

SUPPLEMENTARY METHODS

* Shortly, you will play a second videogame round. For round 2, you can choose the type of videogame you play. You can continue playing the shooter videogame, or you can switch to a racing videogame. No matter which videogame type you play, you will play a different opponent in round 2. What is your preference for the videogame you play in round 2?

I strongly prefer to play the shooting videogame again.	I moderately prefer to play the shooting videogame again.	I have no preference for the type of videogame I play.	I moderately prefer to switch to playing the racing videogame.	I strongly prefer to switch to playing the racing videogame.
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

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.

* You can play round 2 now against the same person, or you can wait up to 10 minutes while we find you a new opponent to play against. Your choice will have only a small effect on the length of the study. A high score in round 2 will improve your chances of winning a monetary reward.

I would like to start now and play against the same opponent.	I would like to wait and play against a new opponent.
<input type="radio"/>	<input type="radio"/>

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

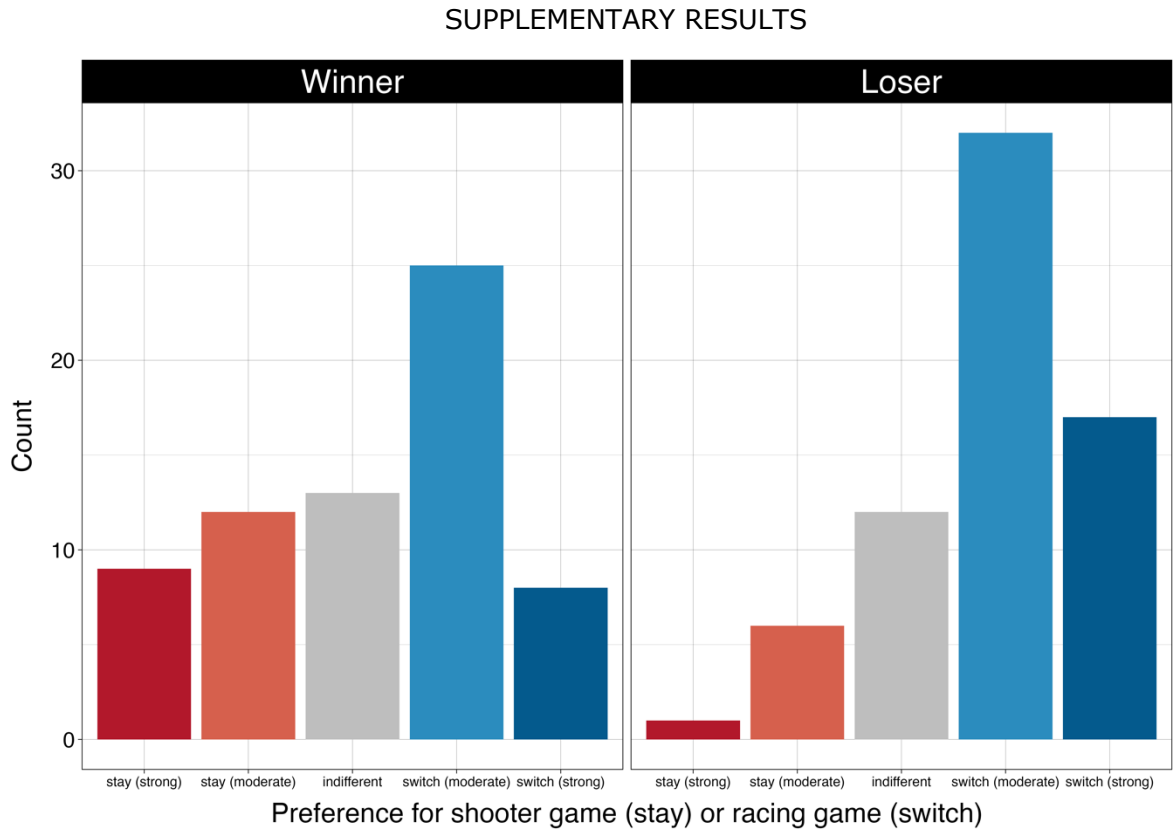


Figure S3: Losers exhibited a stronger and more frequent preference to switch to the racing game.

