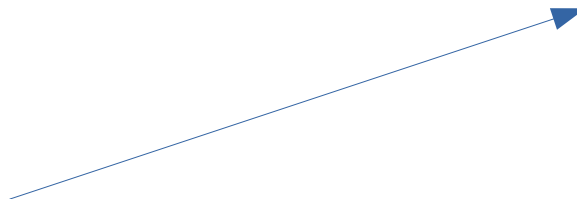


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To see what this means, let's take a look at the expanded table.

(1) If a question with an **Earn_A** of \$6 or higher gets drawn, you **get Option A**: You take Path A and get the indicated fixed payment (which is at least \$6).

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Here's an example:

Suppose you prefer to take **Path A**, but only if **Earn_A** is at least \$6. Otherwise, you would rather take **Path B**.

In this case, the switch point you report should be **\$6**, as shown on the screenshot.

Example.

Your switch point: \$6

This means:

- You choose **Option A** if **Earn_A** is \$6 or more.
- You choose **Option B** if **Earn_A** is less than \$6.

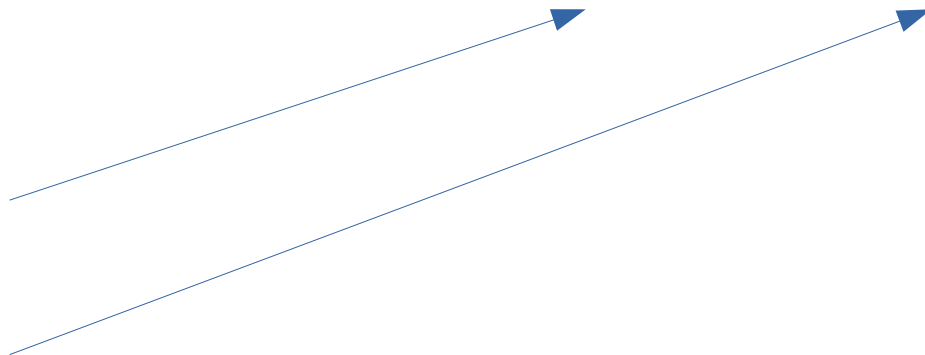


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- (1) If a question with an **Earn_A** of \$6 or higher gets drawn, you **get Option A**: You take Path A and get the indicated fixed payment (which is at least \$6).
- (2) If a question with an **Earn_A** less than \$6 gets drawn, you **get Option B**: You take Path B and get no fixed payment.

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This means:

- You choose **Option A** if *Earn_A* is \$6 or more.
- You choose **Option B** if *Earn_A* is less than \$6.



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10. You will have noticed that the following:
- The **lower** your switch point, the more likely it is you get Option A.
 - The **higher** your switch point, the more likely it is that you get Option B.

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10	Would you rather take...	Path A with <i>Earn_A</i> =\$13	or	Path B ?
11	Would you rather take...	Path A with <i>Earn_A</i> =\$12	or	Path B ?
12	Would you rather take...	Path A with <i>Earn_A</i> =\$11	or	Path B ?
13	Would you rather take...	Path A with <i>Earn_A</i> =\$10	or	Path B ?
14	Would you rather take...	Path A with <i>Earn_A</i> =\$9	or	Path B ?
15	Would you rather take...	Path A with <i>Earn_A</i> =\$8	or	Path B ?
16	Would you rather take...	Path A with <i>Earn_A</i> =\$7	or	Path B ?
17	Would you rather take...	Path A with <i>Earn_A</i> =\$6	or	Path B ?
18	Would you rather take...	Path A with <i>Earn_A</i> =\$5	or	Path B ?
19	Would you rather take...	Path A with <i>Earn_A</i> =\$4	or	Path B ?
20	Would you rather take...	Path A with <i>Earn_A</i> =\$3	or	Path B ?
21	Would you rather take...	Path A with <i>Earn_A</i> =\$2	or	Path B ?
22	Would you rather take...	Path A with <i>Earn_A</i> =\$1	or	Path B ?
23	Would you rather take...	Path A with <i>Earn_A</i> =\$0	or	Path B ?

Example.

Your switch point: \$6

This means:

- You choose **Option A** if *Earn_A* is \$6 or more.
- You choose **Option B** if *Earn_A* is less than \$6.



10. You will have noticed that the following:
- The **lower** your switch point, the more likely it is you get Option A.
 - The **higher** your switch point, the more likely it is that you get Option B.

