SUPPLEMENTARY METHODS

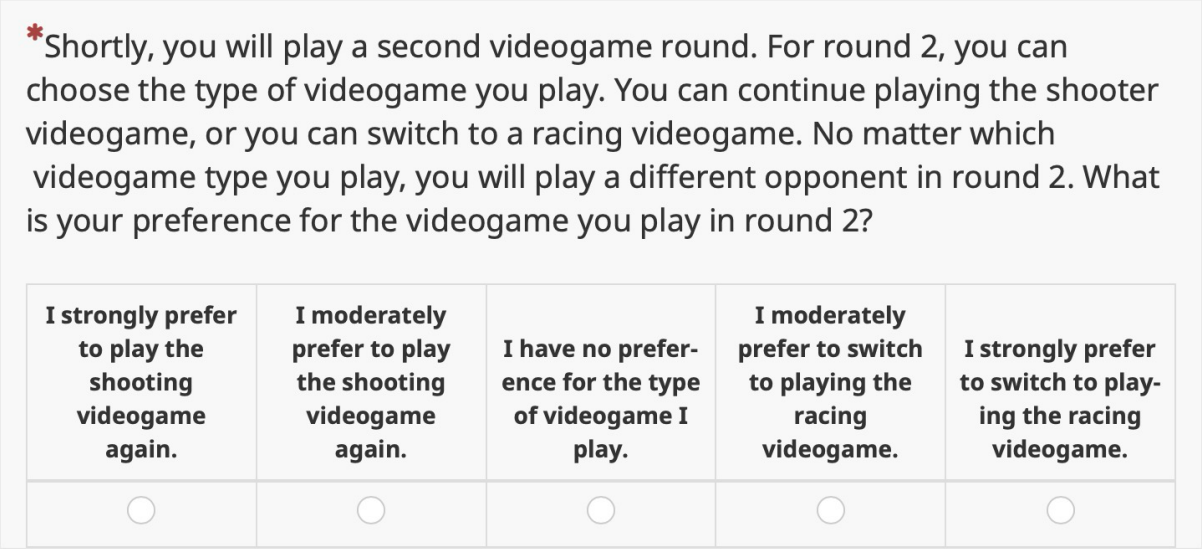

Figure S1: In the switching experiment, participants could report their preference to either continue playing the shooter game in the second round or switch to the racing game. In the case they chose "indifferent" we reported that the game would be random.

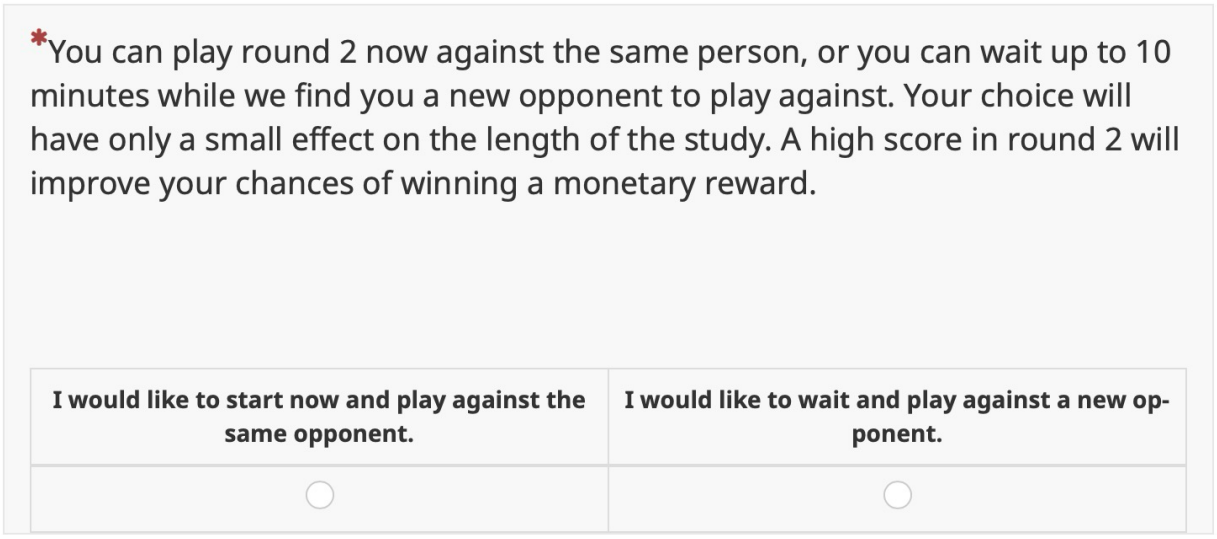

Figure S2: In the waiting experiment, participants chose whether they started immediately and play the same opponent, or waited and played a new opponent. Waiting incurred a cost, and we attempted to temper that cost by incentivizing winning in round 2.

