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Transmission Game: Study Materials for Study 1 (SM1)

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Abstract

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SM1-1 Requirements and attention checks

SM1-1.1 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.
- Participants had to indicate the abbreviation of the US state they were in.

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. The location given by the browser was required to be within the US.
2. Two IP checks were conducted (iphub.info and proxycheck.io) to verify the stated browser location and to flag participants with suspicious IP addresses.
3. The resolution was checked (with some lenience) to correspond to the specified minima.
4. The availability of JavaScript was tested using Qualtrics' embedded variables between questions.
5. The browser type was flagged if a version of the Internet Explorer was used.
6. The indicated state abbreviation was checked not to be "US" or "U.S.A.".

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.

SM1-1.2 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.

SM1-2 Consent form (redacted for peer review)

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 45-55 min (for most participants). You will play games, 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 research project of [...]. 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 45–55 minutes and we will

pay you a fixed payment of GBP 5.00. 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.

SM1-3 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*]

MTurk. Are you also registered on Amazon Mechanical Turk (your answer has no impact on your ability to participate):

- yes
- no

[*Follow-up question if yes:*]

Number of HITs. How many HITs (in total) have you completed on Amazon Mechanical Turk in your lifetime? (Please try to give your best estimate)

[*text entry box*]

SM1-4 Transmission Game Instructions

SM1-4.1 Page 1/5

[*See Figure SM1-1.*]

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.

SM1-4.2 Page 2/5

[*See Figure SM1-2 and Figure SM1-6.*]

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.

SM1-4.2.1 Comprehension Check 1

[*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

SM1-4.2.2 Comprehension Check 2

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

- purple
- blue (*)
- red
- orange

SM1-4.2.3 Comprehension Check 3

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

SM1-4.2.4 Comprehension Check 4

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.

SM1-4.3 Page 3/5

[*See Figure SM1-3 and Figure SM1-7.*]

[*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.

SM1-4.3.1 Comprehension Check 5

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

SM1-4.3.2 Comprehension Check 6

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.

SM1-4.3.3 Comprehension Check 7

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

- Yes
- No (*)
- Sometimes

SM1-4.4 Page 4/5

[*See Figure SM1-4 and Figure SM1-8.*]

[*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.

SM1-4.4.1 Comprehension Check 8

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%).

SM1-4.4.2 Comprehension Check 9

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%).

SM1-4.4.3 Comprehension Check 10

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%).

SM1-4.4.4 Comprehension Check 11

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%).

SM1-4.4.5 Comprehension Check 12

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%).

SM1-4.4.6 Comprehension Check 13

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%).

SM1-4.4.7 Comprehension Check 14

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%).

SM1-4.5 Page 5/5

[*See Figure SM1-5 and Figure SM1-9.*]

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.

