SUPPLEMENTARY METHODS

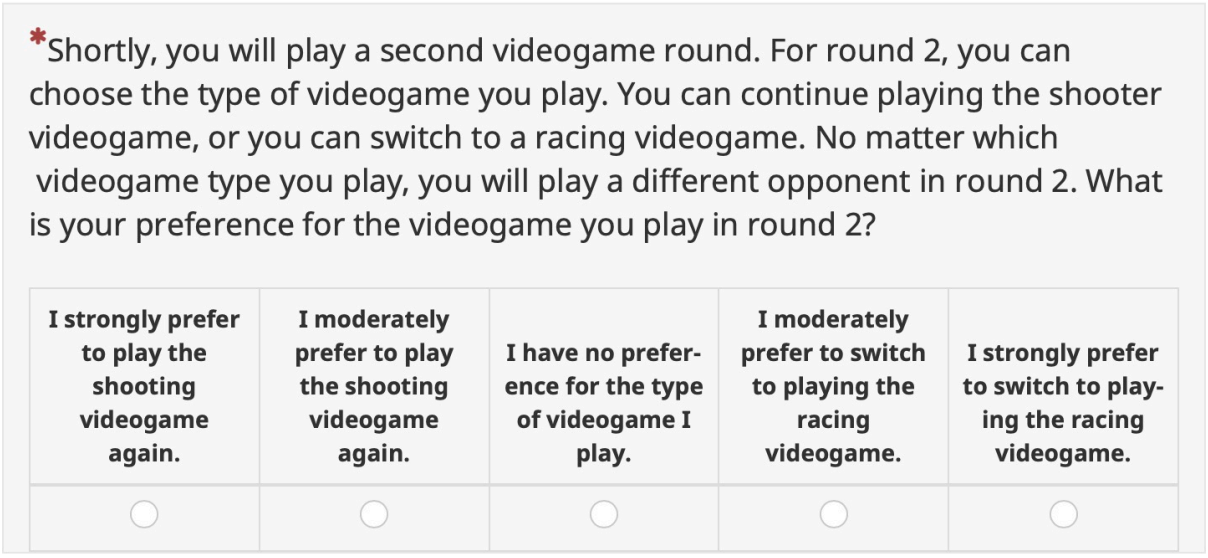

Figure S1: In the switching experiment, participants could report their preference to either continue playing the shooter game in the second round or switch to the racing game. In the case they chose "indifferent" we reported that the game would be random.

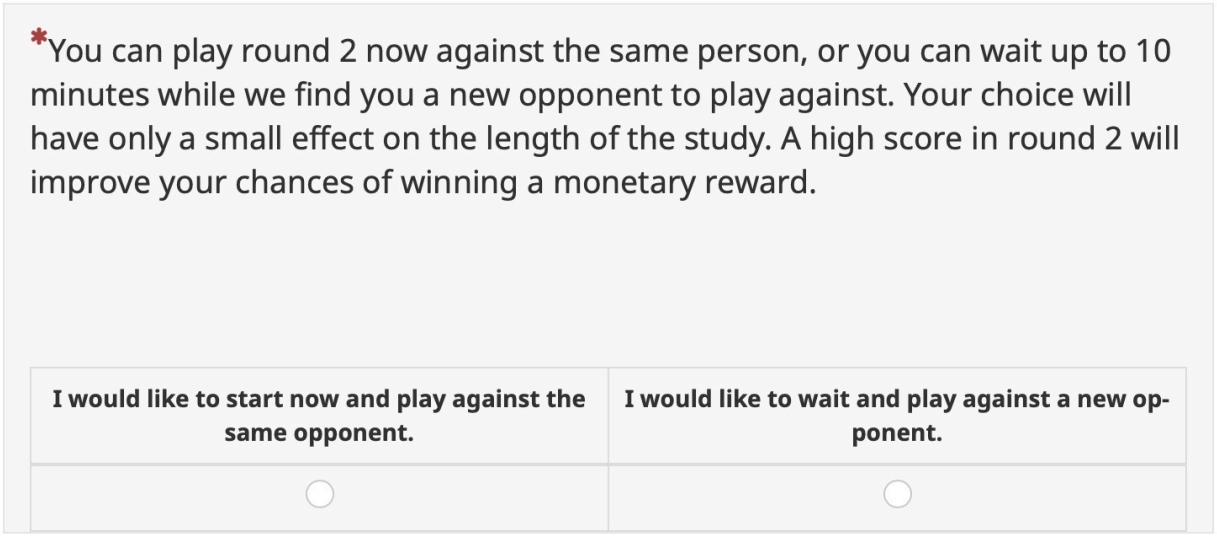

Figure S2: In the waiting experiment, participants chose between starting immediately and playing the same opponent or waiting and playing a new opponent.

