**Task Instructions**

This task involves selection between alternative options with the goal of earning as many reward point as possible. These reward points will translate to real money at the end of the experiment.

The experiment consists of one session. At the beginning of the experiment, you will be shown twenty-seven objects. Each object has a unique color, shape and texture that is somehow predictive of the probability that choosing that object will give you reward. These are the twenty-seven objects that will learn about and choose from during the experiment.

On each trial, you will choose between a pair of these twenty-seven objects and get reward feedback. For example, you may be shown these two objects:



You must then pick the object that you think is more likely to give you a reward. You make this selection using the left and right arrow keys. Note that rewards are assigned probabilistically, meaning that no object will give you reward every single time. Still, there are objects that are more likely to be rewarding, and those are the objects that you should pick. After you make the selection, you will be shown feedback for both objects: “1” means that there was reward on that object and “0” means that no reward was assigned to that object on that trial. Of course, you only collect reward on the option you selected.

After a certain number of trials, you will be asked to estimate how predicting of reward each object is (estimation phase). For example, if an object gives you reward almost all of the time, it might be rewarding 95%. If an object almost never gives you reward, it might be 5% rewarding and so on. You can select the percentage that you would like using the “A through L” row on the keyboard. When you are satisfied with your estimate, press “Enter,” and you will be presented with the next object. After this task, you will resume choice trials. Please note that there is no change in reward probabilities after each estimation phase.

This process will repeat several times, and then there will be a blank screen or one that says “Press G to continue.” This is your break. Take a break for 5 to 10 minutes, and when you are finished, press “G” to resume. You will then continue with the task.

You will be paid a base rate of $10/hour (or 1 T-point/hour) and will be paid up to $10/hour in addition to that based on your performance during choice task and estimations. If you have questions at any time, there will be a member of the research team present to assist.

Please write your Hinman Box on the consent form with your name on it, if you are a t-point subject. You will be paid the money you made in the experiment at the of the term (max 10) on top of your t-point.