SM1-4.5.1 Comprehension Check 15

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

SM1-4.5.2 Comprehension Check 16

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

SM1-4.6 Screenshots of Instruction pages 1–5

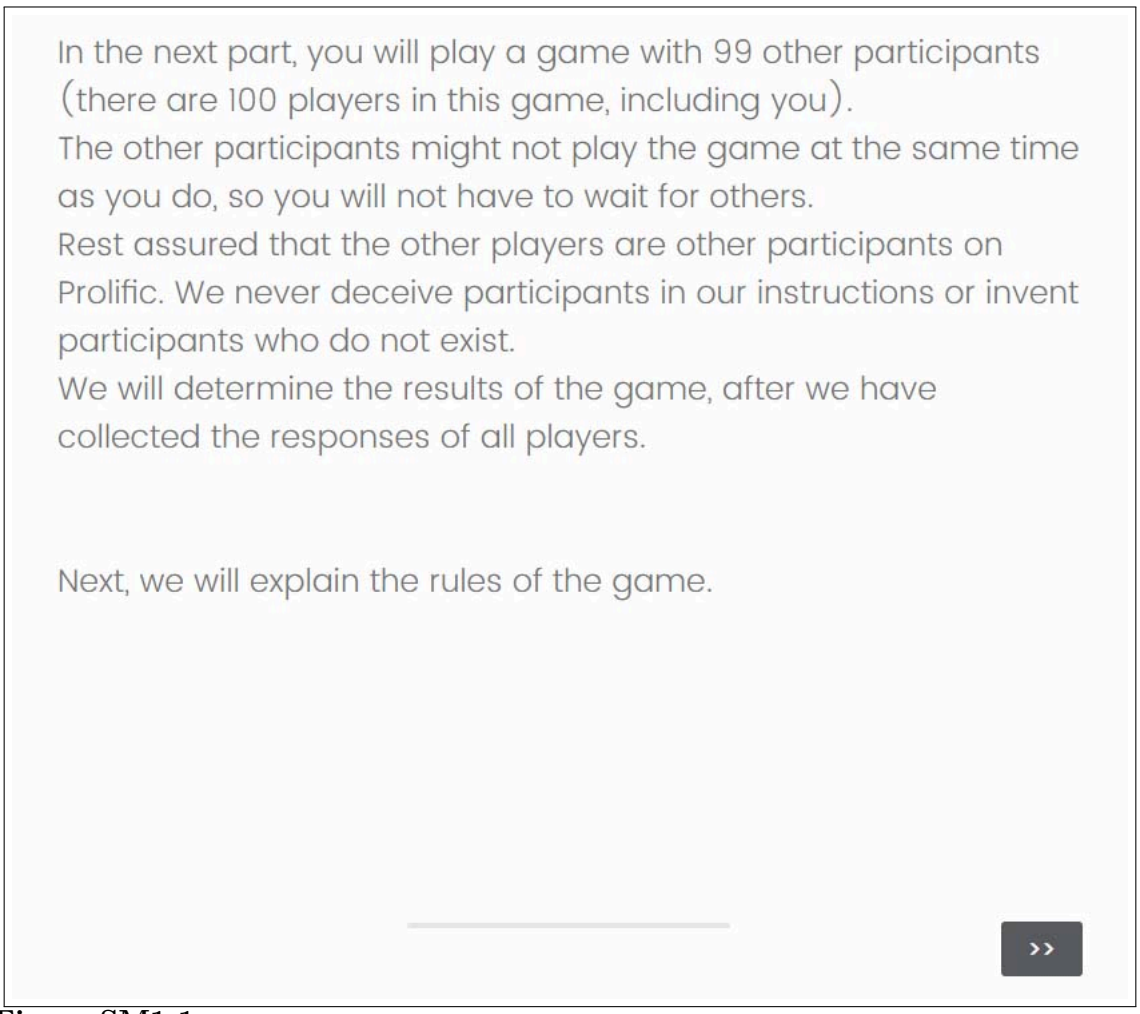


Figure SM1-1
Game Instructions Page 1

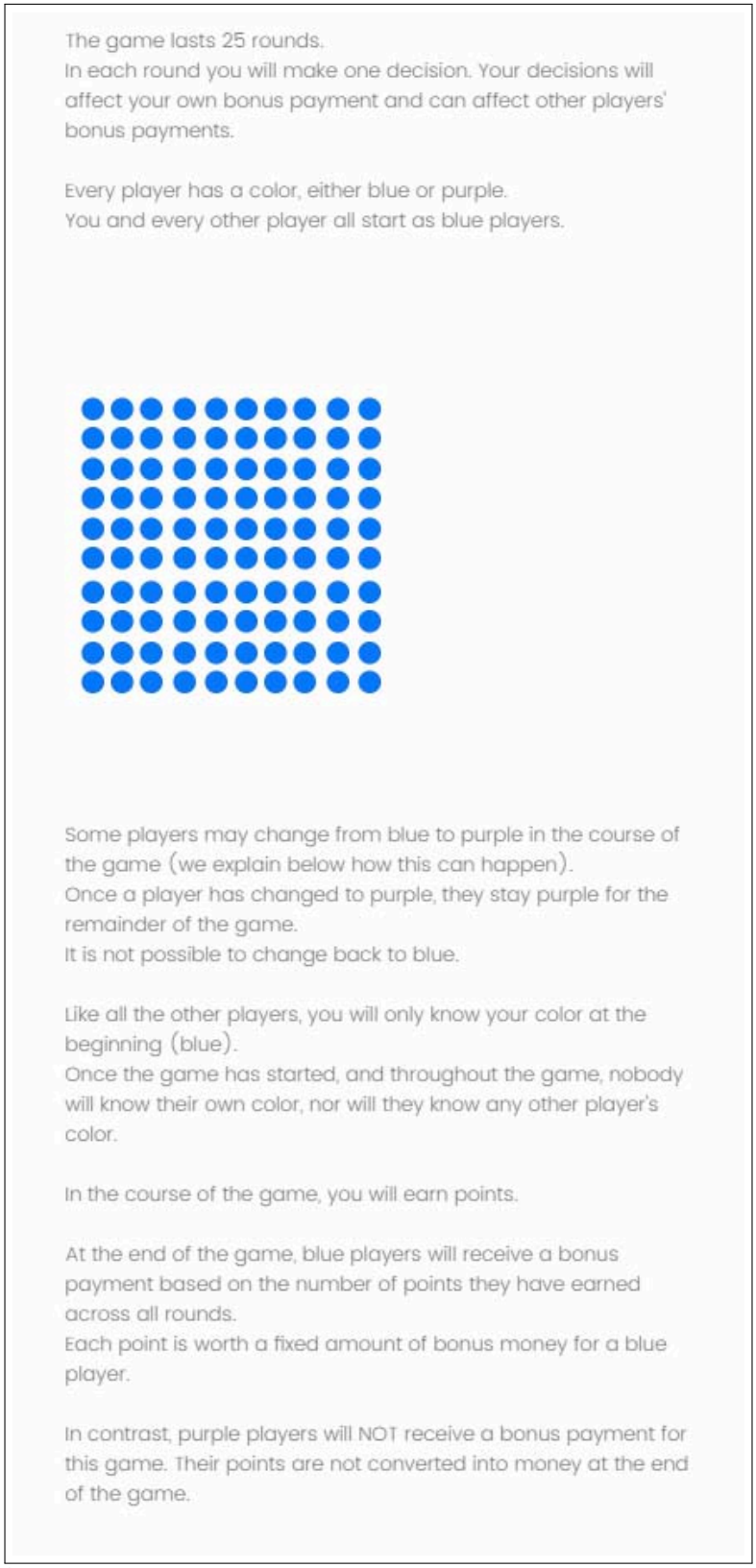
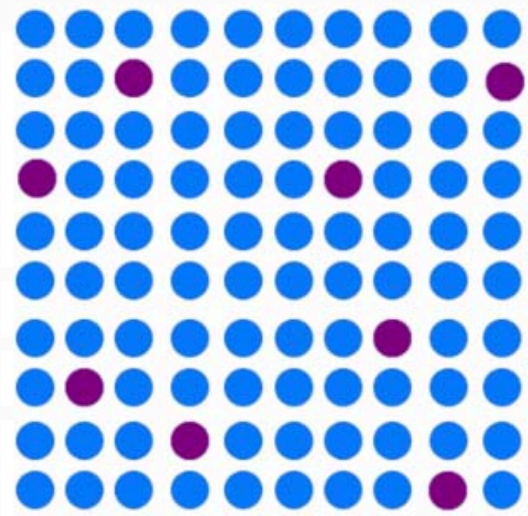


Figure SM1-2
Game Instructions Page 2

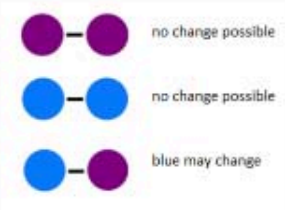


At the start of the game, just before the first round, eight randomly chosen players will change from blue to purple.
No player will know whether they have changed color or not:
After the start of the game, no player knows their color.

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.

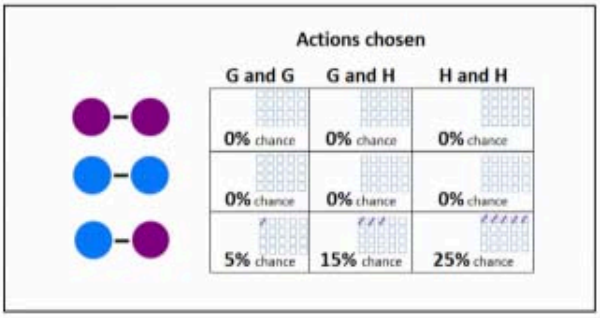
Figure SM1-3
Game Instructions Page 3



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.

Chance of color change to purple



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.

Figure SM1-4
Game Instructions Page 4

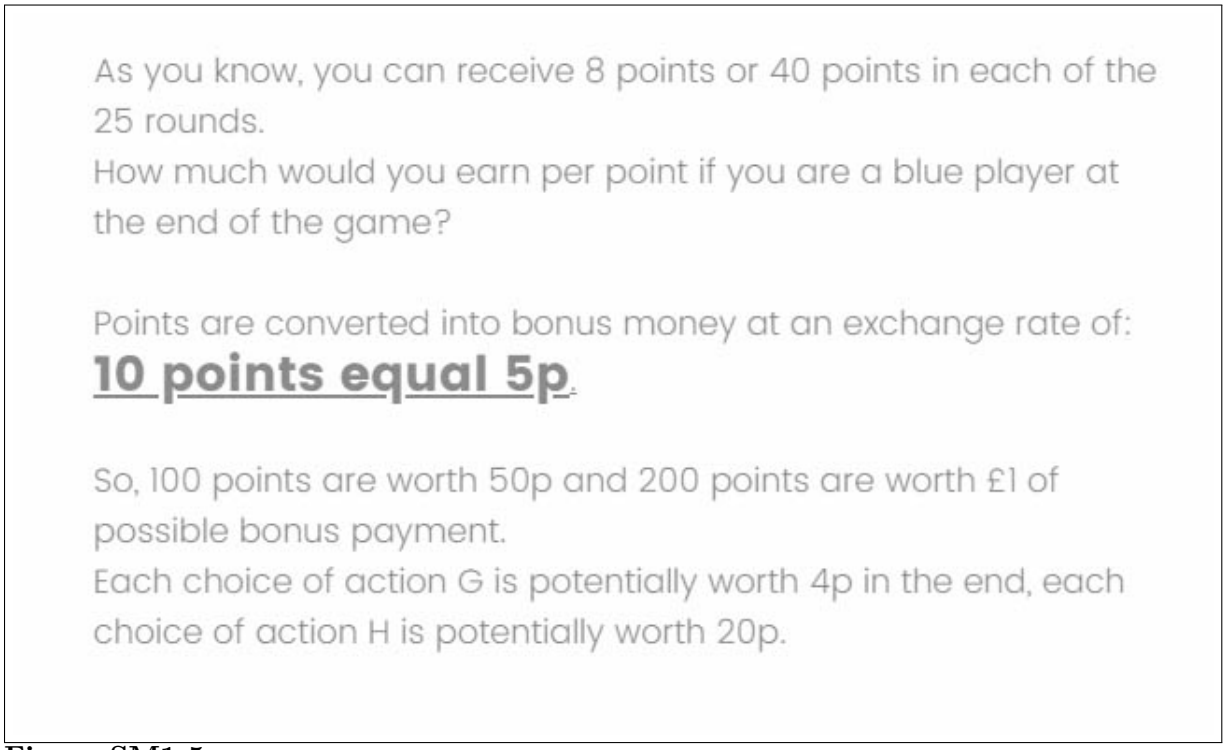


Figure SM1-5
Game Instructions Page 5

SM1-4.7 Screenshots of Comprehension checks pages 2–5

Figure SM1-6
Comprehension Checks Page 2 (presented below instructions)

