May 6, 2024

Supplement for "Partisan differences in risk taking in a simulated pandemic": Study Materials (M)

Jan K. Woike
Max Planck Institute for Human Development, Berlin, Germany; University of Plymouth, United Kingdom

Sebastian Hafenbrädl
IESE Business School, Barcelona, Spain

Patricia Kanngiesser
Freie Universität Berlin, Germany; University of Plymouth, United Kingdom

Ralph Hertwig
Max Planck Institute for Human Development, Berlin, Germany

Abstract

Study Materials (M)

Contents

I Materials **M8**

M1 Requirements and attention checks **M8**
M1.1 Qualifications M8
M1.2 Two attention checks M9

M2 Consent form **M9**

M3 Demographics 1 **M10**

M4 Transmission Game Instructions—Color variant **M11**

Jan K. Woike https://orcid.org/0000-0002-6816-121X, Sebastian Hafenbrädl https://orcid.org/0000-0002-5148-766X, Patricia Kanngiesser https://orcid.org/0000-0003-1068-3725, Ralph Hertwig https://orcid.org/0000-0002-9908-9556
Correspondence e-mail: woike@mpib-berlin.mpg.de

M4.1 Page C1/5 . . . . . M11
M4.2 Page C2/5 . . . . . M11
M4.2.1 Comprehension Check 1C M12
M4.2.2 Comprehension Check 2C M12
M4.2.3 Comprehension Check 3C M13
M4.2.4 Comprehension Check 4C M13
M4.3 Page 3/5 . . . . . M13
M4.3.1 Comprehension Check 5C M13
M4.3.2 Comprehension Check 6C M13
M4.3.3 Comprehension Check 7C M14
M4.4 Page C4/5 . . . . . M14
M4.4.1 Comprehension Check 8C M15
M4.4.2 Comprehension Check 9C M15
M4.4.3 Comprehension Check 10C M15
M4.4.4 Comprehension Check 11C M16
M4.4.5 Comprehension Check 12C M16
M4.4.6 Comprehension Check 13C M16
M4.4.7 Comprehension Check 14C M17
M4.5 Page C5/5 . . . . . M17
M4.5.1 Comprehension Check 15C M17
M4.5.2 Comprehension Check 16C M18
M4.6 Screenshots of Instruction pages C1–5 . . . . . M18
M4.7 Screenshots of Comprehension checks pages 2–5 . . . . . M24

M5 Transmission Game Instructions—Mask variant M29
M5.1 Page M1/5 . . . . . M29
M5.2 Page M2/5 . . . . . M29
M5.2.1 Comprehension Check 1M M30
M5.2.2 Comprehension Check 2M M30
M5.2.3 Comprehension Check 3M M30
M5.2.4 Comprehension Check 4M M31
M5.3 Page M3/5 . . . . . M31
M5.3.1 Comprehension Check 5M M31
M5.3.2 Comprehension Check 6M M31
M5.3.3 Comprehension Check 7M M32
M5.4 Page M4/5 . . . . . M32
M5.4.1 Comprehension Check 8M M33
M5.4.2 Comprehension Check 9M M33
M5.4.3 Comprehension Check 10M M33
M5.4.4 Comprehension Check 11M M34
M5.4.5 Comprehension Check 12M M34
M5.4.6 Comprehension Check 13M M34
M5.4.7 Comprehension Check 14M M35
M5.5 Page M5/5 . . . . . M35
M5.5.1 Comprehension Check 15M M35

M5.5.2 Comprehension Check 16M M36
M5.6 Screenshots of Instruction pages M1–5 . . . . . M36
M5.7 Screenshots of Comprehension checks pages 2–5 . . . . . M42

M6 Transmission Game Intervention: Color condition M47
M6.1 Additional instructions: Injunctive norms condition M47
M6.2 Screenshot: Injunctive norms M47

M7 Transmission Game Intervention: Mask condition M49
M7.1 Additional instructions: Injunctive norms condition M49
M7.2 Screenshot: Injunctive norms M49

M8 Transmission Game: Color version M51
M8.1 Introduction M51
M8.2 Rounds M51
M8.3 Final Results M52
M8.4 Screenshots of game M52

M9 Transmission Game: Mask version M57
M9.1 Introduction M57
M9.2 Rounds M57
M9.3 Final Results M58
M9.4 Screenshots of game M58

M10 Postquestionnaire: Color version M64
M10.1 Questions M64
M10.1.1 Game goals M64
M10.1.2 Expectations about color changes M64
M10.1.3 Hypothetical messages M65
M10.1.4 Expectations about others' choices M65
M10.2 Screenshots Postquestionnaire M65

M11 Postquestionnaire: Mask version M70
M11.1 Questions M70
M11.1.1 Game goals M70
M11.1.2 Expectations about infections M70
M11.1.3 Hypothetical messages M71
M11.1.4 Expectations about others' choices M71
M11.2 Screenshots Postquestionnaire M71

M12 Post-questionnaire for the injunctive norms intervention: Color version M76
M12.1 Questions M76
M12.2 Screenshot M76

M13 Post-questionnaire for the injunctive norms intervention: Mask version M78
M13.1 Questions . . . M78
M13.2 Screenshot . . . M78

M14 Final game questions: Color version M80
M14.1 Questions . . . M80
M14.1.1 Spontaneous connections . . . M80
M14.1.2 Covid-19 connection . . . M80
M14.2 Screenshots . . . M80

M15 Final game questions: Mask version M83
M15.1 Questions . . . M83
M15.1.1 Spontaneous connections . . . M83
M15.1.2 Covid-19 connection . . . M83
M15.2 Screenshots . . . M83

M16 Politics and religion M86
M16.1 Political orientation . . . M86
M16.2 Voter registration . . . M86
M16.3 Presidential candidates . . . M86
M16.4 Political party affiliation . . . M87
M16.5 Religion . . . M87
M16.6 Social and economic conservatism scale . . . M87
M16.7 Screenshots . . . M88

M17 Cognitive reflection test M93
M17.1 CRT1 . . . M93
M17.2 CRT 2 . . . M93
M17.3 CRT 3 . . . M94
M17.4 CRT 4 . . . M94
M17.5 Screenshots of calculation block 1 . . . M94

M18 Covid-19 risk estimates M95
M18.1 Questions . . . M95
M18.2 Screenshot . . . M96

M19 Covid-19 threat M98
M19.1 Questions . . . M98
M19.2 Screenshot . . . M98

M20 Psychological reactance M100
M20.1 Page 1/2 . . . M100
M20.2 Page 2/2 . . . M100
M20.3 Screenshot . . . M100

M21 Behavioral intentions M102
M21.1 Page 1/2 . . . . . M102
M21.2 Page 2/2 . . . . . M102
M21.3 Screenshot M102
M21.4 COVID-19 misinformation M104
M21.4.1 Questions M104
M21.4.2 Screenshot M104

M22 Vaccination M106
M22.1 Vaccination M106
M22.2 Screenshot M106

M23 American Covid-19 response M106
M23.1 Page 1/2: Presidential response M107
M23.2 Page 2/2: National response M107
M23.3 Screenshots M107

M24 Government response to Covid-19 M110
M24.1 Questions M110
M24.2 Screenshot M110

M25 COVID-19 Socially Restrictive Public Health Behaviors M112
M25.1 Questions M112
M25.2 Screenshot M112

M26 Conspiracy Mentality M114
M26.1 Questions M114
M26.2 Screenshot M114

M27 Climate Change Skepticism M115
M27.1 Questions M115
M27.2 Screenshot M115

M28 Distrust of officialdom M116
M28.1 Questions M116
M28.2 Screenshot M116

M29 Feelings about people and political groups M117
M29.1 Questions M117
M29.2 Screenshot M117

M30 Collective narcissism M119
M30.1 Questions M119
M30.2 Screenshot M119

M31 General risk-taking item M120
M31.1 Screenshot M121

M32 Social value orientation: Slider measure M121
M32.1 Instructions M121
M32.2 Items M122
M32.2.1 Item 1/6 . . . . . M122
M32.2.2 Item 2/6 . . . . . M123
M32.2.3 Item 3/6 . . . . . M123
M32.2.4 Item 4/6 . . . . . M124
M32.2.5 Item 5/6 . . . . . M124
M32.2.6 Item 6/6 . . . . . M125
M32.3 Screenshots M125

M33 Final Page M128
M33.1 Book questions M128
M33.2 Final comment M128
M33.3 Screenshot M128

List of Figures

M1 Game Instructions Page C1 . . . . . M19
M2 Game Instructions Page C2 . . . . . M20
M3 Game Instructions Page C3 . . . . . M21
M4 Game Instructions Page C4 . . . . . M22
M5 Game Instructions Page C5 . . . . . M23
M6 Comprehension Checks Page C2 (presented below instructions) M25
M7 Comprehension Checks Page C3 (presented below instructions) M26
M8 Comprehension Checks Page C4 (Example; presented below instructions) M27
M9 Comprehension Checks Page C5 (presented below instructions) M28
M10 Game Instructions Page M1 . . . . . M37
M11 Game Instructions Page M2 . . . . . M38
M12 Game Instructions Page M3 . . . . . M39
M13 Game Instructions Page M4 . . . . . M40
M14 Game Instructions Page M5 . . . . . M41
M15 Comprehension Checks Page M2 (presented below instructions) . . . M43
M16 Comprehension Checks Page M3 (presented below instructions) . . . M44
M17 Comprehension Checks Page M4 (Example; presented below instructions) M45
M18 Comprehension Checks Page M5 (presented below instructions) . . . M46
M19 Instructions (injunctive norms; color condition) M48
M20 Instructions (injunctive norms; Mask condition) M50
M21 Game Introduction (Color version) M53
M22 Game matrix (presented below game introduction; Color version) . . M54
M23 Game round 1 (example; Color version) M55
M24 Game round 2 (example; Color version) M56
M25 End of game (example; Color version) M56
M26 Game Introduction (Mask version) M59

M27 Game matrix (presented below game introduction; Mask version) . . M60
M28 Game round 1 (example; Mask version) M61
M29 Game round 2 (example; Mask version) M62
M30 End of game (example; Mask version) M63
M31 Postquestionnaire Page 1 (Color version) M66
M32 Postquestionnaire Page 2 (Color version) M67
M33 Postquestionnaire Page 3 (Color version) M68
M34 Postquestionnaire Page 4 (Color version) M69
M35 Postquestionnaire Page 1 (Mask version) M72
M36 Postquestionnaire Page 2 (Mask version) M73
M37 Postquestionnaire Page 3 (Mask version) M74
M38 Postquestionnaire Page 4 (Mask version) M75
M39 Postquestionnaire for intervention (Color version) M77
M40 Postquestionnaire for intervention (Mask version) M79
M41 Postquestionnaire for intervention (Color version) M81
M42 Postquestionnaire for intervention (Color version) M82
M43 Postquestionnaire for intervention (Mask version) M84
M44 Postquestionnaire for intervention (Mask version) M85
M45 Political orientation M88
M46 Voter registration M89
M47 Presidential candidates M90
M48 Political party affiliation M91
M49 Importance of religion M91
M50 Social and economic conservatism scale (upper part) M92
M51 Calculation block 1: CRT1 . . . . . M95
M52 Risks estimates for COVID-19 . . . . . M97
M53 Risks estimates for COVID-19 . . . . . M99
M54 Psychological reactance scale (page 1 only) M101
M55 Behavioral intentions (Page 1 only) M103
M56 COVID-19: Misinformation M105
M57 Vaccination item M106
M58 American Covid-19 response: Presidential response M108
M59 American Covid-19 response: National response M109
M60 Government response to Covid-19 (upper part only). M111
M61 Socially Restrictive Public Health Behaviors. M113
M62 Conspiracy mentality. M114
M63 Climate science scale M116
M64 Distrust of officialdom M117
M65 Feelings about people and political groups. M118
M66 Collective narcissism M120
M67 General risk taking item M121
M68 SVO slider scale (instructions) M126
M69 SVO slider scale (item 1) M127
M70 Final comment (lower part of page only) M128

Part I
Materials

M1 Requirements and attention checks

M1.1 Qualifications

At the beginning of the survey, participants were informed about the following requirements:

- Location in the United States
- No use of VPS, VPN, or proxy
- Allowing JavaScript to be executed within the survey
- Use of Firefox, Chrome, or Safari (not IE) [IE does not allow for the execution of some utilized script animations]
- A screen resolution of at least 800X600.

We conducted a series of tests to check for the fulfillment of these requirements. In particular, we implemented the following technical steps before the survey:

1. Two IP checks were conducted (iphub.info and proxycheck.io) to verify the stated browser location and to flag participants with suspicious IP addresses. A value of 1 for iphub.info or a risk estimate of 95 or larger for proxycheck.io led to an immediate stop.
2. The location given by the browser was required to be within the US (checked via Qualtrics, and also via the IP check services).
3. The availability of JavaScript was tested using Qualtrics' embedded variables between questions.
4. The browser type was flagged if a version of the Internet Explorer was used.
5. The screen width had to be at least 770 pixel, the screen height at least 570 pixel.
6. Participants had to indicate the abbreviation of the US state they were in.. The indicated state abbreviation was checked not to include "US" or "United" or "abbreviation".

Any failure to pass a check resulted in a premature survey exit requesting that the participant should return the task on Prolific.

In addition, two attention checks had to be passed to begin the survey, described in the following section.

M1.2 Two attention checks

Two attention checks were randomly selected from two separate pools of attention checks. The first attention check was a combination of an information block and a question. In the information block, participants were asked to answer the question on the following page by responding with one of six different possible responses (either given verbatim or indirectly; e.g., "the number of days in April"). The question asked for their favorite book but referenced back to the information block.

The second attention check asked participants to identify elements in a group of words that did not refer to animals in one case, or did not name American states in the other case (with false responses constructed out of elements of existing state names).

Participants had to pass both attention checks to enter the survey. Participants who failed at least one attention check were asked to return the task on Prolific. These checks were followed by the consent form, also detailing payment modalities and data policies (including sharing in repositories). Participants who agreed to give consent continued to the beginning of the survey.

M2 Consent form

Some of the contact information is redacted here.

You can participate in this study if you agree to the following conditions.

Study information and declaration of consent

Thank you very much for your interest in participating in our survey on decision-making, problem-solving, and personality.

1. The studys aim

In this survey, we want to investigate how participants engage with a number of experimental and problem-solving tasks, games, and surveys and investigate relationships between these different forms of behaviors and aspects of personality, political attitudes and health-related behavior.

2. Course and Content of the Study

Participation will take approximately 25-35 min (for most participants). You will play a game, make decisions, respond to survey questions and solve problems. We will use your Prolific ID (for payment), some demographic information (gender, age, education, and income), but no name or email address. We will also ask you about your political preferences and ask some health-related questions.

3. Does participation entail any risks?

No risks or discomforts are anticipated. There is no deception involved in this study.

4. What will happen to the collected information and data?

This study is a part of a collaborative research project, led by led by Sebastian Hafenbrädl (IESE Business School), Jan K. Woike (University of Plymouth), Patricia Kanngiesser (University of Plymouth) and Ralph Hertwig (Max Planck Institute for Human Development). The collected data will be scientifically analyzed for research purposes.

The raw survey data will be stored on European Qualtrics servers. For analysis, identifying personal data (Prolific ID and IP address) and your study data will be stored separately from working files after verifying eligibility and location. We will replace Prolific

ID and IP address by an individual code number. Only selected project members can link contact data and study data via this code number. The link between contact and study data and the original survey data will be deleted no later than ten years after participation.

The study data (but not Prolific IDs and IP addresses) can be made available to cooperation partners for collaborative analysis. Furthermore, the study data can be made accessible via research data bases or scientific publications (typically via the Internet). As a matter of principle, study data are only transferred or published without Prolific IDs, IP addresses or any uniquely identifying information.

We have no influence on the data stored on Prolific servers. Your IP address may be tracked with Google Analytics and we test for VPN-use via iphub.info and proxycheck.io (no responses are transmitted; only IP address and location data based on the IP address).

5. Voluntary Participation

You can end your participation at any time. If you do not want to continue further, you can simply close the questionnaire and return your submission on the Prolific page. You can withdraw your consent to the use of the collected data with effect for the future at any time and without negative consequences as long as responses are still connected to your Prolific ID and not publicly shared. To do this, please contact [...].

6. Consent

This document has informed you about participation in the survey on decision making and problem solving. The study involves a single session of about 25-35 minutes and we will pay you a fixed payment of GBP 3.00. This fixed amount is likely to be transferred within a few days after participation. There is a possible bonus payment. This bonus payment will be paid within two weeks after participating. Reasons why your answers could be rejected: If you do not complete the questionnaire, we cannot accept your submission. If you submit without completing the study, your submission will be rejected. If we see strong evidence of random or nonsensical responding throughout the survey, we reserve the right to reject the submission (this would be based on the whole pattern of responses, not single answers).

The following sentence was presented with a checkbox, and progress beyond this point was conditional on checking the box.

I have noted and understood the conditions outlined above. I would like to participate in the study and agree to the collection, storage, and use of my data as described above.

M3 Demographics 1

Note: numbers in brackets after options indicate the numeric coding in the dataset.

Gender. What gender do you identify as?

- Male
- Female
- Alternative answer: [*Text entry box.*]
- Prefer not to say

Age. Age [*Text entry box.*]

[*Page break*]

Education. What is the highest degree or level of education you have completed?

- Some High School
- High School
- Bachelor's degree
- Master's degree
- PhD / MD / doctorate degree
- Professional degree

[*Page break*]

M4 Transmission Game Instructions—Color variant

M4.1 Page C1/5

[*See Figure M1.*]

In the next part, you will play a game with 99 other participants (there are 100 players in this game, including you).
The other participants might not play the game at the same time as you do, so you will not have to wait for others.
Rest assured that the other players are other participants on Prolific. We never deceive participants in our instructions or invent participants who do not exist.
We will determine the results of the game, after we have collected the responses of all players.

Next, we will explain the rules of the game.

M4.2 Page C2/5

[*See Figure M2 and Figure M6.*]

The game lasts 25 rounds.
In each round you will make one decision. Your decisions will affect your own bonus payment and can affect other players' bonus payments.

Every player has a color, either blue or purple.
You and every other player all start as blue players.

[*Image of population.*]

Some players may change from blue to purple in the course of the game (we explain below how this can happen).

Once a player has changed to purple, they stay purple for the remainder of the game.
It is not possible to change back to blue.

Like all the other players, you will only know your color at the beginning (blue).
Once the game has started, and throughout the game, nobody will know their own color, nor will they know any other player's color.

In the course of the game, you will earn points.

At the end of the game, blue players will receive a bonus payment based on the number of points they have earned across all rounds.
Each point is worth a fixed amount of bonus money for a blue player.

In contrast, purple players will NOT receive a bonus payment for this game. Their points are not converted into money at the end of the game.

M4.2.1 Comprehension Check 1C

Please answer the following questions.

[*For all comprehension checks, the following method was used: Participants had an unlimited number of attempts to find the correct solution, but each false response was counted via JavaScript, separately for each question. Errors for multiple comprehension checks on the same page were counted individually. Participants could not progress to the next page unless answering all comprehension check questions correctly at the same time.*]

Which of the following are possible player colors? (check all that apply)

- red
- blue (*)
- black
- yellow
- green
- purple (*)
- orange
- brown

M4.2.2 Comprehension Check 2C

What is your own color at the start of the game:

- purple
- blue (*)
- red
- orange

M4.2.3 Comprehension Check 3C

How many players are there in total in this game (including you)? Please enter the number. [*Text entry box.*]

M4.2.4 Comprehension Check 4C

Who will earn bonus money at the end of the game?

- All players.
- All blue players. (*)
- All purple players.
- Only some of the blue players.
- Bonus money will be distributed at random.

M4.3 Page 3/5

[*See Figure M3 and Figure M7.*]

[*Image of population at the beginning of the first round.*]

At the start of the game, just before the first round, eight randomly chosen players will change from blue to purple.
No player will know whether they have changed color or not: After the start of the game, no player knows their color.

In each round of the game, each player will be paired with one of the other 99 players (there is an equal chance to be paired with any one of them).
Both will decide on one action: either G or H. These decisions will affect your bonus payment.

A player who chooses action **G** will receive **8** points.
A player who chooses action **H** will receive **40** points.

M4.3.1 Comprehension Check 5C

How many players are blue at the beginning of the first round after 8 players have changed to purple? [*Text entry box*]

M4.3.2 Comprehension Check 6C

How many actions can you choose from in each round? (please select the correct number)

- 0
- 1

- 2 (*)
- 3
- 4
- 99
- 100
- It depends on the round.

M4.3.3 Comprehension Check 7C

Is it possible to know your color after the game has started?

- Yes
- No (*)
- Sometimes

M4.4 Page C4/5

[*See Figure M4 and Figure M8.*]

[*Image of pairings and consequences.*]

If two blue players or two purple players are paired, neither player will change color in this round.

What happens if a blue player is paired with a purple player?
In this case, the blue player may change into a purple player.
The probability of this change depends on the actions that both players choose in this round.

[*Image of matrix with color change probabilities.*]

If both choose action G (8 points), there is a 5% chance that the blue player changes into a purple player in that round.
This means, 1 in 20 blue players would change on average in this situation, 19 of 20 would stay blue.

If one of the two players chooses action H (40 points) instead, the chance is increased (by 10%) to 15%.
This means, 3 in 20 blue players would change on average in this situation, 17 of 20 would stay blue.

If both players choose action H, the chance is increased (by another 10%) to 25%.
This means, 5 in 20 blue players would change on average in this situation, 15 of 20 would stay blue.

M4.4.1 Comprehension Check 8C

Imagine the following: You are purple and paired with another purple player.
Both of you choose option H.
What is the chance that you change into a blue player?

- This is not possible (0%). I cannot change back into blue. (*)
- 5%
- 15%
- 25%
- 30%
- Always (100%).

M4.4.2 Comprehension Check 9C

Imagine the following: You are purple and paired with a blue player.
Both of you choose option H.
What is the chance that you change into a blue player?

- This is not possible (0%). I cannot change back into blue. (*)
- 5%
- 15%
- 25%
- 30%
- Always (100%).

M4.4.3 Comprehension Check 10C

Imagine the following: You are blue and paired with a purple player.
Both of you choose option H.
What is the chance that you change into a purple player?

- This is not possible (0%).
- 5%
- 15%
- 25% (*)
- 30%
- Always (100%).

M4.4.4 Comprehension Check 11C

Imagine the following: You are blue and paired with a purple player. Both of you choose option G.
What is the chance that you change into a purple player?

- This is not possible (0%).
- 5% (*)
- 15%
- 25%
- 30%
- Always (100%).

M4.4.5 Comprehension Check 12C

Imagine the following: You are blue and paired with a purple player. You choose option G; the other player chooses option H.
What is the chance that you change into a purple player?

- This is not possible (0%).
- 5%
- 15% (*)
- 25%
- Always (100%).

M4.4.6 Comprehension Check 13C

Imagine the following: You are blue and paired with a purple player. You choose option H; the other player chooses option G.
What is the chance that you change into a purple player?

- This is not possible (0%).
- 5%
- 15% (*)
- 25%
- Always (100%).

M4.4.7 Comprehension Check 14C

Imagine the following: You are blue and paired with another blue player.
Both of you choose option H.
What is the chance that you change into a purple player?

- This is not possible (0%). (*)
- 5%
- 15%
- 25%
- Always (100%).

M4.5 Page C5/5

[*See Figure M5 and Figure M9.*]

As you know, you can receive 8 points or 40 points in each of the 25 rounds.
How much would you earn per point if you are a blue player at the end of the game?

Points are converted into bonus money at an exchange rate of:
10 points equal 5p.

So, 100 points are worth 50p and 200 points are worth £1 of possible bonus payment.
Each choice of action G is potentially worth 4p in the end, each choice of action H is potentially worth 20p.

M4.5.1 Comprehension Check 15C

Imagine you had scored 600 points by the end of the game.
How much bonus money would you receive if you are a **blue** player at the end of the game?

- Nothing
- £1.50
- 60p
- £3.00 (*)
- £6.00
- None of the above

M4.5.2 Comprehension Check 16C

Imagine you had scored 600 points by the end of the game.
How much bonus money would you receive if you are a **purple** player at the end of the game?

- Nothing (*)
- £1.50
- 60p
- £3.00
- £6.00
- None of the above

M4.6 Screenshots of Instruction pages C1–5

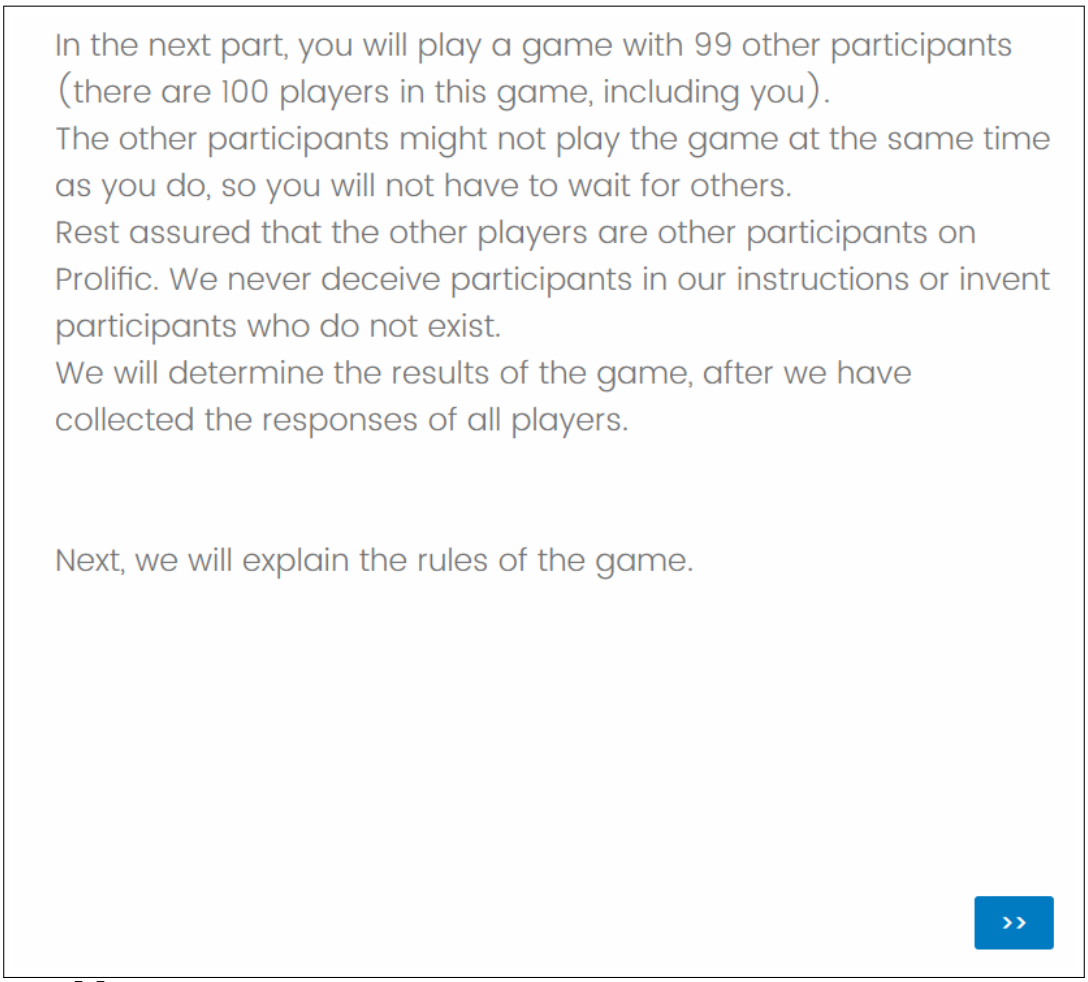
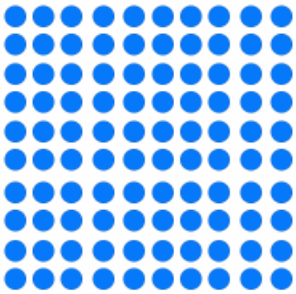


Figure M1

Game Instructions Page C1

The game lasts 25 rounds.
In each round you will make one decision. Your decisions will affect your own bonus payment and can affect other players' bonus payments.

Every player has a color, either blue or purple.
You and every other player all start as blue players.



Some players may change from blue to purple in the course of the game (we explain below how this can happen).
Once a player has changed to purple, they stay purple for the remainder of the game.
It is not possible to change back to blue.

Like all the other players, you will only know your color at the beginning (blue).
Once the game has started, and throughout the game, nobody will know their own color, nor will they know any other player's color.

In the course of the game, you will earn points.

At the end of the game, blue players will receive a bonus payment based on the number of points they have earned across all rounds.
Each point is worth a fixed amount of bonus money for a blue player.

In contrast, purple players will NOT receive a bonus payment for this game. Their points are not converted into money at the end of the game.