11. Now ask yourself: If you report a switch point of \$6, for example, does this guarantee you that you get paid at least \$6?

Q#		Option A		Option B
1	Would you rather take...	Path A with <i>Earn_A</i> =\$22	or	Path B ?
2	Would you rather take...	Path A with <i>Earn_A</i> =\$21	or	Path B ?
3	Would you rather take...	Path A with <i>Earn_A</i> =\$20	or	Path B ?
4	Would you rather take...	Path A with <i>Earn_A</i> =\$19	or	Path B ?
5	Would you rather take...	Path A with <i>Earn_A</i> =\$18	or	Path B ?
6	Would you rather take...	Path A with <i>Earn_A</i> =\$17	or	Path B ?
7	Would you rather take...	Path A with <i>Earn_A</i> =\$16	or	Path B ?
8	Would you rather take...	Path A with <i>Earn_A</i> =\$15	or	Path B ?
9	Would you rather take...	Path A with <i>Earn_A</i> =\$14	or	Path B ?
10	Would you rather take...	Path A with <i>Earn_A</i> =\$13	or	Path B ?
11	Would you rather take...	Path A with <i>Earn_A</i> =\$12	or	Path B ?
12	Would you rather take...	Path A with <i>Earn_A</i> =\$11	or	Path B ?
13	Would you rather take...	Path A with <i>Earn_A</i> =\$10	or	Path B ?
14	Would you rather take...	Path A with <i>Earn_A</i> =\$9	or	Path B ?
15	Would you rather take...	Path A with <i>Earn_A</i> =\$8	or	Path B ?
16	Would you rather take...	Path A with <i>Earn_A</i> =\$7	or	Path B ?
17	Would you rather take...	Path A with <i>Earn_A</i> =\$6	or	Path B ?
18	Would you rather take...	Path A with <i>Earn_A</i> =\$5	or	Path B ?
19	Would you rather take...	Path A with <i>Earn_A</i> =\$4	or	Path B ?
20	Would you rather take...	Path A with <i>Earn_A</i> =\$3	or	Path B ?
21	Would you rather take...	Path A with <i>Earn_A</i> =\$2	or	Path B ?
22	Would you rather take...	Path A with <i>Earn_A</i> =\$1	or	Path B ?
23	Would you rather take...	Path A with <i>Earn_A</i> =\$0	or	Path B ?

Example.

Your switch point: \$6

This means:

- You choose **Option A** if *Earn_A* is \$6 or more.
- You choose **Option B** if *Earn_A* is less than \$6.



10. You will have noticed that the following:
- The **lower** your switch point, the more likely it is you get Option A.
 - The **higher** your switch point, the more likely it is that you get Option B.

11. Now ask yourself: If you report a switch point of \$6, for example, does this guarantee you that you get paid at least \$6?
- The answer is **no**: It also matters which question gets drawn.

Q#		Option A		Option B
1	Would you rather take...	Path A with <i>Earn_A</i> =\$22	or	Path B ?
2	Would you rather take...	Path A with <i>Earn_A</i> =\$21	or	Path B ?
3	Would you rather take...	Path A with <i>Earn_A</i> =\$20	or	Path B ?
4	Would you rather take...	Path A with <i>Earn_A</i> =\$19	or	Path B ?
5	Would you rather take...	Path A with <i>Earn_A</i> =\$18	or	Path B ?
6	Would you rather take...	Path A with <i>Earn_A</i> =\$17	or	Path B ?
7	Would you rather take...	Path A with <i>Earn_A</i> =\$16	or	Path B ?
8	Would you rather take...	Path A with <i>Earn_A</i> =\$15	or	Path B ?
9	Would you rather take...	Path A with <i>Earn_A</i> =\$14	or	Path B ?
10	Would you rather take...	Path A with <i>Earn_A</i> =\$13	or	Path B ?
11	Would you rather take...	Path A with <i>Earn_A</i> =\$12	or	Path B ?
12	Would you rather take...	Path A with <i>Earn_A</i> =\$11	or	Path B ?
13	Would you rather take...	Path A with <i>Earn_A</i> =\$10	or	Path B ?
14	Would you rather take...	Path A with <i>Earn_A</i> =\$9	or	Path B ?
15	Would you rather take...	Path A with <i>Earn_A</i> =\$8	or	Path B ?
16	Would you rather take...	Path A with <i>Earn_A</i> =\$7	or	Path B ?
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19	Would you rather take...	Path A with <i>Earn_A</i> =\$4	or	Path B ?
20	Would you rather take...	Path A with <i>Earn_A</i> =\$3	or	Path B ?
21	Would you rather take...	Path A with <i>Earn_A</i> =\$2	or	Path B ?
22	Would you rather take...	Path A with <i>Earn_A</i> =\$1	or	Path B ?
23	Would you rather take...	Path A with <i>Earn_A</i> =\$0	or	Path B ?