SUPPLEMENTARY RESULTS

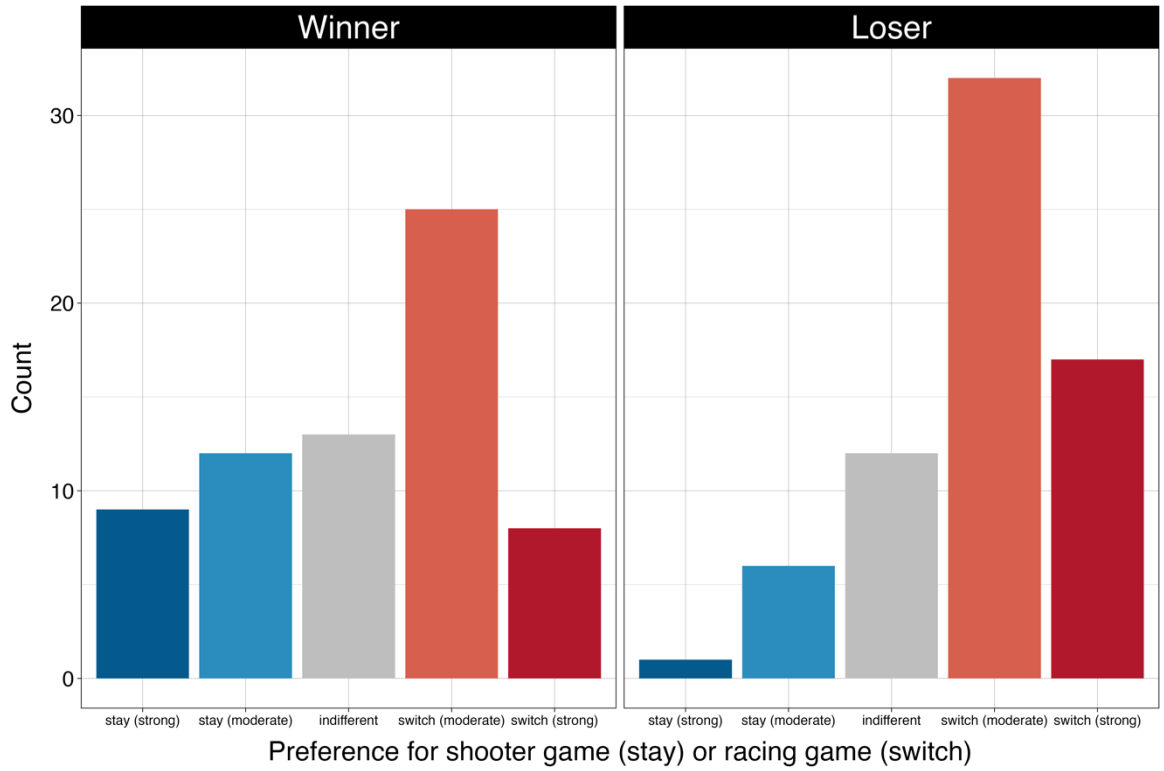

Figure S3: Losers exhibited a stronger and more frequent preference to switch to the racing game.

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

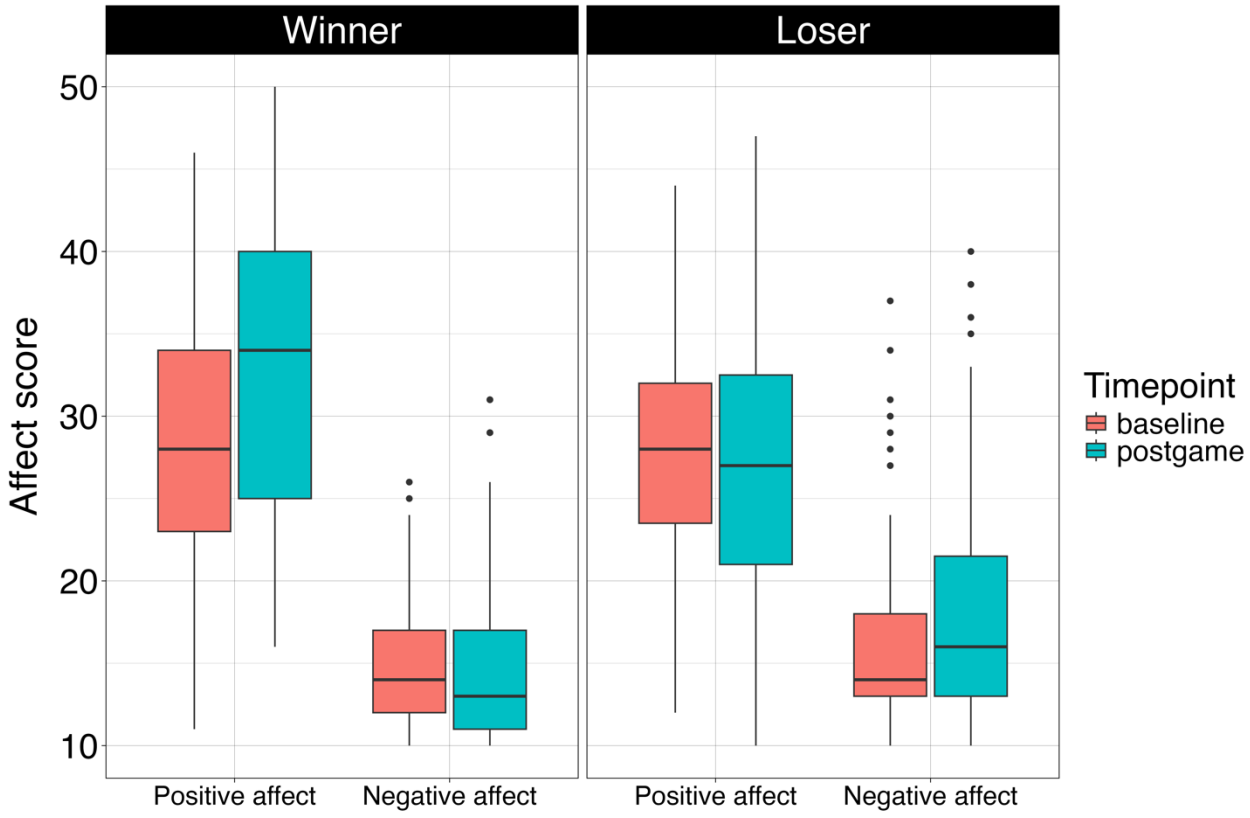

Figure S5: Wins increased positive affect, while losses increased negative affect.