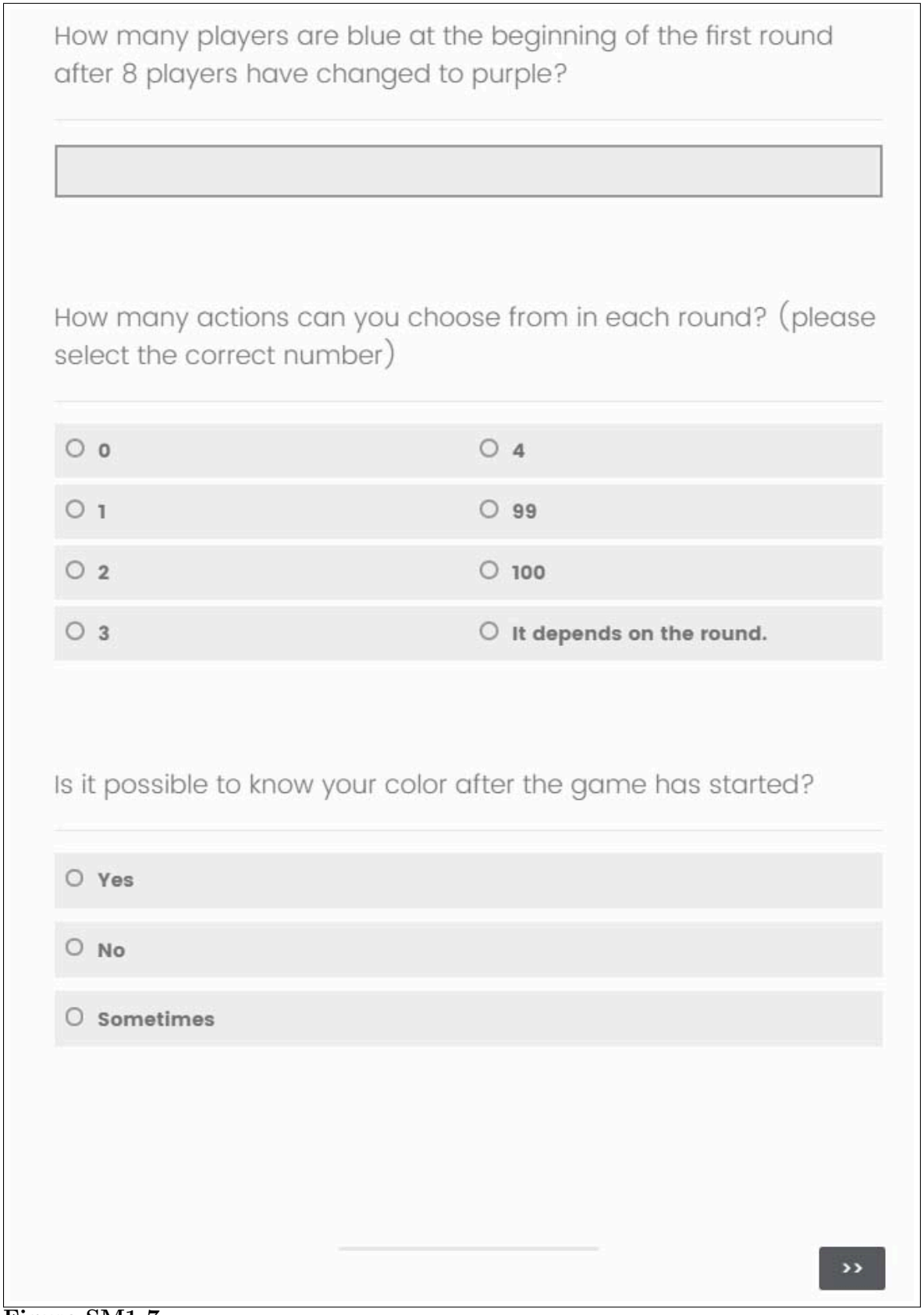


Figure SM1-7
Comprehension Checks Page 3 (presented below instructions)

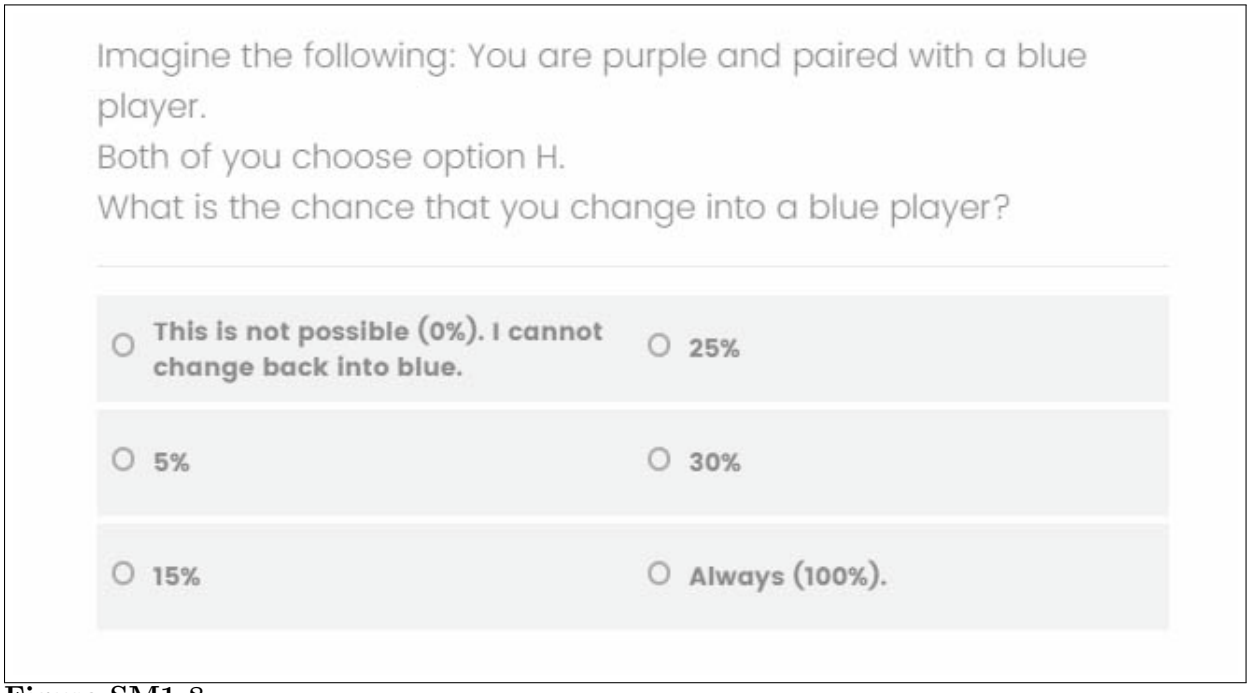


Figure SM1-8
Comprehension Checks Page 4 (Example; presented below instructions)

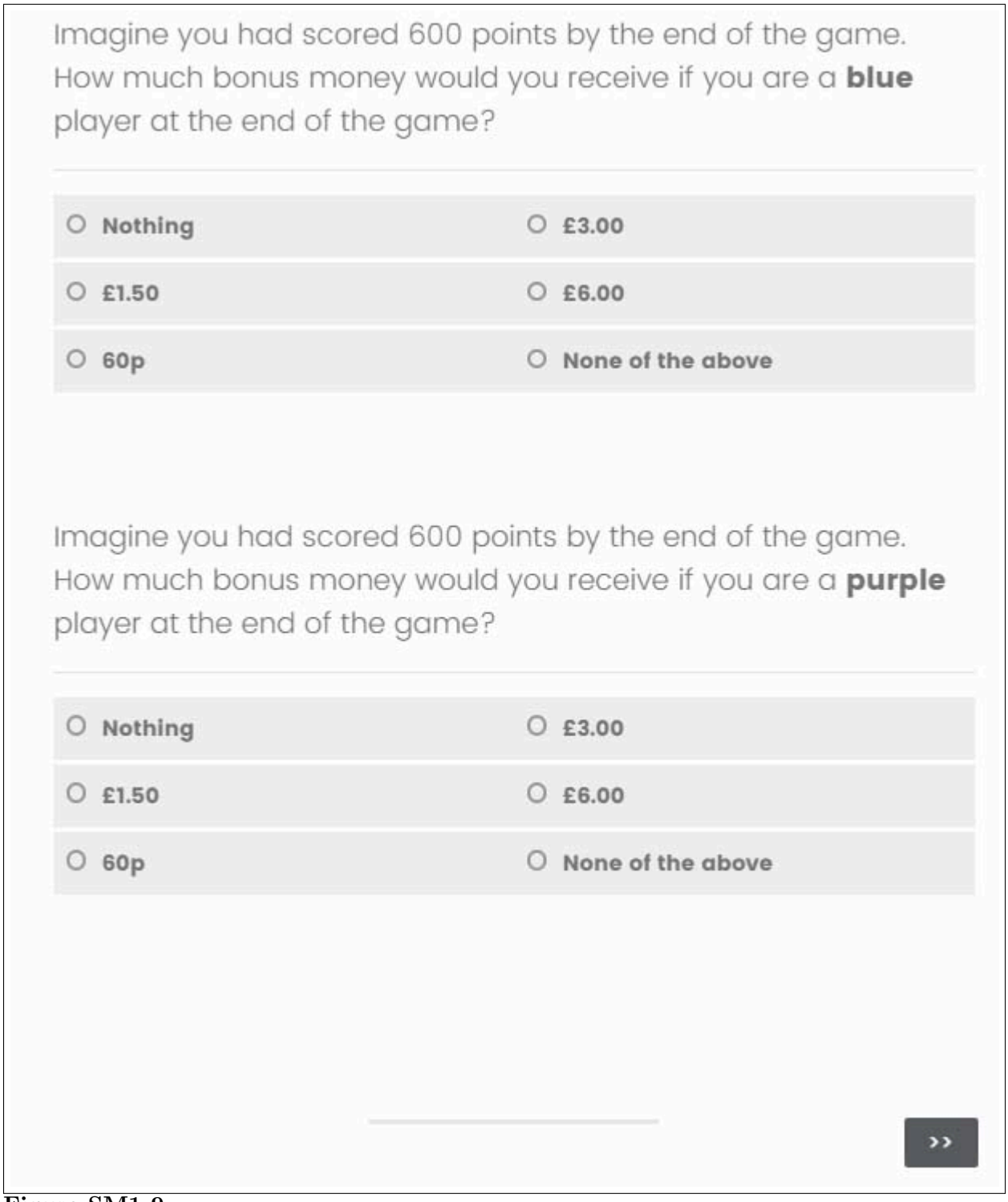


Figure SM1-9
Comprehension Checks Page 5 (presented below instructions)

SM1-5 Transmission Game

SM1-5.1 Introduction

[*See Figure* **??** *and Figure SM1-11.*]

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.*]

SM1-5.2 Rounds

[*See Figure SM1-12 and Figure SM1-13.*]

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).