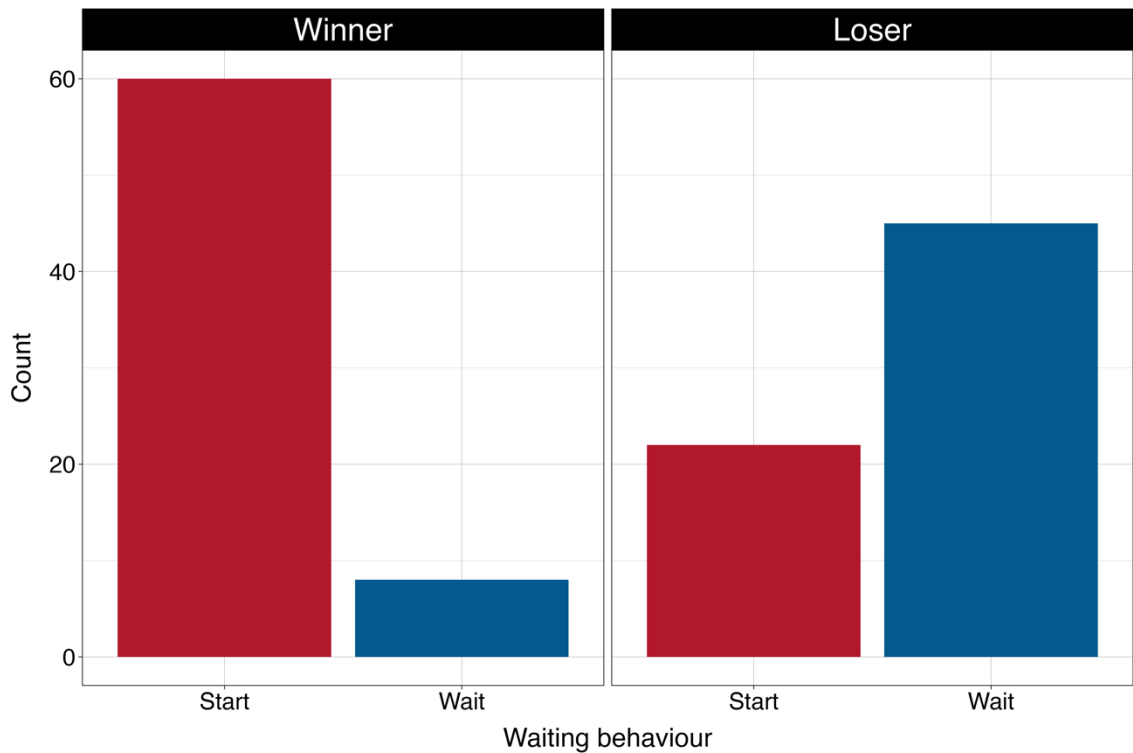


Figure S4: Losers requested to wait more frequently than winners.

