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| **Variable number** | **Variable Name** | **Measurement strategy** |
| 1 | Problem gambling severity | The problem gambling subscale of the CAGI, the Canadian Adolescent Gambling Inventory. Available from http://www.ccgr.ca/en/projects/canadian-adolescent-gambling-inventory--cagi-.aspx |
| 2 | How much players spend on loot boxes | Thinking about this game, approximately how much money have you paid for loot boxes during the past month?    This includes paying real world money for an in-game currency that is used to buy loot boxes, or paying real-world money for a key that is used to open loot boxes    Please give your answer in [INSERT RELEVANT CURRENCY FOR PARTICIPANT’S COUNTRY] |
| 3 | Presence/absence of ‘cash out’ | When it comes to this game, are you aware of a way to convert loot box contents to real-world money - either by using an 'official' marketplace like Steam, or via an unofficial third party website?  (Yes, I am aware of a way to turn loot box contents from this game into real money / No, I am not aware of any way to turn loot box contents from this game into real money) |
| 4 | Presence/absence of being able to use loot box contents for gameplay advantage | When it comes to this game, can loot box items give gameplay advantages? (Yes, loot box contents can give gameplay advantages / No, loot box contents cannot give gameplay advantages) |
| 5 | Presence/absence of in-game currency that can be used to buy loot boxes | When it comes to this game, are you shown ‘near-misses’ of rare items that you theoretically could have won when opening a loot box (e.g. on a roulette wheel)?” (Yes / No) |
| 6 | Presence / absence of near-misses when opening loot boxes | When it comes to this game, can you only buy loot boxes with an in-game currency (e.g. gems, shards), which may itself be bought for real-world money, or can you buy loot boxes directly for real-world money?  (Yes, you can only buy loot boxes using an in-game currency / No, you can buy loot boxes directly for real-world money) |
| 7 | Presence / absence of limited time items in loot boxes | When it comes to this game, are items that you get from loot boxes sometimes only available for a limited period of time? (Yes / No) |
| 8 | Presence / absence of currency in loot boxes that can be spent on more loot boxes | When it comes to this game, can you get items in loot boxes that you can 're-invest' to buy other loot boxes? E.g. pay gems to buy a loot box and get a portion of gems in the loot box itelf? (Yes / No) |
| 9 | Presence / absence of ‘free’ loot boxes in a game | When it comes to this game, can you only open loot boxes by paying real-world money?  Or can you get access to 'free' loot boxes as well by playing the game well, or by doing certain in-game things?  For the purposes of this question, paying for loot boxes includes paying real world money for an in-game currency that is used to buy loot boxes, or paying real-world money for a key that is used to open loot boxes  (In this game, loot boxes can ONLY be bought for real-world money / In this game, loot boxes can BOTH be bought for real-world money and be received for 'free' by completing in-game activities) |
| 10 | Impulsivity | A series of 5 Yes / No questions. Yes answers are coded as ‘1’ and No answers are coded as ‘0’. Overall impulsivity is the sum of these responses. A single question is reverse-scored. Questions are as follows:  Do you generally do and say things without stopping to think?  Do you often get into trouble because you do things without thinking?  Are you an impulsive person (i.e., a person who uncontrollably reacts or does things immediately without any thought to the action or its consequences)?  Do you usually think carefully before doing anything? (REVERSE SCORED)  Do you mostly speak before thinking things out? |
| 11 |  |  |
| 12 | Whether players pay for loot boxes or only engage in unpaid openings | Have you paid real-world money for opening a loot box within the past month?  This includes paying real world money for an in-game currency that is used to buy loot boxes, or paying real-world money for a key that is used to open loot boxes  (Yes / No) |