

Supporting Information

S2 Cross-over design

Behaviour	Episodes
<i>Proximity/contact seeking</i>	
Following and approach	A2 and A8 and B6 and B4(S) B2 and B8 and A6 and A4(O) A2 and B6 (S) B2 and A6 (O) A4 and B8 (O) B4 and A8 (S) A1 and B5 (O+S) B5 and A1 (O+S)
Physical contact	A2 and A8 and B6 and B4(S) B2 and B8 and A6 and A4(O) A2 and B6 (S) B2 and A6 (O) A4 and B8 (O) B4 and A8 (S) A1 and B5 (O+S) B5 and A1 (O+S)
Marking	A2 and A8 and B6 and B4(S) B2 and B8 and A6 and A4(O) A2 and B6 (S) B2 and A6 (O) A4 and B8 (O) B4 and A8 (S) A1 and B5 (O+S) B5 and A1 (O+S)
<i>Secure-base effect</i>	
Exploration/locomotion	A2 and B6 (S) B2 and A6 (O) A4 and B8 (O) B4 and A8 (S) A2 and A8 and B6 and B4(S) B2 and 8B and A6 and A4(O)
Passive	A2 and B6 (S) B2 and A6 (O)

Social play	A4 and B8 (O)
	B4 and A8 (S)
	A2 and A8 and
	B6 and B4(S)
	B2 and B8 and
	A6 and A4(O)
	A2 and A8 and
	B6 and B4(S)
	B2 and B8 and
	A6 and A4(O)
	A2 and B6 (S)
	B2 and A6 (O)
	A4 and B8 (O)
	B4 and A8 (S)
	A1 and B5 (S)
	B1 and A5 (O)
<i>Distress when separated</i>	
Vocalising	A2 and A8 and
	B6 and B4(S)
	B2 and B8 and
	A6 and A4(O)
	A2 and B6 (S)
	B2 and A6 (O)
	A4 and B8 (O)
	B4 and A8 (S)
	A2 and A8 and
	B6 and B4(S)
Approaching door	B2 and B8 and
	A6 and A4(O)
	A2 and B6 (S)
	B2 and A6 (O)
	A4 and B8 (O)
	B4 and A8 (S)
	A3 and B7 (C)
	A7 and B3 (C)
	A2 and A8 and
	B6 and B4(S)
Vigilance	B2 and B8 and
	A6 and A4(O)
	A2 and B6 (S)
	B2 and A6 (O)
	A4 and B8 (O)
	B4 and A8 (S)
	A3 and B7 (C)
	A7 and B3 (C)
	A2 and B6 (S)
	B2 and A6 (O)
Contact chair O/S	A4 and B8 (O)
	B4 and A8 (S)
	A3 and B7 (C)
	A7 and B3 (C)
	A2 and B6 (S)
	B2 and A6 (O)
	A4 and B8 (O)