Which of the two actions do you choose?

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

SM1-5.3 Final Results

[*See Figure SM1-14.*]

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).

SM1-5.4 Screenshots of game

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.

Figure SM1-10
Game Introduction

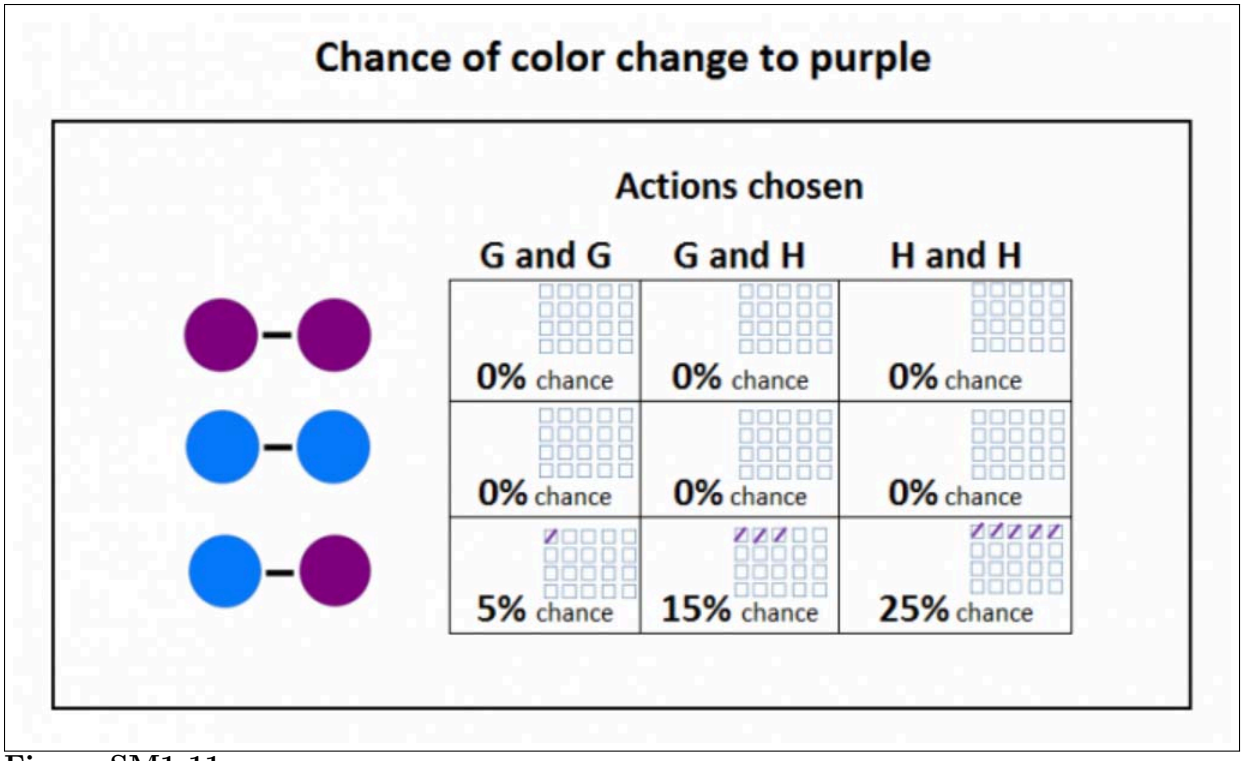


Figure SM1-11

Game matrix (presented below game introduction)

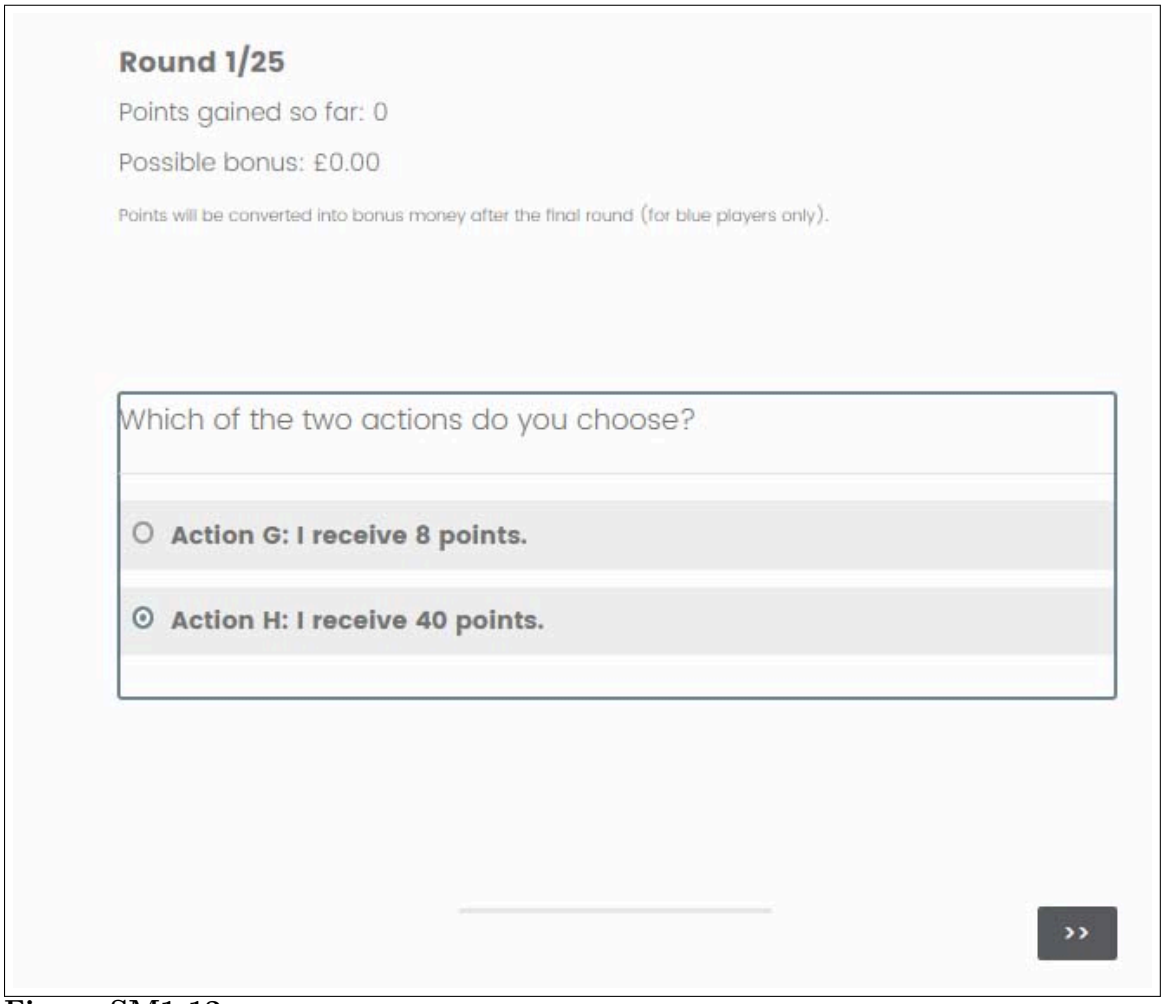


Figure SM1-12
Game round 1 (example)

