**Instructions for All Treatments (for Employers)**

*(italics for three stage treatments only)*

In this experiment you will be paid 10 cents for every 100 points scored by some other turker. You can choose to transfer part of 10 cents to that turker which will serve as a bonus payment for that other turker for every 100 points that he/she scores. The other turker will have 10 minutes to work on the following task. *You may decide to give ten percent of your bonus payment to turker as a reward after he/she has finished working.*

The object of the task is to alternately press the “a” and “b” buttons on keyboard as quickly as possible for 10 minutes. Every time a turker successfully presses the “a” and then the “b” button, he/she will receive a point. Note that points will only be rewarded when turker alternate button pushes: just pressing “a” or “b” button without alternating between the two will not result in points. Buttons must be pressed by hand only (key-bindings or automated button-pushing programs/scripts cannot be used) or the task will not be approved. Turker is free to score as many points as he/she can.

For example, if you choose 5 cents for the other turker and that turker score 1000 points in 10 minutes. Then your bonus amount will be and the other turker bonus amount will be .

Make sure you understand the instructions before proceeding. The next screen will ask you questions related to some arbitrary examples of what could happen in the experiment. These instructions will be accessible to you throughout the experiment.