Figure M2
Game Instructions Page C2

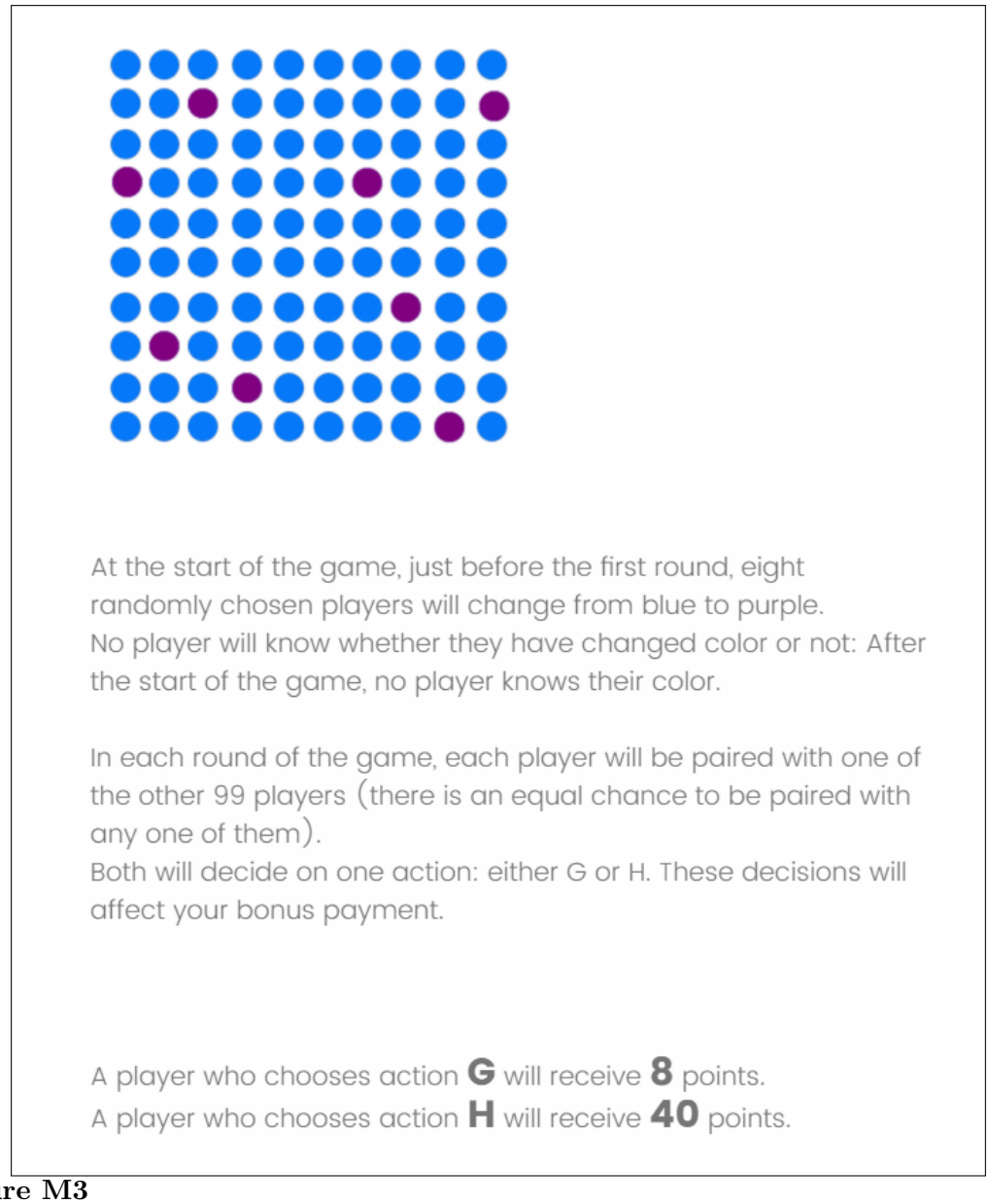


Figure M3
Game Instructions Page C3

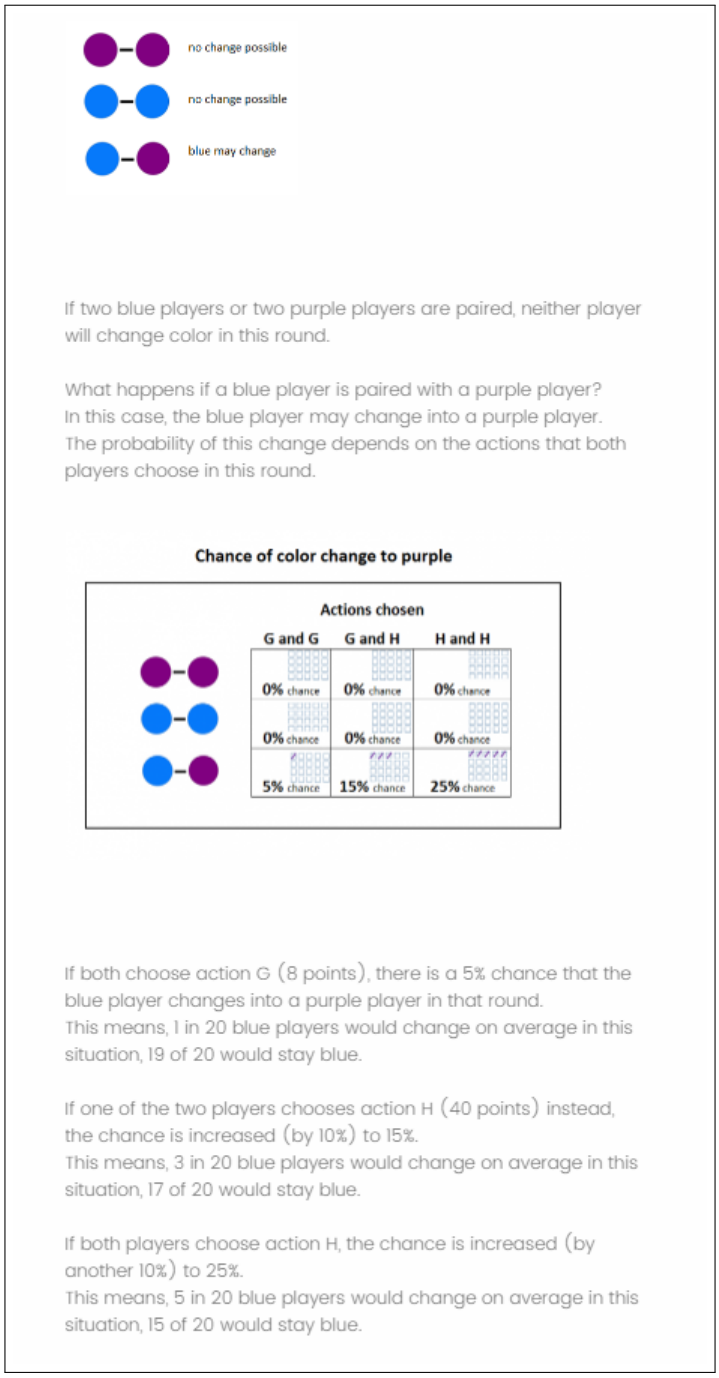


Figure M4
Game Instructions Page C4

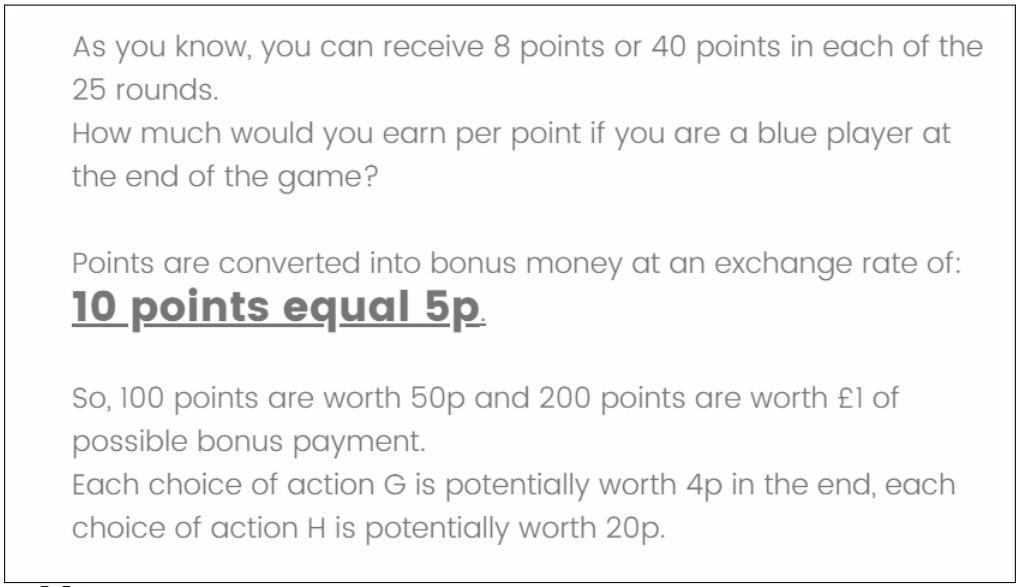


Figure M5
Game Instructions Page C5

M4.7 Screenshots of Comprehension checks pages 2–5

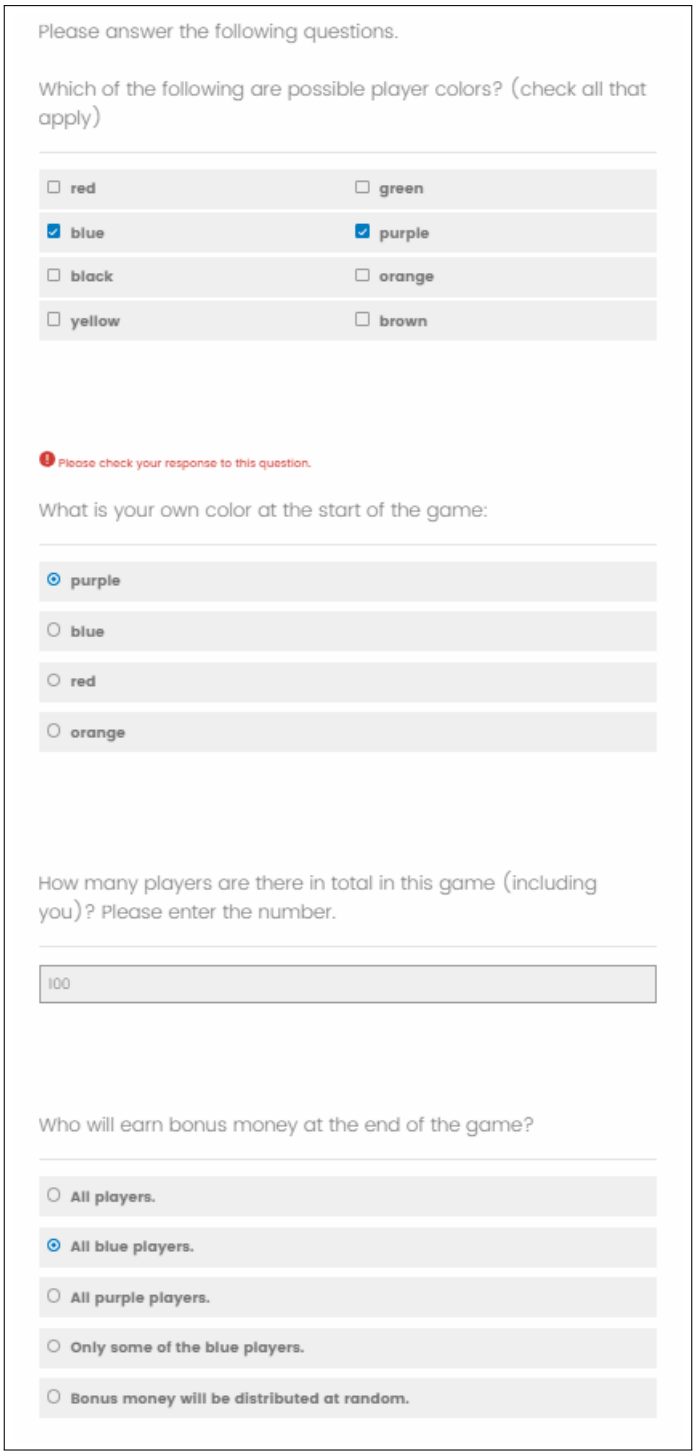


Figure M6
Comprehension Checks Page C2 (presented below instructions)

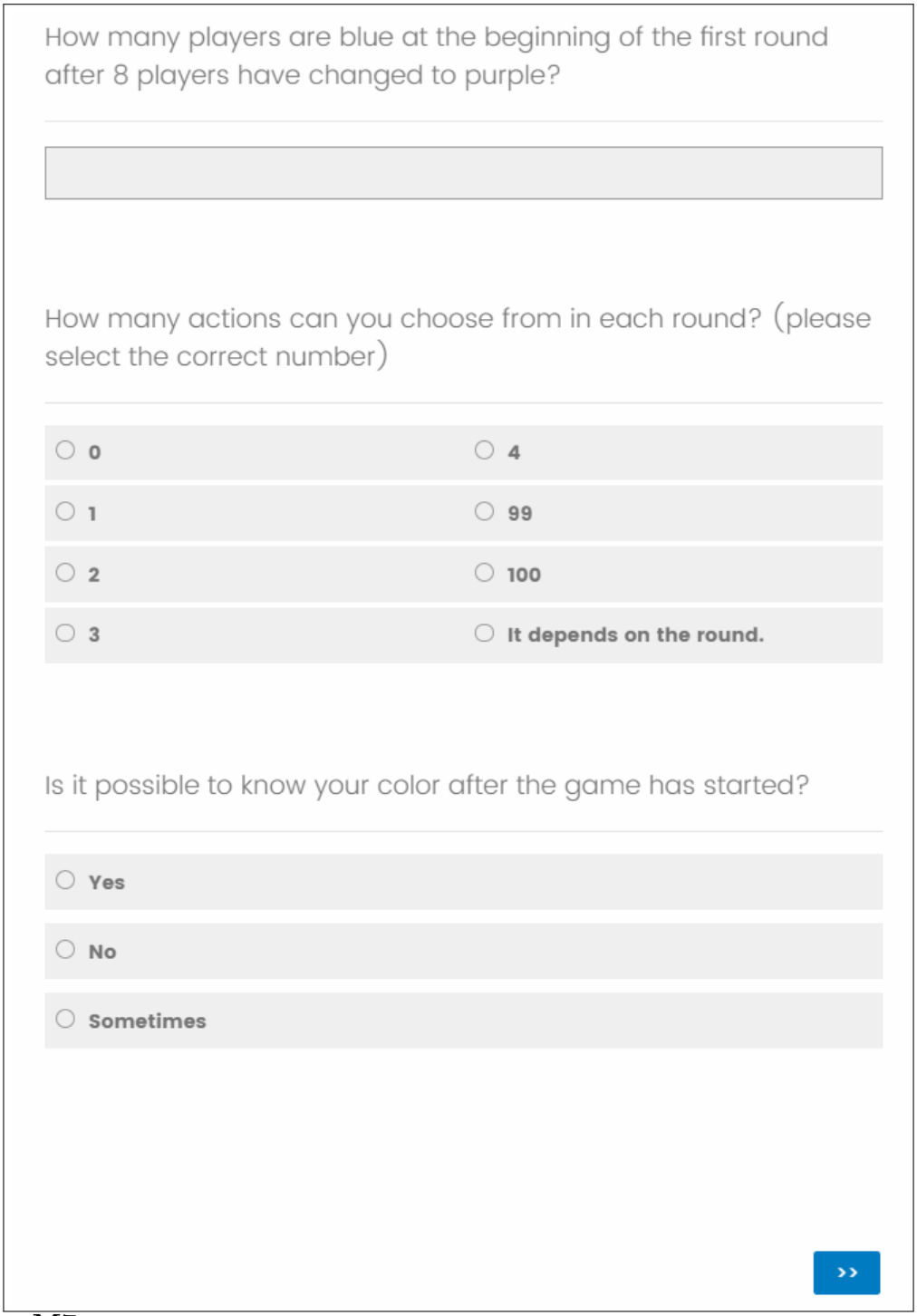


Figure M7

Comprehension Checks Page C3 (presented below instructions)

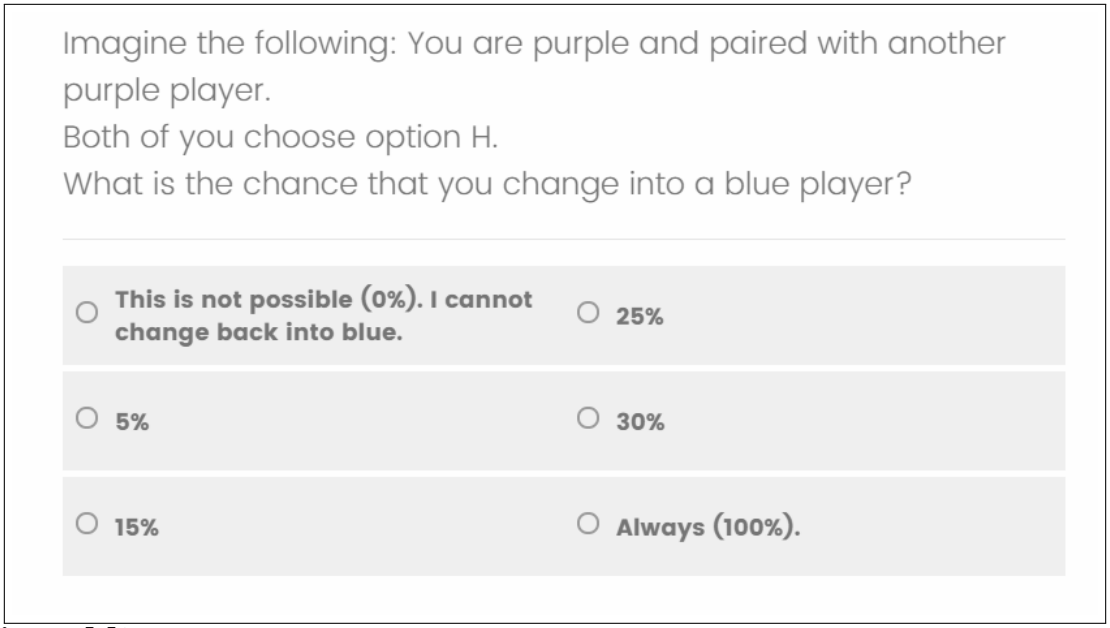


Figure M8

Comprehension Checks Page C4 (Example; presented below instructions)

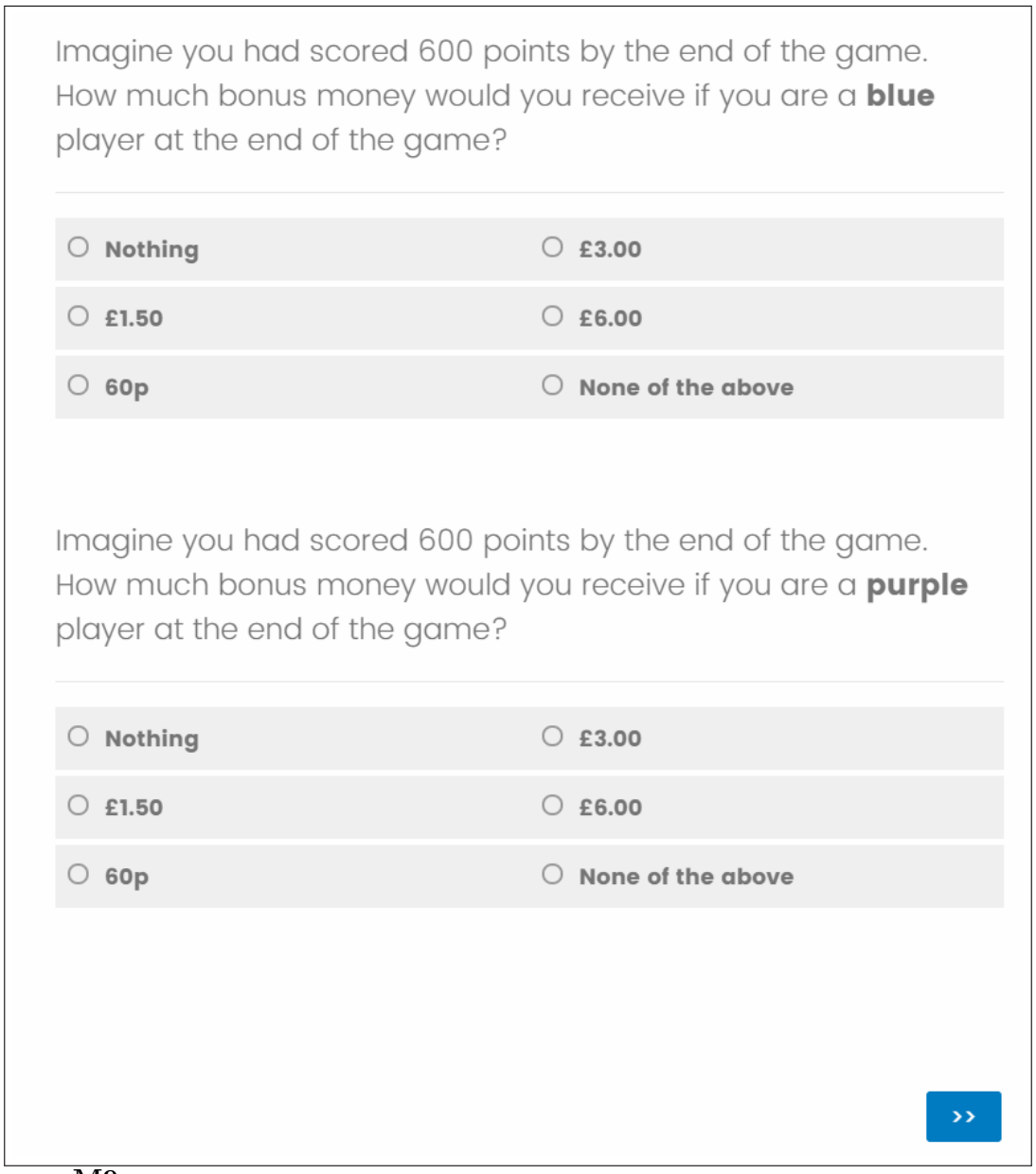


Figure M9

Comprehension Checks Page C5 (presented below instructions)

M5 Transmission Game Instructions—Mask variant

M5.1 Page M1/5

[*See Figure M10.*]

In the next part, you will participate in a simulation with 99 other participants (there are 100 people in this simulation, including you).
The other participants might not participate in the simulation at the same time as you do, so you will not have to wait for others.
Rest assured that the other people are other participants on Prolific. We never deceive participants in our instructions or invent participants who do not exist.
We will determine the results of the simulation, after we have collected the responses of all participants.

Next, we will explain the rules of the simulation.

[*Image of a mask-wearing person in a pandemic.*]

M5.2 Page M2/5

[*See Figure M11 and Figure M15.*]

The simulation lasts 25 rounds.

In each round you will make one decision. Your decisions will affect your own bonus payment and can affect other people's bonus payments.

Every person has a health status, either healthy or infected.
You and every other person all start as healthy.

[*Image of population.*]

Some people may change from healthy to infected with a virus in the course of the simulation (we explain below how this can happen).
The virus is similar to the current coronavirus, but once a person has changed to infected, they stay infected for the remainder of the simulation.
It is not possible to change back to healthy.

Like all the other people, you will only know your health status at the beginning (healthy).
Once the simulation has started, and throughout the simulation, nobody will know their own health status, nor will they know any other person's health status.

In the course of the simulation, you will earn points.

At the end of the simulation, healthy people will receive a bonus payment based on

the number of points they have earned across all rounds.
Each point is worth a fixed amount of bonus money for a healthy person.

In contrast, infected people will NOT receive a bonus payment for this simulation. Their points are not converted into money at the end of the simulation.

M5.2.1 Comprehension Check 1M

Please answer the following questions.

[*For all comprehension checks, the following method was used: Participants had an unlimited number of attempts to find the correct solution, but each false response was counted via JavaScript, separately for each question. Errors for multiple comprehension checks on the same page were counted individually. Participants could not progress to the next page unless answering all comprehension check questions correctly at the same time.*]

Which of the following are possible values of a person's health status? (check all that apply)

- rich
- healthy (*)
- blue
- sad
- happy
- infected (*)
- positive
- married

M5.2.2 Comprehension Check 2M

What is your own health status at the start of the simulation?

- infected
- healthy (*)
- happy
- positive

M5.2.3 Comprehension Check 3M

How many players are there in total in this simulation (including you)? Please enter the number. [*Text entry box.*]

M5.2.4 Comprehension Check 4M

Who will earn bonus money at the end of the simulation?

- All players.
- All healthy people. (*)
- All infected people.
- Only some of the healthy people.
- Bonus money will be distributed at random.

M5.3 Page M3/5

[*See Figure M12 and Figure M16.*]

[*Image of population at the beginning of the first round.*]

At the start of the simulation, just before the first round, eight randomly chosen people will be infected with the virus.
No person will know whether they have been infected or not: After the start of the simulation, no person knows their health status.

In each round of the simulation, each person will be paired with one of the other 99 people (there is an equal chance to be paired with any one of them).
Both will decide on one action: either MASK: wear a mask and reduce social contact or NO MASK: do not wear a mask and do not reduce social contact. These decisions will affect your bonus payment.

A player who chooses action **MASK** will receive **8** points.
A player who chooses action **NO MASK** will receive **40** points.

M5.3.1 Comprehension Check 5M

How many people are healthy at the beginning of the first round after 8 people have been infected? [*Text entry box.*]

M5.3.2 Comprehension Check 6M

How many actions can you choose from in each round? (please select the correct number)

- 0
- 1
- 2 (*)
- 3

- 4
- 99
- 100
- It depends on the round.

M5.3.3 Comprehension Check 7M

Is it possible to know your health status after the simulation has started?

- Yes
- No (*)
- Sometimes

M5.4 Page M4/5

[*See Figure M13 and Figure M17.*]

[*Image of pairings and consequences.*] If two healthy people or two infected people are paired, neither person will change their health status in this round.

What happens if a healthy person is paired with an infected person?
In this case, the healthy person may become infected.
The probability of infection depends on the actions that both people choose in this round.

If two blue players or two purple players are paired, neither player will change color in this round.

[*Image of matrix with health state change probabilities.*]

If both choose action MASK (8 points), there is a 5% chance that the healthy person becomes infected with the virus in that round.
This means, 1 in 20 healthy people would get infected on average in this situation, 19 of 20 would stay healthy.

If one of the two people chooses action NO MASK (40 points) instead, the chance is increased (by 10%) to 15%.
This means, 3 in 20 healthy people would become infected on average in this situation, 17 of 20 would stay healthy.

If both citizens choose action NO MASK, the chance is increased (by another 10%) to 25%.
This means, 5 in 20 healthy people would become infected on average in this situation, 15 of 20 would stay healthy.

M5.4.1 Comprehension Check 8M

Imagine the following: You are infected and paired with another infected person. Both of you choose option NO MASK.
What is the chance that you change into a healthy person?

- This is not possible (0%). I cannot change back into a healthy person. (*)
- 5%
- 15%
- 25%
- 30%
- Always (100%).

M5.4.2 Comprehension Check 9M

Imagine the following: You are infected and paired with a healthy person. Both of you choose option MASK.
What is the chance that you change into a healthy person??

- This is not possible (0%). I cannot change back into a healthy person. (*)
- 5%
- 15%
- 25%
- 30%
- Always (100%).

M5.4.3 Comprehension Check 10M

Imagine the following: You are healthy and paired with an infected person. Both of you choose option NO MASK.
What is the chance that you change into an infected person?

- This is not possible (0%).
- 5%
- 15%
- 25% (*)
- 30%
- Always (100%).

M5.4.4 Comprehension Check 11M

Imagine the following: You are healthy and paired with an infected person. Both of you choose option MASK.
What is the chance that you change into an infected person?

- This is not possible (0%).
- 5% (*)
- 15%
- 25%
- 30%
- Always (100%).

M5.4.5 Comprehension Check 12M

Imagine the following: You are healthy and paired with an infected person. You choose option MASK; the other person chooses option NO MASK.
What is the chance that you change into an infected person?

- This is not possible (0%).
- 5%
- 15% (*)
- 25%
- Always (100%).

M5.4.6 Comprehension Check 13M

Imagine the following: You are healthy and paired with an infected person. You choose option NO MASK; the other person chooses option MASK.
What is the chance that you change into an infected person?

- This is not possible (0%).
- 5%
- 15% (*)
- 25%
- Always (100%).

M5.4.7 Comprehension Check 14M

Imagine the following: You are healthy and paired with another healthy person. Both of you choose option NO MASK.
What is the chance that you change into an infected person?

- This is not possible (0%). (*)
- 5%
- 15%
- 25%
- Always (100%).

M5.5 Page M5/5

[*See Figure M14 and Figure M18.*]

As you know, you can receive 8 points or 40 points in each of the 25 rounds.
How much would you earn per point if you are a healthy person at the end of the simulation?

Points are converted into bonus money at an exchange rate of:
10 points equal 5p.

So, 100 points are worth 50p and 200 points are worth £1 of possible bonus payment.
Each choice of action MASK is potentially worth 4p in the end, each choice of action NO MASK is potentially worth 20p.

M5.5.1 Comprehension Check 15M

Imagine you had scored 600 points by the end of the simulation.
How much bonus money would you receive if you are a **healthy** person at the end of the simulation?

- Nothing
- £1.50
- 60p
- £3.00 (*)
- £6.00
- None of the above

M5.5.2 Comprehension Check 16M

Imagine you had scored 600 points by the end of the simulation.
How much bonus money would you receive if you are an **infected** person at the end of the simulation?

- Nothing (*)
- £1.50
- 60p
- £3.00
- £6.00
- None of the above

M5.6 Screenshots of Instruction pages M1–5

In the next part, you will participate in a simulation with 99 other participants (there are 100 people in this simulation, including you).
The other participants might not participate in the simulation at the same time as you do, so you will not have to wait for others.
Rest assured that the other people are other participants on Prolific. We never deceive participants in our instructions or invent participants who do not exist.
We will determine the results of the simulation, after we have collected the responses of all participants.

Next, we will explain the rules of the simulation.