Example.

Your switch point: \$6

This means:

- You choose **Option A** if *Earn_A* is \$6 or more.
- You choose **Option B** if *Earn_A* is less than \$6.



10. You will have noticed that the following:
- The **lower** your switch point, the more likely it is you get Option A.
 - The **higher** your switch point, the more likely it is that you get Option B.

11. Now ask yourself: If you report a switch point of \$6, for example, does this guarantee you that you get paid at least \$6?

The answer is **no**: It also matters which question gets drawn.

- If a question with an *Earn_A* of \$6 or more is drawn, you indeed get a fixed payment of at least \$6.
- If a question with an *Earn_A* of less than \$6 is drawn, however, you take Path B and don't get a fixed payment.

Q#		Option A		Option B
1	Would you rather take...	Path A with <i>Earn_A</i> =\$22	or	Path B ?
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3	Would you rather take...	Path A with <i>Earn_A</i> =\$20	or	Path B ?
4	Would you rather take...	Path A with <i>Earn_A</i> =\$19	or	Path B ?
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8	Would you rather take...	Path A with <i>Earn_A</i> =\$15	or	Path B ?
9	Would you rather take...	Path A with <i>Earn_A</i> =\$14	or	Path B ?
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15	Would you rather take...	Path A with <i>Earn_A</i> =\$8	or	Path B ?
16	Would you rather take...	Path A with <i>Earn_A</i> =\$7	or	Path B ?
17	Would you rather take...	Path A with <i>Earn_A</i> =\$6	or	Path B ?
18	Would you rather take...	Path A with <i>Earn_A</i> =\$5	or	Path B ?
19	Would you rather take...	Path A with <i>Earn_A</i> =\$4	or	Path B ?
20	Would you rather take...	Path A with <i>Earn_A</i> =\$3	or	Path B ?
21	Would you rather take...	Path A with <i>Earn_A</i> =\$2	or	Path B ?
22	Would you rather take...	Path A with <i>Earn_A</i> =\$1	or	Path B ?
23	Would you rather take...	Path A with <i>Earn_A</i> =\$0	or	Path B ?

Example.

Your switch point: \$6

This means:

- You choose **Option A** if *Earn_A* is \$6 or more.
- You choose **Option B** if *Earn_A* is less than \$6.



10. You will have noticed that the following:
- The **lower** your switch point, the more likely it is you get Option A.
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11. Now ask yourself: If you report a switch point of \$6, for example, does this guarantee you that you get paid at least \$6?

The answer is **no**: It also matters which question gets drawn.

- If a question with an *Earn_A* of \$6 or more is drawn, you indeed get a fixed payment of at least \$6.
- If a question with an *Earn_A* of less than \$6 is drawn, however, you take Path B and don't get a fixed payment.

Q#		Option A		Option B
1	Would you rather take...	Path A with <i>Earn_A</i> =\$22	or	Path B ?
2	Would you rather take...	Path A with <i>Earn_A</i> =\$21	or	Path B ?
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16	Would you rather take...	Path A with <i>Earn_A</i> =\$7	or	Path B ?
17	Would you rather take...	Path A with <i>Earn_A</i> =\$6	or	Path B ?
18	Would you rather take...	Path A with <i>Earn_A</i> =\$5	or	Path B ?
19	Would you rather take...	Path A with <i>Earn_A</i> =\$4	or	Path B ?
20	Would you rather take...	Path A with <i>Earn_A</i> =\$3	or	Path B ?
21	Would you rather take...	Path A with <i>Earn_A</i> =\$2	or	Path B ?
22	Would you rather take...	Path A with <i>Earn_A</i> =\$1	or	Path B ?
23	Would you rather take...	Path A with <i>Earn_A</i> =\$0	or	Path B ?

12. You will now have the opportunity to familiarize yourself with how the slider works.