SUPPLEMENTARY RESULTS

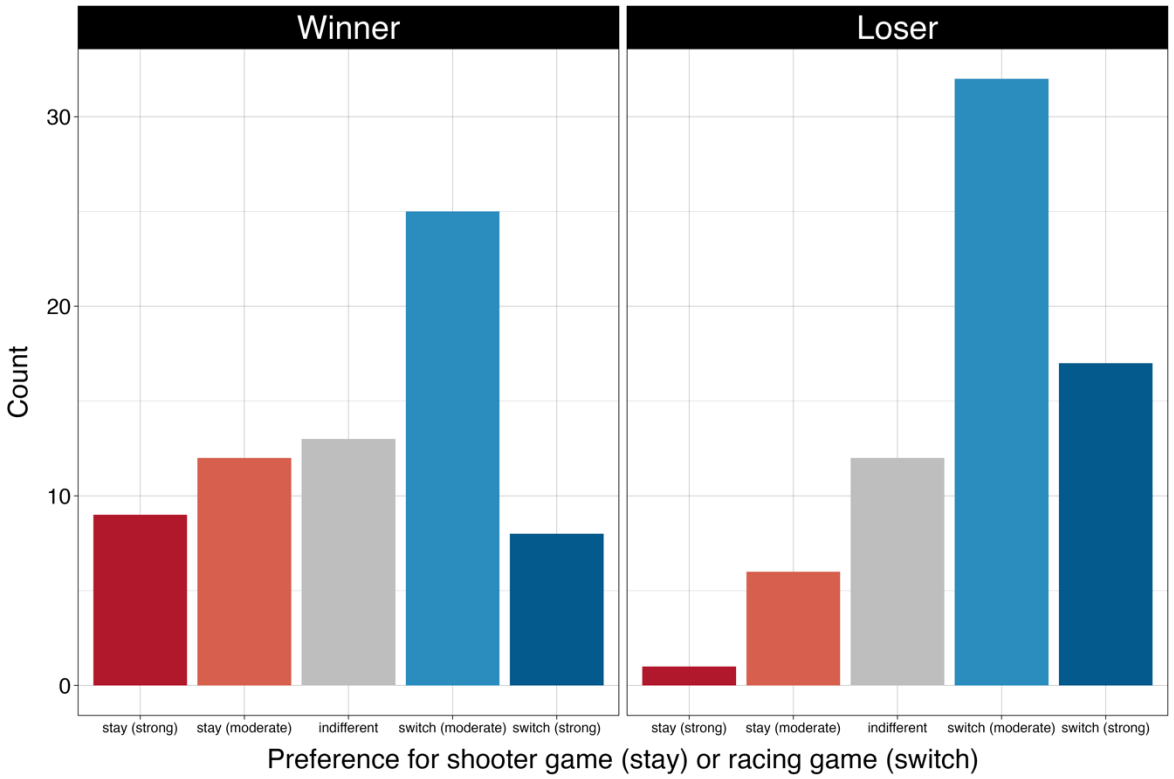

Figure S3: Losers exhibited a stronger and more frequent preference to switch to the racing game.