>>

Figure M10
Game Instructions Page M1

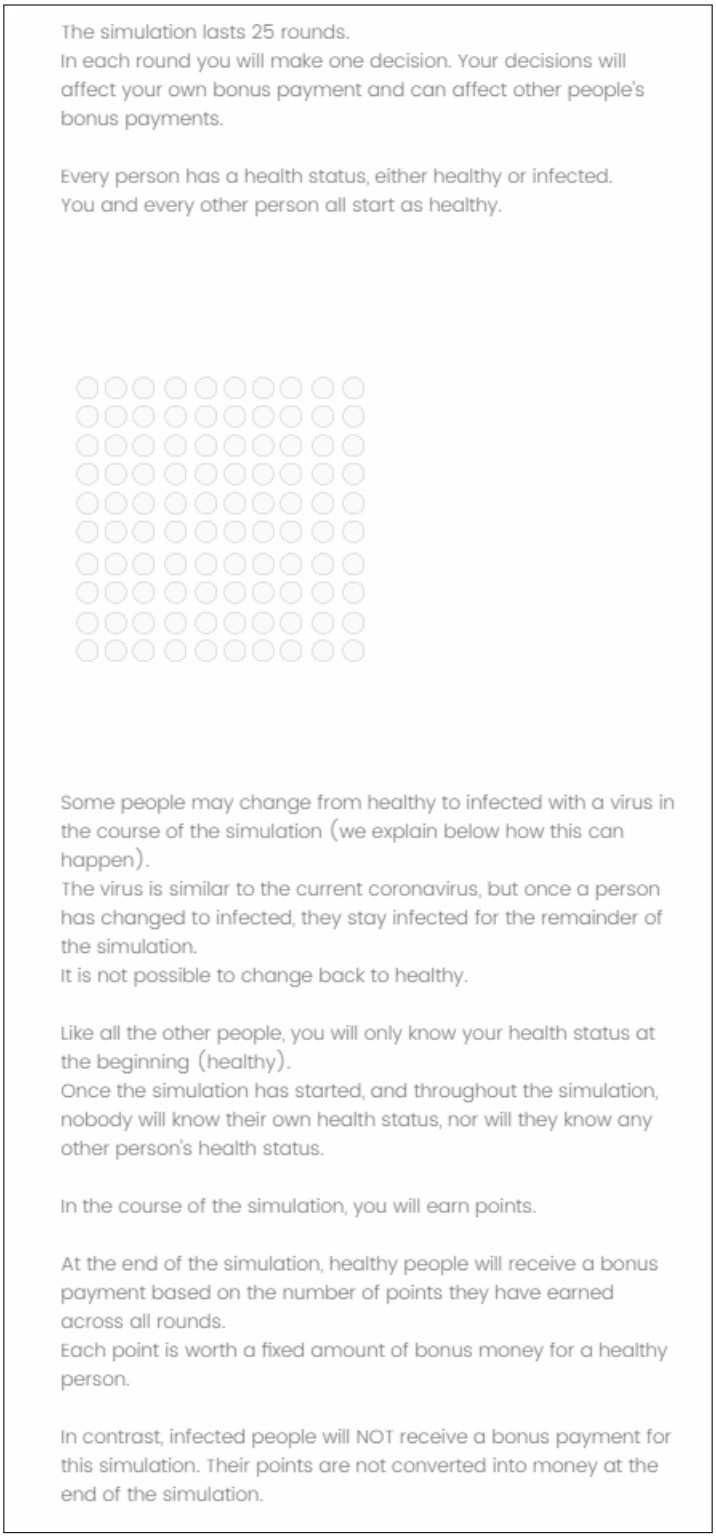


Figure M11
Game Instructions Page M2

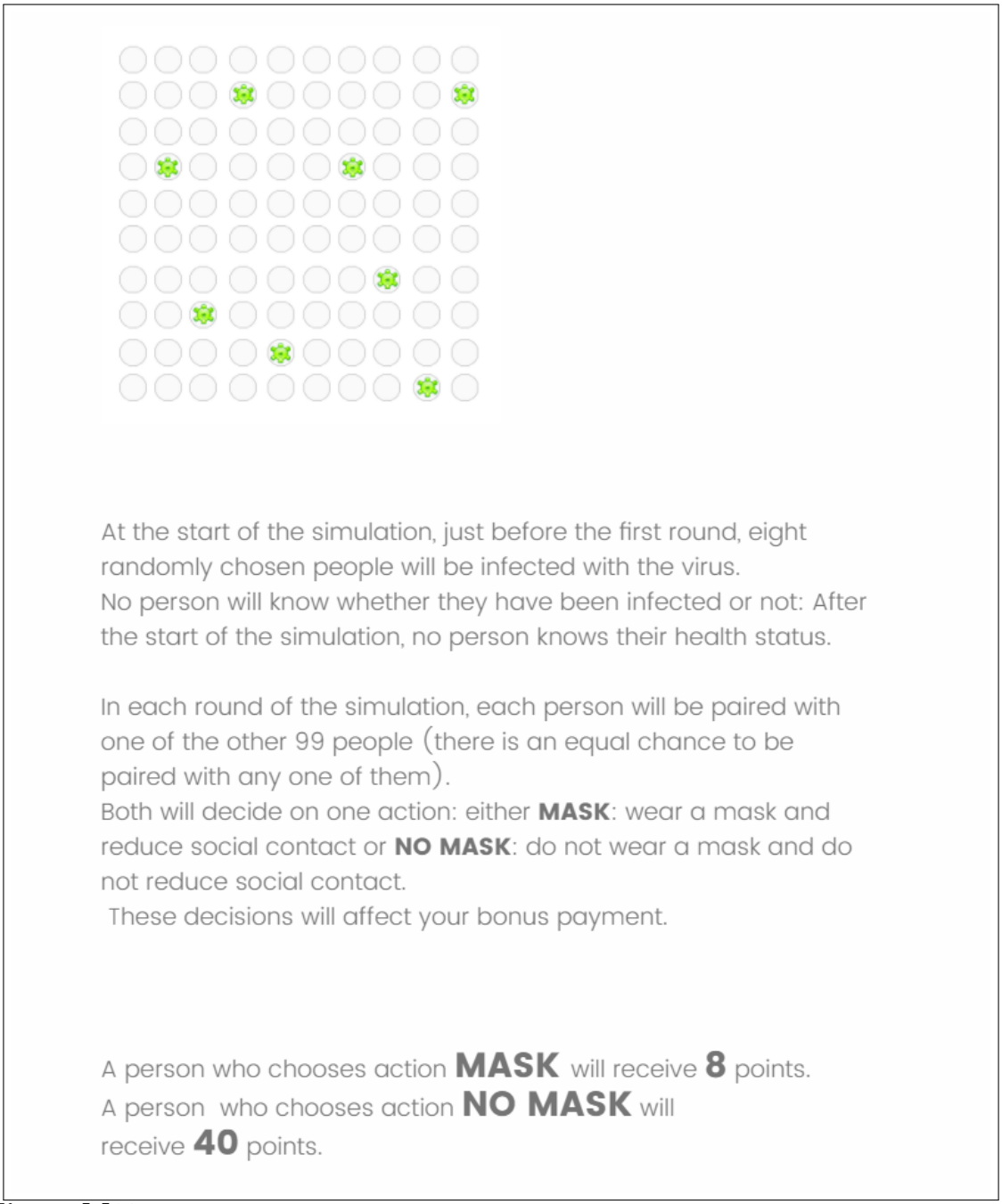


Figure M12
Game Instructions Page M3

Figure M13
Game Instructions Page M4

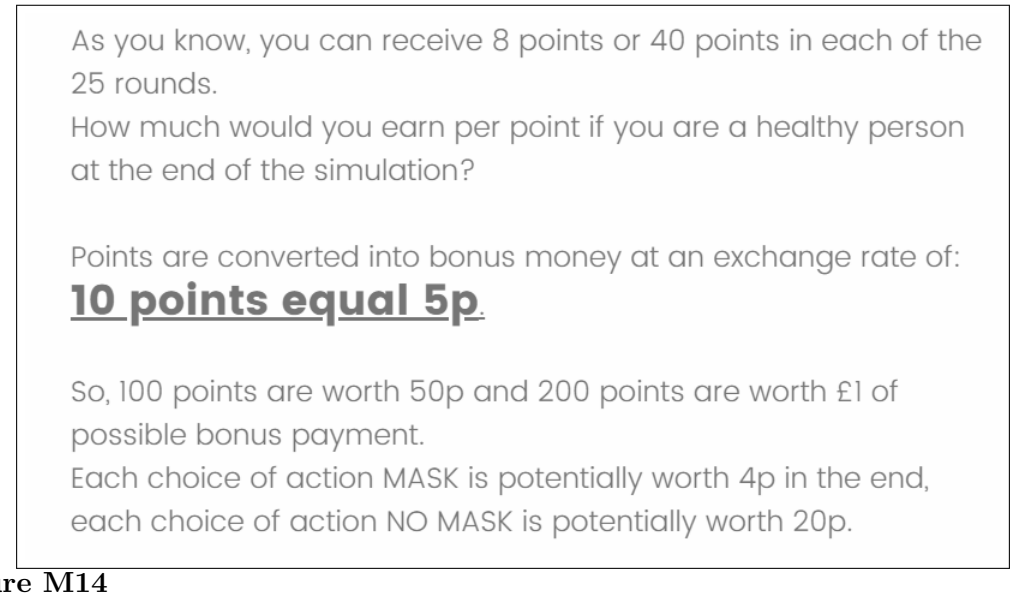


Figure M14
Game Instructions Page M5

M5.7 Screenshots of Comprehension checks pages 2–5

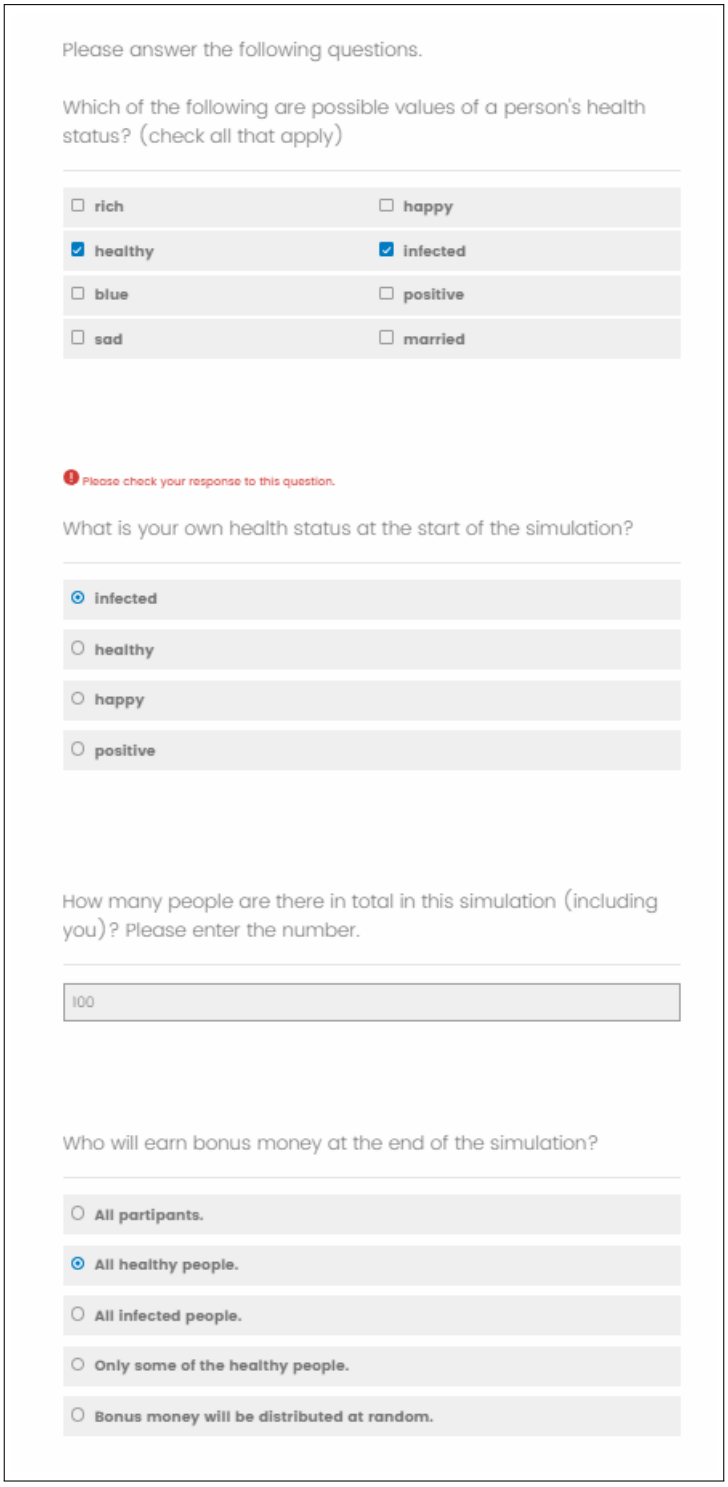


Figure M15
Comprehension Checks Page M2 (presented below instructions)

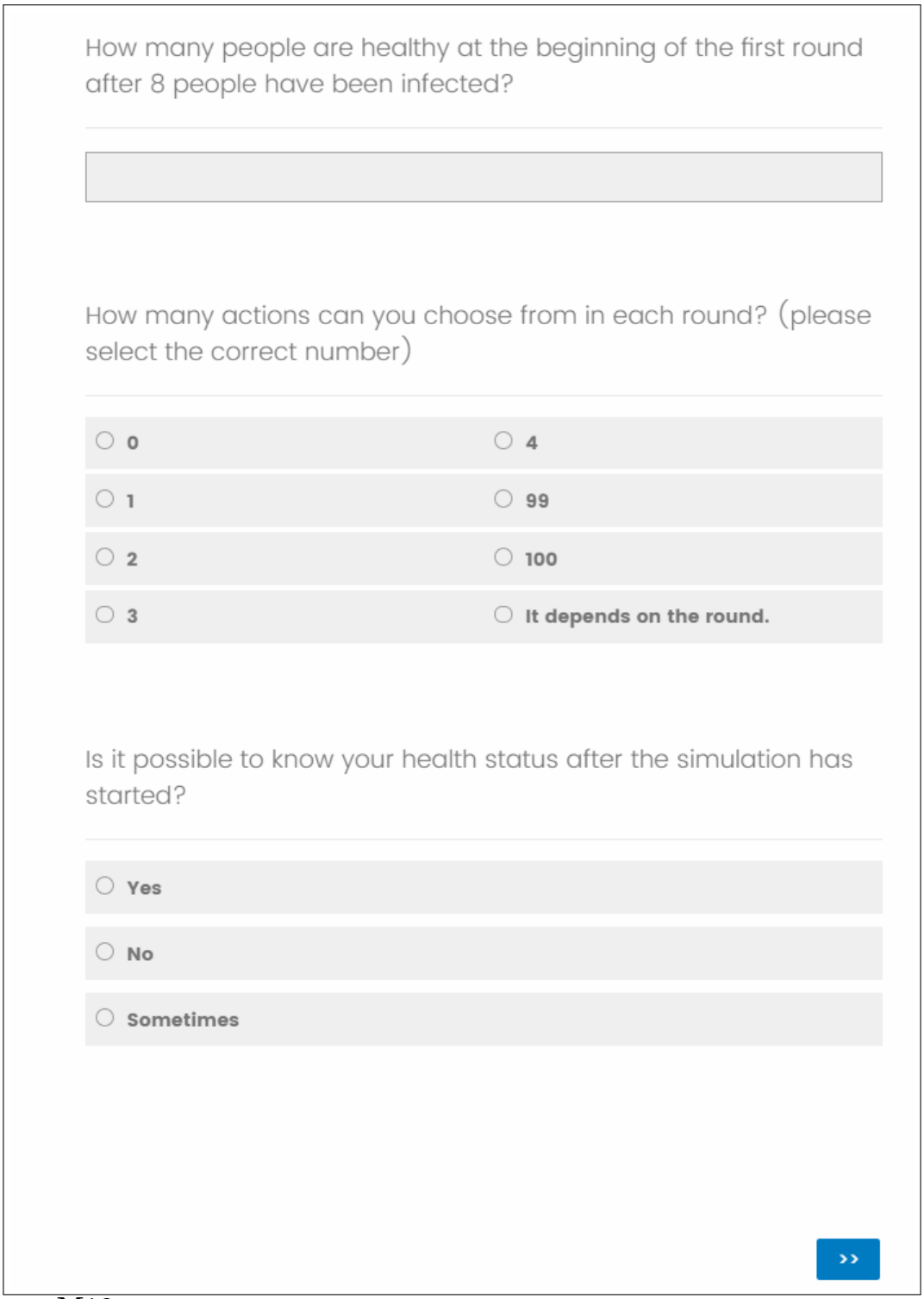


Figure M16

Comprehension Checks Page M3 (presented below instructions)

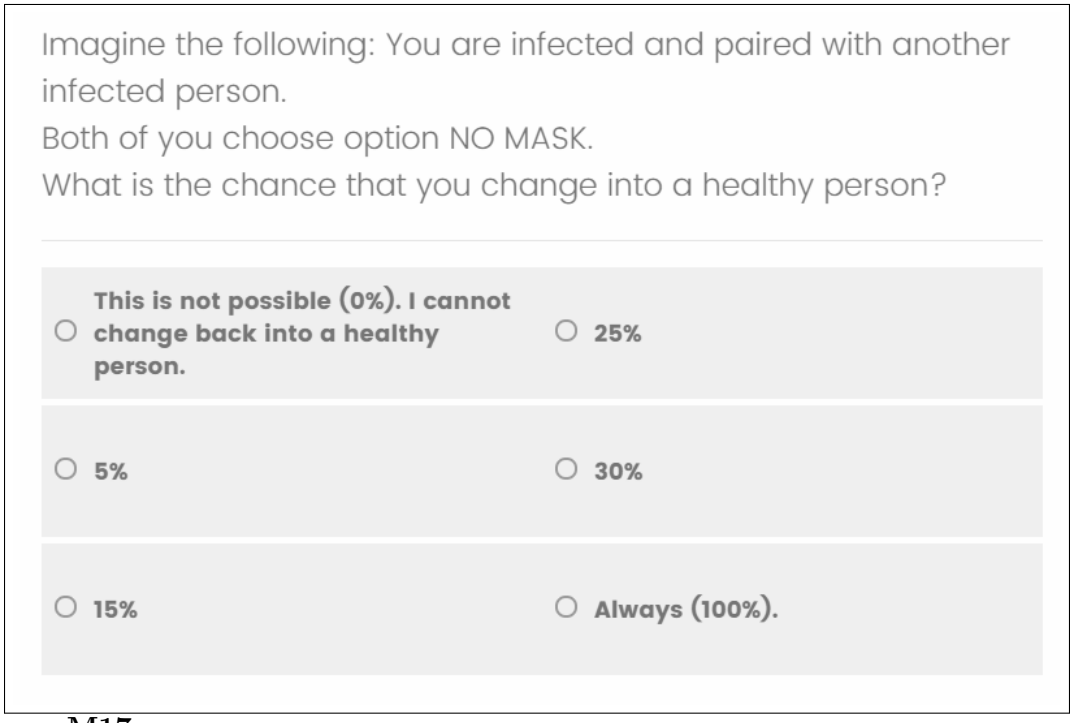


Figure M17

Comprehension Checks Page M4 (Example; presented below instructions)

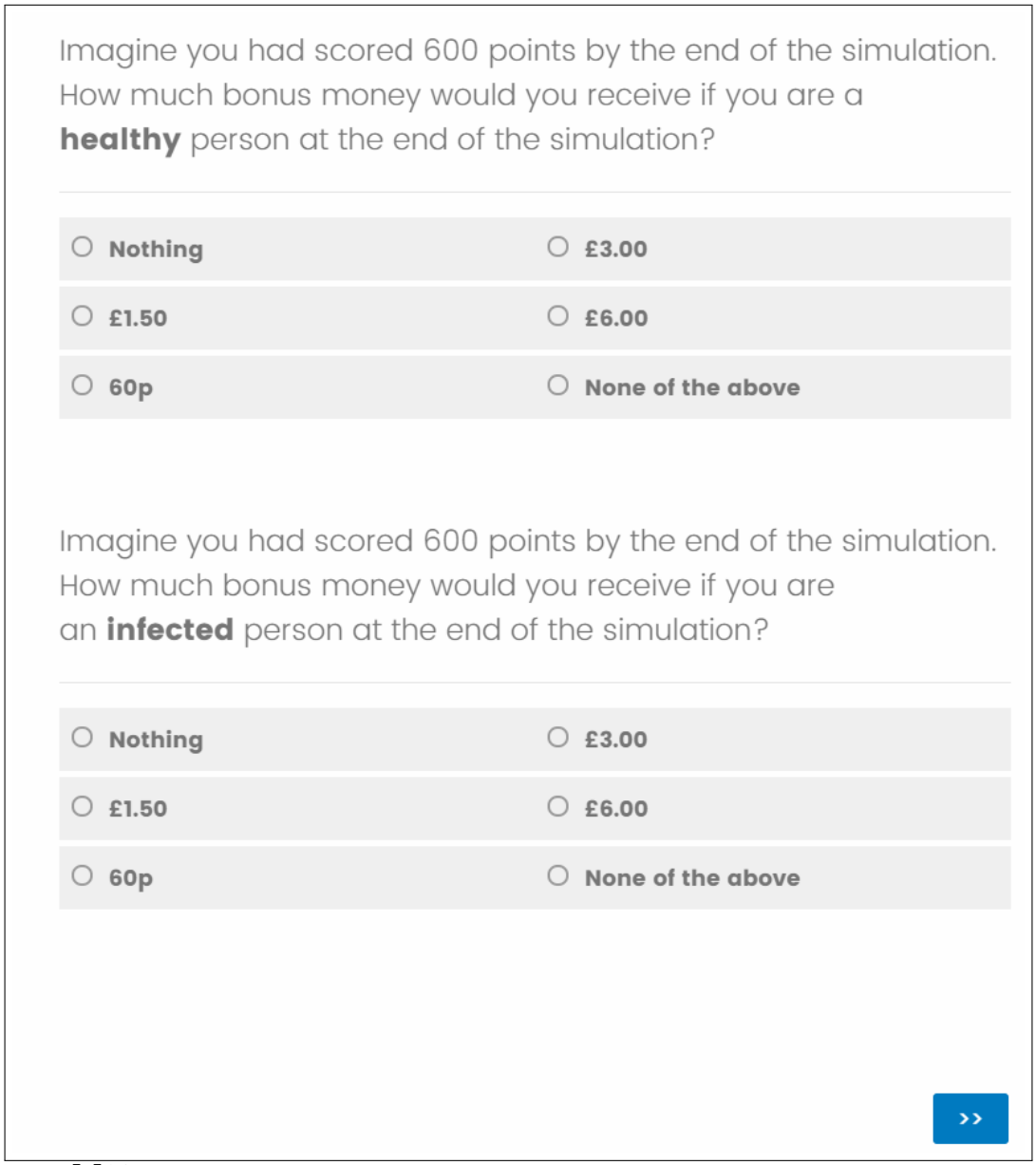


Figure M18
Comprehension Checks Page M5 (presented below instructions)

M6 Transmission Game Intervention: Color condition

M6.1 Additional instructions: Injunctive norms condition

We would like to highlight some consequences of your choices:

You will have noticed that you can obtain a **personal benefit** by choosing action H (=40 points) over action G (=8 points).
But be aware that this benefit in points comes at a **potential cost paid by others, and even by yourself**.
If you are a purple player and choose action H, there is a higher chance that a blue player you are paired with will turn purple (thereby losing their bonus money for the game).
If you are a blue player paired with a purple player and you choose action H, then you will have a higher chance of turning purple yourself (thereby losing your bonus money for the game).

All points scored across the rounds are worth nothing to a purple player.

Choosing action H may therefore endanger your own bonus money and the bonus money of other participants.
Choosing action G protects others and yourself from changing into purple players and losing bonus money.

In brief:
Choose action G to protect your and other players' bonus money.

M6.2 Screenshot: Injunctive norms

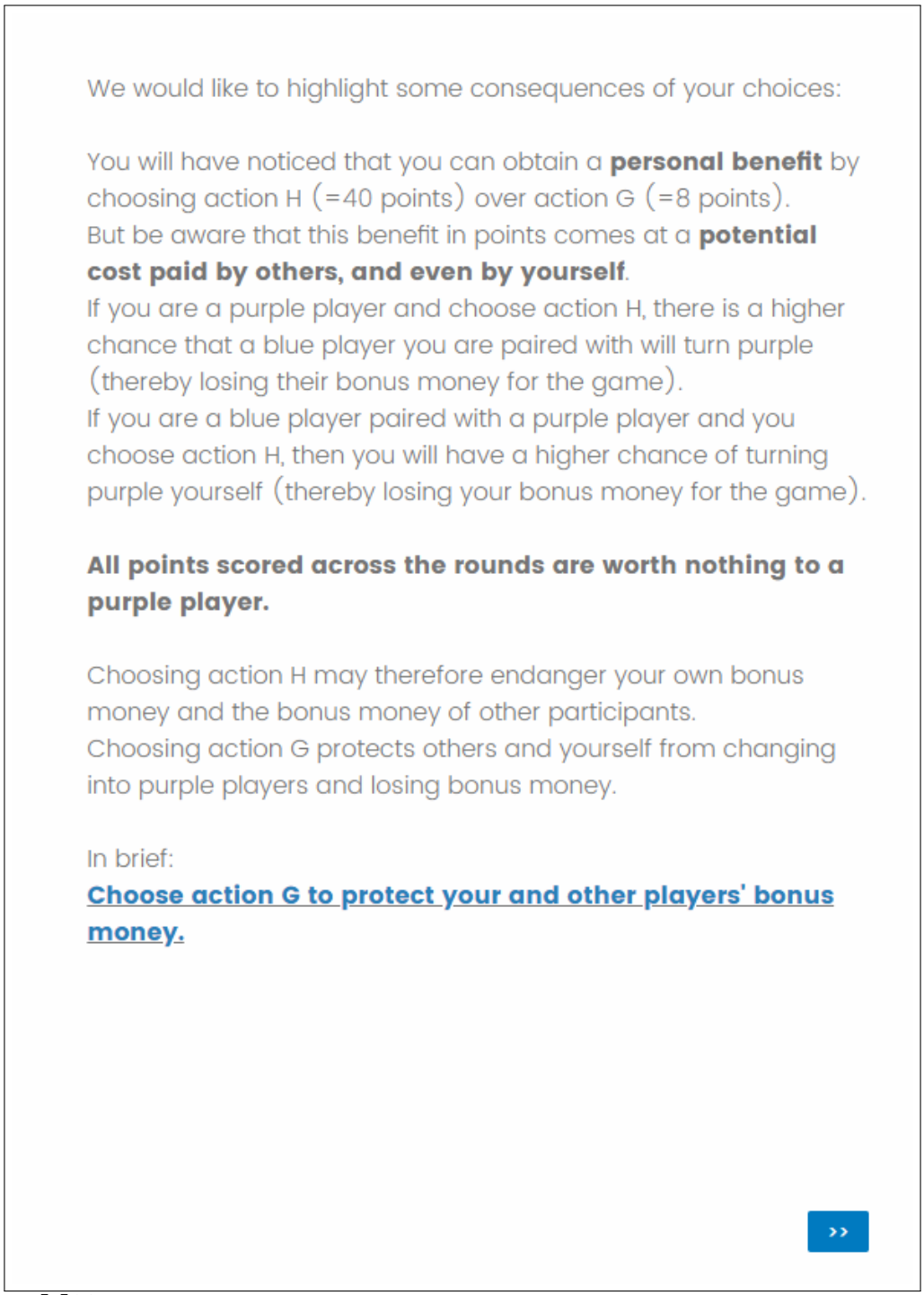


Figure M19
Instructions (injunctive norms; color condition)

M7 Transmission Game Intervention: Mask condition

M7.1 Additional instructions: Injunctive norms condition

We would like to highlight some consequences of your choices:

You will have noticed that you can obtain a personal benefit by not wearing a mask and choosing action NO MASK (=40 points) over action MASK (=8 points).
But be aware that this benefit in points comes at a **potential cost paid by others, and even by yourself**.
If you are an infected person and choose action NO MASK, there is a higher chance that a healthy person you are paired with will become infected (thereby losing their bonus money for the simulation).
If you are a healthy person paired with an infected person and you choose action NO MASK, then you will have a higher chance of becoming infected yourself (thereby losing your bonus money for the simulation).

All points scored across the rounds are worth nothing to an infected person.

Not wearing a mask and choosing action NO MASK may therefore endanger your own bonus money and the bonus money of other people.
Wearing a mask and choosing action MASK protects others and yourself from becoming infected and losing bonus money.

In brief:
Choose MASK to protect your and other people's health (and bonus money).

M7.2 Screenshot: Injunctive norms

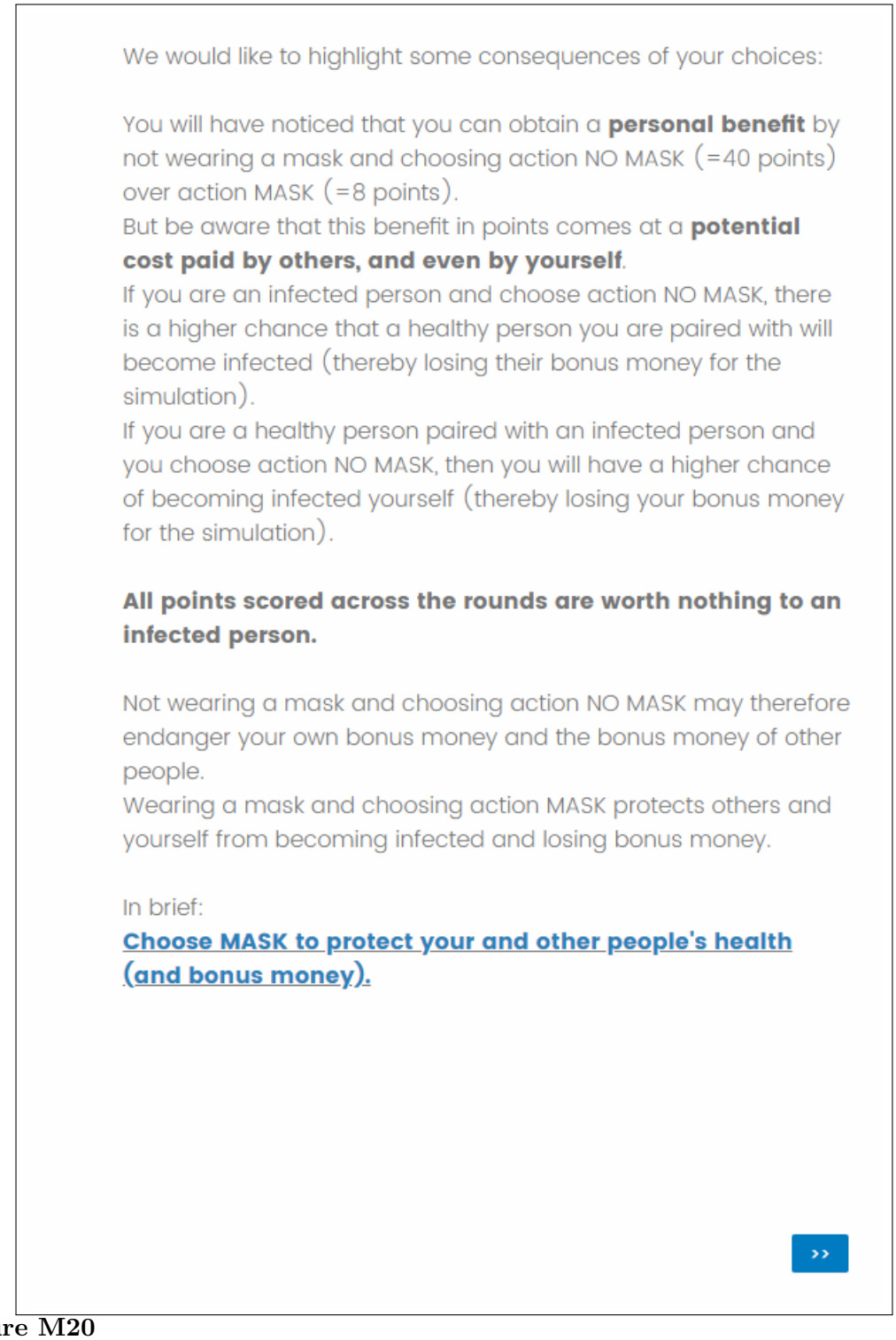


Figure M20
Instructions (injunctive norms; Mask condition)

M8 Transmission Game: Color version

M8.1 Introduction

[*See Figure M21 and Figure M22.*]

You will now play the game. Note that every other player in your game will have the same information as you have. They will also have seen the same instructions as you have.

This is a brief summary of the rules:

1. **At the start of the game** all 100 players (yourself included) are blue.
2. **Before the first round only**, eight randomly selected players change into purple players.
3. **During each round**:
   - Players are paired at random.
   - Each player chooses an action and receives points (8 points for G, 40 points for H).
   - A blue player that is paired with a purple player may change into a purple player (with a probability between 5% and 25%, see the figure below).
   - A blue player that is paired with a blue player never changes color, no matter which actions are chosen.
4. **After 25 rounds, at the end of the game**, the payoff across all rounds for blue players will be converted into bonus money. Purple players will not receive bonus money for this task.

You will not have to wait for the other players (they may play the game before or after you).
We will collect your decisions and the decisions of 99 other players, then play out the game once to determine the results.
Afterwards, we will inform you about your color at the end of the game in a message when you receive your bonus payment for the entire survey.

[*Image of matrix with color change probabilities, as shown in the instructions.*]

M8.2 Rounds

[*See Figure M23 and Figure M24.*]

Round [*current round*]/25
Points gained so far: [*current number of points*] (+ [*points gained in previous round*])
Possible bonus: £[*current bonus*] (+£[*bonus amount gained in previous round*])
Points will be converted into bonus money after the final round (for blue players only).

[In intervention condition only:]
Choose action G to protect your and other players' bonus money.
Which of the two actions do you choose?

- Action **G**: I receive **8** points. (8)
- Action **H**: I receive **40** points. (40)

M8.3 Final Results

[*See Figure M25.*]

End of game
Points gained: [*final number of points*]
Possible bonus: £[*final bonus amount*]
Points will be converted into bonus money (for blue players only).

M8.4 Screenshots of game

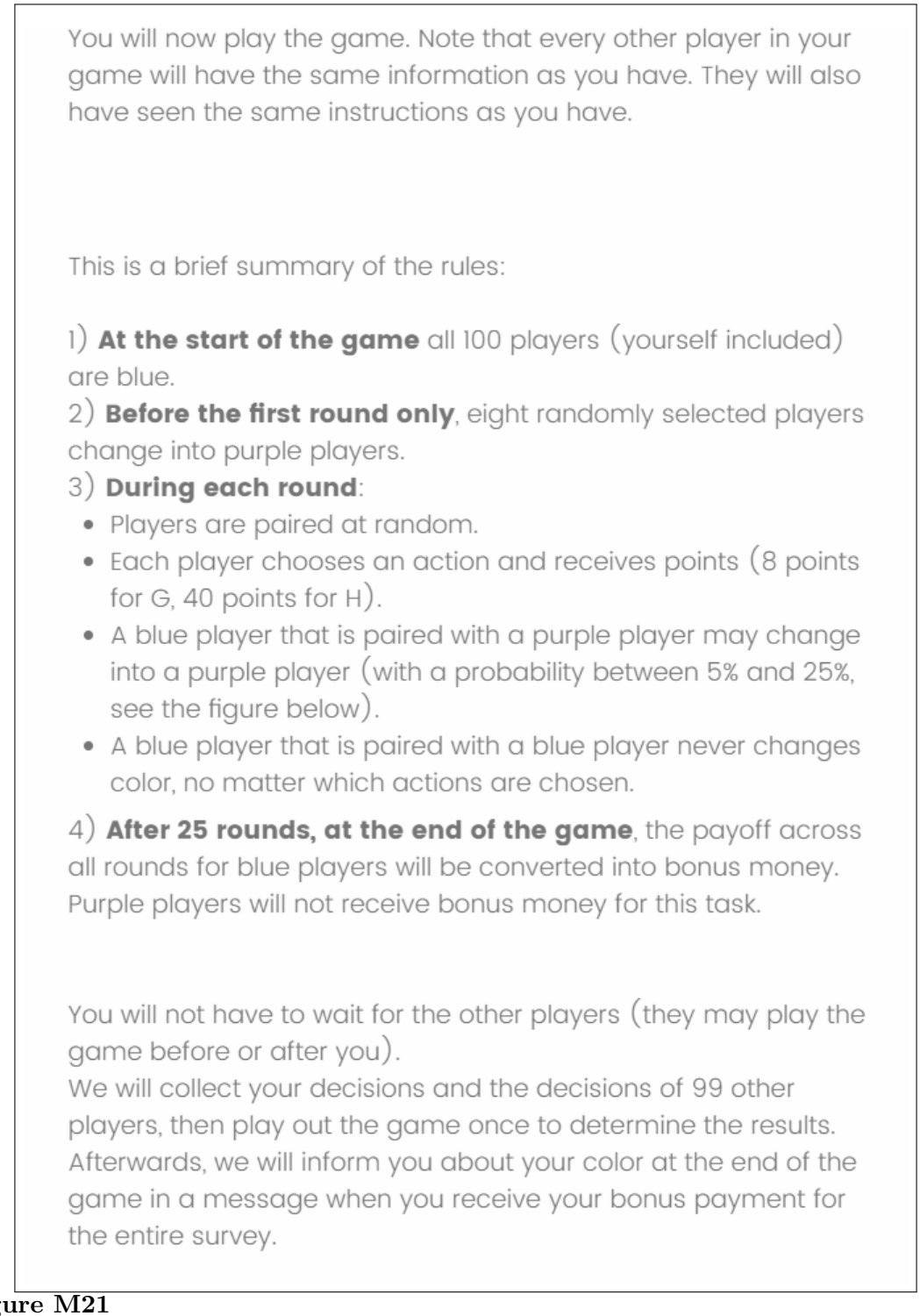


Figure M21
Game Introduction (Color version)

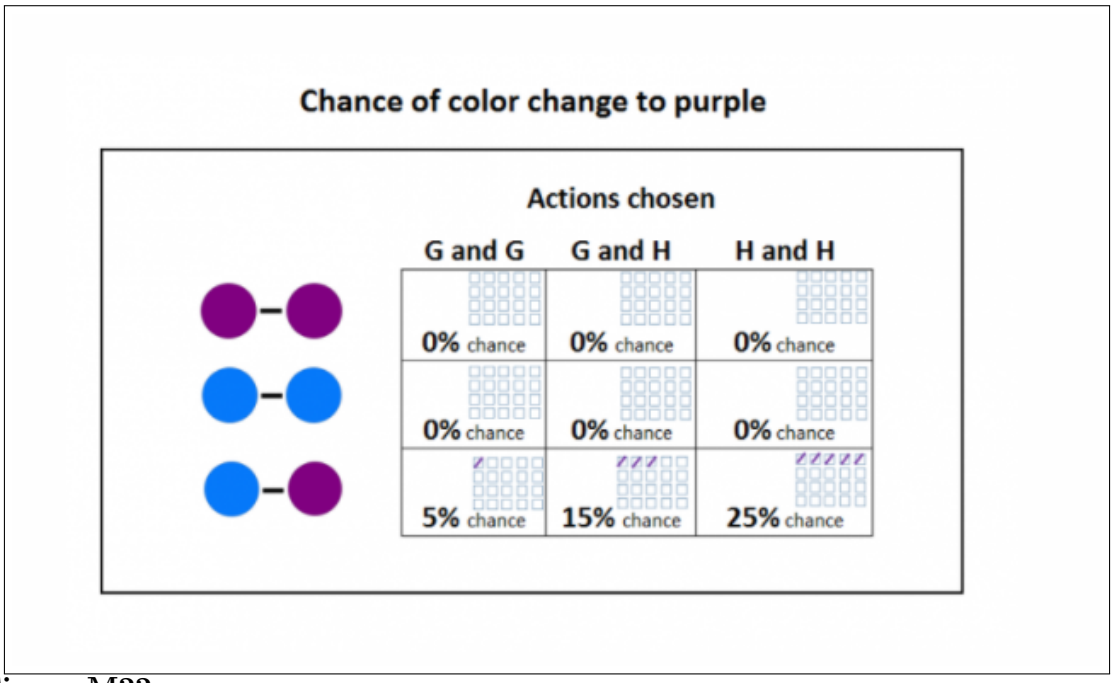


Figure M22

Game matrix (presented below game introduction; Color version)