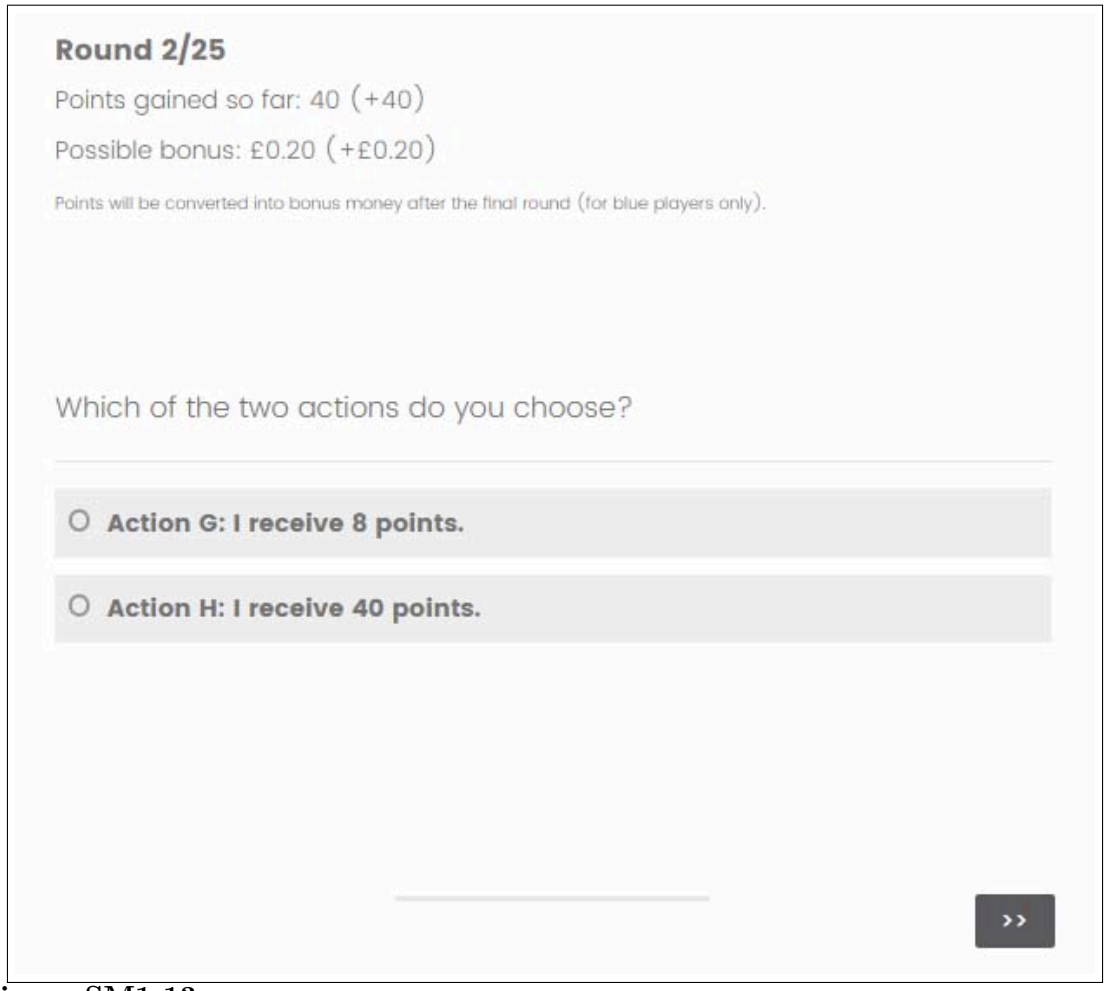


Figure SM1-13
Game round 2 (example)

Figure SM1-14
End of game (example)

SM1-6 Postquestionnaire

SM1-6.1 Goals

[*See Figure SM1-15.*]

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 (0) — Disagree (1) — Neither agree nor disagree (2) — Agree (3) — Strongly agree (4)]

- 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 did not care at all what happened in this game.

SM1-6.2 Expectations: own color

[*See Figure SM1-16.*]

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*]

Why do you think it is likely/unlikely that you are purple?
[*text entry box: minimum of 10 characters*]

SM1-6.3 Strategy

[*See Figure SM1-17.*]

How would you describe your strategy when playing this game?
[*text entry box: minimum of 15 characters*]

SM1-6.4 Hypothetical messages

[*See Figure SM1-18.*]

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*]

SM1-6.5 Expectations: all players

[*See Figure SM1-19 and Figure SM1-20.*]

How many players in your group do you think were purple in each of the following rounds?

[For each number the question is answered on a slider with values from 0 to 100]

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

[*page break*]

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

SM1-6.6 Comparison and comment

[*See Figure SM1-21.*]

Is there anything you have experienced that this game reminds you of? (if yes, please briefly explain)

[*text entry box*]

Do you have any other comments regarding this game, your experience playing it, or any other aspect related to it?

[*text entry box*]

