README for the replication package of *Bad Repetition*

The following are contained in this replication package:

- "Instructions bystander 10.pdf" and "Instructions bystander 75.pdf" are the experimental instructions subjects were provided in the delta=10% and delta=75% sessions, respectively.
- "BYSTANDER.ztt" and "Bystander_exit survey.ztq" are the z-tree interface and z-tree exit survey, respectively, for the experiment. The code contains clarifying comments. The parameters in the code that should be varied as a function of the session are the number of subjects in the session and whether the session belongs to the high or low delta treatment. Parts of the code were written by research assistant Jeongbin Kim.
- Raw data files in a "ztree data output" folder (11 with extension .xls and 11 with extension .sbj), containing the z-tree data output files of sessions.
- "BystanderCVS.csv" and "surveyCVS.csv" are comma-separated value files that contain the needed choice data variables from the experiment, and the survey variables, respectively. Compiled by research assistant Zeky Murra.
- "BadRepetition_dofile" is the Stata do file that puts together the final dataset (which will be called "Bystander_data.dta") and replicates the statistical analysis from the paper. Must be placed in the same folder as the CSV files and that folder path must be provided at the top of the do file, at the location specified within the file. Parts of this code (compiling/merging the files and constructing some basic variables) were written by Zeka Murra. Runtime should be around a minute or less.

Information about relevant variable names in the data, which might otherwise not be self-explanatory:

- *session10pct* indicates the treatment. If it is 1, then delta=10%; otherwise delta=75%.
- *Round* identifies the supergame being played (from 1 to 15). Note: this is called a "Match" in the text of the paper.
- *Stage* identifies which play of the stage game this is (within the supergame). For example, Stage=1 is the first time the stage game is played. Note: this is called a "Round" in the text of the paper.
- *group* describes how subjects were grouped for a given supergame (of a given session). The Players 1, 2 and 3 who played together will have the same group number.
- *type* describes the role a subject was assigned for the session (as Player 1, 2 or 3)
- *player1choice* is -1 if the subject is not in the role of Player 1. If they are in the role of Player 1, then "0" means choosing baseline, "2" means deducting from 2, and "3" means transfer from 3 to 1.
- *player2choice* is -1 if the subject is either not in the role of Player 2, or if they are Player 2 but no transfer request was made. Otherwise, "0" means no and "1" means yes.