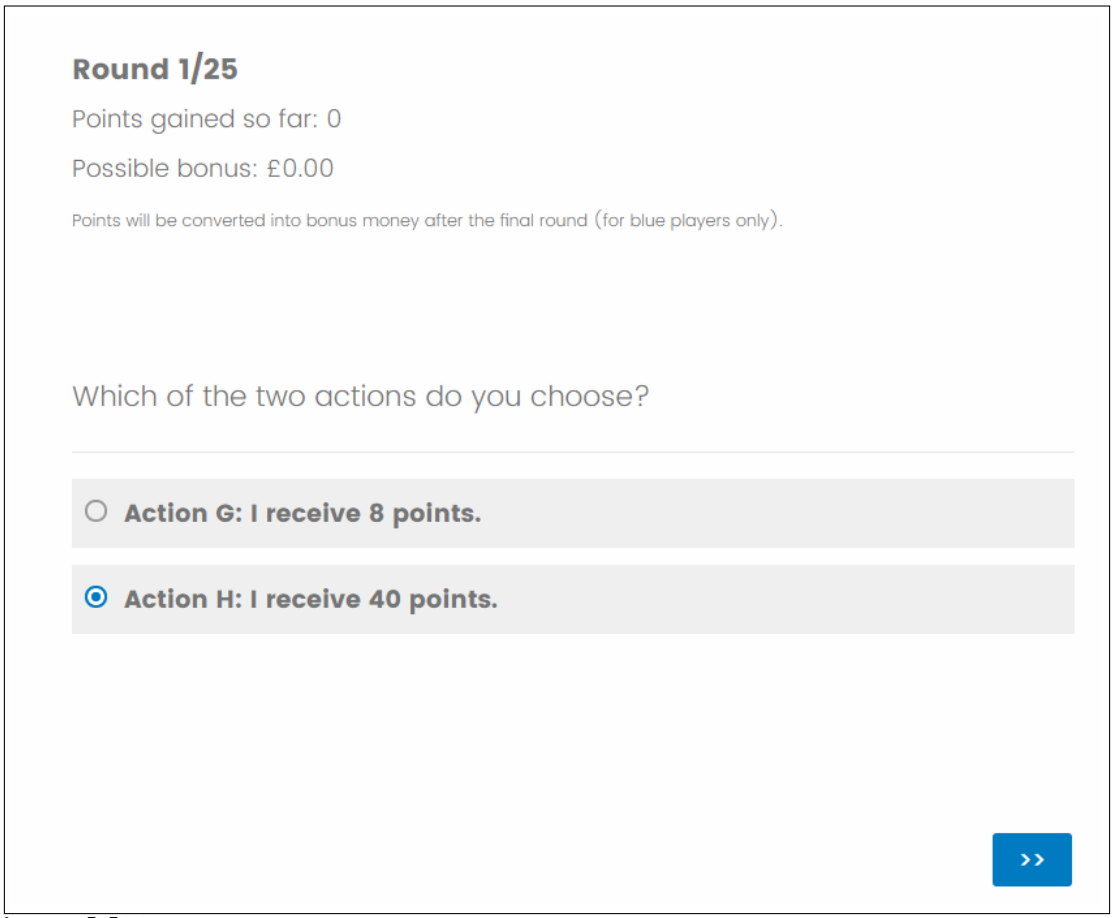


Figure M23
Game round 1 (example; Color version)

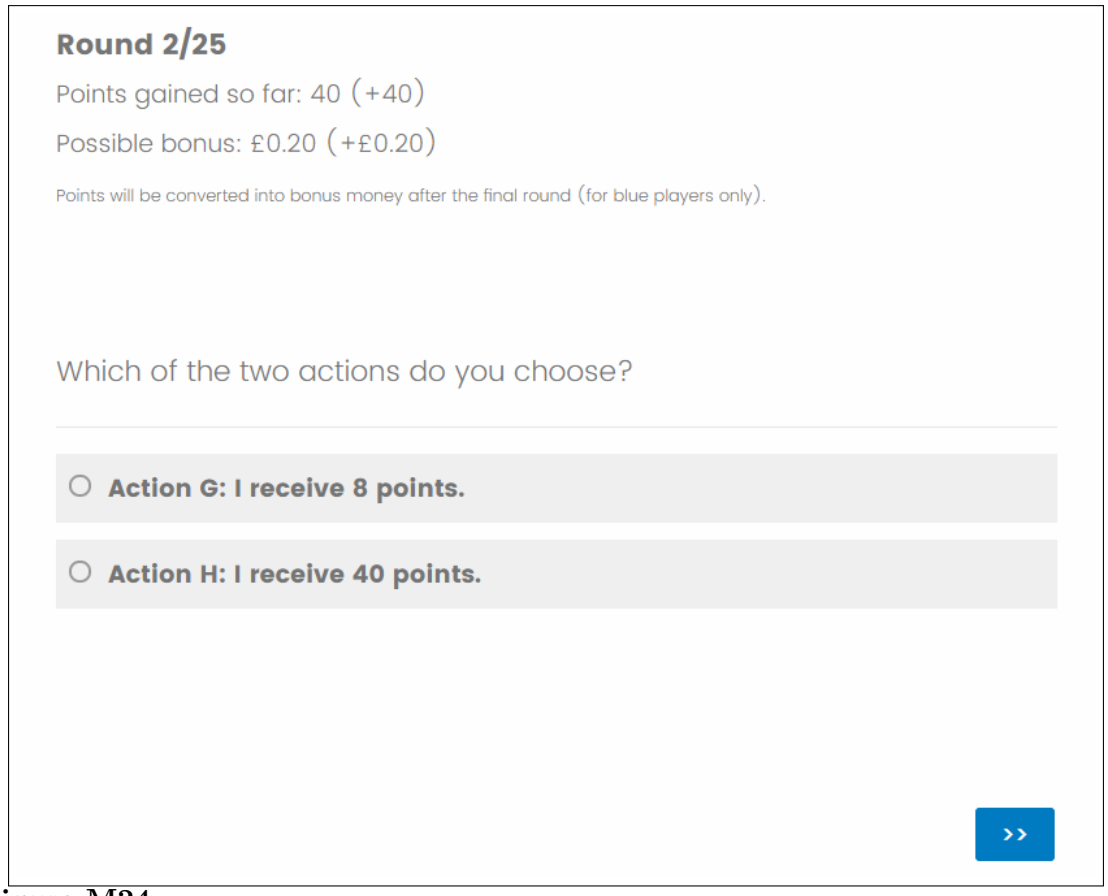


Figure M24
Game round 2 (example; Color version)

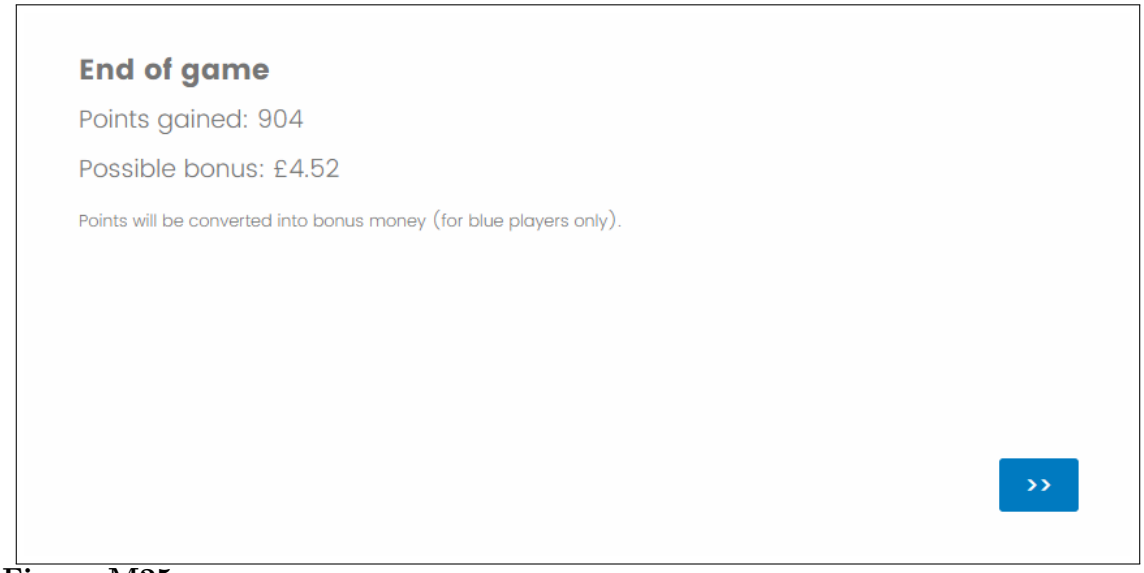


Figure M25
End of game (example; Color version)

M9 Transmission Game: Mask version

M9.1 Introduction

[*See Figure M26 and Figure M27.*]

You will now participate in the simulation. Note that every other person in your simulation will have the same information as you have. They will also have seen the same instructions as you have.

This is a brief summary of the rules:

1. **At the start of the simulation** all 100 people (yourself included) are healthy.
2. **Before the first round only**, eight randomly selected people become infected.
3. **During each round**:
   - People are paired at random.
   - Each person chooses an action and receives points (8 points for MASK, 40 points for NO MASK).
   - A healthy person that is paired with an infected person may become infected (with a probability between 5% and 25%, see the figure below).
   - A healthy person that is paired with a healthy person never changes their health status, no matter which actions are chosen.
4. **After 25 rounds, at the end of the simulation**, the payoff across all rounds for healthy people will be converted into bonus money. Infected people will not receive bonus money for this task.

You will not have to wait for the other people (they may participate in the simulation before or after you).
We will collect your decisions and the decisions of 99 other people, then run the simulation once to determine the results.
Afterwards, we will inform you about your health status at the end of the simulation in a message when you receive your bonus payment for the entire survey.

[*Image of matrix with health status change probabilities, as shown in the instructions.*]

M9.2 Rounds

[*See Figure M28 and Figure M29.*]

Round [*current round*]/25
Points gained so far: [*current number of points*] (+ [*points gained in previous round*])
Possible bonus: £[*current bonus*] (+£[*bonus amount gained in previous round*])
Points will be converted into bonus money after the final round (for healthy people only).

[In intervention condition only:]
Choose action MASK to protect your and other people's health and bonus money.
Which of the two actions do you choose?

- Action **MASK**: I receive **8** points. (8)
- Action **NO MASK**: I receive **40** points. (40)

M9.3 Final Results

[*See Figure M30.*]

End of simulation
Points gained: [*final number of points*]
Possible bonus: £[*final bonus amount*]
Points will be converted into bonus money after the final round (for healthy people only).

M9.4 Screenshots of game

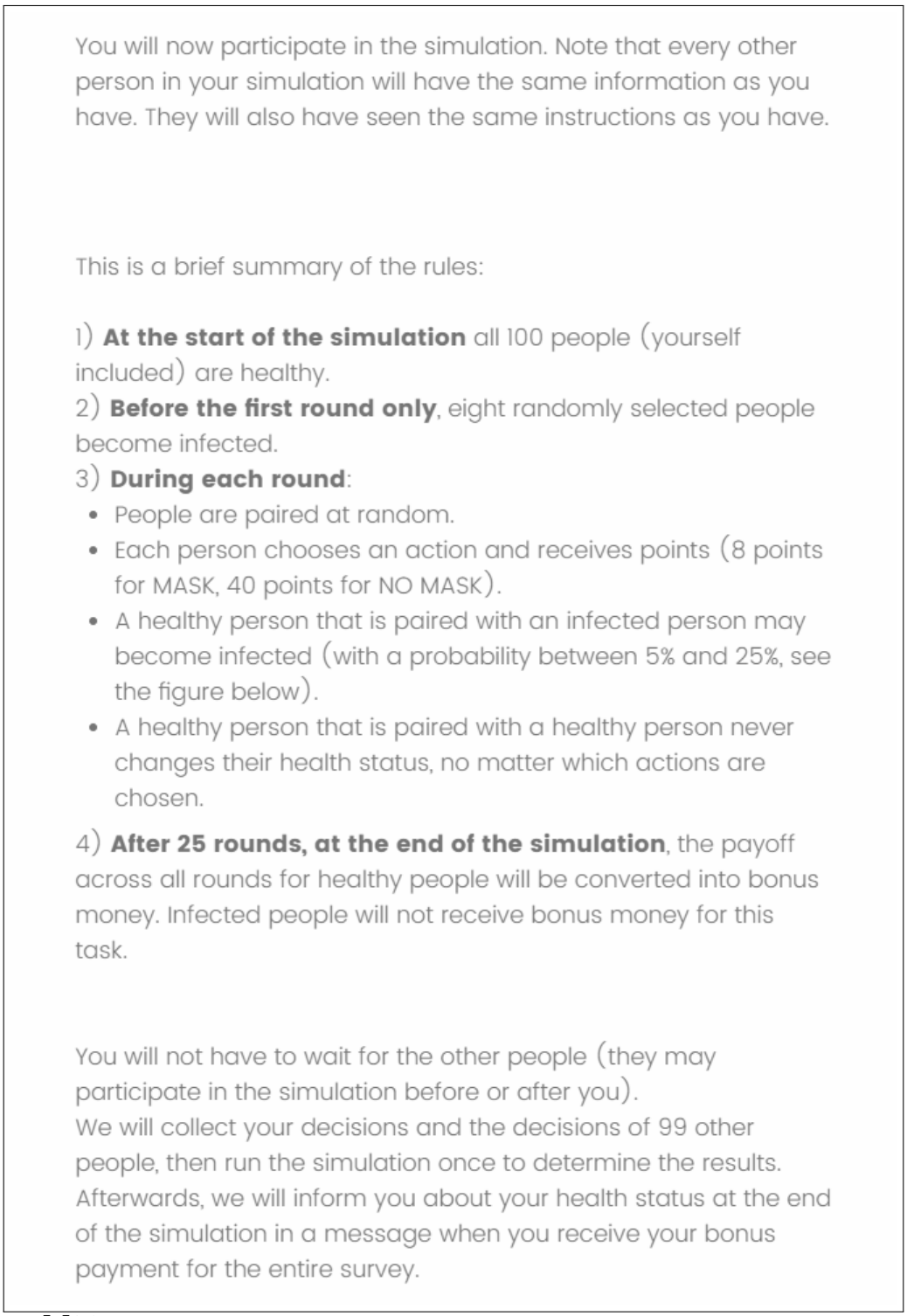


Figure M26
Game Introduction (Mask version)

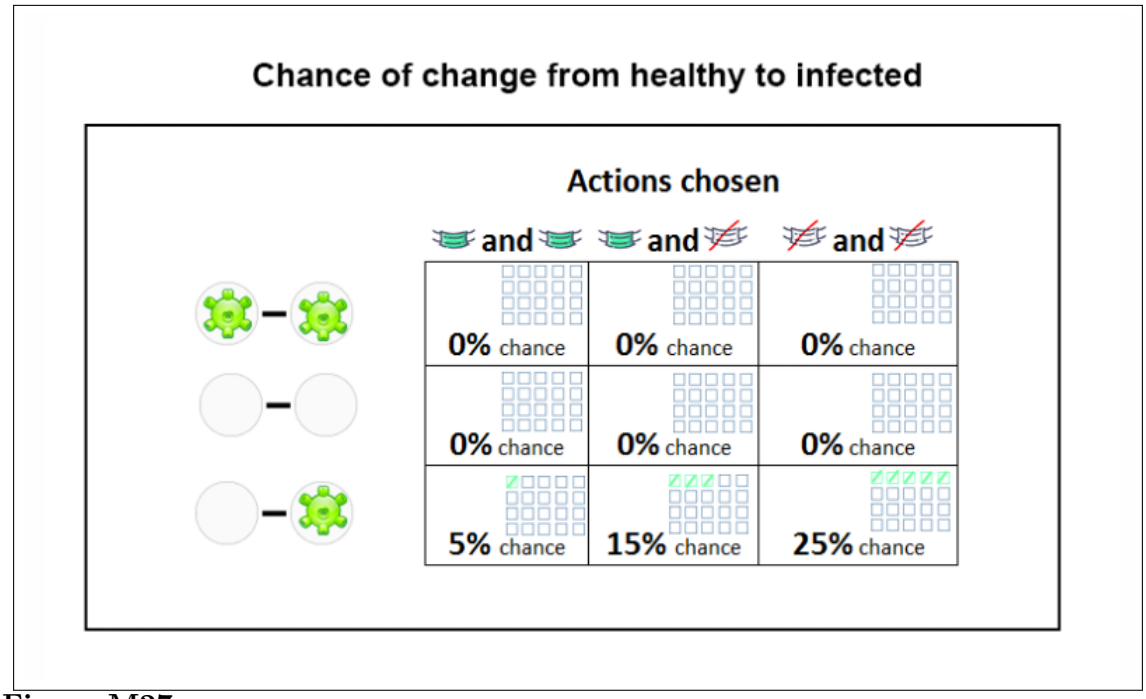


Figure M27

Game matrix (presented below game introduction; Mask version)

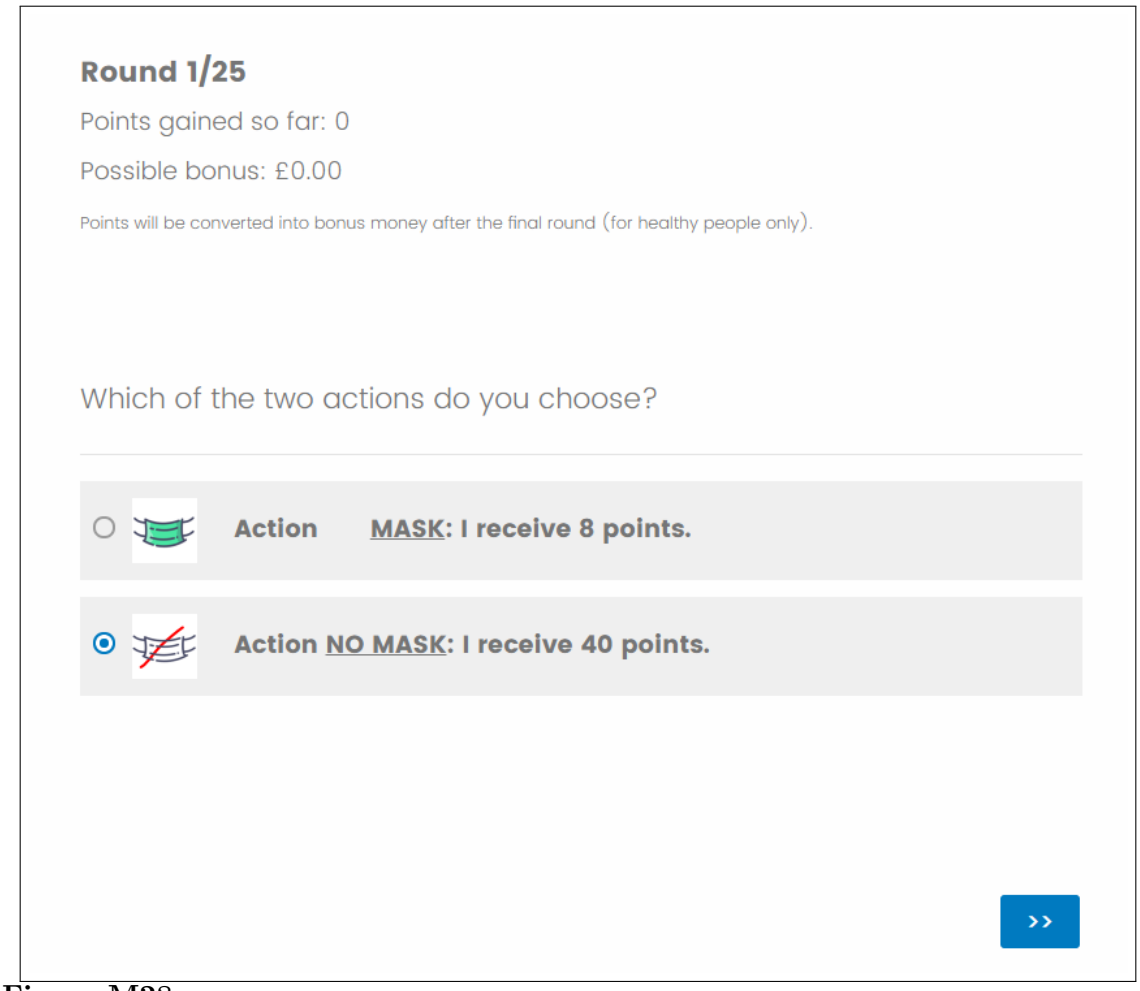


Figure M28
Game round 1 (example; Mask version)

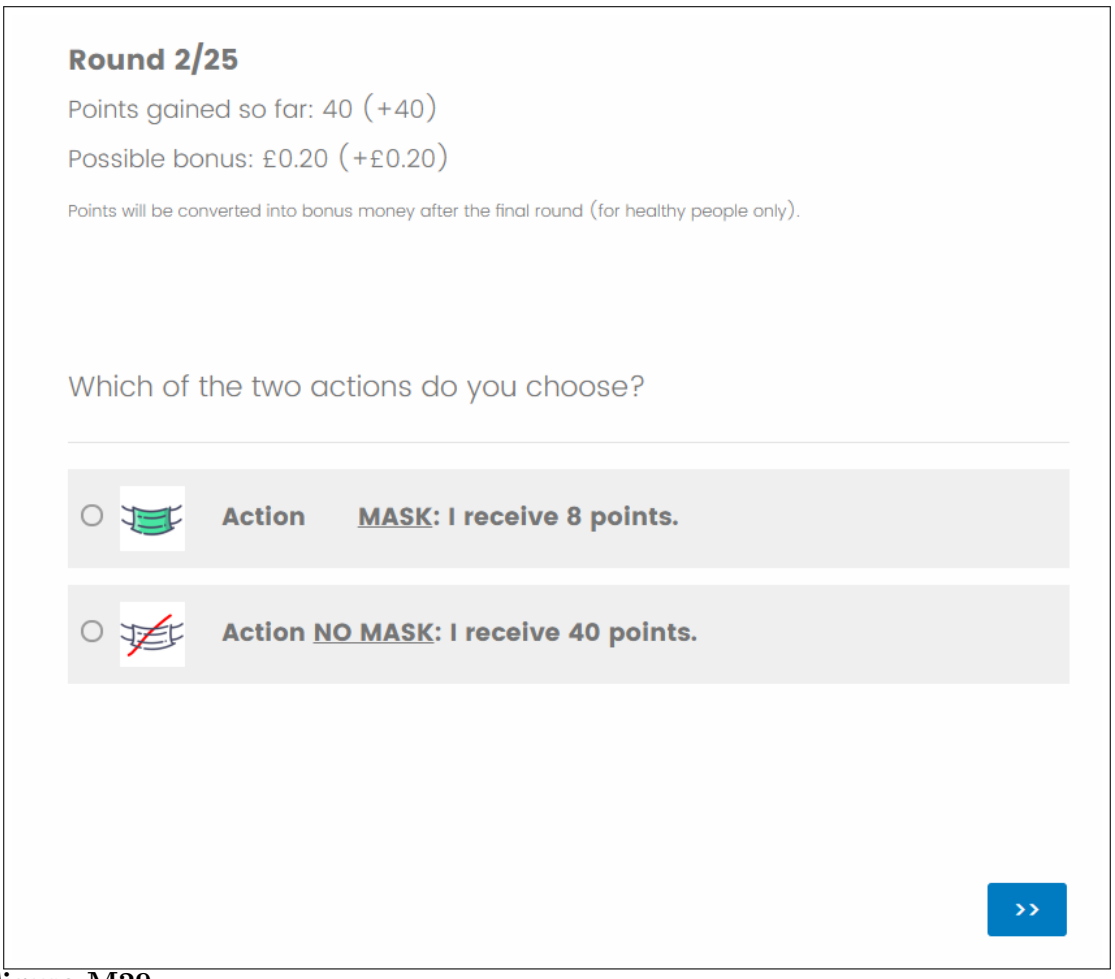


Figure M29

Game round 2 (example; Mask version)

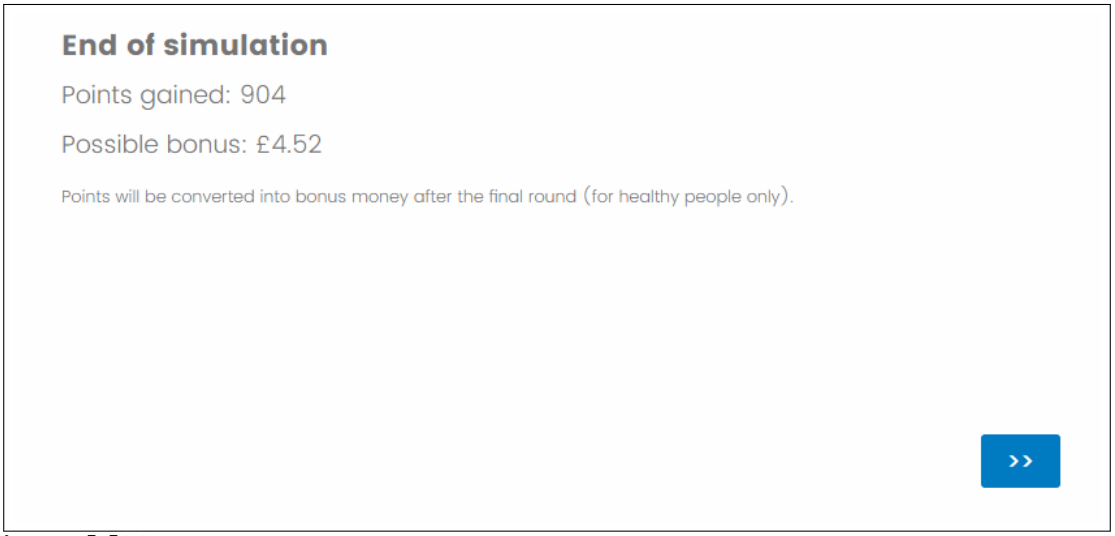


Figure M30
End of game (example; Mask version)

M10 Postquestionnaire: Color version

M10.1 Questions

M10.1.1 Game goals

[*See Figure M31.*]

Please indicate how much you agree or disagree with the following statements. [Each question is answered on a five-point scale with the following labels: Strongly disagree — Disagree — Neither agree nor disagree — Agree — Strongly agree]

- I wanted to make as much bonus money as possible.
- I wanted to make more bonus money than other players.
- I felt responsible for other players.
- I wanted to make other players switch color.
- I was afraid to switch color in this game.
- I tried to anticipate what others were doing in this game.
- I followed my gut in this game.
- I wanted to take some risk in this game.
- I wanted to protect others in this game.
- I did not care at all what happened in this game.
- I wanted that the entire group receives as much money as possible.

M10.1.2 Expectations about color changes

[*See Figure M32.*]

What do you think: How likely is it that your final color is purple?
Please enter a value between 0 (no chance) and 100 (certain that you are purple).
[*Text entry box.*]

What do you think: How many players in your group are purple at the end of the game?
Please enter a number between 0 (no-one) and 100 (everyone). [*Text entry box.*]

M10.1.3 Hypothetical messages

[*See Figure M33.*]

What would you say to other participants who chose option G (8 points) most of the time?

[*Text entry box: minimum of 5 characters*]

What would you say to other participants who chose option H (40 points) most of the time?

[*Text entry box: minimum of 5 characters.*]

M10.1.4 Expectations about others' choices

[*See Figure M34.*]

How many players in your group do you think chose action H (40 points) in each of the following rounds? [For each number the question is answered on a slider with values from 0 to 100]

- In round 1
- In round 5
- In round 10
- In round 15
- In round 20
- In round 25

M10.2 Screenshots Postquestionnaire

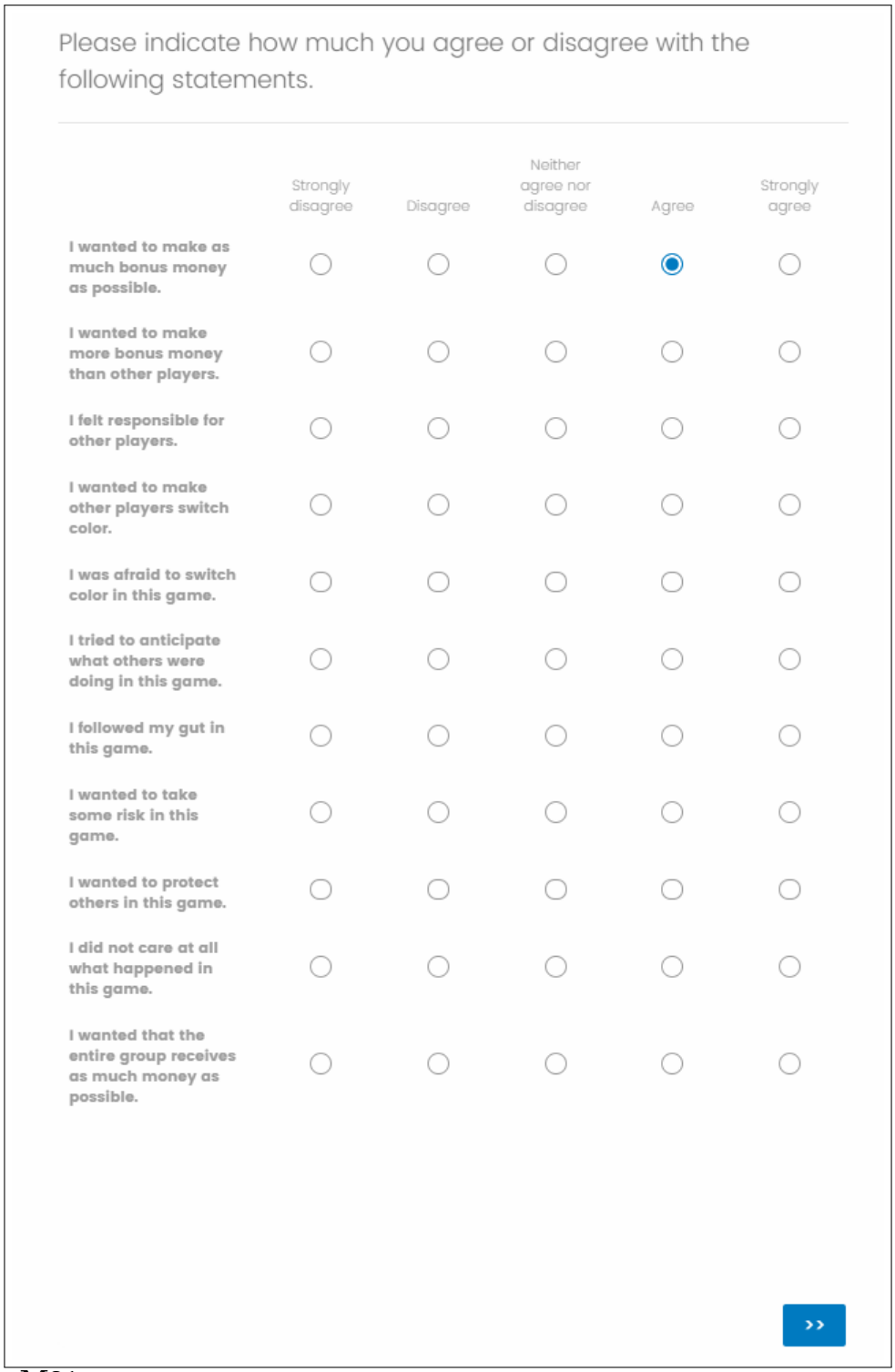


Figure M31

Postquestionnaire Page 1 (Color version)