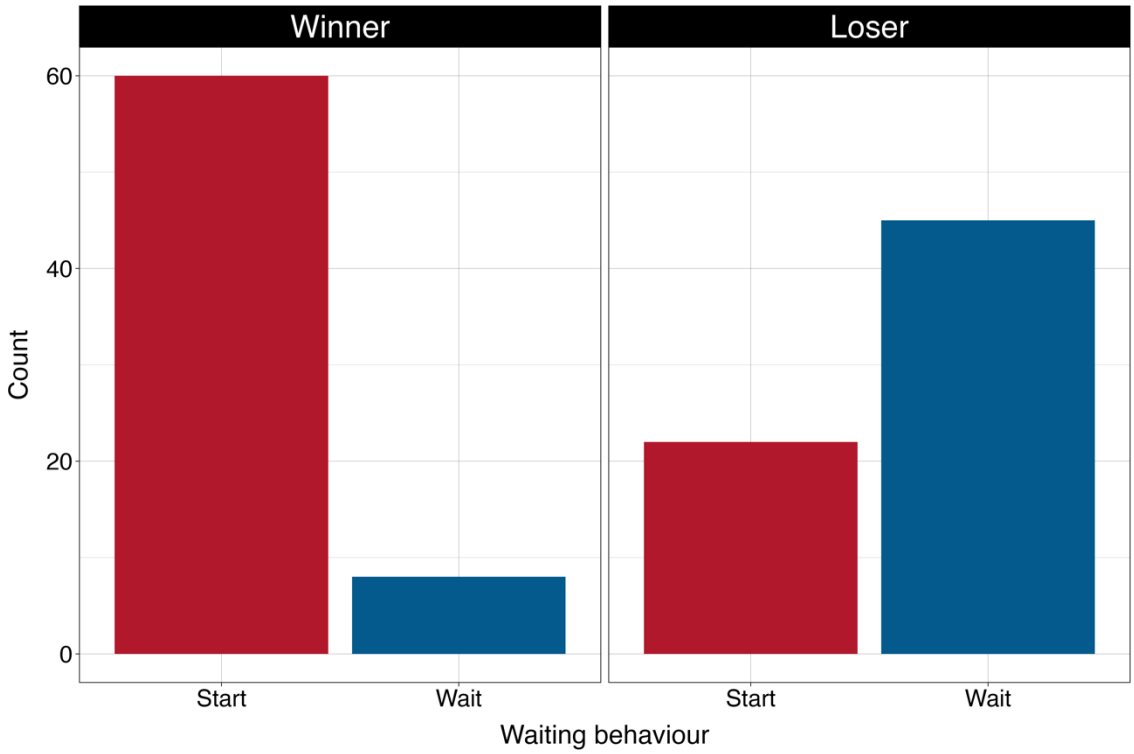

Figure S4: Losers requested to wait more frequently than winners.