SM1-6.7 Screenshots Postquestionnaire

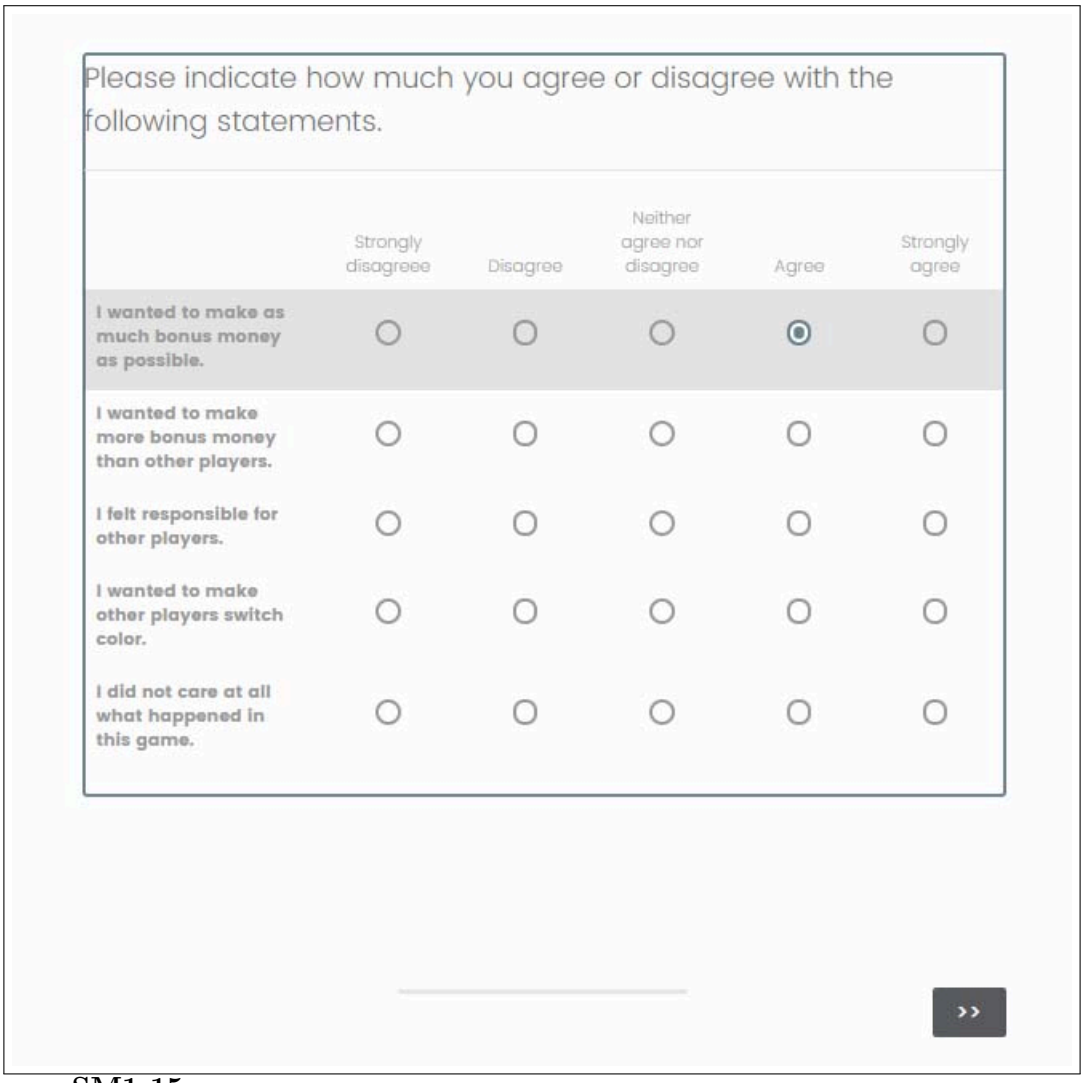


Figure SM1-15
Postquestionnaire Page 1

Figure SM1-16
Postquestionnaire Page 2

Figure SM1-17
Postquestionnaire Page 3

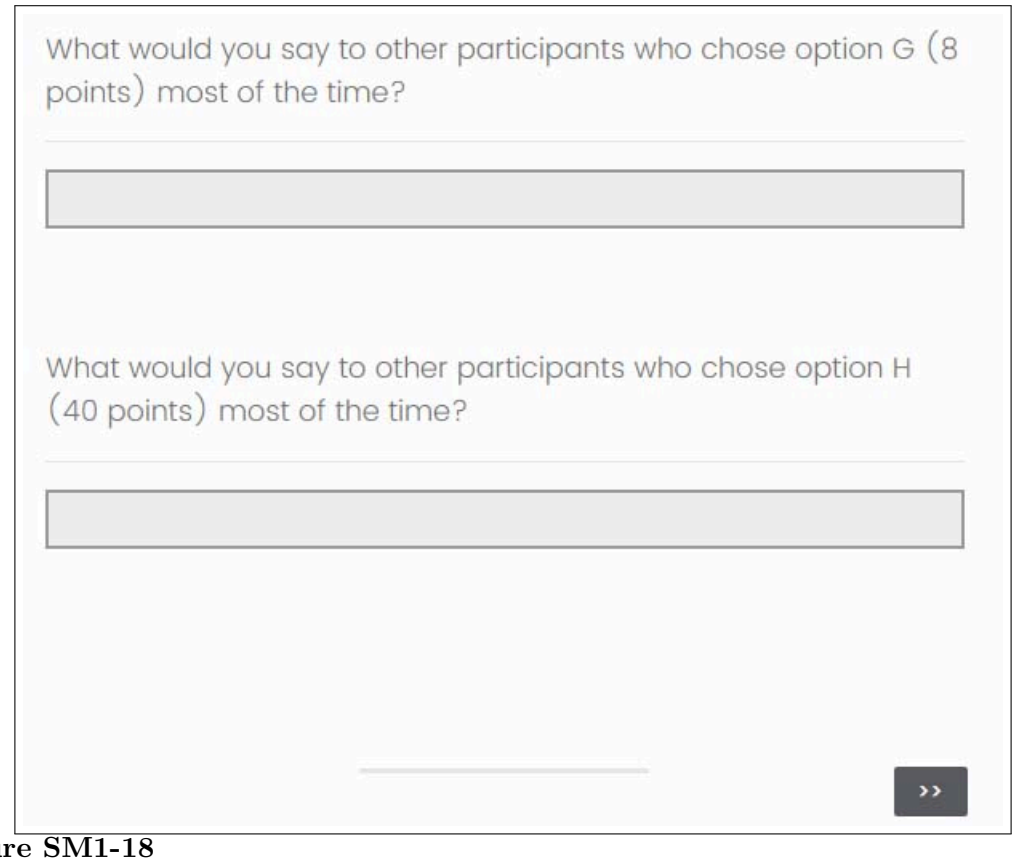


Figure SM1-18
Postquestionnaire Page 4

Figure SM1-19
Postquestionnaire Page 5

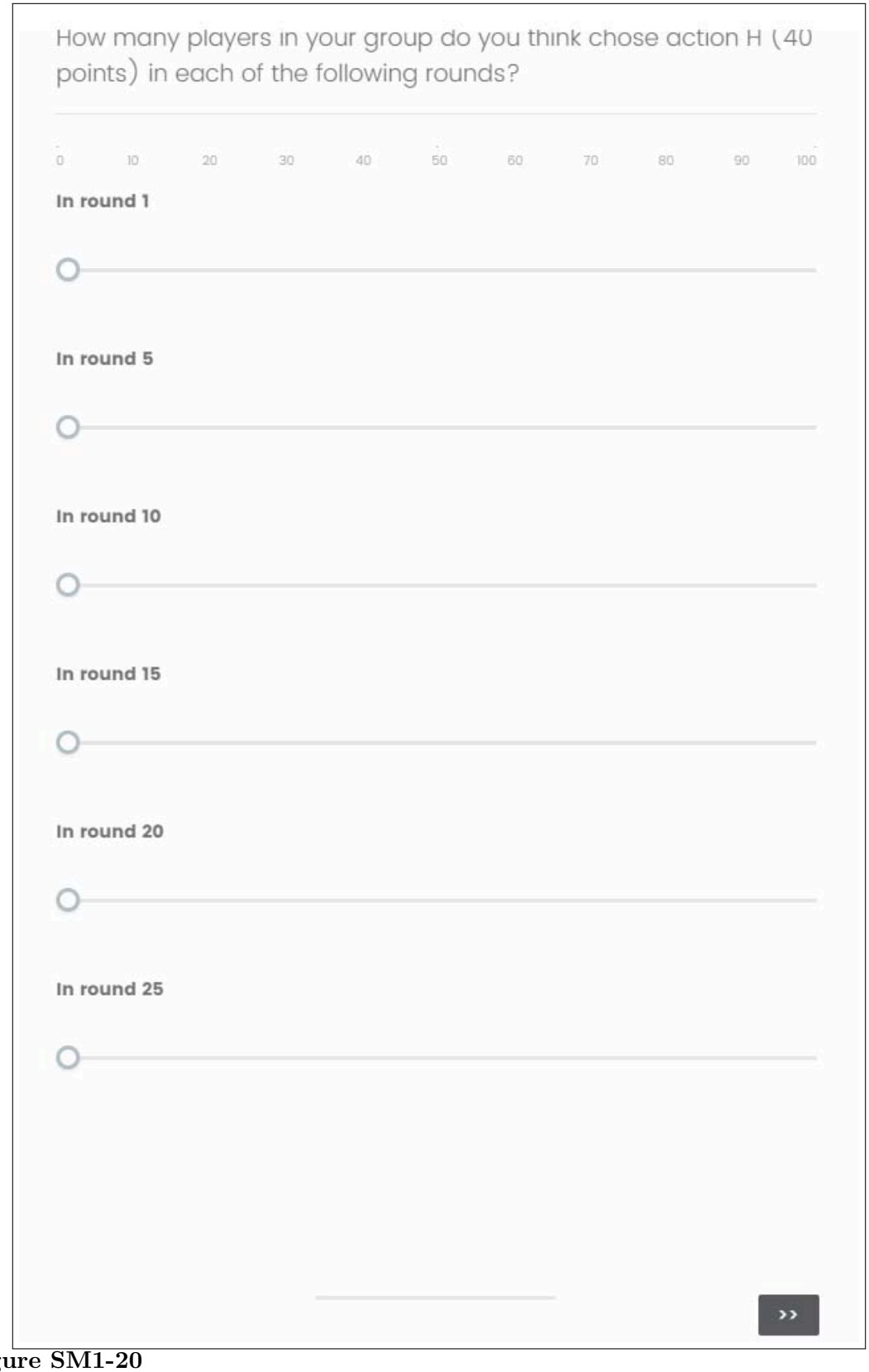


Figure SM1-20
Postquestionnaire Page 6

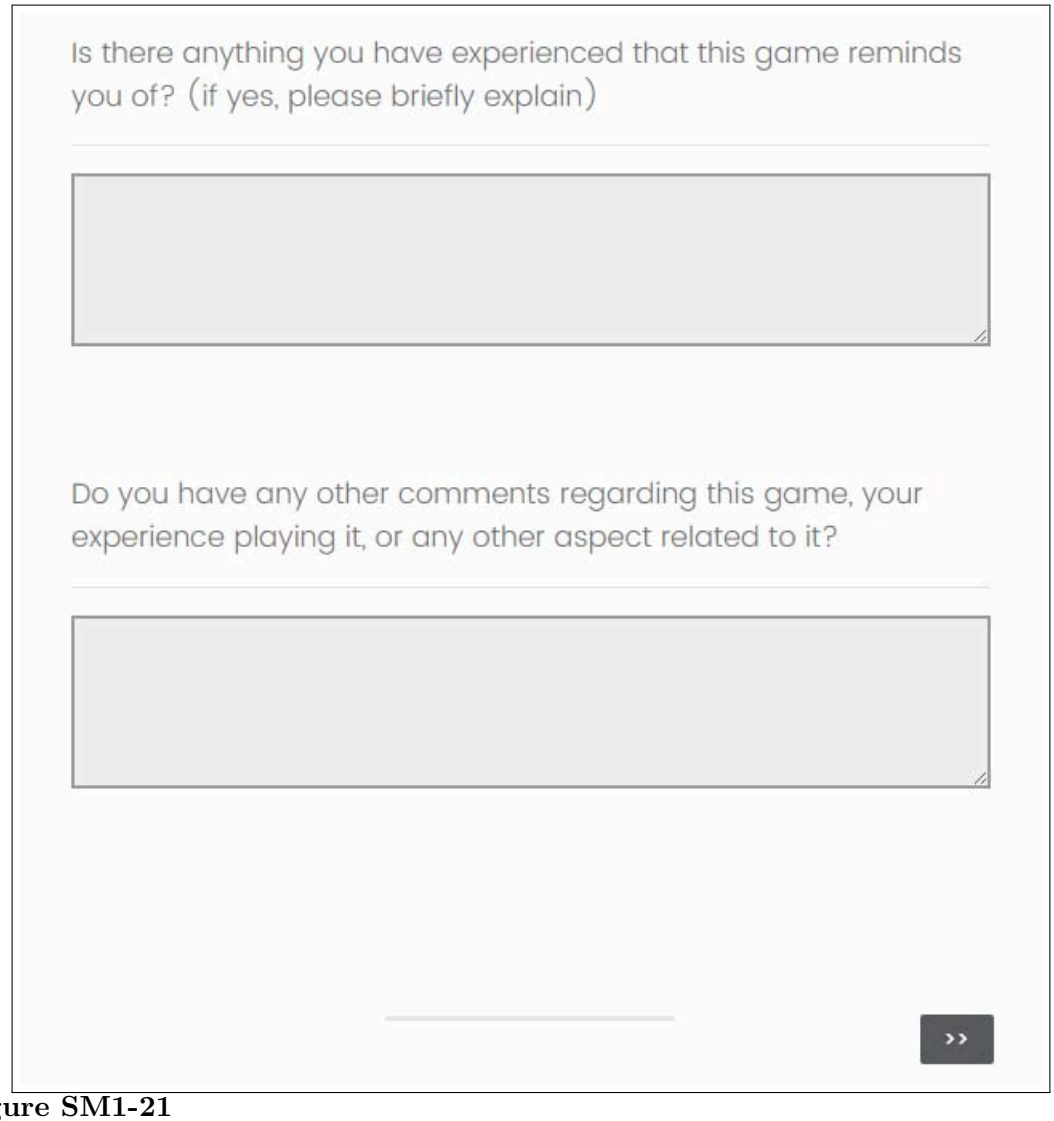


Figure SM1-21
Postquestionnaire Page 7

SM1-7 Calculation block 1/4

SM1-7.1 Exponential1

[*See Figure SM1-22.*]

Imagine that you have one single tennis ball.
You double the number of tennis balls you have twenty times in a row.
How many tennis balls do you have after this?