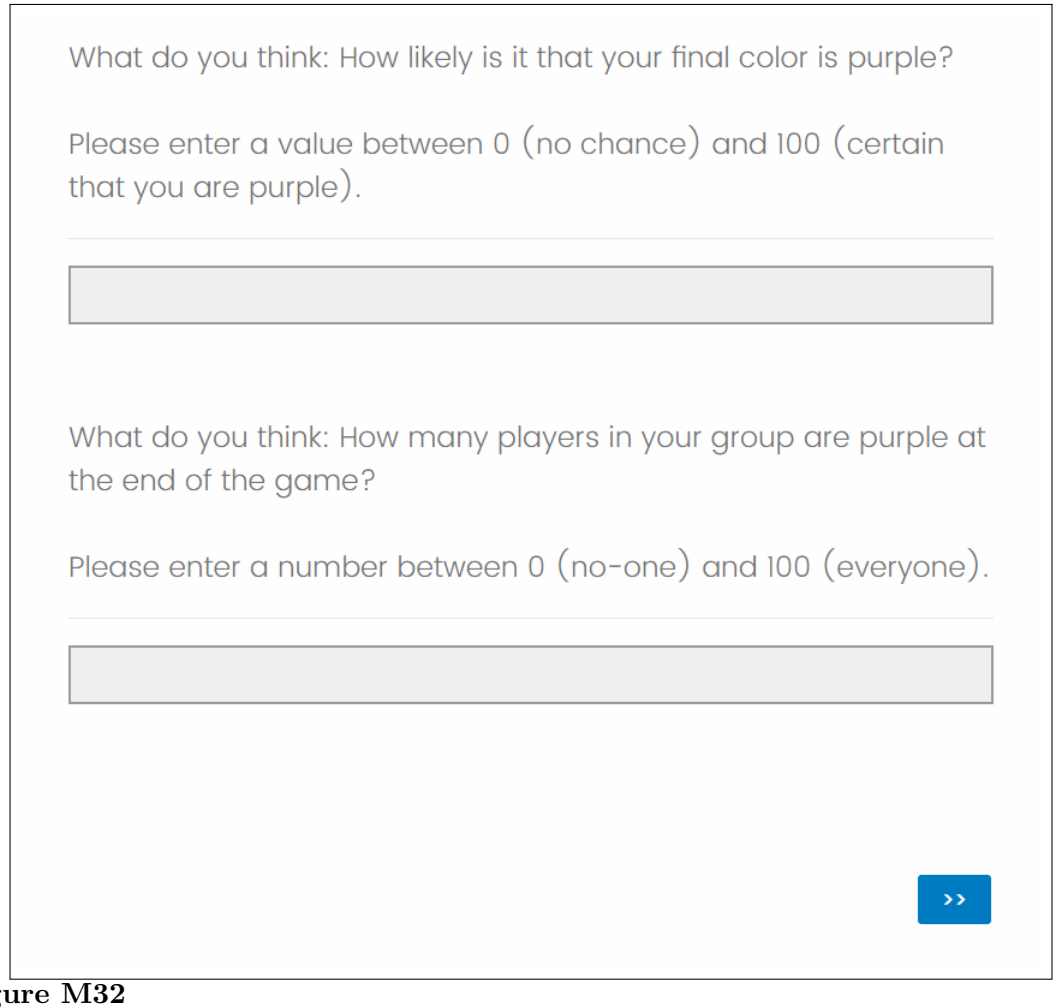


Figure M32
Postquestionnaire Page 2 (Color version)

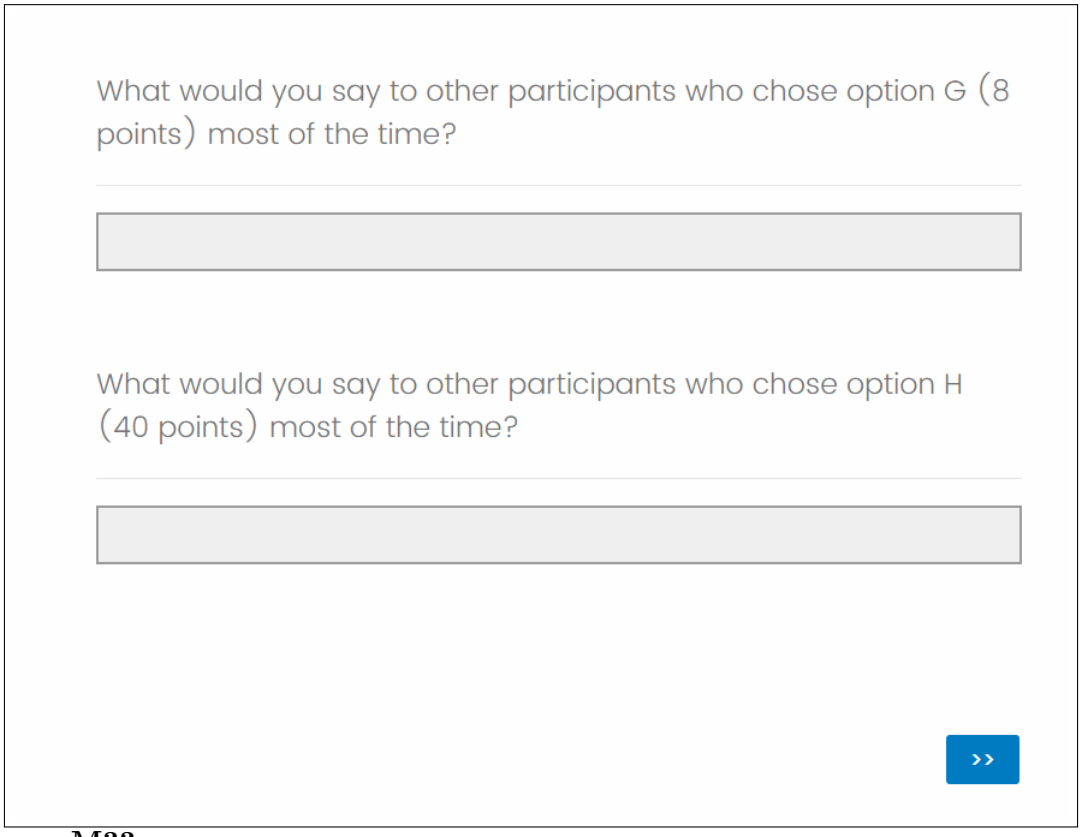


Figure M33
Postquestionnaire Page 3 (Color version)

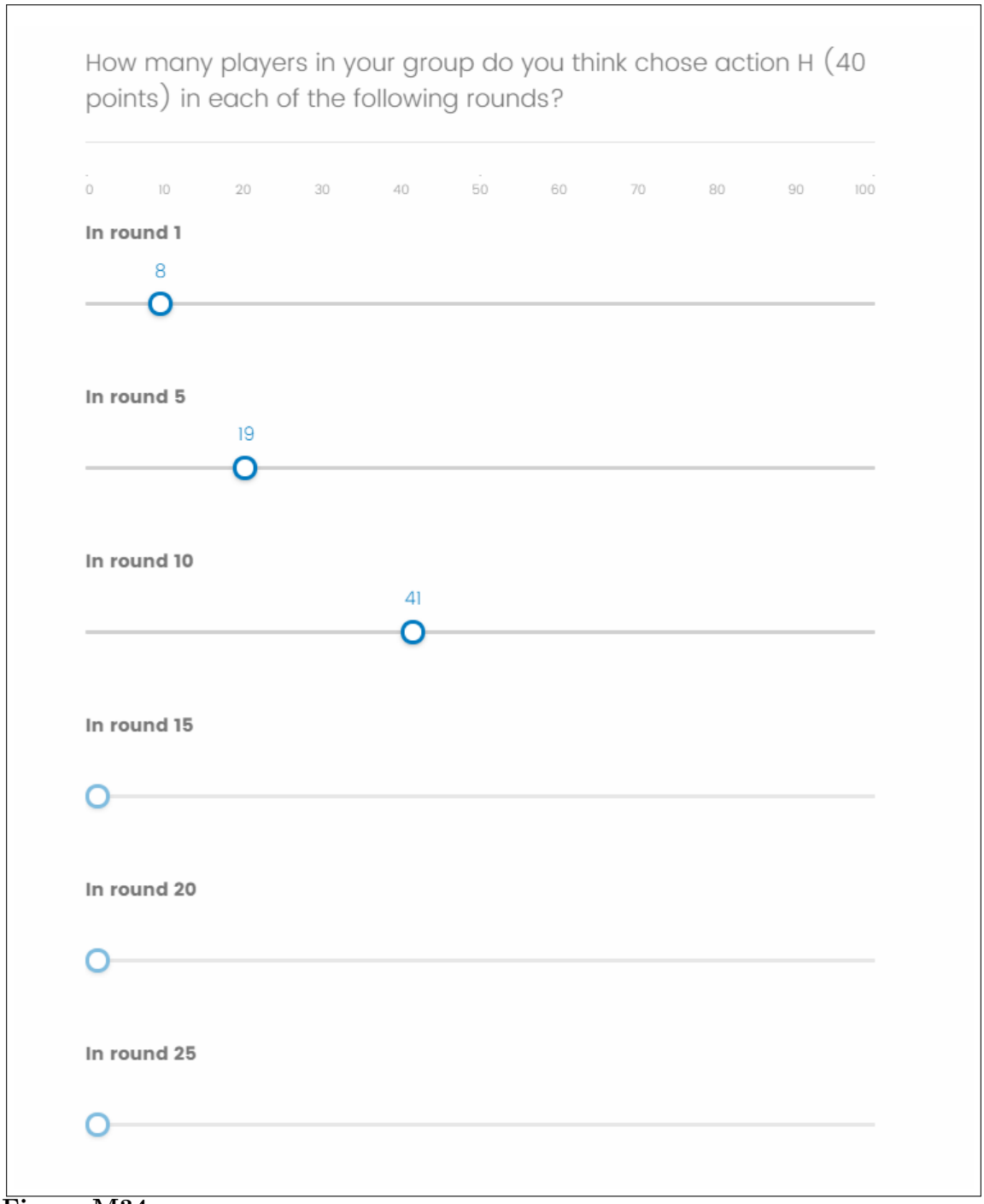


Figure M34
Postquestionnaire Page 4 (Color version)

M11 Postquestionnaire: Mask version

M11.1 Questions

M11.1.1 Game goals

[*See Figure M35.*]

Please indicate how much you agree or disagree with the following statements. [Each question is answered on a five-point scale with the following labels: Strongly disagree — Disagree — Neither agree nor disagree — Agree — Strongly agree]

- I wanted to make as much bonus money as possible.
- I wanted to make more bonus money than other players.
- I felt responsible for other players.
- I wanted to infect other people.
- I was afraid of becoming infected.
- I tried to anticipate what others were doing in this simulation.
- I followed my gut in this simulation.
- I wanted to take some risk in this simulation.
- I wanted to protect others in this simulation.
- I did not care at all what happened in this simulation.
- I wanted that the entire group receives as much money as possible.

M11.1.2 Expectations about infections

[*See Figure M36.*]

What do you think: How likely is it that you became infected during the simulation? Please enter a value between 0 (no chance) and 100 (certain that you are infected).
[*Text entry box.*]

What do you think: How many players in your group are infected at the end of the simulation?
Please enter a number between 0 (no-one) and 100 (everyone). [*Text entry box.*]

M11.1.3 Hypothetical messages

[*See Figure M37.*]

What would you say to other participants who chose action MASK (8 points) most of the time?

[*Text entry box: minimum of 5 characters*]

What would you say to other participants who chose action NO MASK (40 points) most of the time?

[*Text entry box: minimum of 5 characters.*]

M11.1.4 Expectations about others' choices

[*See Figure M38.*]

How many people in your group do you think chose action NO MASK (40 points) in each of the following rounds? [For each number the question is answered on a slider with values from 0 to 100.]

- In round 1
- In round 5
- In round 10
- In round 15
- In round 20
- In round 25

M11.2 Screenshots Postquestionnaire

Figure M35

Postquestionnaire Page 1 (Mask version)

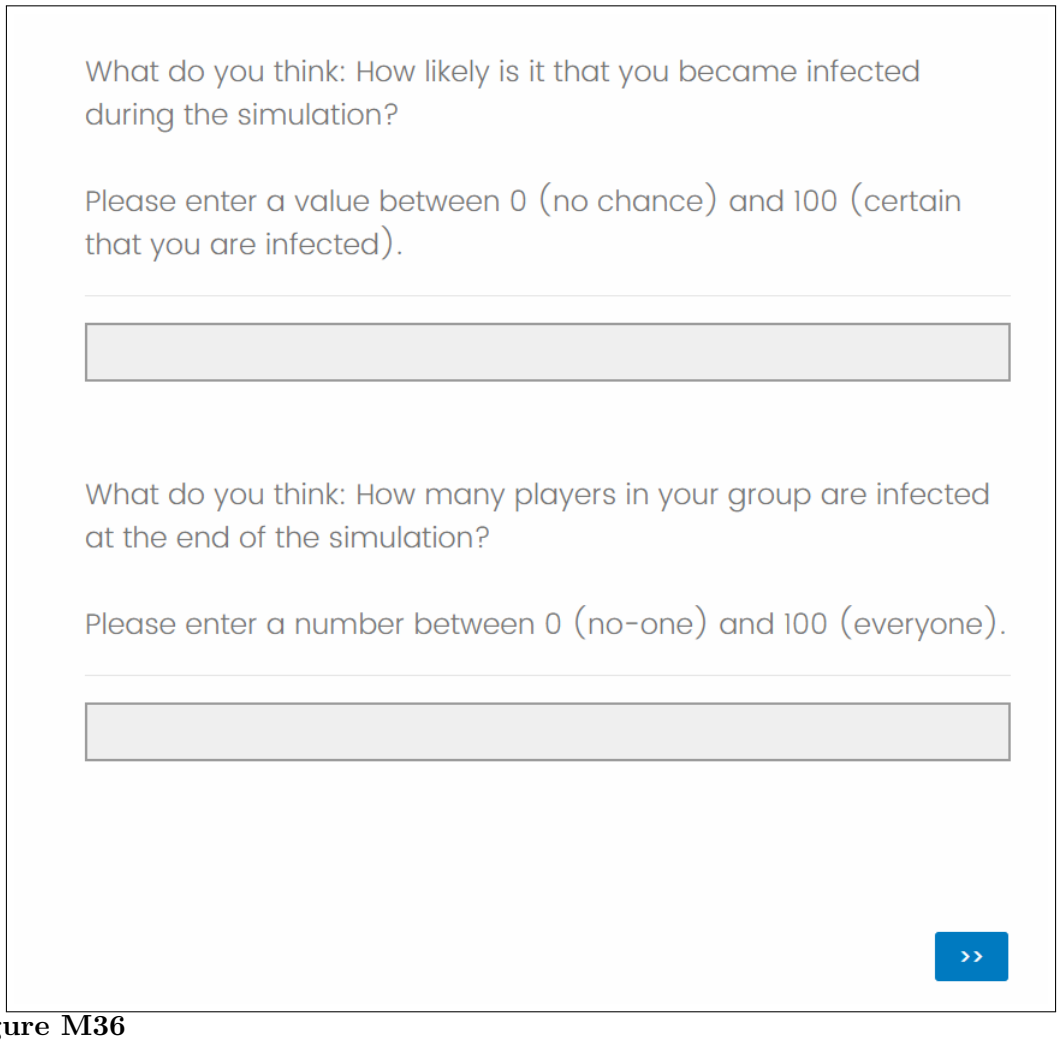


Figure M36
Postquestionnaire Page 2 (Mask version)

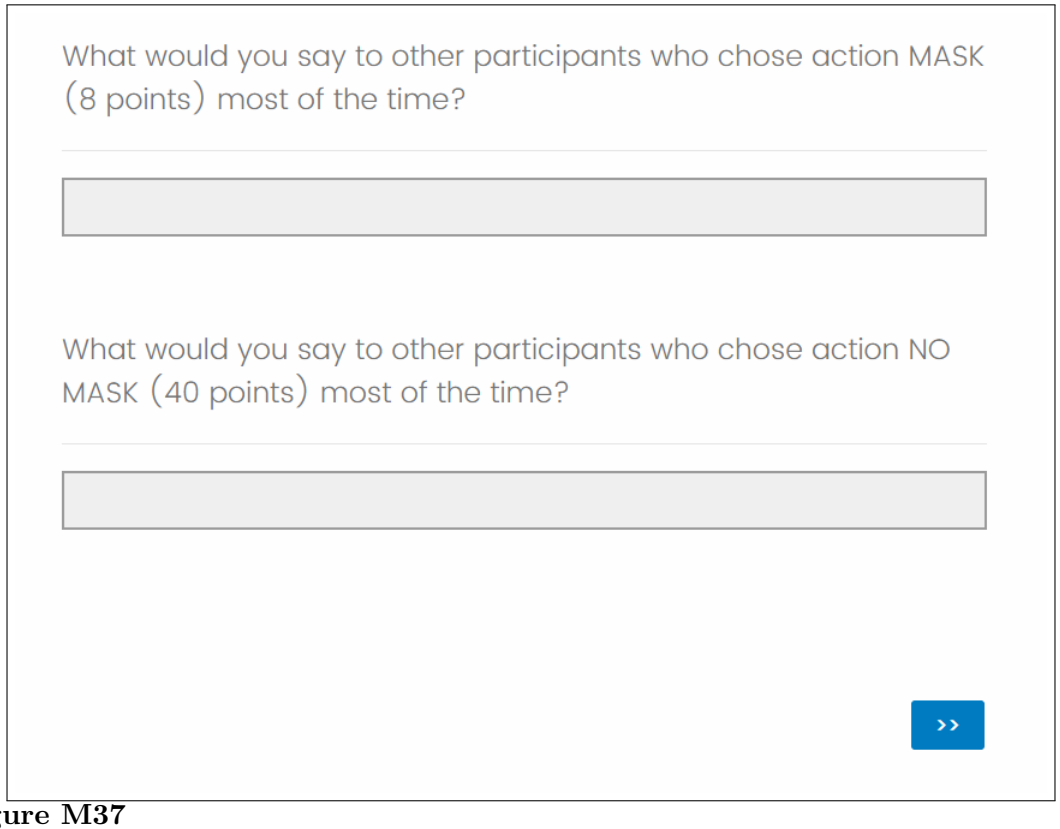


Figure M37
Postquestionnaire Page 3 (Mask version)

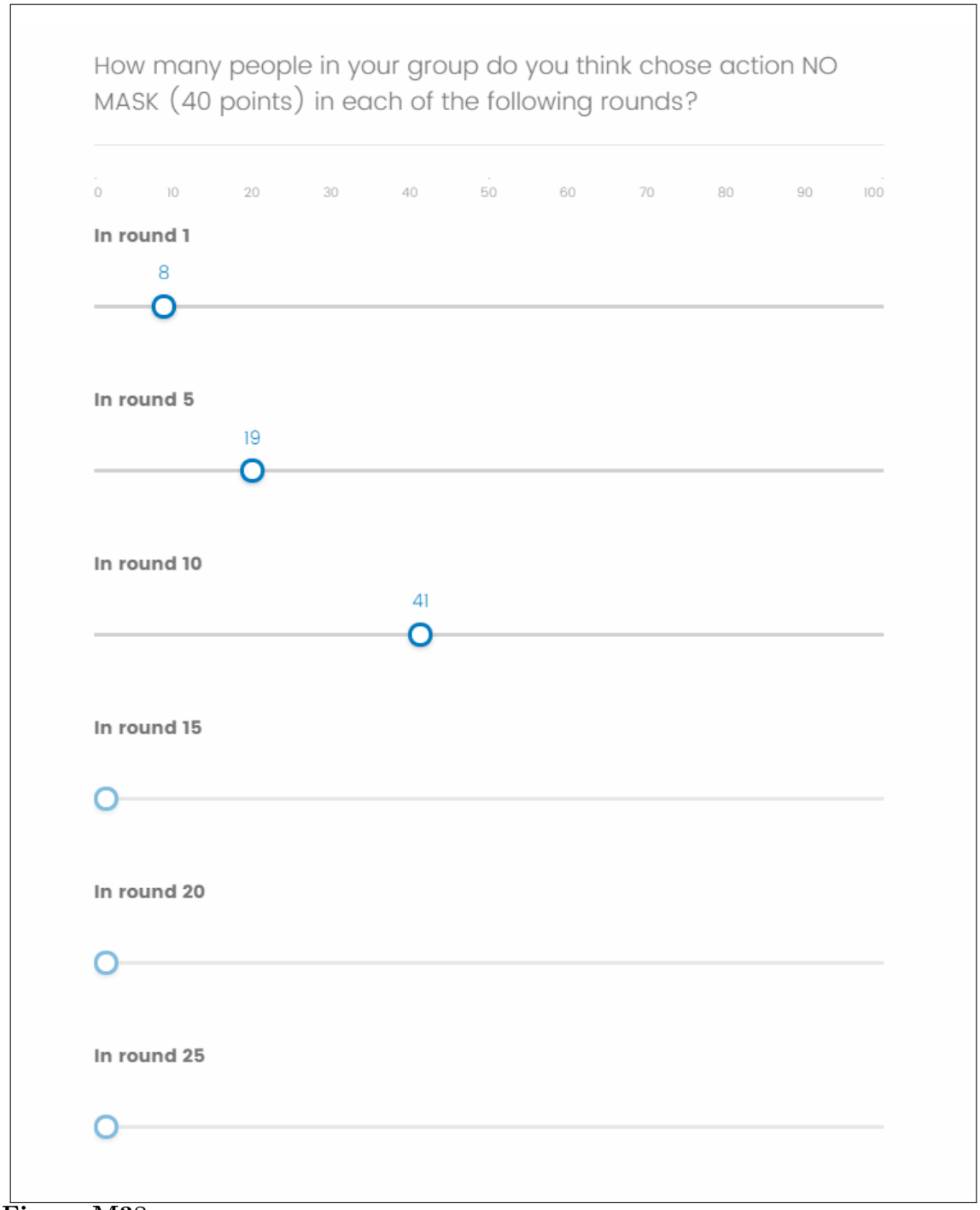


Figure M38
Postquestionnaire Page 4 (Mask version)

M12 Post-questionnaire for the injunctive norms intervention: Color version

[*See Figure M39.*]

M12.1 Questions

Before the game, we explained some relationships and summarized them in a simple message:

Choose action G to protect your and other players' bonus money.

Regarding this message, please indicate how much you agree or disagree with the following statements.

[Each item is presented in a matrix and answered on a six-point scale with the following labels: Strongly disagree—Disagree —Slightly disagree—Slightly agree—Agree—Strongly agree]

- I liked the message.
- The message was easy to understand.
- The message influenced my decisions in the game.
- The message was a waste of my time.
- Without the message I would have tried to score more points (by choosing action H and 40 points more often).
- I would have chosen action H (40 points) less often, if I had not received this message.

Please add any comments you have regarding the message.
[*Text entry box.*]

M12.2 Screenshot

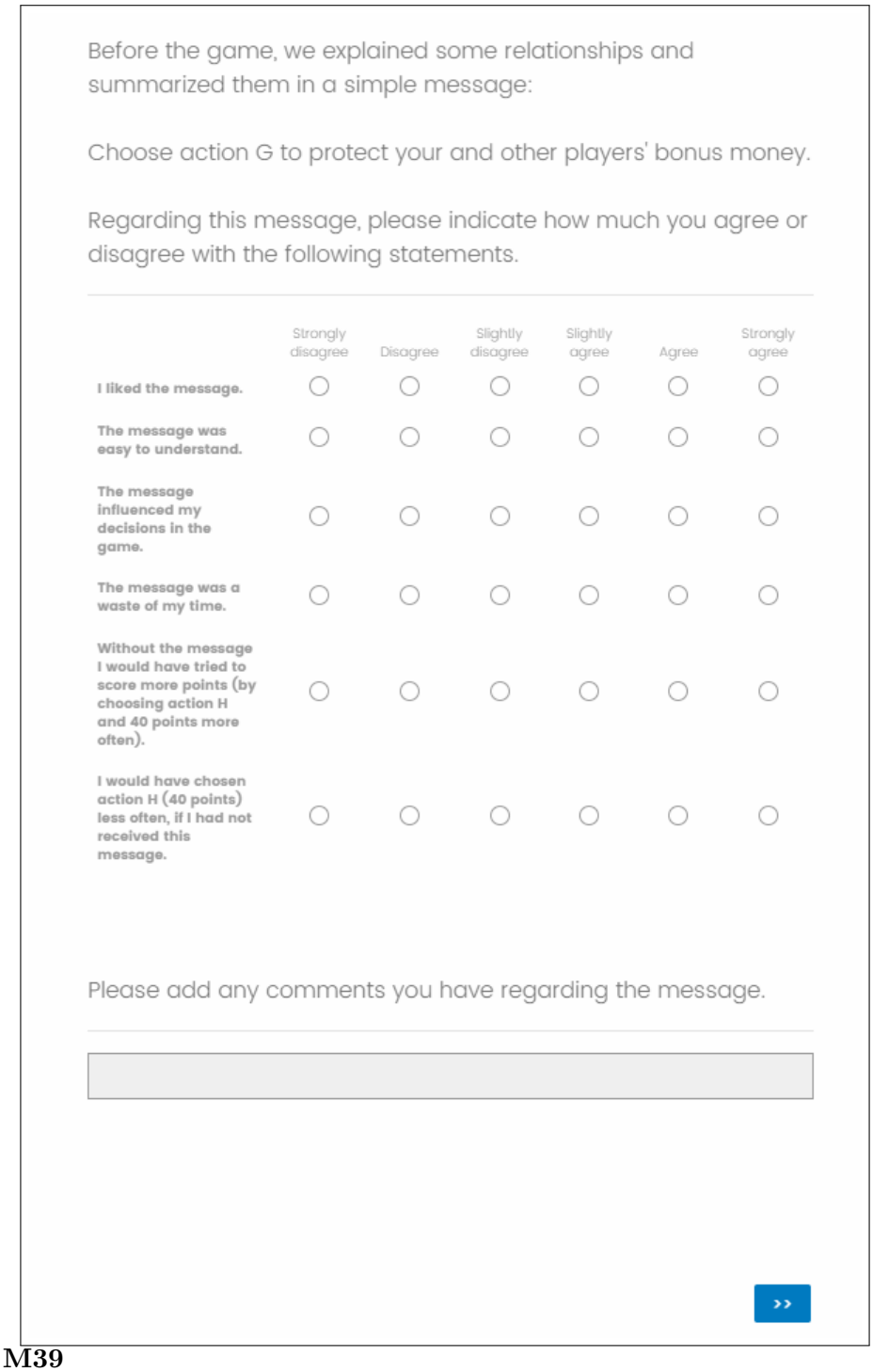


Figure M39

Postquestionnaire for intervention (Color version)

M13 Post-questionnaire for the injunctive norms intervention: Mask version

[*See Figure M40*]

M13.1 Questions

Before the game, we explained some relationships and summarized them in a simple message:

Choose action MASK to protect your and other people's health and bonus money.

Regarding this message, please indicate how much you agree or disagree with the following statements.

[Each item is presented in a matrix and answered on a six-point scale with the following labels: Strongly disagree—Disagree —Slightly disagree—Slightly agree—Agree—Strongly agree]

- I liked the message.
- The message was easy to understand.
- The message influenced my decisions in the game.
- The message was a waste of my time.
- Without the message I would have tried to score more points (by choosing action NO MASK and 40 points more often).
- I would have chosen action NO MASK (40 points) less often, if I had not received this message.

Please add any comments you have regarding the message.
[*Text entry box.*]

M13.2 Screenshot

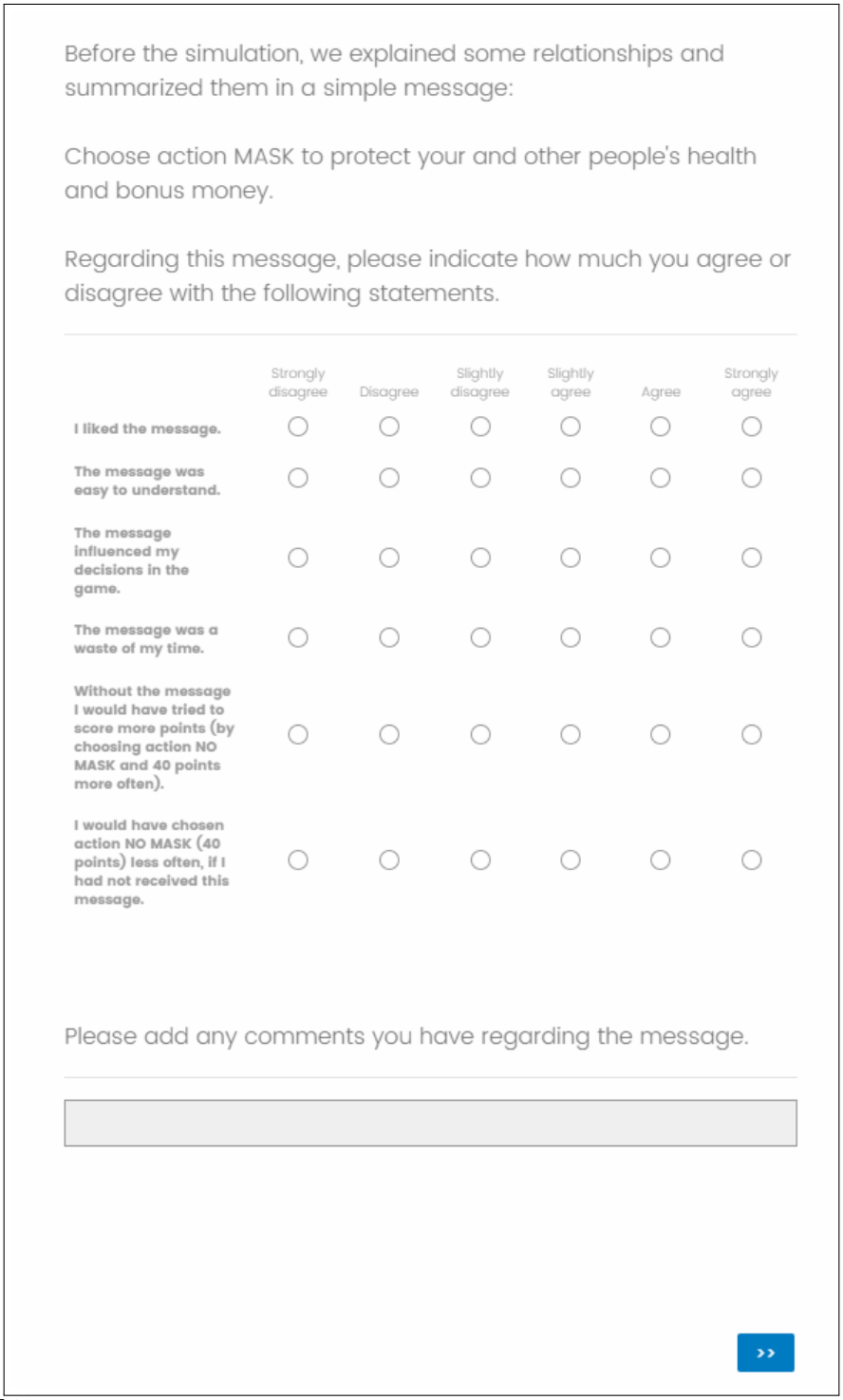


Figure M40
Postquestionnaire for intervention (Mask version)

M14 Final game questions: Color version

M14.1 Questions

M14.1.1 Spontaneous connections

[*See Figure M41.*]

Is there anything you have experienced that this game reminds you of? Or do you have any other comments regarding this game?

[*Text entry box.*]

M14.1.2 Covid-19 connection

[*See Figure M42.*]

During the simulation, did you make the connection between the structure of the game and the COVID-19/Corona virus situation? [*Multiple choice.*]

- Yes
- No, but now after reading the question I see that there is a connection
- No, and even after reading the question I do not see a connection.

How comparable is the structure of the simulation to the structure of the COVID-19/Corona virus situation?

[*Seven-point scale with end points labeled as "Not at all comparable" and "Fully comparable"*]

Which aspects of the simulation were different from the COVID-19/Corona virus situation?