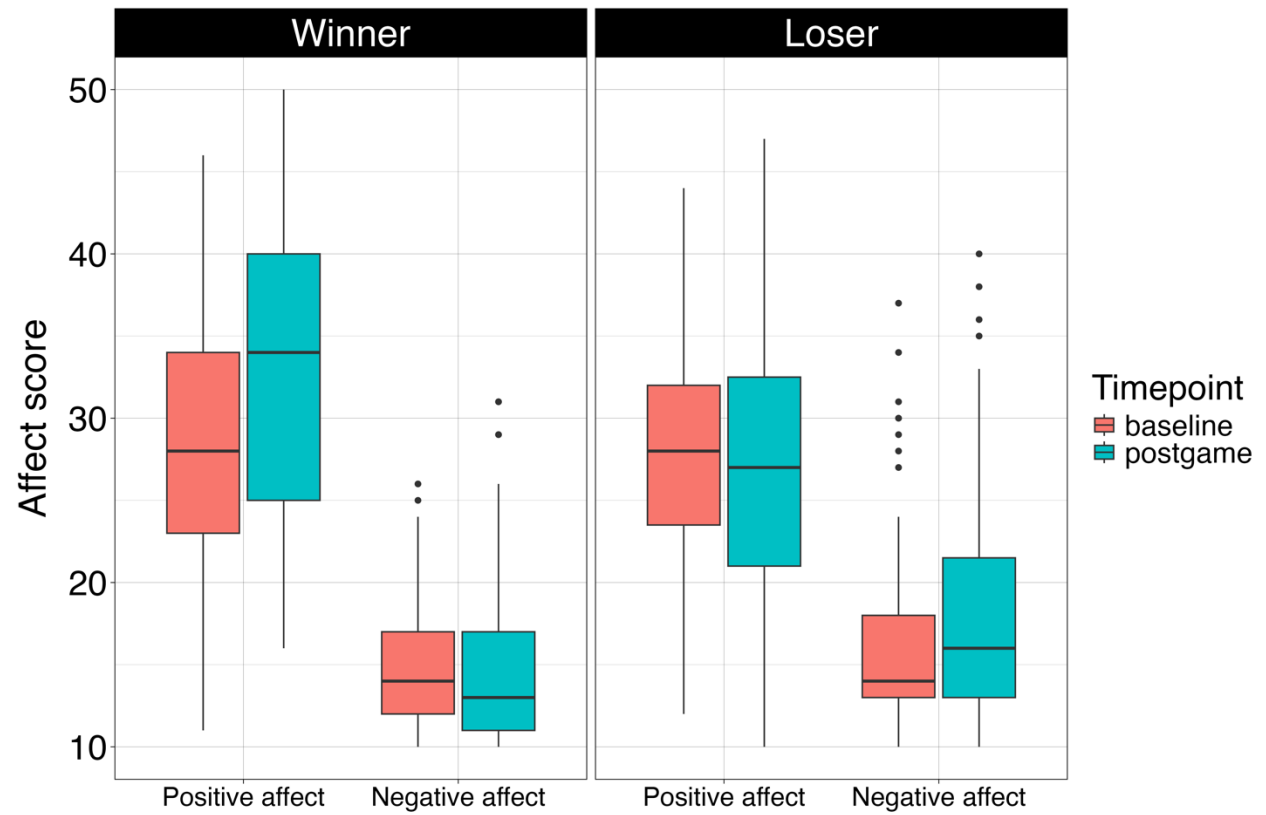


Figure S5: Wins increased positive affect, while losses increased negative affect.

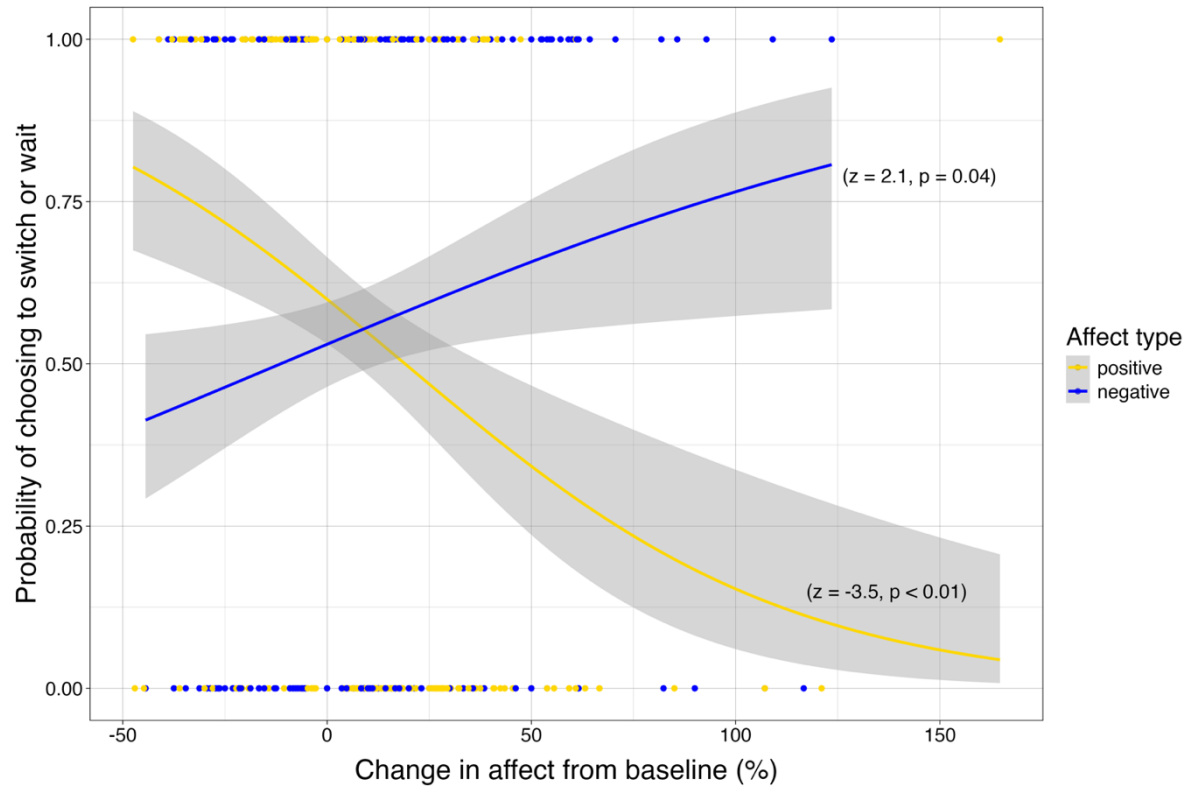


Figure S6: Supplementary analysis showing that increased negative affect positively correlates with the probability of choosing “switch” or “wait”, and increased positive affect negatively correlates with the probability of choosing “switch” or “wait”. Bands are 95% confidence intervals. For this analysis, 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.