- 0-9 tennis balls
- 10 tennis balls
- 11-100 tennis balls
- 101-1,000 tennis balls
- 1,001-2,000 tennis balls
- 2,001-10,000 tennis balls
- 10,001-100,000 tennis balls
- 100,001-500,000 tennis balls
- 500,001-1,000,000 tennis balls
- 1,000,001-1,500,000 tennis balls
- 1,500,001-2,000,000 tennis balls
- > 2,000,000 tennis balls

SM1-7.2 CRT1

[*See Figure SM1-23.*]

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

SM1-7.3 BNT1

[*See Figure SM1-24.*]

Imagine we are throwing a five-sided die 50 times.
On average, out of these 50 throws how many times would this five-sided die show an odd number (1, 3 or 5)?

[The first five responses were shown in randomized order]

- 5 out of 50 throws
- 25 out of 50 throws
- 30 out of 50 throws
- 10 out of 50 throws
- 50 out of 50 throws
- None of the above

SM1-7.4 Screenshots of calculation block 1

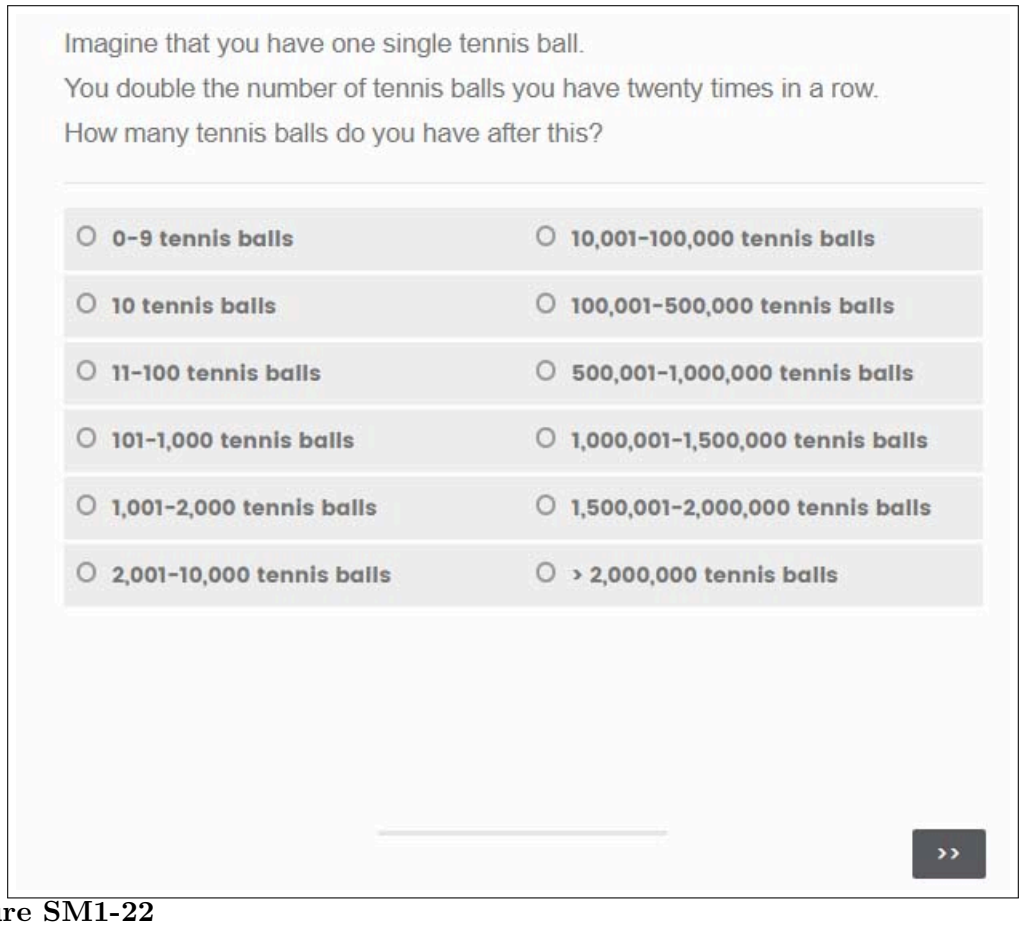


Figure SM1-22
Calculation block 1: Exponential 1

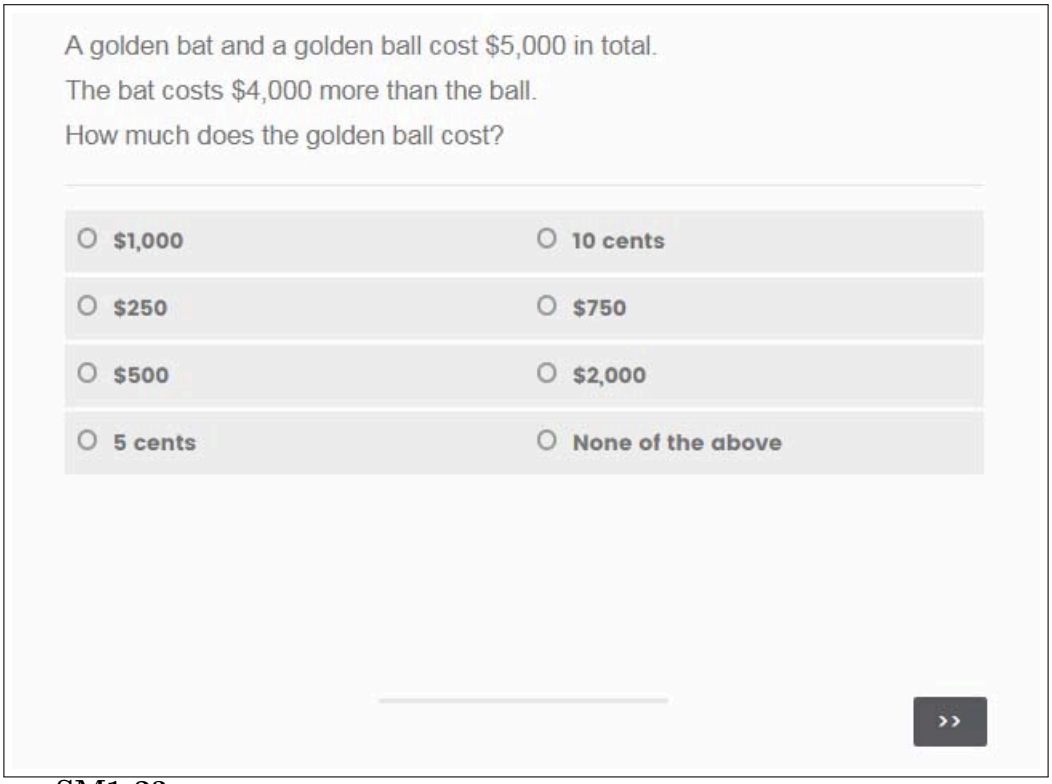


Figure SM1-23
Calculation block 1: CRT1

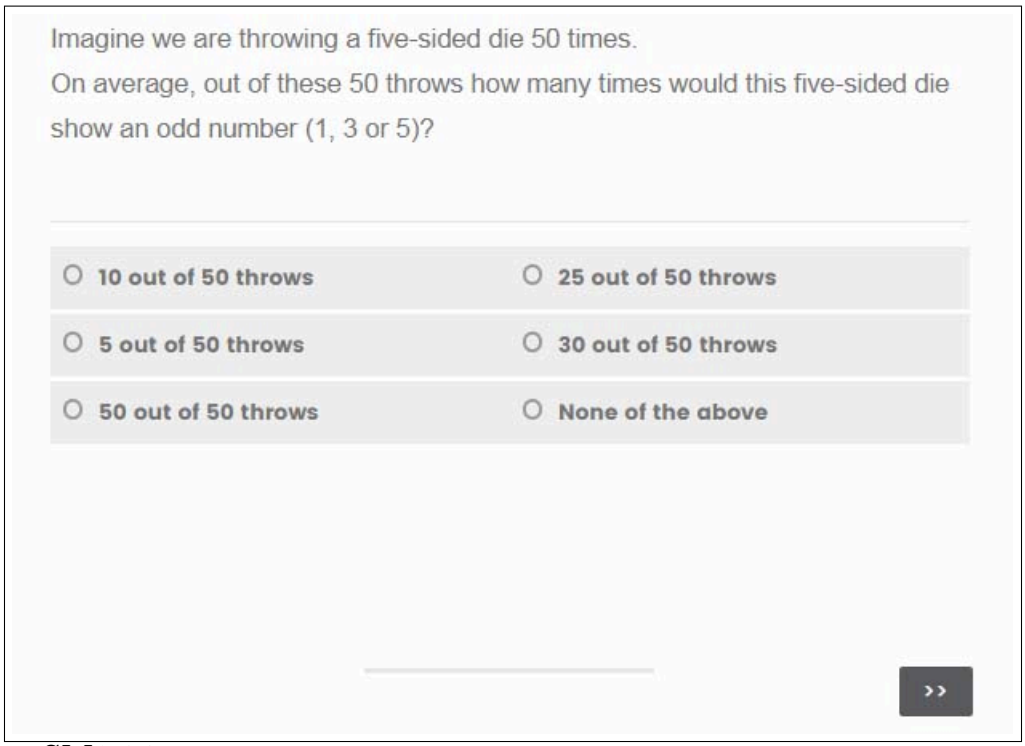


Figure SM1-24
Calculation block 1: BNT 1

SM1-8 HEXCACO-BHI

SM1-8.1 Items and scale—Page 1/2

[*See Figure SM1-25.*]

Please indicate to what extent you agree with the following statements.

[Statements are presented in a matrix block. Responses are given on a five-point scale with the following labels: 1-strongly disagree—2-disagree—3-neutral (neither agree nor disagree)—4-agree—5-strongly agree]

- I can look at a painting for a long time. (O+)
- I make sure that things are in the right spot. (C+)
- I remain unfriendly to someone who was mean to me. (A-)
- Nobody likes talking with me. (X-)
- I am afraid of feeling pain. (E+)
- I find it difficult to lie. (H+)
- I think science is boring. (O-)
- I postpone complicated tasks as long as possible. (C-)
- I often express criticism. (A-)
- I easily approach strangers. (X+)
- I worry less than others. (E-)
- I would like to know how to make lots of money in a dishonest manner. (H-)

SM1-8.2 Items and scale—Page 2/2

Please indicate to what extent you agree with the following statements.

[Statements are presented in a matrix block. Responses are given on a five-point scale with the following labels: scale: 1-strongly disagree—2-disagree—3-neutral (neither agree nor disagree)—4-agree—5-strongly agree)]

- I have a lot of imagination. (O+)
- I work very precisely. (C+)

- I tend to quickly agree with others. (A+)
- I like to talk with others. (X+)
- I can easily overcome difficulties on my own. (E-)
- I want to be famous. (H-)