M14.2 Screenshots

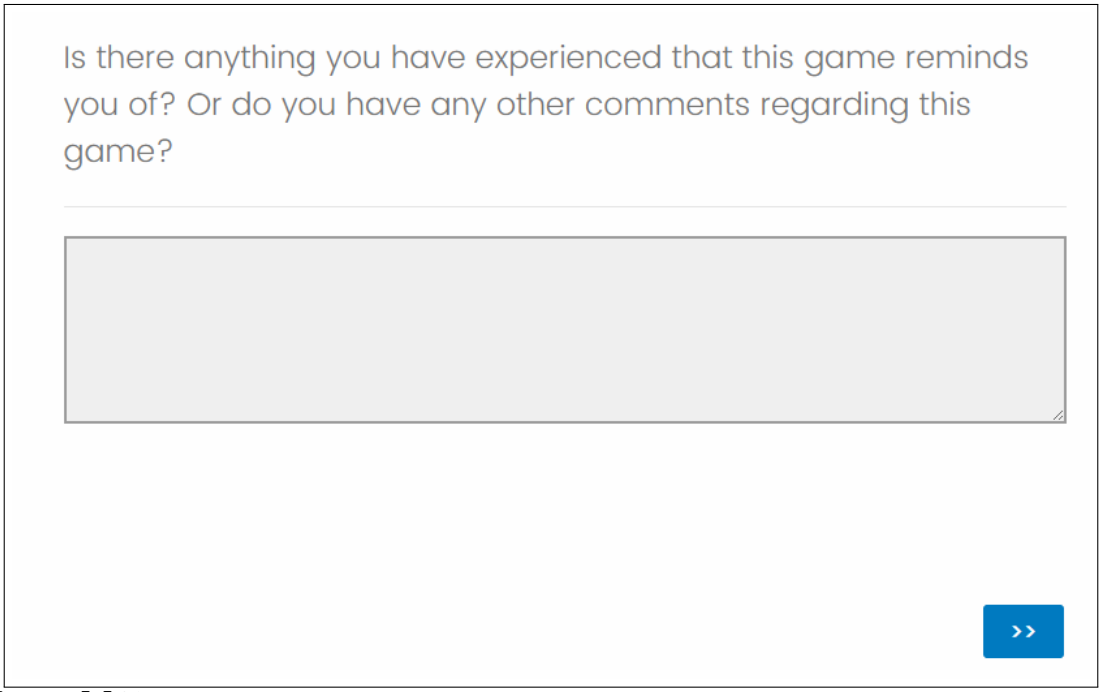


Figure M41
Postquestionnaire for intervention (Color version)

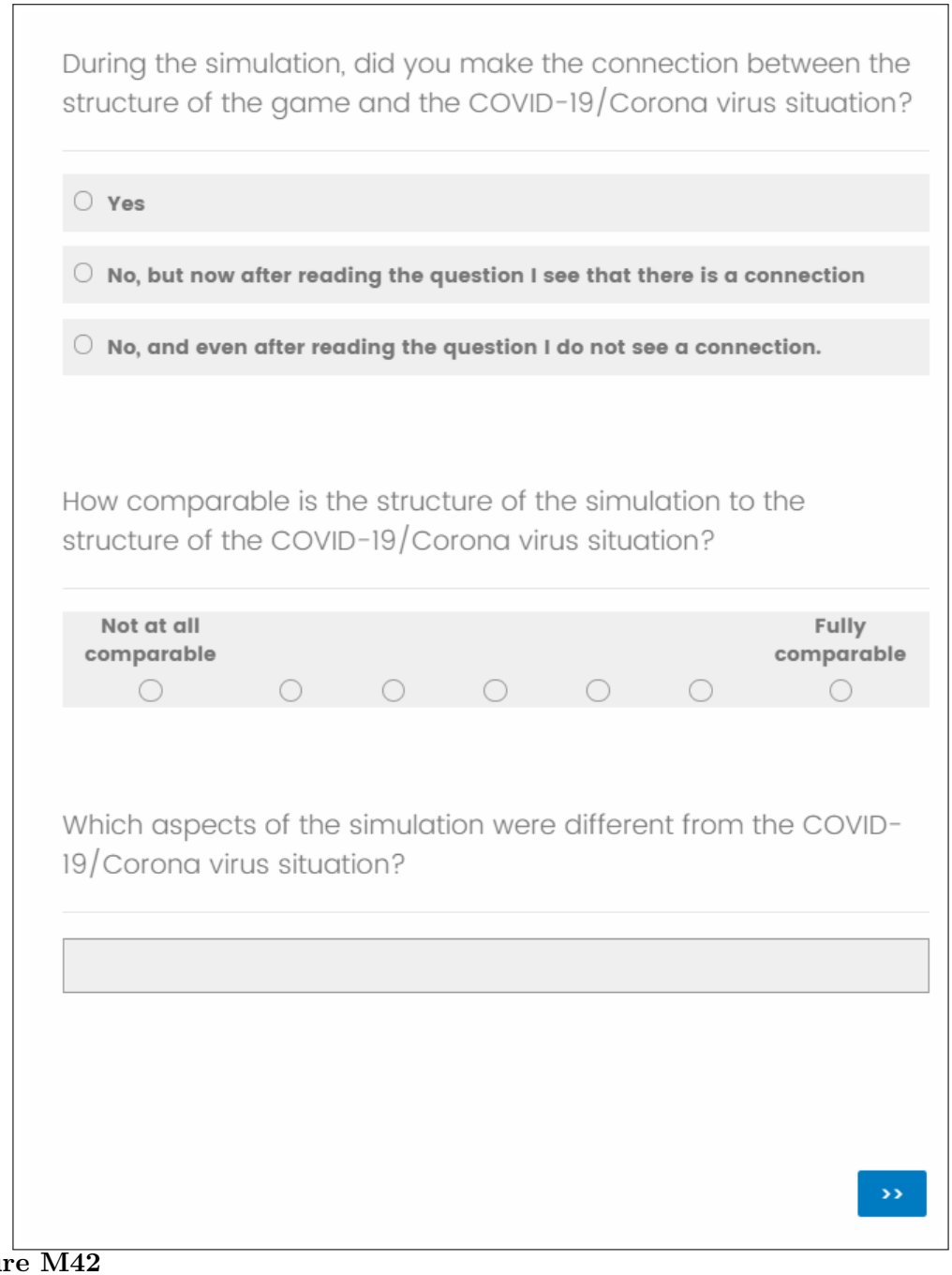


Figure M42

Postquestionnaire for intervention (Color version)

M15 Final game questions: Mask version

M15.1 Questions

M15.1.1 Spontaneous connections

[*See Figure M43.*]

Is there anything you have experienced that this simulation reminds you of? Or do you have any other comments regarding this game?

[*Text entry box.*]

M15.1.2 Covid-19 connection

[*See Figure M44.*]

During the simulation, did you make the connection between the structure of the game and the COVID-19/Corona virus situation? [*Multiple choice.*]

- Yes
- No, but now after reading the question I see that there is a connection
- No, and even after reading the question I do not see a connection.

How comparable is the structure of the simulation to the structure of the COVID-19/Corona virus situation?

[*Seven-point scale with end points labeled as "Not at all comparable" and "Fully comparable"*]

Which aspects of the simulation were different from the COVID-19/Corona virus situation?

M15.2 Screenshots

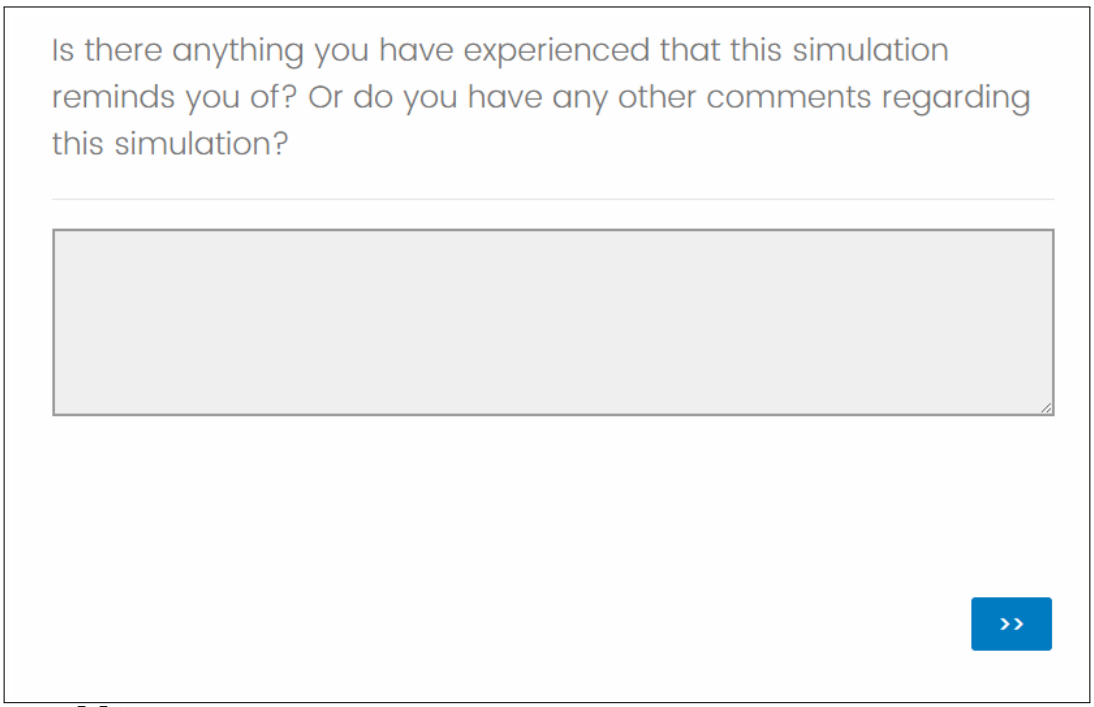


Figure M43
Postquestionnaire for intervention (Mask version)

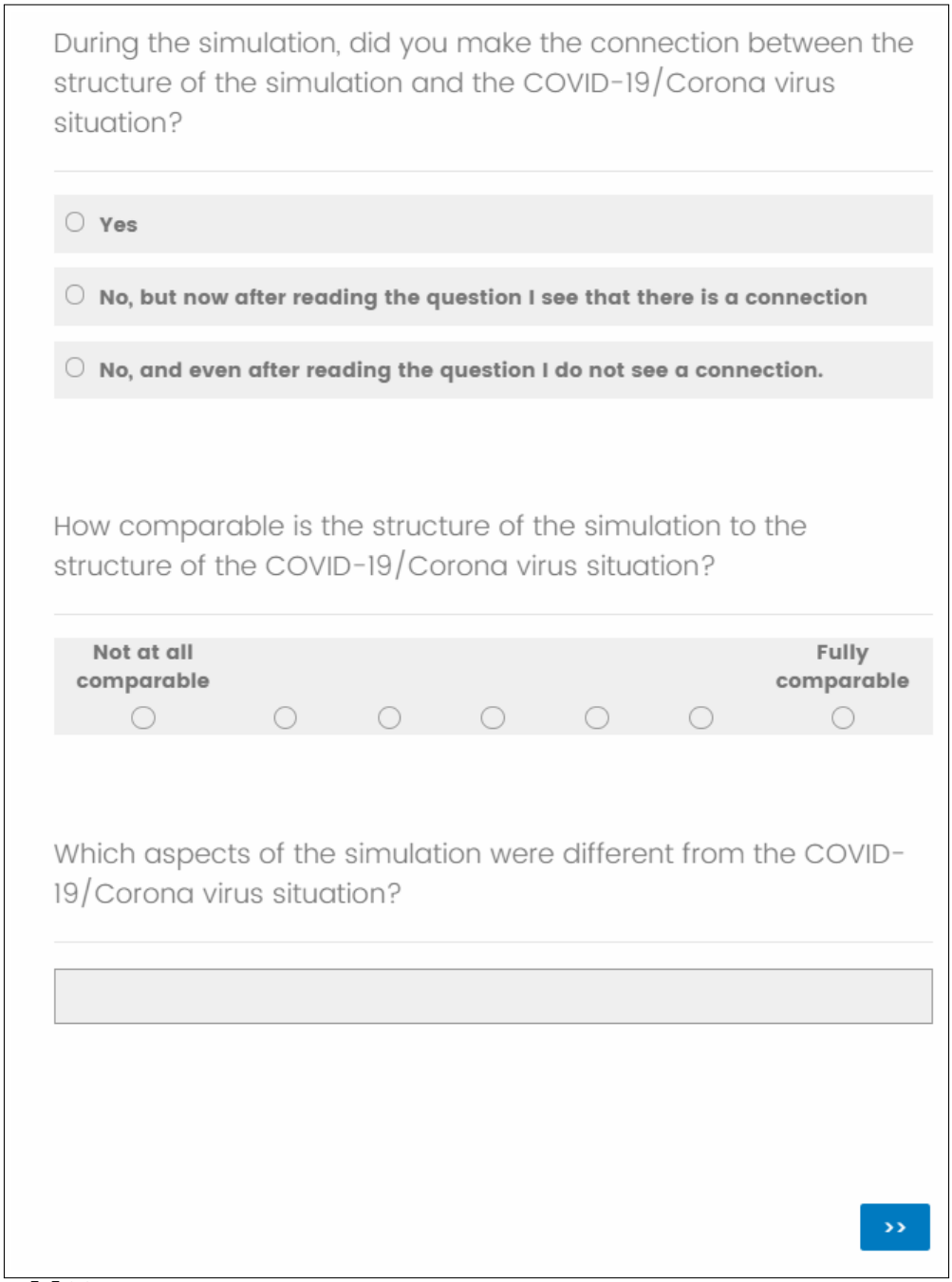


Figure M44
Postquestionnaire for intervention (Mask version)

M16 Politics and religion

[*Each item was presented on its own page.*]

M16.1 Political orientation

[*See Figure M45.*]

When it comes to politics, do you usually think of yourself as extremely liberal, liberal, slightly liberal, moderate or middle of the road, slightly conservative, extremely conservative?

- extremely liberal
- liberal
- slightly liberal
- middle of the road
- slightly conservative
- conservative
- extremely conservative

M16.2 Voter registration

[*See Figure M46.*]

Are you currently registered to vote?

- Rather not say
- No
- Yes
- Not applicable

M16.3 Presidential candidates

[*See Figure M47.*]

Please rate each candidate individually according to how you would feel if they were elected in 2020. [*Both candidates were rated on a scale from extremely unhappy (-100) via neutral (0) to extremely happy (100).*]

- Donald J. Trump
- Joe Biden

M16.4 Political party affiliation

[*See Figure M48.*]

Generally speaking, do you usually think of yourself as a Republican, a Democrat, an Independent, or what?

- Republican
- Democrat
- Independent
- Other

M16.5 Religion

[*See Figure M49.*]

Do you consider religion to be an important part of your life?

- yes
- no

M16.6 Social and economic conservatism scale

[*See Figure M50.*]

How positive or negative do you feel about each issue on the scale of -100 to 100, where 0 represents very negative, and 100 represents very positive?

[*Responses are given on slider scales from very negative (-100) to very positive (+100).*]

- Right to abortion
- Welfare benefits
- Limited government
- Military and national security
- Religion
- Gun ownership
- Traditional marriage
- Traditional values

- Fiscal responsibility
- Business
- The family unit
- Patriotism

[*The twelve issues were presented in a random order. The original item "abortion" was changed to "right to abortion" to clarify what was to be evaluated.*]

M16.7 Screenshots

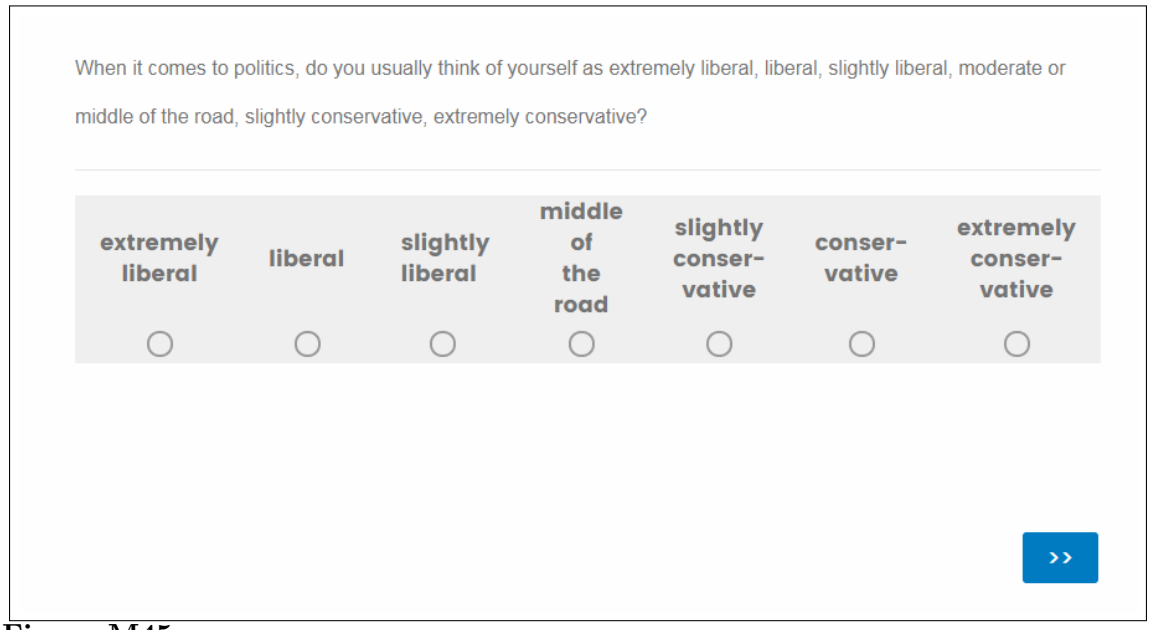


Figure M45
Political orientation

Figure M46
Voter registration

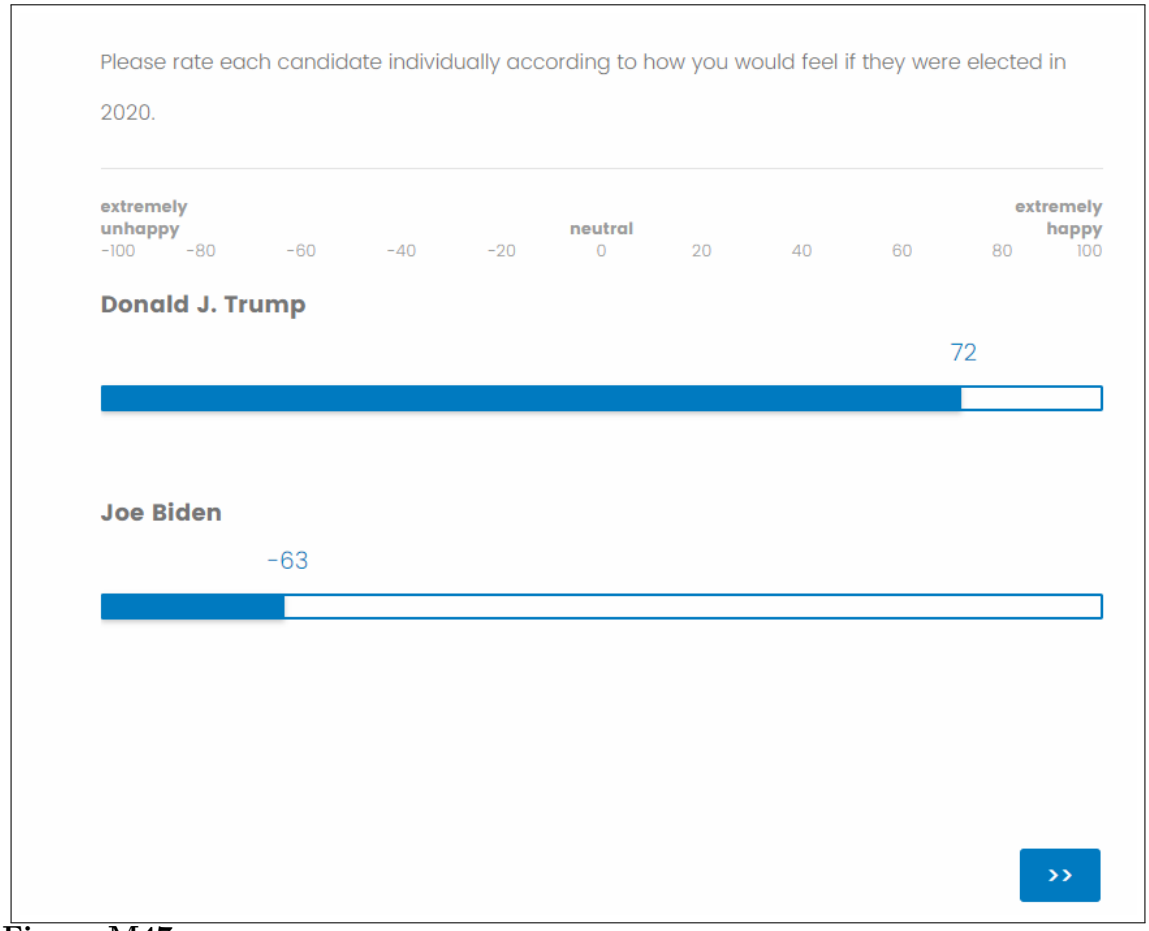


Figure M47
Presidential candidates

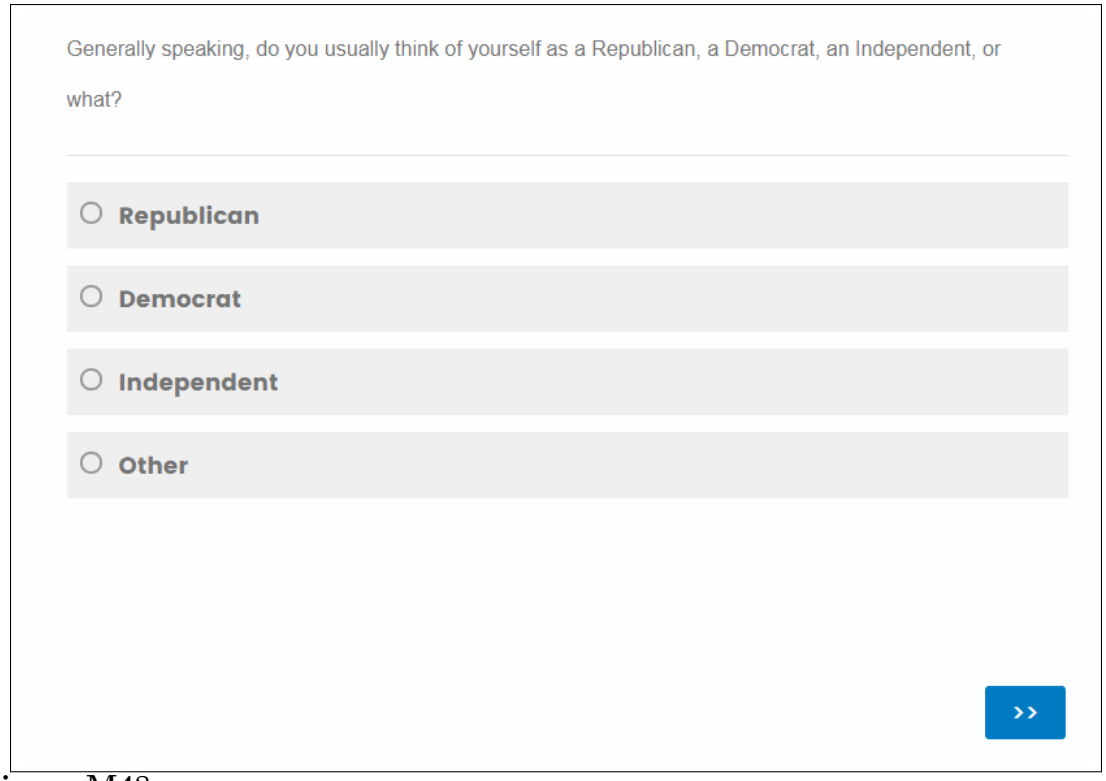


Figure M48
Political party affiliation

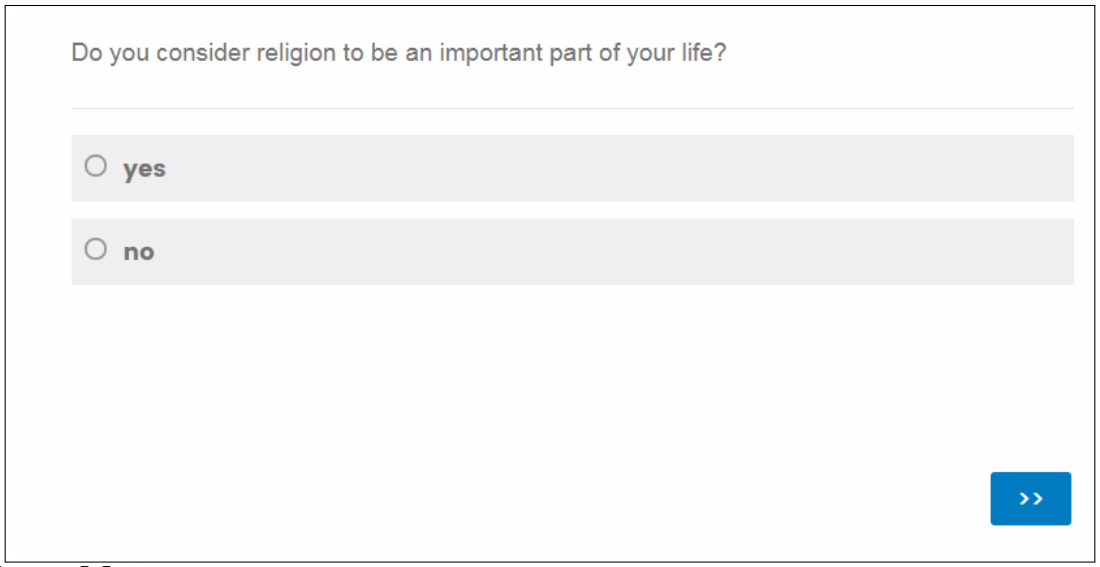


Figure M49
Importance of religion

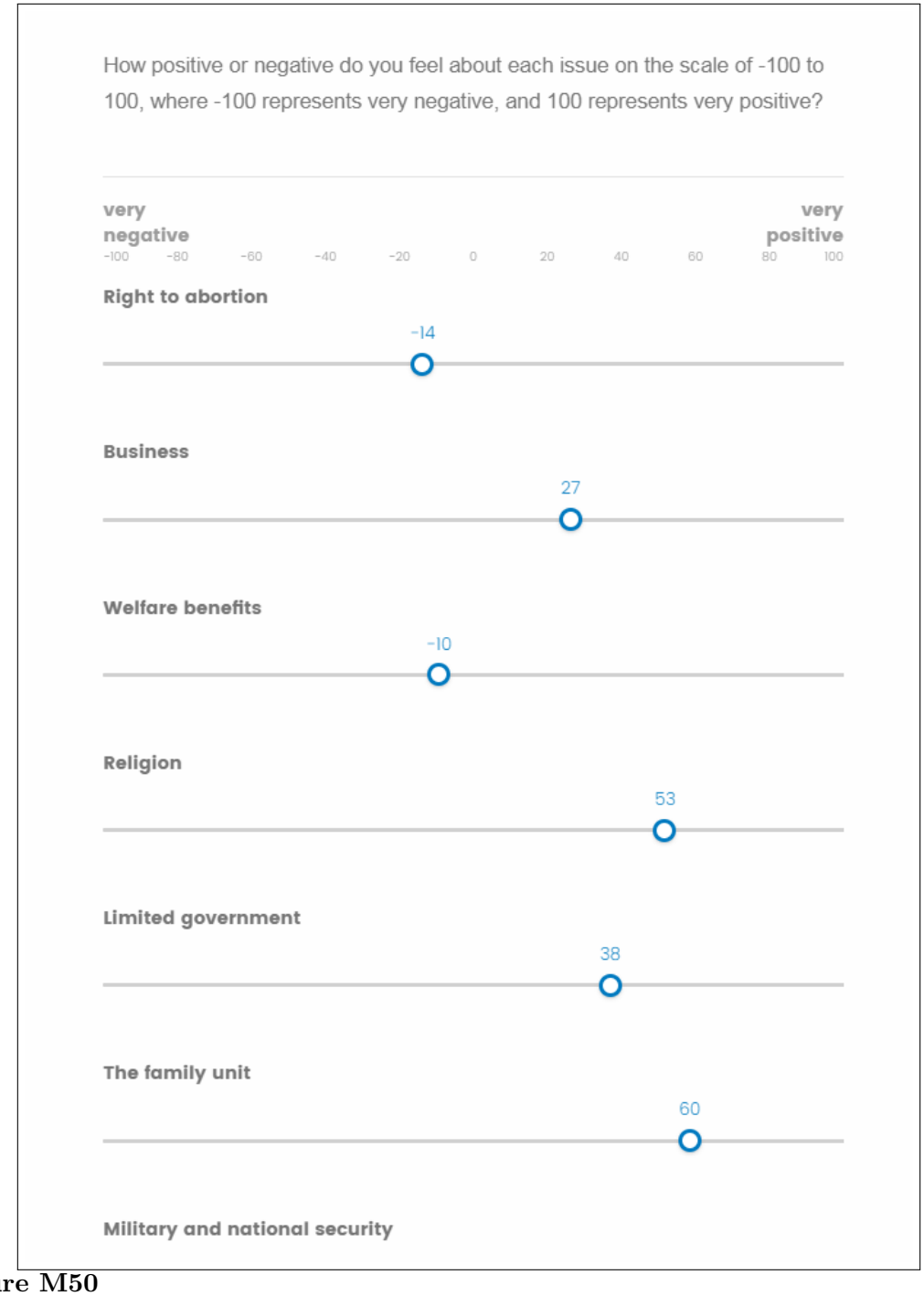


Figure M50

Social and economic conservatism scale (upper part)

M17 Cognitive reflection test

[*There are four CRT distributed across the survey. The first item appeared after the SECS scale, the second after the questions measuring behavioral intentions, the third after the distrust of officialdom questions, and the final one at the end of the survey. Nonetheless, all four items are presented here in one block.*]

M17.1 CRT1

[*See Figure M51.*]

A golden bat and a golden ball cost $5,000 in total.
The bat costs $4,000 more than the ball.
How much does the golden ball cost?

[The first seven responses were shown in randomized order]

- $1,000
- $500
- $750
- 5 cents
- 10 cents
- $250
- $2,000
- None of the above

M17.2 CRT 2

If it takes 10 machines 10 minutes to make 10 widgets, how long would it take 1,000 machines to make 1,000 widgets?

- 10 minutes
- 1,000 minutes
- 100 minutes
- 1 minute
- 5 minutes
- None of the above

[*The first five options were presented in a random order.*]

M17.3 CRT 3

CRT03 In a lake, there is a patch of lily pads.
Every day, the patch doubles in size.
If it takes 40 days for the patch to cover the entire lake, how long would it take for the patch to cover a quarter of the lake?

- 39 days
- 38 days
- 20 days
- 10 days
- 47 days
- 24 days
- None of the above

[*The first six options were presented in a random order.*]

M17.4 CRT 4

If you're running a race and you pass the person in second place, what place are you in?

- First Place
- Second Place
- Third Place
- There is not enough information to tell.
- None of the above.

M17.5 Screenshots of calculation block 1

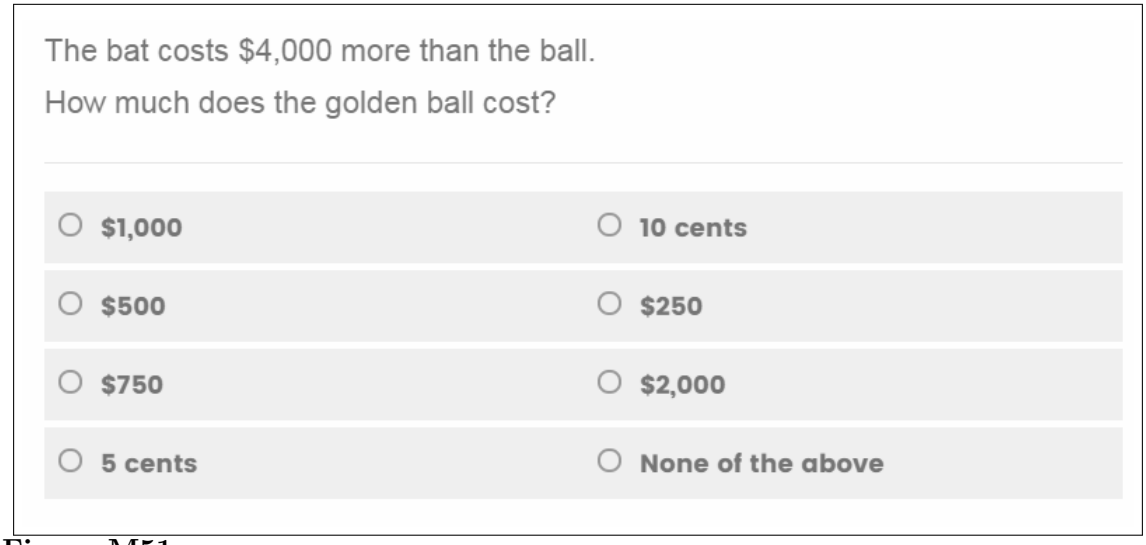


Figure M51
Calculation block 1: CRT1

M18 Covid-19 risk estimates

M18.1 Questions

[*See Figure M52.*]

[*The first four Items were presented in a matrix and answered on a six-point scale with the two end points labeled "Strongly unlikely" and "Strongly likely", respectively.*]
How likely are you to become infected with COVID-19...

- ... the next few weeks?
- ... the next few months?

How likely are you to know someone who will become infected with COVID-19...

- ... in the next few weeks?
- ... in the next few months?

[*The first four Items were presented in a matrix and answered on a six-point scale with the two end points labeled "Strongly disagree" and "Strongly agree", respectively.*]
I believe COVID-19 poses a large health risk...

- to my community.

- to my state.
- to the U.S.