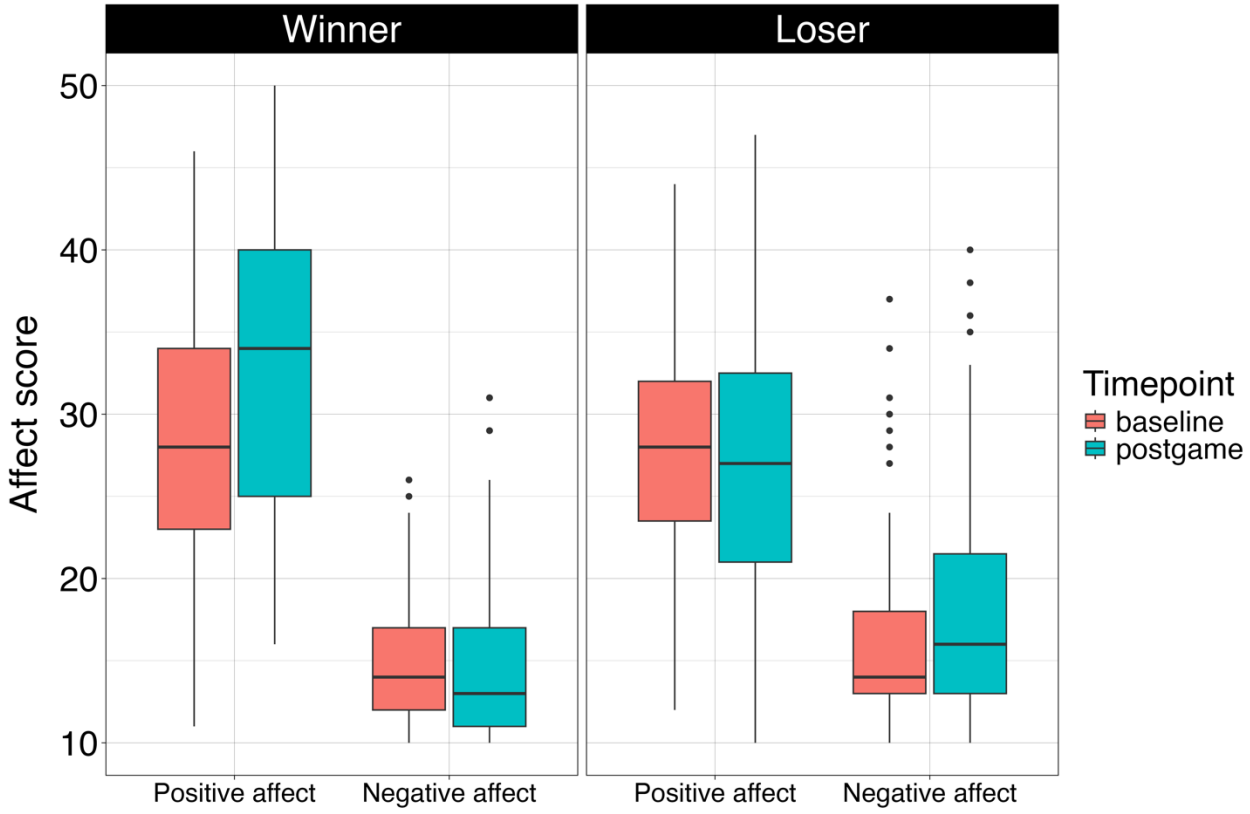

Figure S5: Wins increased positive affect, while losses increased negative affect.

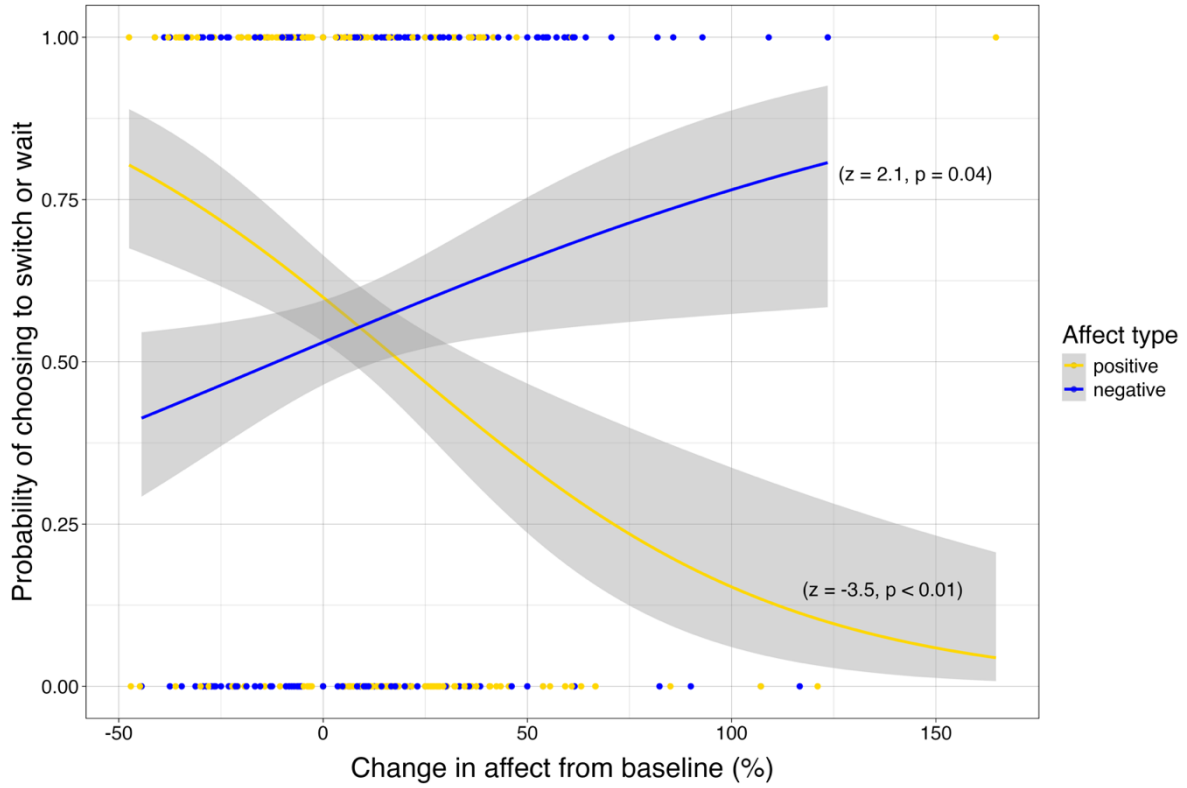

Figure S6: Supplementary analysis showing that increased negative affect positively correlates with the probability of choosing "switch" or "wait", and increased positive affect negatively correlates with the probability of choosing "switch" or "wait". Bands are 95% confidence intervals. For this analysis, we combined the data from the two experiments and constructed a binomial generalized linear model in which 0s were "don't switch/don't wait" and 1s were "switch/wait". For more details, see "supplementary_analysis.R" on the GitHub.