M18.2 Screenshot

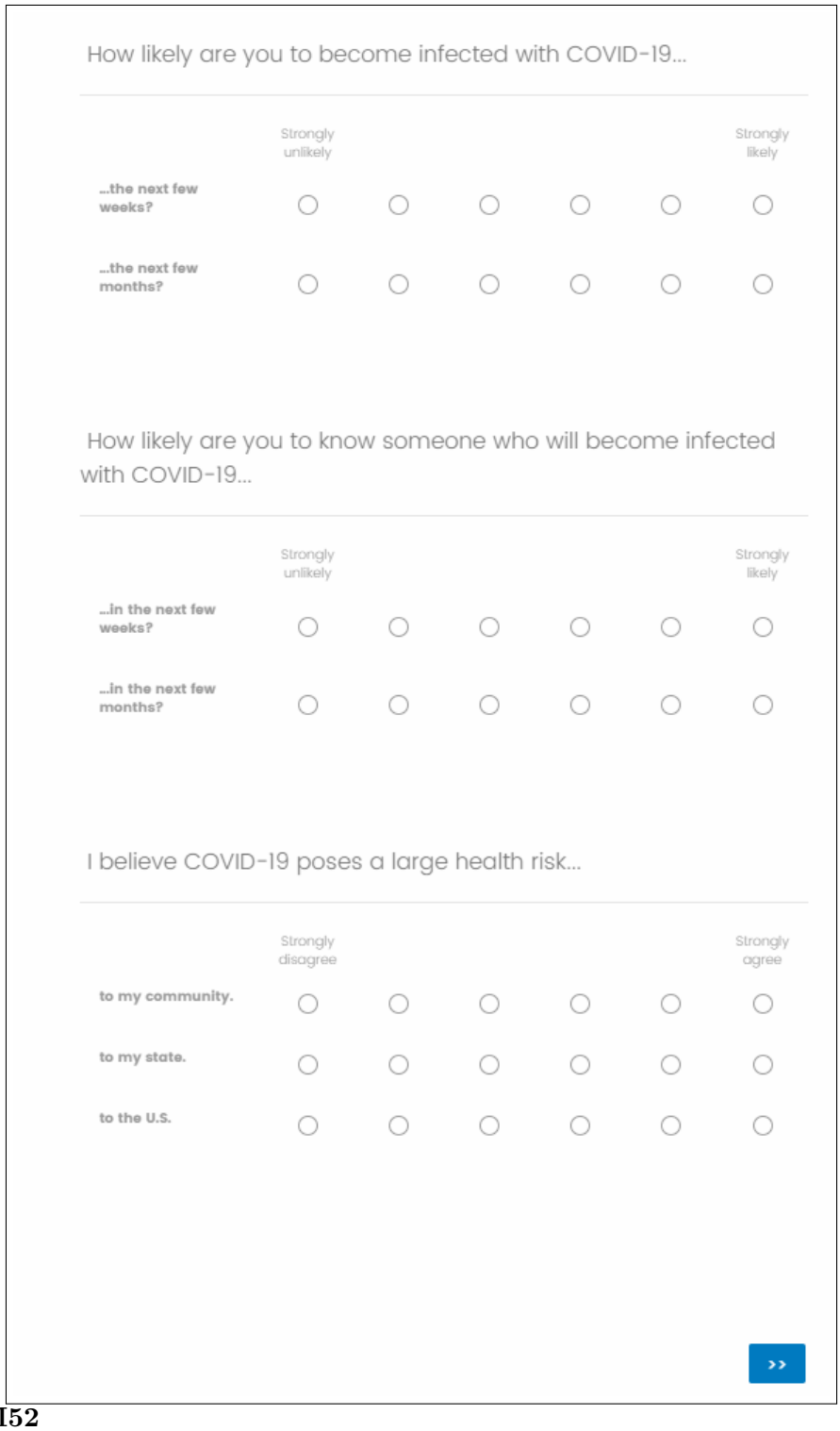


Figure M52
Risks estimates for COVID-19

M19 Covid-19 threat

M19.1 Questions

[*See Figure M53.*]

How much of a threat, if any, is the coronavirus outbreak for...
[*Items were presented in a matrix and answered on a four-point scale: Not a Threat 1 — 2 — 3 — Major Threat 4.)*]

- The rights and freedoms of the U.S. population as a whole
- What it means to be American
- American values and traditions
- American democracy
- The maintenance of law and order in America
- Your personal health
- The health of the U.S. population as a whole
- Your personal financial safety
- The U.S. economy
- Day-to-day life in your local community

M19.2 Screenshot

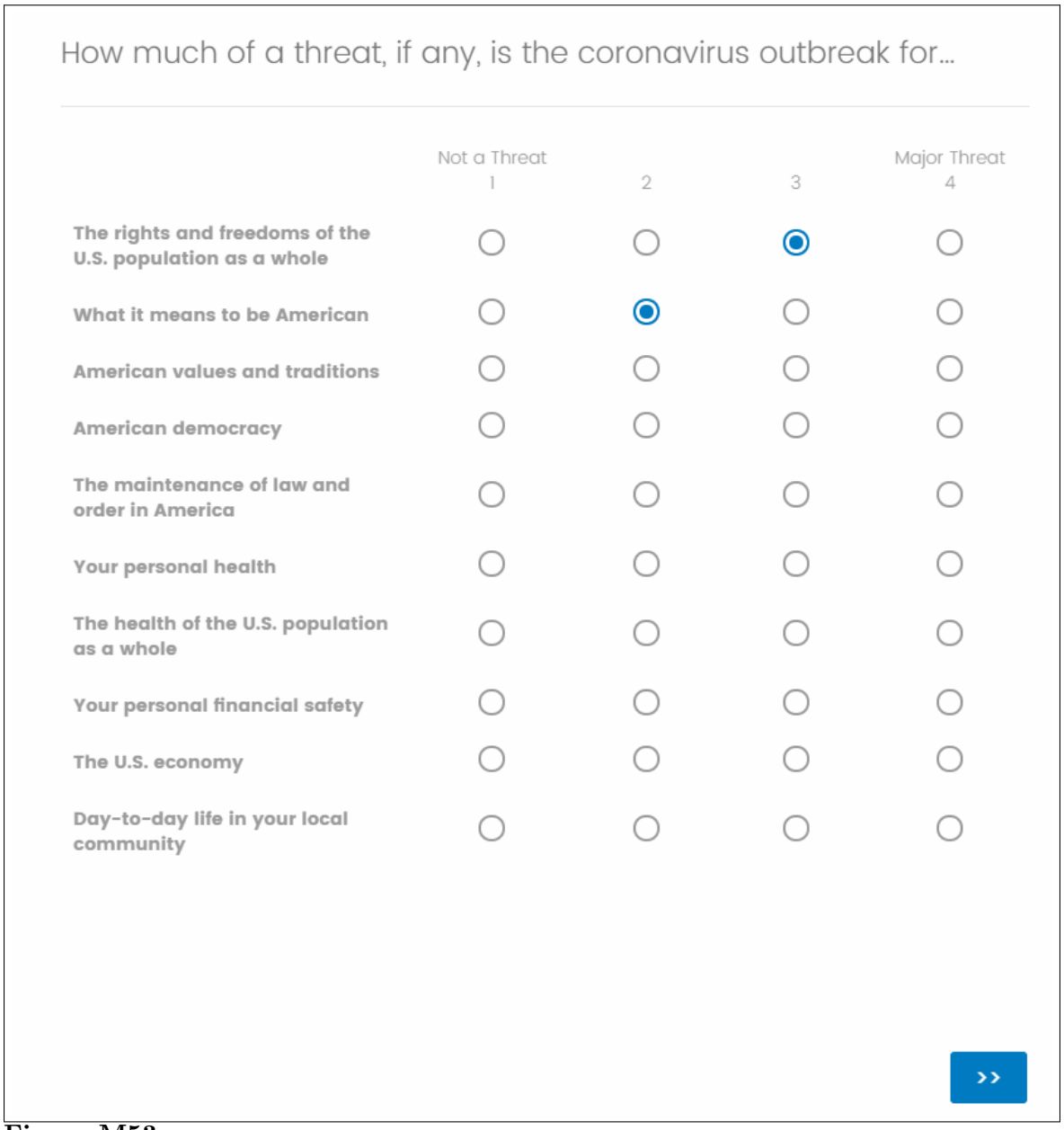


Figure M53

Risks estimates for COVID-19

M20 Psychological reactance

[*See Figure M54.*]

M20.1 Page 1/2

Please read each statement and decide how much you agree or disagree with that statement.
Please answer every statement, even if you are not completely sure of your response.

[*Items were presented in a matrix and answered on a five-point scale: strongly disagree (1) —(2) — neither agree nor disagree (3) —(4)—strongly agree (5).*]

- 1. Regulations trigger a sense of resistance in me.
- 2. I find contradicting others stimulating.
- 3. When something is prohibited, I usually think "that's exactly what I am going to do."
- 4. I consider advice from others to be an intrusion.
- 5. I become frustrated when I am unable to make free and independent decisions.
- 6. It irritates me when someone points out things which are obvious to me.

M20.2 Page 2/2

Please read each statement and decide how much you agree or disagree with that statement.
Please answer every statement, even if you are not completely sure of your response.

- 7. I become angry when my freedom of choice is restricted.
- 8. Advice and recommendations induce me to do just the opposite.
- 9. I resist the attempts of others to influence me.
- 10. It makes me angry when another person is held up as a model for me to follow.
- 11. When someone forces me to do something, I feel like doing the opposite.

M20.3 Screenshot

Figure M54

Psychological reactance scale (page 1 only)

M21 Behavioral intentions

[*See Figure M55.*]

[*Responses were given on slider scales from -50 (labeled "Strongly disagree") to 50 (labeled "Strongly agree"), with the midpoint (0) labeled "Neither agree nor disagree".*]

M21.1 Page 1/2

In light of the coronavirus outbreak, I intend to...

- ...leave my home only for essentials.
- ...avoid face-to-face interactions with friends.
- ...engage in physical contact with no one other than those I live with.
- ...self-quarantine if feeling sick for a minimum of 14 days.
- ...wash my hands regularly for 20 seconds.
- ...stop shaking other peoples hands.

M21.2 Page 2/2

In light of the coronavirus outbreak, I intend to...

- ...try my hardest to avoid touching my face.
- ...try to stay home whenever possible, even if I am not sick.
- ...remain at least 6 feet away from other people.
- ...wear a face covering any time I leave home.
- ...wear a face covering any time I am engaged in essential activities and/or work, and there is no substitute for physical distancing and staying at home.
- ...wear a face covering any time I'm around people outside my household.

M21.3 Screenshot

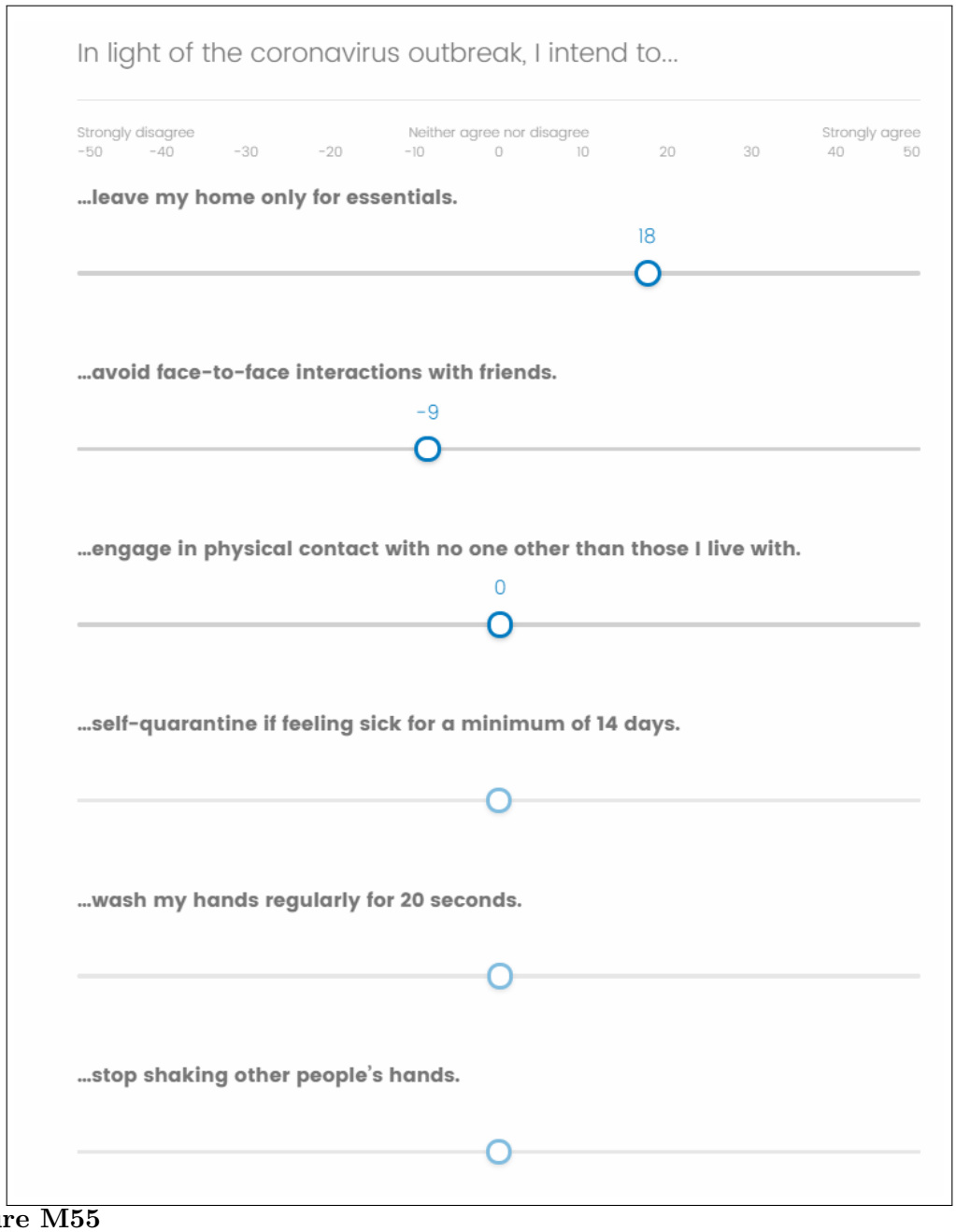


Figure M55

Behavioral intentions (Page 1 only)

M21.4 COVID-19 misinformation

[*See Figure M56.*]

M21.4.1 Questions

In your opinion, how likely is it that the following statements are true?

[*Items were presented in a matrix and answered on a six-point scale: Extremely unlikely—Moderately unlikely—Slightly unlikely—Slightly likely—Moderately likely—Extremely likely; plus and minus in brackets represents the direction of the item, 0 refers to items that cannot be clearly categorized either way.*]

- The seasonal flu is just as dangerous as COVID-19. (+)
- Warm weather effectively stops COVID-19 from spreading. (+)
- A cure for COVID-19 has already been discovered but is being suppressed by people who want the pandemic to continue. (+)
- The current coronavirus is a bioweapon developed by a government or a terrorist organization. (+)
- Most people are immune to COVID-19. (+)
- The United States has tested a larger percentage of its population than any other country has. (+)
- People above the age of 60 are at a higher risk from COVID-19. (-)
- There is no vaccine against COVID-19. (-)
- The US has a lower absolute number of COVID-19-related deaths than many European countries. (+)
- God has sent COVID-19 to punish sinners. (+)

M21.4.2 Screenshot

Figure M56
COVID-19: Misinformation

M22 Vaccination

[*See Figure M57.*]

M22.1 Vaccination

If a vaccine is developed for COVID-19 that is considered medically safe, would you be willing to be vaccinated?

- Yes
- Maybe
- No

M22.2 Screenshot

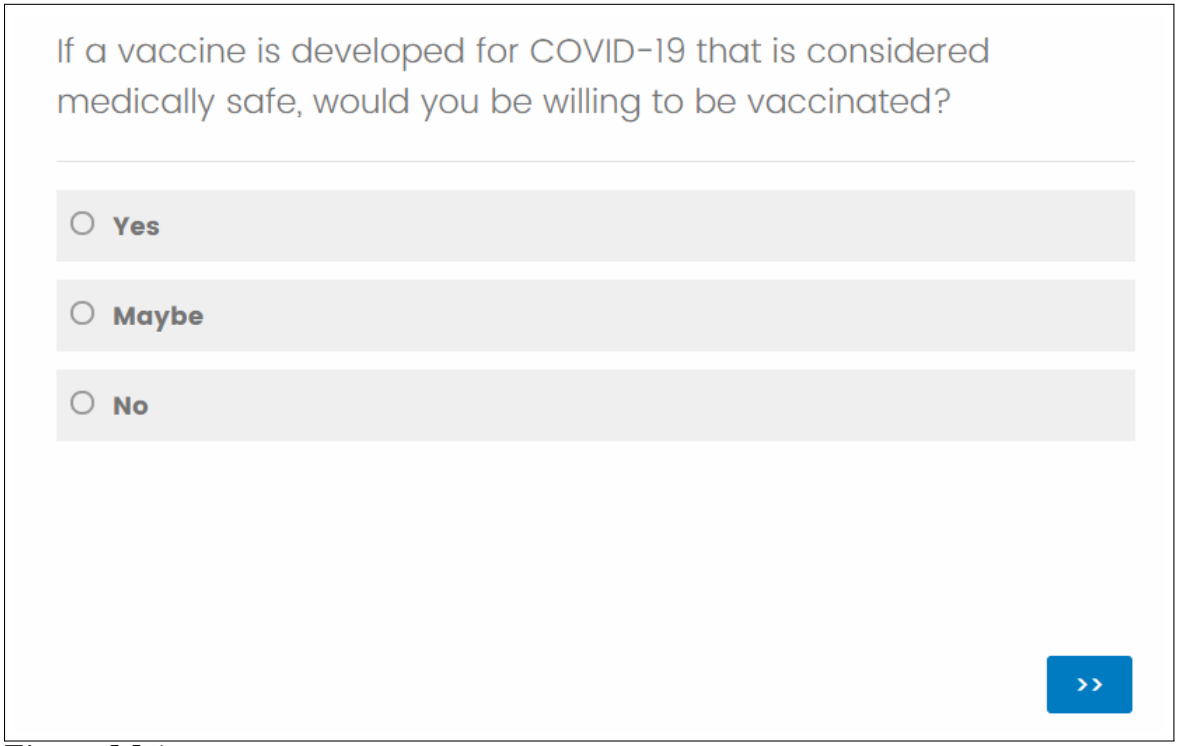


Figure M57
Vaccination item

M23 American Covid-19 response

[*See Figure M58 and Figure M59.*]

M23.1 Page 1/2: Presidential response

Please read each statement and decide how much you agree or disagree with that statement.

[*Items were presented in a matrix and answered on a seven-point scale: Strongly disagree—Disagree—Somewhat disagree—Neither agree nor disagree—Somewhat agree—Agree—Strongly agree.*]

- President Trump accurately understands the level of danger posed by the coronavirus.
- President Trump is a good source of information regarding the coronavirus.
- President Trump knows what needs to be done to mitigate further spread of the virus.
- President Trump is doing his best given the information that he has.
- President Trump is doing all he can do to prevent further spread of the coronavirus.
- President Trump is handling the coronavirus poorly.
- President Trump should have done more, sooner, in response to the coronavirus.
- President Trump was too slow in his response to the coronavirus.
- President Trump has underestimated the risk of the coronavirus.
- President Trump is failing in his job to keep the nation updated with accurate information.

M23.2 Page 2/2: National response

Please read each statement and decide how much you agree or disagree with that statement.

- America is the most prepared nation with respect to the coronavirus outbreak.
- America is the most equipped country to deal with the coronavirus.
- America is being more proactive than other countries with respect to the coronavirus outbreak.
- America did more to prevent the spread of the coronavirus than other countries.

M23.3 Screenshots

Figure M58

American Covid-19 response: Presidential response

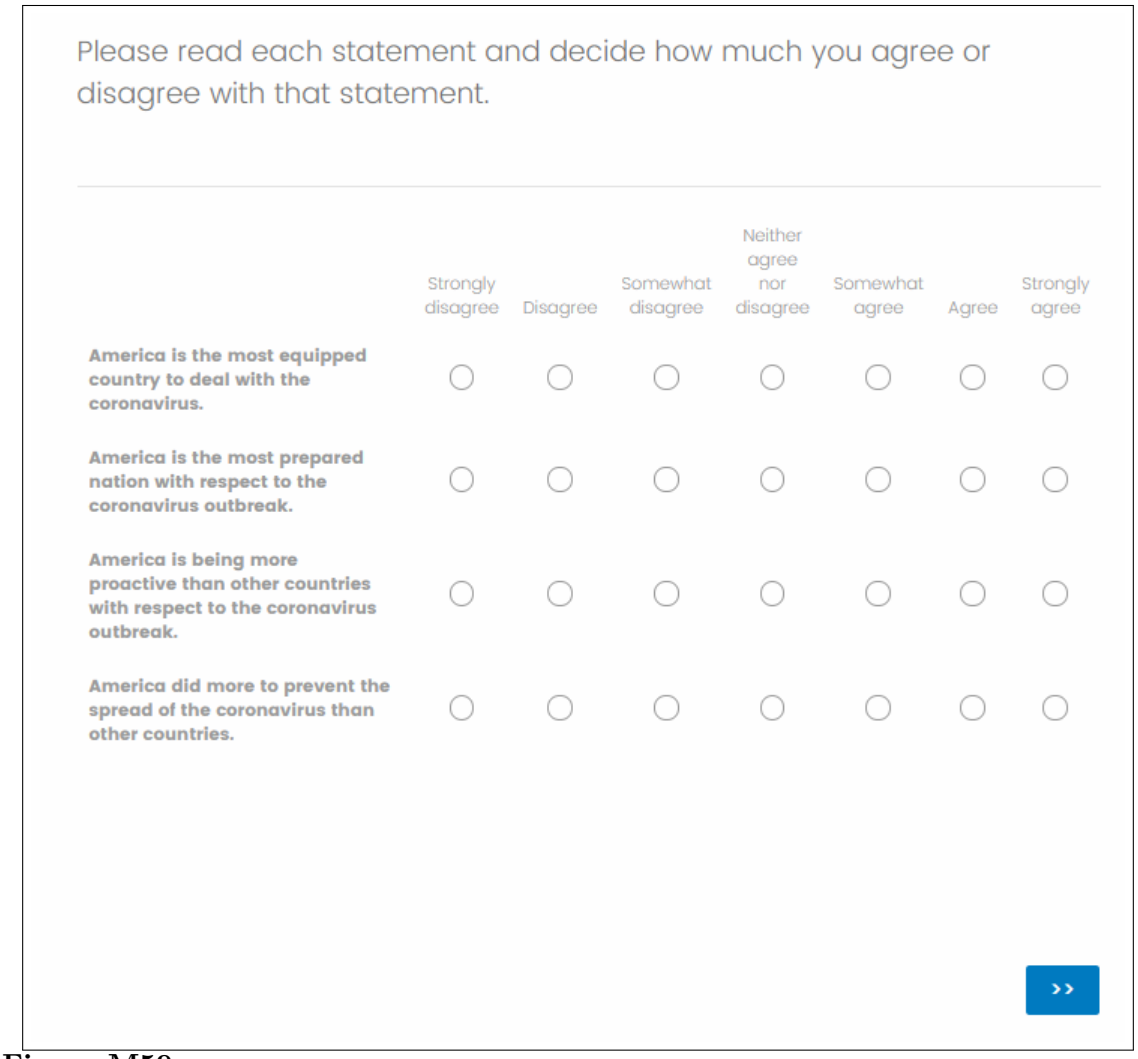


Figure M59

American Covid-19 response: National response

M24 Government response to Covid-19

M24.1 Questions

[*See Figure M60.*]

For the following questions, consider Government to be the Federal (National) Government.

[*Items were presented in a matrix and answered on a seven-point scale with end points labeled as "Not true of me at all" and "Very true of me", respectively.*]

- I support government measures to restrict the movement of American citizens to curb the spread of Coronavirus (COVID-19).
- We need strong government officials right now to take action to stop the spread of disease.
- I want my government to severely punish those who violate orders to stay home.
- It is vital right now that the government strongly punishes people who do not engage in social distancing measures.
- I am upset at the thought that my government would force people to stay home against their will.
- It makes me angry that the government would tell me where I can go and what I can do, even when there is a crisis such as Coronavirus (COVID-19).
- I think we should spend most of our government resources right now towards finding a vaccine (or other medical cure) for Coronavirus (COVID-19).
- I want to see more governmental research on Coronavirus (COVID-19) because I think thats the best way to stop it.
- I think it is a good idea for the government to give individual citizens money back during these difficult times to increase spending and keep business going.
- I think a government stimulus package during the virus spread is a good idea.
- I distrust the information I receive about the Coronavirus (COVID-19) from my government.
- I think the government has an agenda thats causing them not to give the whole story to the populace.
- I think that the health of the economy is more important than the health of a small minority of vulnerable people.

M24.2 Screenshot

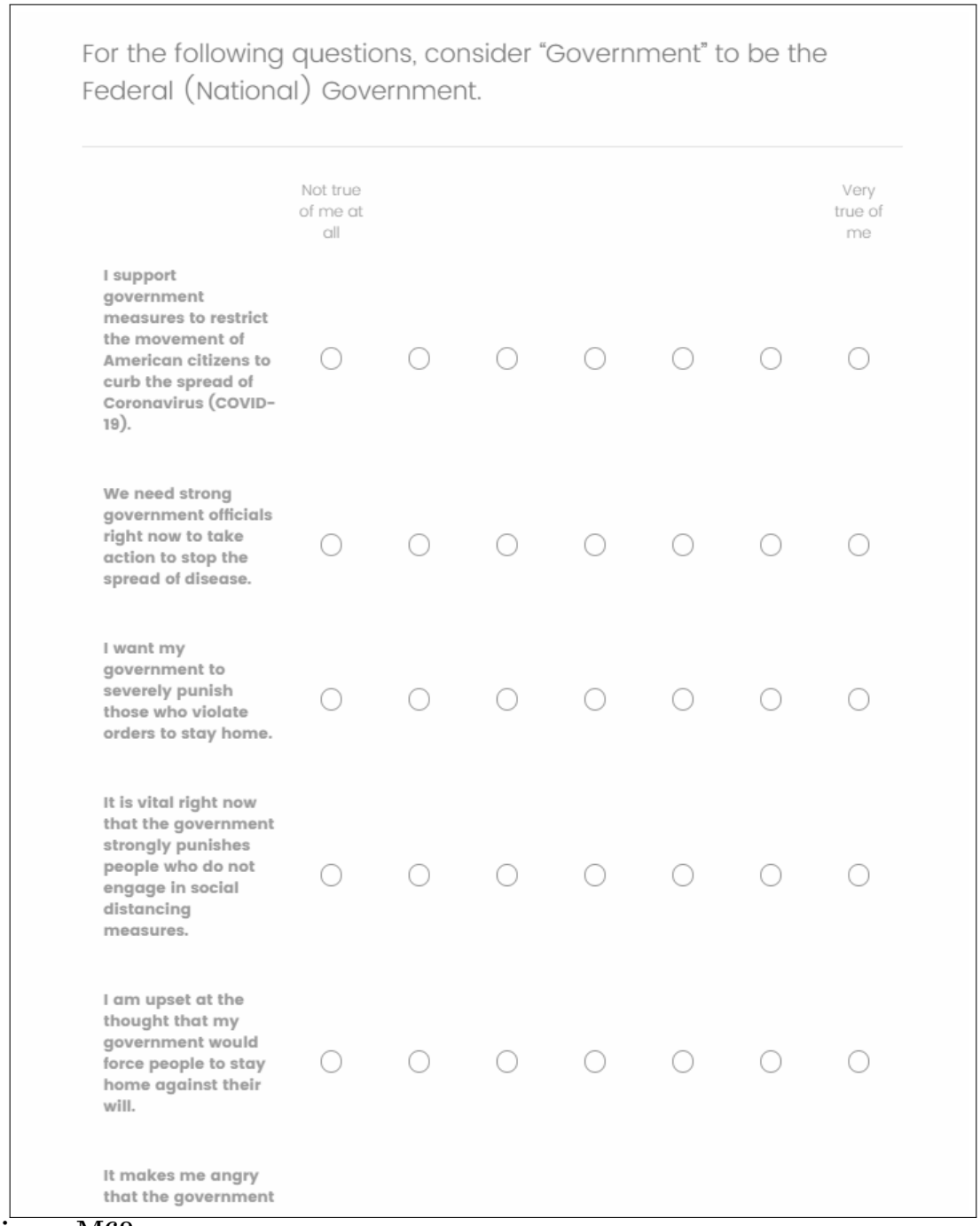


Figure M60

Government response to Covid-19 (upper part only).

M25 COVID-19 Socially Restrictive Public Health Behaviors

M25.1 Questions

[*See Figure M61.*]

Please read each statement and decide how much you agree or disagree with that statement.

[*Items were presented in a matrix and answered on a seven-point scale: Strongly disagree—Disagree—Somewhat disagree—Neither agree nor disagree—Somewhat agree—Agree—Strongly agree.*]

- The social distancing restrictions being put into place to stop the spread of Covid-19 are doing more harm than good. (-)
- We need to prioritize going back to our normal routines as soon as possible, regardless of COVID-19s spread. (-)
- Right now the most important thing we can do is take all measures possible to stop the spread of COVID-19. (+)
- It is essential that we strictly practice social distancing as a nation, until health care experts say otherwise. (+)

M25.2 Screenshot

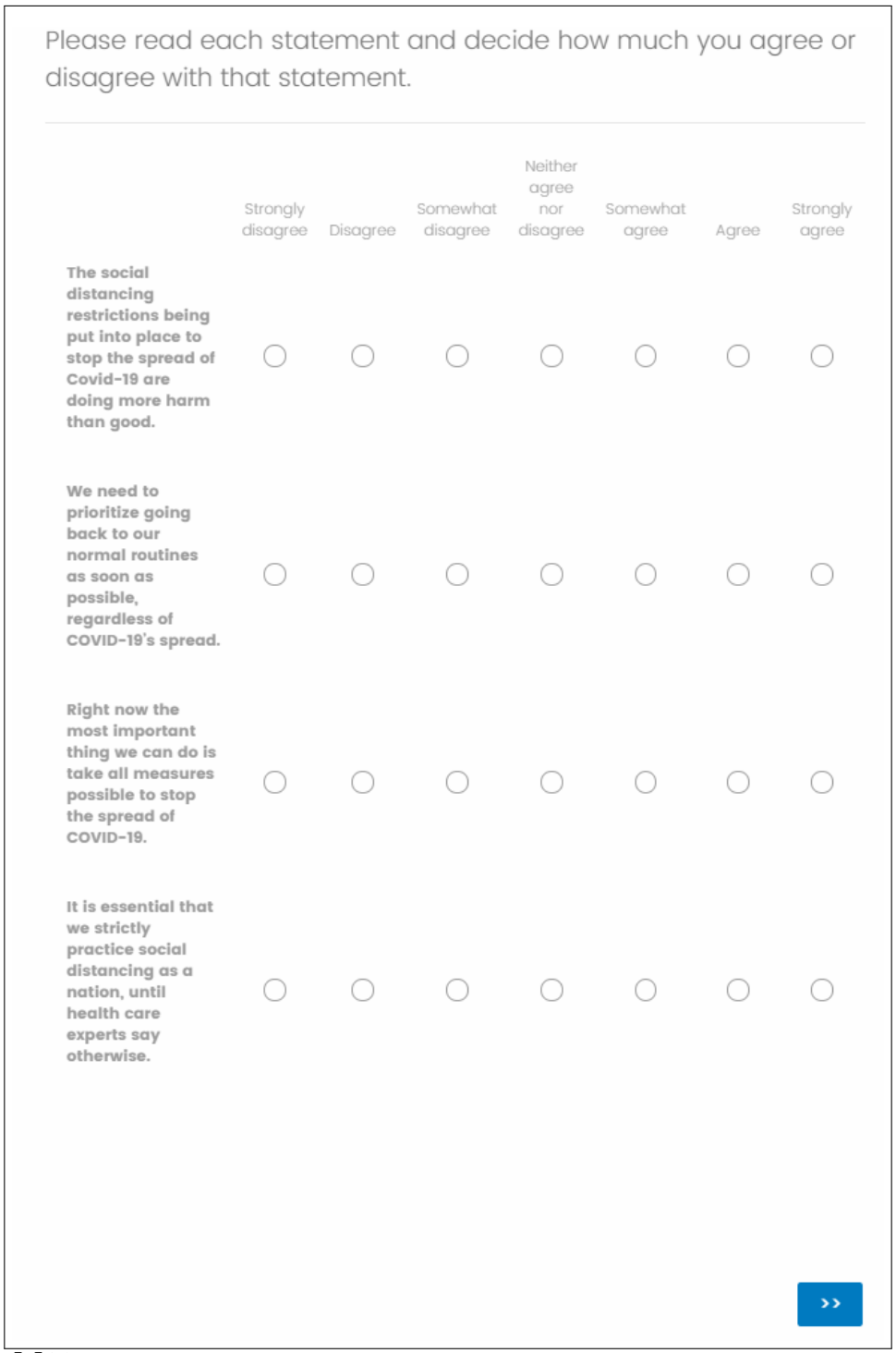


Figure M61

Socially Restrictive Public Health Behaviors.

M26 Conspiracy Mentality

M26.1 Questions

[*See Figure M62.*]

I think that...

[*Items were presented in a matrix and answered on a seven-point scale: 0% certainly not —10% extremely unlikely—20% very unlikely—30% unlikely—40% somewhat unlikely—50% undecided—60% somewhat likely—70% likely—80% very likely—90% extremely likely—100% certain.*]

- ... many very important things happen in the world, which the public is never informed about.
- ... politicians usually do not tell us the true motives for their decisions.
- ... government agencies closely monitor all citizens.
- ... events which superficially seem to lack a connection are often the result of secret activities.
- ... there are secret organizations that greatly influence political decisions.

M26.2 Screenshot

Figure M62
Conspiracy mentality.

M27 Climate Change Skepticism

M27.1 Questions

Please indicate for each of the statements to which degree you agree or disagree with them.

[*Items were presented in a matrix and answered on a five-point scale: Strongly disagree—Disagree—Neutral—Agree—Strongly agree; plus and minus in brackets represents the direction of the item.*]

- I believe that the climate is always changing and what we are currently observing is just natural fluctuation. (-)
- I believe that most of the warming over the last 50 years is due to the increase in greenhouse gas concentrations. (+)
- I believe that the burning of fossil fuels over the last 50 years has caused serious damage to the planet's climate. (+)
- Human CO2 emissions cause climate change. (+)
- Humans are too insignificant to have an appreciable impact on global temperature. (-)
- The claim that the climate is changing due to emissions from fossil fuels is a hoax perpetrated by corrupt scientists who want to spend more taxpayer money on climate research. (-)

M27.2 Screenshot

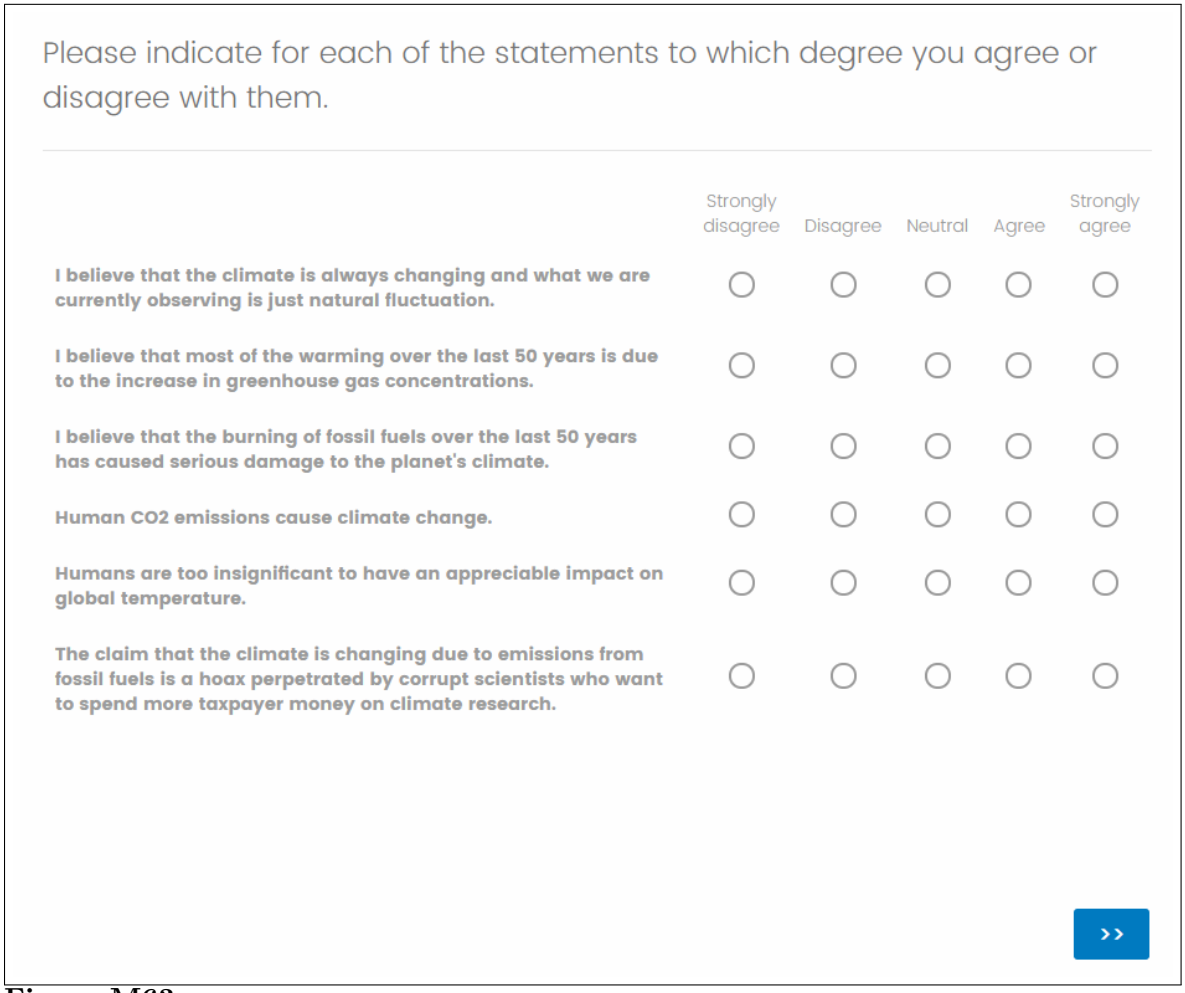


Figure M63
Climate science scale

M28 Distrust of officialdom

M28.1 Questions

[*See Figure M64.*]
Please indicate for each of the statements to which degree you agree or disagree with them.
[*Items were presented in a matrix and answered on a five-point scale: Strongly disagree—Disagree—Neutral—Agree—Strongly agree.*]

- I'd rather put my trust in the wisdom of ordinary people than the opinions of experts and intellectuals.
- When it comes to really important questions, scientific facts don't help very much.
- We believe too often in science, and not enough in faith and feelings.

M28.2 Screenshot

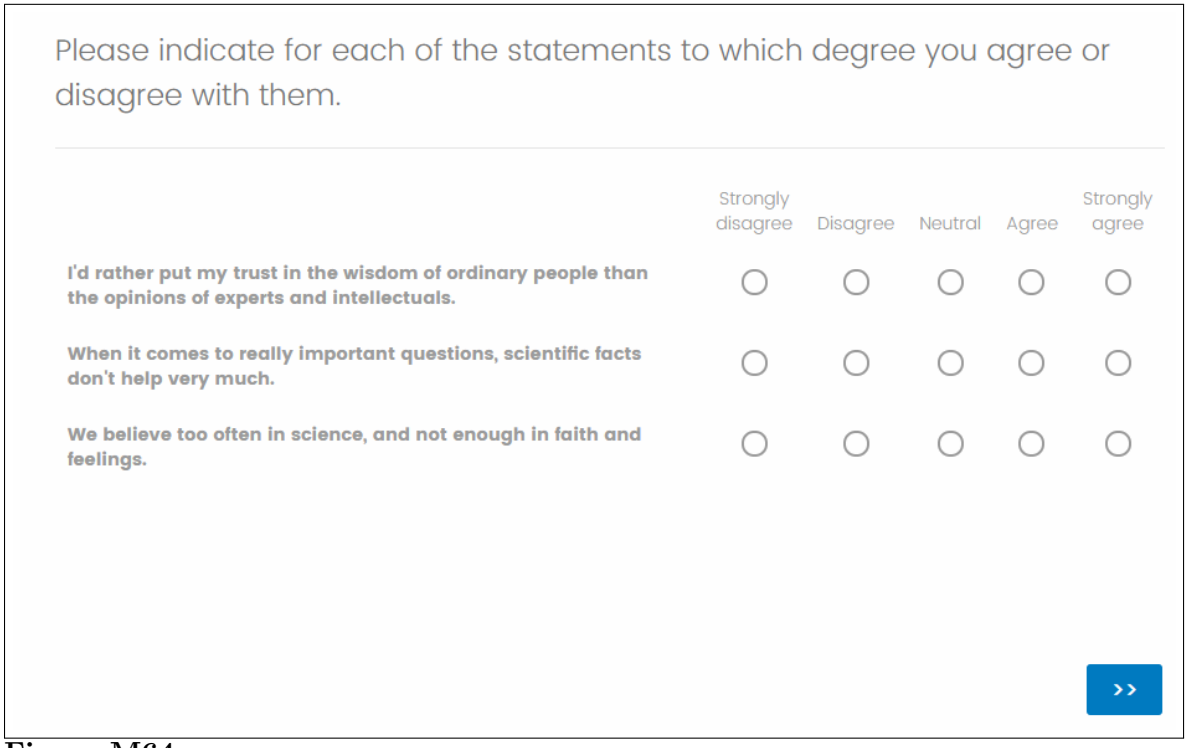


Figure M64
Distrust of officialdom

M29 Feelings about people and political groups

M29.1 Questions

[*See Figure M65.*]
How positive or negative are your feelings regarding the following groups or persons?
[*Items were presented in a matrix and answered on a slider scale from -50 to 50: The endpoints were labeled as "Very negative" and "Very positive", respectively.*]

- QAnon
- Antifa
- Bill Barr
- Alexandria Ocasio-Cortez
- Black Lives Matter

M29.2 Screenshot

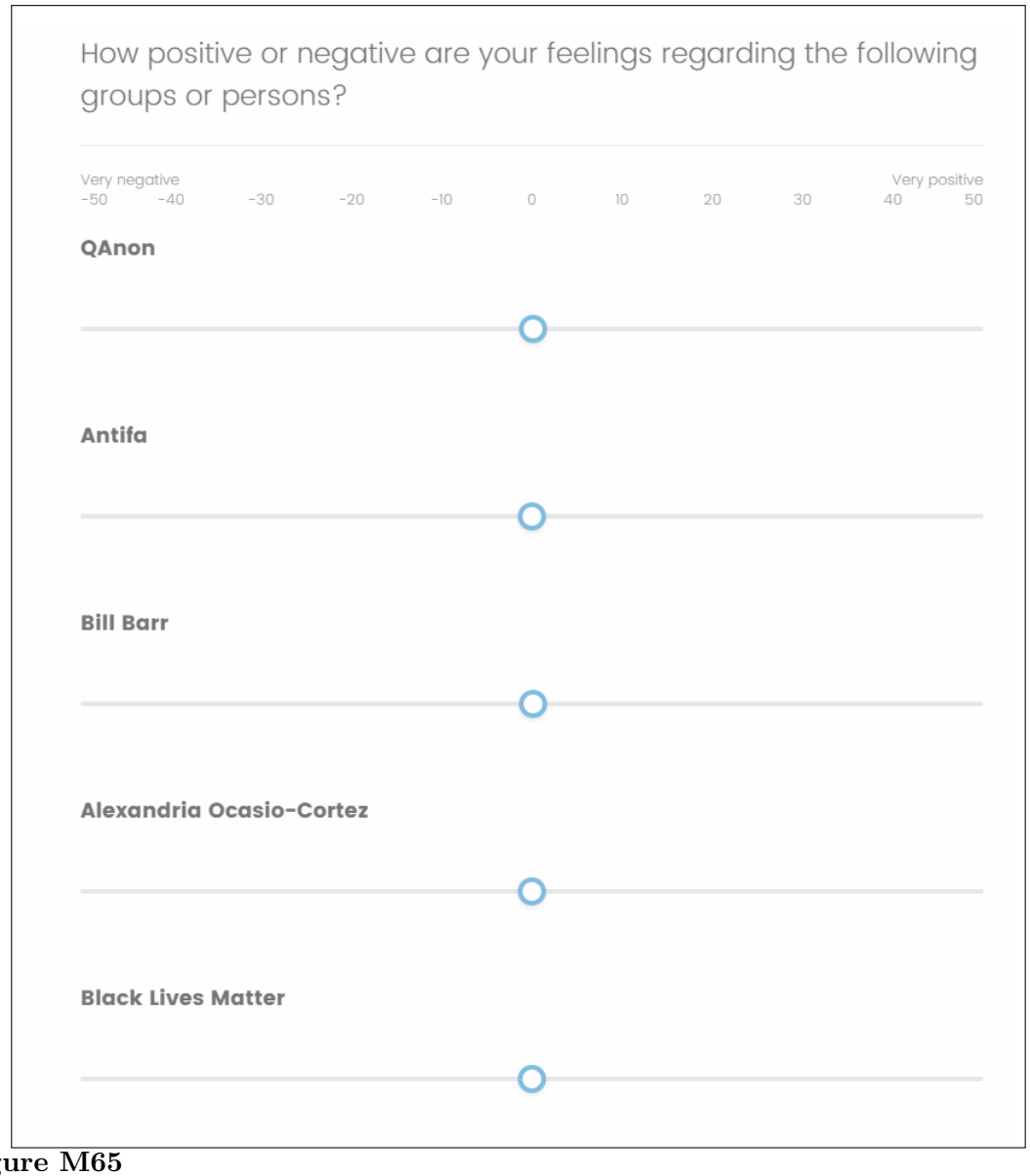


Figure M65

Feelings about people and political groups.

M30 Collective narcissism

M30.1 Questions

[*See Figure M66.*]

Please read each statement and decide how much you agree or disagree with that statement.

[*Items were presented in a matrix and answered on six-point scale from 1 to 6: The endpoints were labeled as "I strongly disagree" and "I strongly agree", respectively.*]

- The United States deserves special treatment.
- Not many people seem to fully understand the importance of the United States.
- It really makes me angry when others criticize the United States.
- If the United States had a major say in the world, the world would be a much better place.
- I will never be satisfied until the United States gets the recognition it deserves.

M30.2 Screenshot

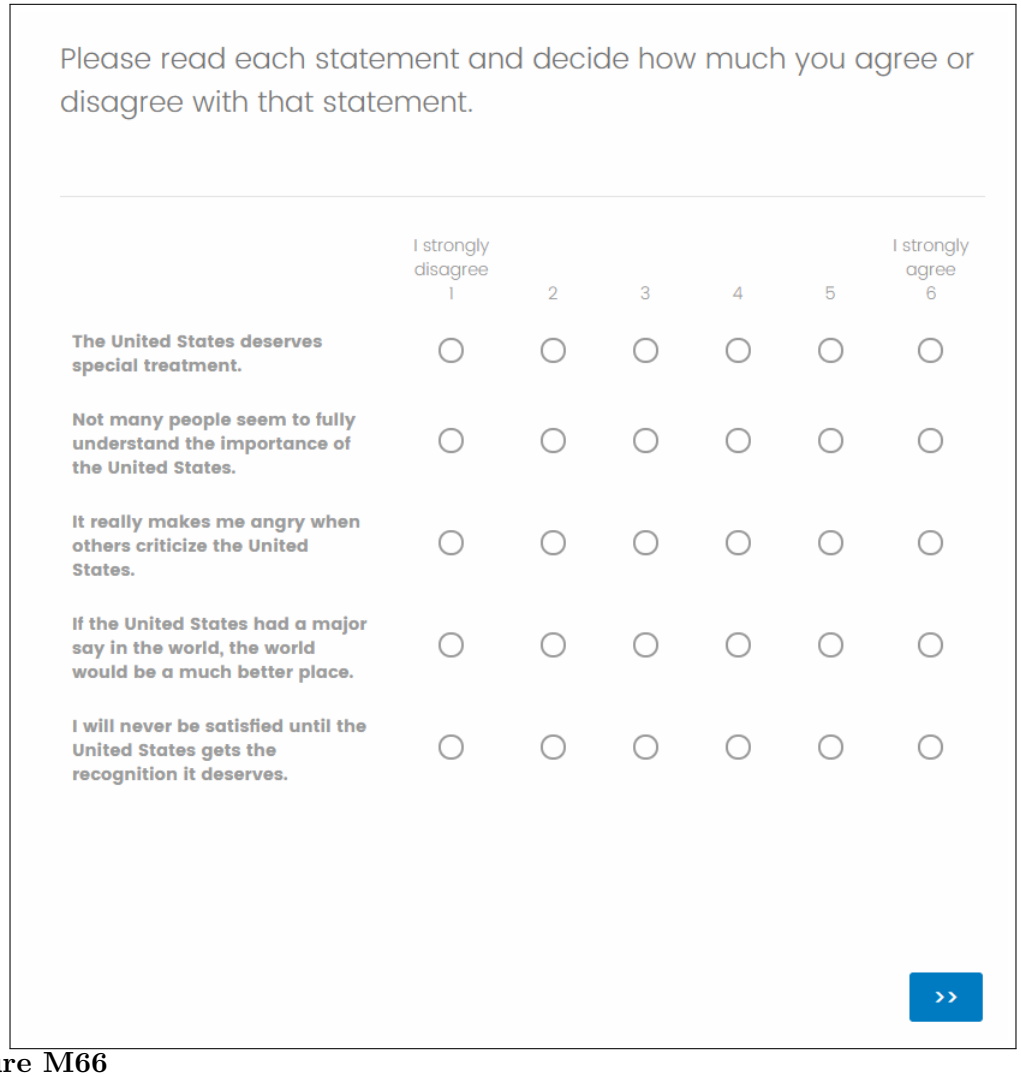


Figure M66
Collective narcissism

M31 General risk-taking item

[*See Figure M67.*]

Are you generally a person who is fully prepared to take risks or do you try to avoid taking risks? Please choose an option on the scale, where the value 0 means: not at all willing to take risks and the value 10 means: very willing to take risks.

- 0 - not at all willing to take risks
- 1
- 2
- 3

- 4
- 5
- 6
- 7
- 8
- 9
- 10 - very willing to take risks

M31.1 Screenshot

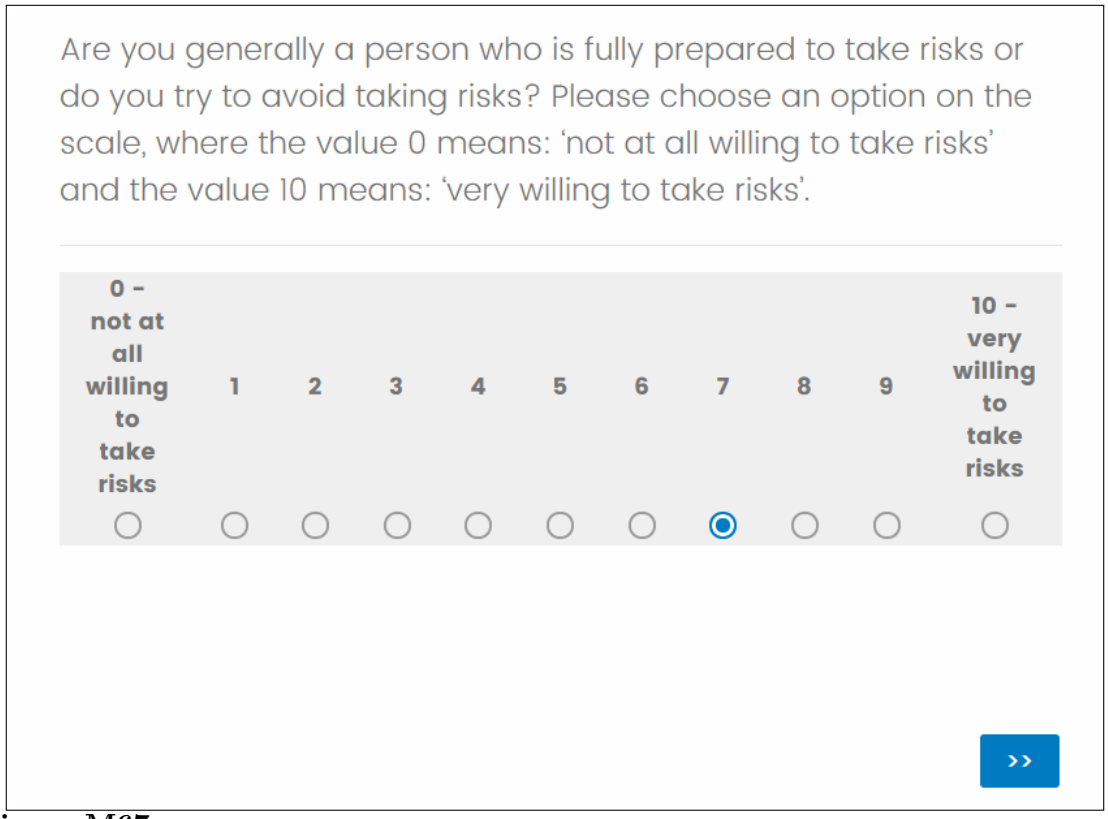


Figure M67
General risk taking item

M32 Social value orientation: Slider measure

M32.1 Instructions

In this task, imagine a situation in which you have been randomly paired with another person, whom we will refer to as the other. This other person is someone you

do not know and would remain mutually anonymous. All of your choices would be completely confidential. All numbers in this task refer to imagined outcomes in dollar (55 in the example below refers to 55$). Note that this is the only task with imaginary outcomes.

You will be making a series of decisions about allocating resources between you and this other person. For each of the following questions, please indicate the distribution you prefer most in the situation by clicking on the rectangle with your preferred payoff allocations. You can only make one selection for each question. Your decisions will yield money for both yourself and the other person. In the example below, a person has chosen to distribute the payoff so that he/she receives 50 dollars, while the anonymous other person receives 40 dollars.

[*Image with an example*]

M32.2 Items

M32.2.1 Item 1/6

Decision 1/6: There are no right or wrong answers, this is all about personal preferences.
After you have made your decision, select the resulting distribution of money by clicking on the respective rectangle.
As you can see, your choices will influence both the amount of money you receive as well as the amount of money the other receives.

[*Options are presented in boxes with radio buttons. In each box a blue number at the top represents the decision maker's outcome, an orange number at the bottom represents the other person's outcome (as indicated by a label to the left of the boxes: "You Receive — Other Receives". Below these box contents are represented as two numbers (other—self), such as 50—40 (50 for the other, 40 for the decision maker). Each item is presented on its own page.*]

- 85—85
- 76—85
- 68—85
- 59—85
- 50—85
- 41—85
- 33—85

- 24—85
- 15—85

M32.2.2 Item 2/6

Decision 2/6: There are no right or wrong answers, this is all about personal preferences.
After you have made your decision, select the resulting distribution of money by clicking on the respective rectangle.
As you can see, your choices will influence both the amount of money you receive as well as the amount of money the other receives.

- 15—85
- 19—87
- 24—89
- 28—91
- 33—93
- 37—94
- 41—96
- 46—98
- 50—100

M32.2.3 Item 3/6

Decision 3/6: There are no right or wrong answers, this is all about personal preferences.
After you have made your decision, select the resulting distribution of money by clicking on the respective rectangle.
As you can see, your choices will influence both the amount of money you receive as well as the amount of money the other receives.

- 100—50
- 98—54
- 96—59
- 94—63

- 93—68
- 91—72
- 89—76
- 87—81
- 85—85

M32.2.4 Item 4/6

Decision 4/6: There are no right or wrong answers, this is all about personal preferences.
After you have made your decision, select the resulting distribution of money by clicking on the respective rectangle.
As you can see, your choices will influence both the amount of money you receive as well as the amount of money the other receives.

- 100—50
- 89—54
- 79—59
- 68—63
- 58—68
- 47—72
- 36—76
- 26—81
- 15—85

M32.2.5 Item 5/6

Decision 5/6: There are no right or wrong answers, this is all about personal preferences.
After you have made your decision, select the resulting distribution of money by clicking on the respective rectangle.
As you can see, your choices will influence both the amount of money you receive as well as the amount of money the other receives.

- 50—100

- 56—94
- 63—88
- 69—81
- 75—75
- 81—69
- 88—63
- 94—56
- 100—50

M32.2.6 Item 6/6

Decision 6/6: There are no right or wrong answers, this is all about personal preferences.
After you have made your decision, select the resulting distribution of money by clicking on the respective rectangle.
As you can see, your choices will influence both the amount of money you receive as well as the amount of money the other receives.

- 50—100
- 54—98
- 59—96
- 63—94
- 68—93
- 72—91
- 76—89
- 81—87
- 85—85

M32.3 Screenshots

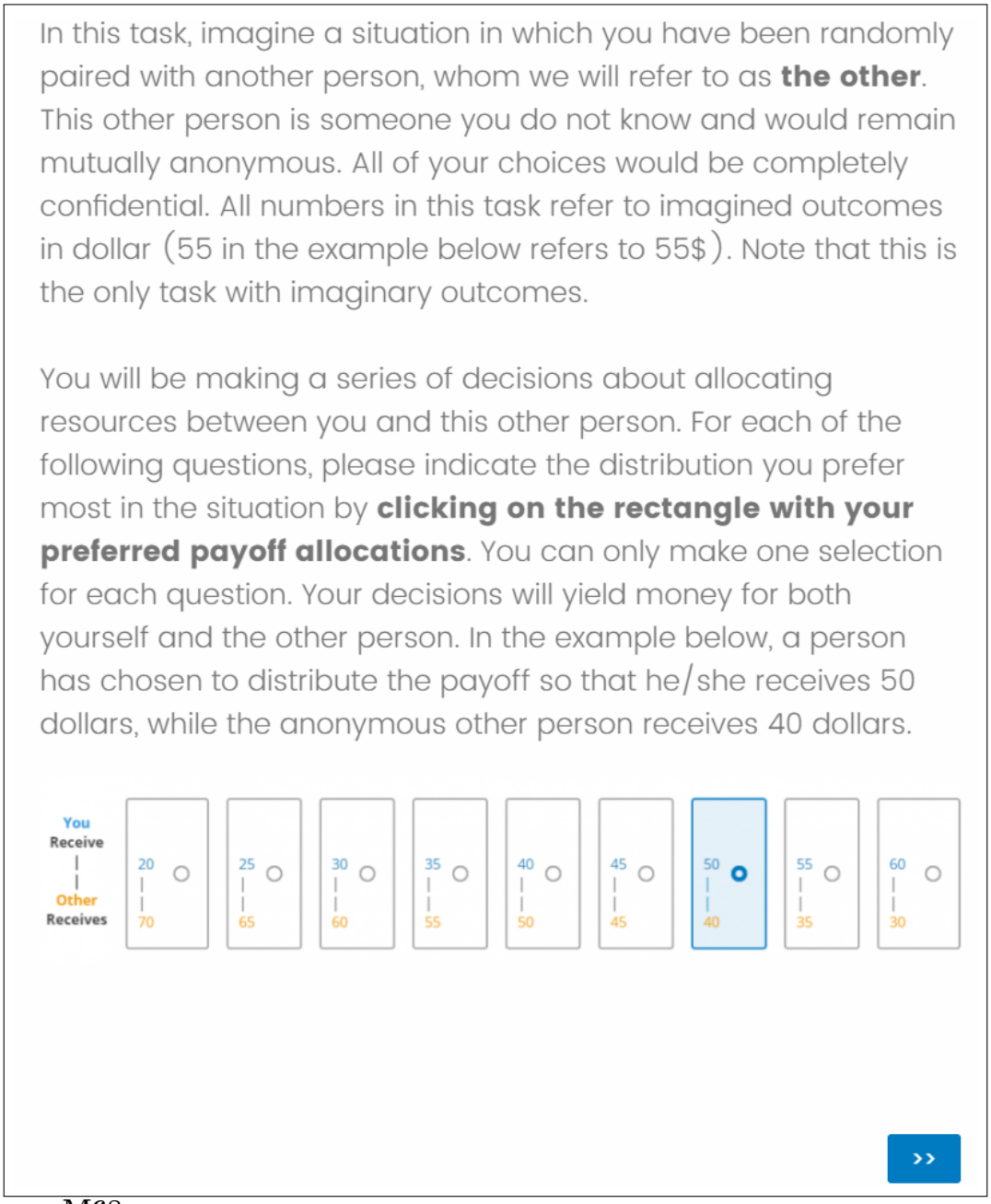


Figure M68
SVO slider scale (instructions)

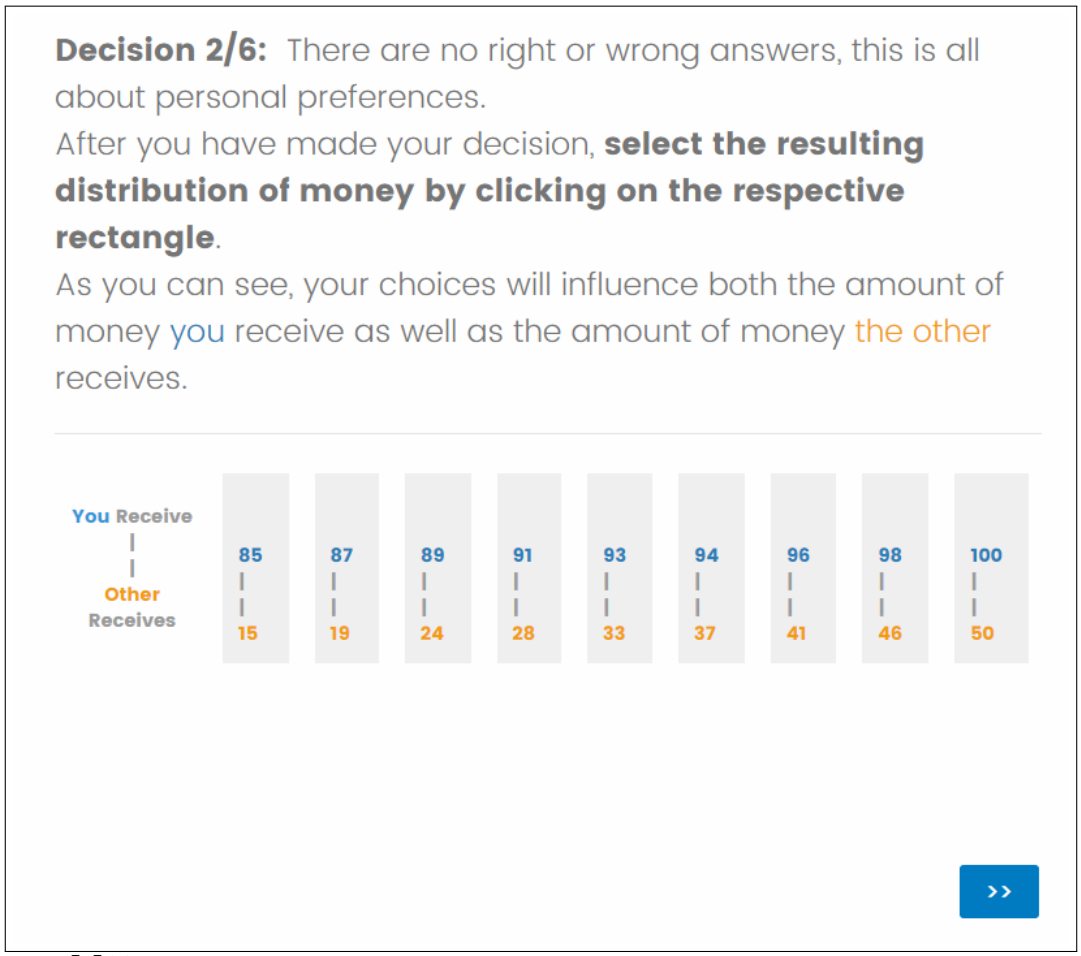


Figure M69
SVO slider scale (item 1)

M33 Final Page

M33.1 Book questions

[*The final page contained four questions about participants' favorite book and three words that described this book. These questions were included to validate the method of filtering participants at the beginning of the survey. We did not observe suspicious entries.*]

M33.2 Final comment

Thank you. You have reached the end of the survey.
Before moving on, please feel free to comment on any aspect of this survey.

[*Text entry box.*]

M33.3 Screenshot

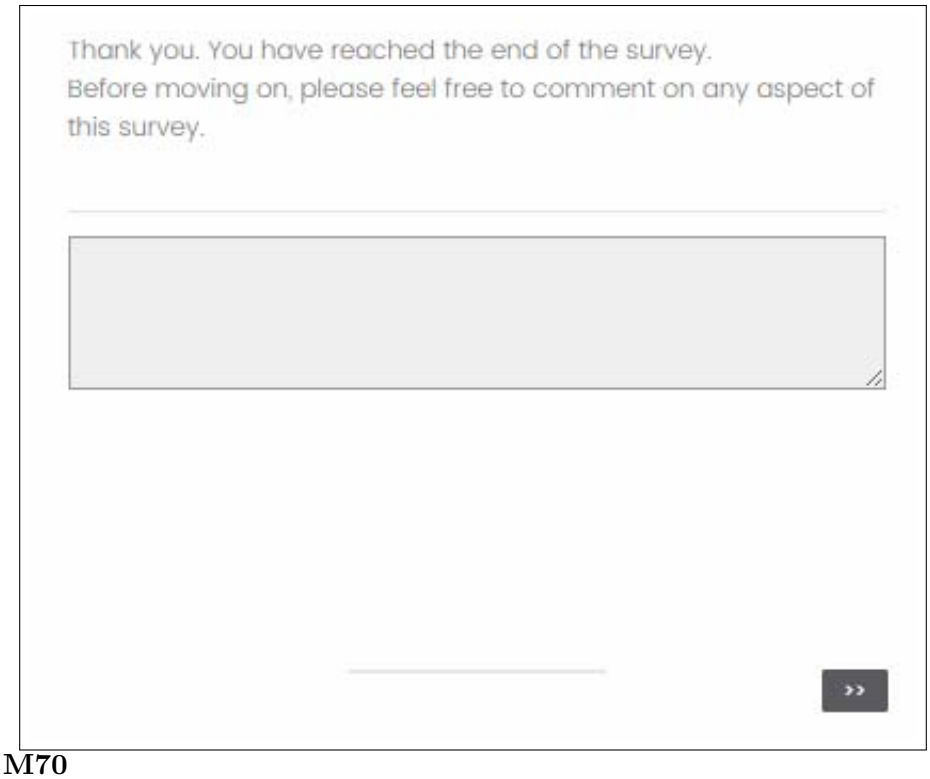


Figure M70
Final comment (lower part of page only)