- I like people with strange ideas. (O+)
- I often do things without really thinking. (C-)
- Even when Im treated badly, I remain calm. (A+)
- I am seldom cheerful. (X-)
- I have to cry during sad or romantic movies. (E+)
- I am entitled to special treatment. (H-)

SM1-8.3 Screenshot HEXACO BHI (page 1)

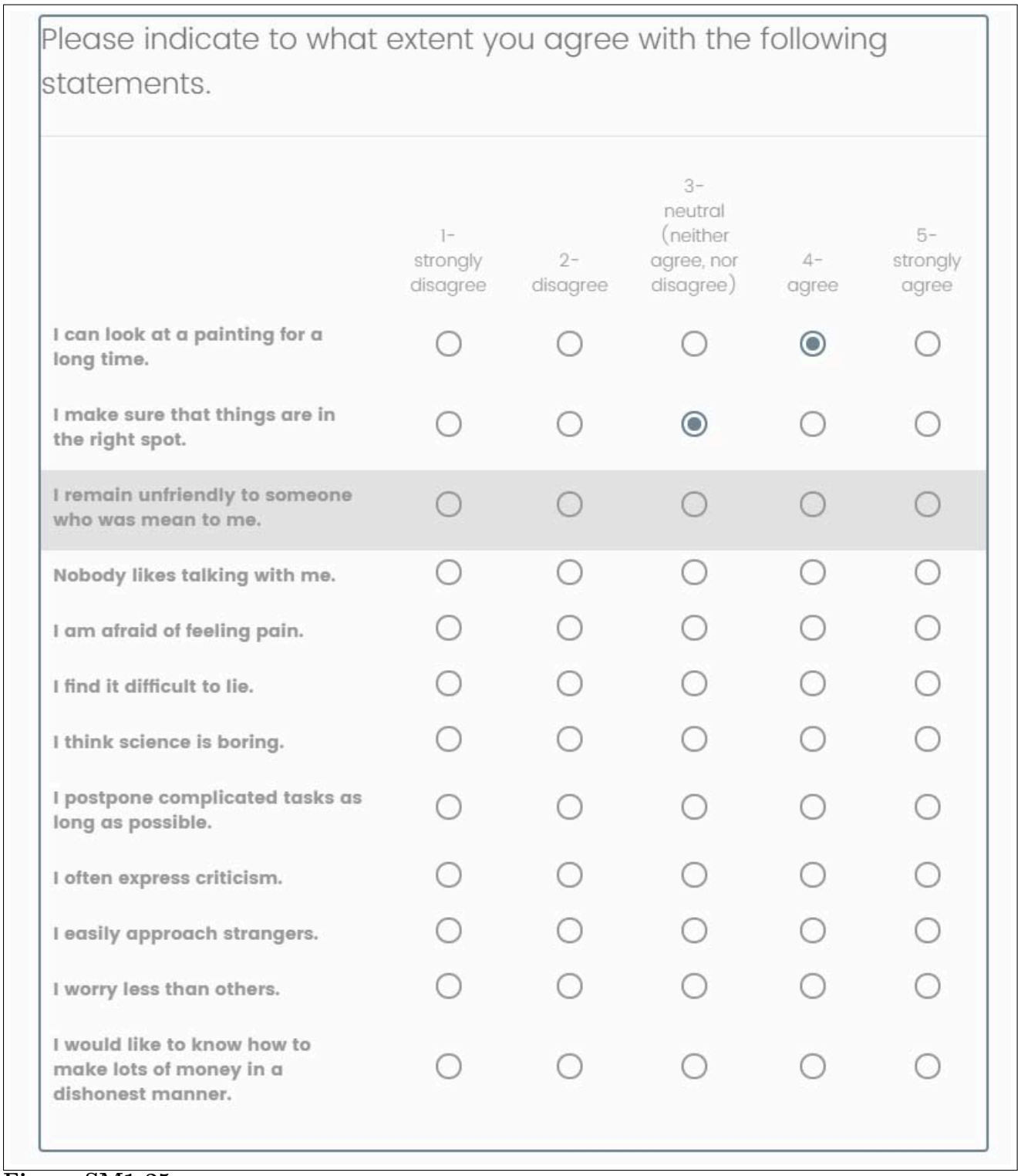


Figure SM1-25
HEXACO BHI: Page 1 (Example)

SM1-9 Dice game instructions

SM1-9.1 Page 1/2

[*See Figure SM1-26 and Figure SM1-27.*]

You will now play a dice game with 15 rounds.
Note that every die is simulated to yield results just like a real die. Even we do not know the results of the dice rolls in advance.

At the start of each round you will see 16 squares, each representing one die.
[*Image of dice matrix with placeholders at the beginning of a round.*]
In each round you will choose a die. Then you will click on the button "Roll the dice" in order to roll all 16 dice.
To choose a die, simply memorize its number (1-16).

Do not click on the die and do not move the mouse over the die, just memorize its number.
You can—but you do not have to—choose a different die in each round.

(Every die is simulated to yield results just like a real die. Even we do not know the results of your dice rolls in advance.)

SM1-9.1.1 Comprehension Check 1

[*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.*]
Before rolling the die in each round, which action do you have to perform?

- Choose a die by clicking on the die
- Choose a die by moving the mouse pointer over the die
- Choose any two dice (-3)
- Wait till the dice are rolled automatically
- Choose a die by memorizing the die number (*)

SM1-9.1.2 Comprehension Check 2

To roll the dice, which action do you have to perform?

- Click on the chosen die

- Click on "Roll the dice" (*)
- Click on any die
- Just wait for the dice to be rolled

SM1-9.2 Page 2/2

[*See Figure SM1-28 and Figure SM1-29.*]

After rolling the dice, you will see the result of the roll in each square.

[*Image of dice matrix after the throw with one die selected.*]

Now click on the die you had chosen before the roll (whose number [116] you had memorized).
The die under the mouse pointer will be highlighted in yellow. If you click on the die, the square will briefly turn blue. You will then be moved to the next round automatically.

Example: *You chose Die 15 before the roll. After rolling the dice, you move the mouse pointer to the square named "Die 15" and click on it.*

The number of dots on your chosen dice will be summed across all rounds.

Bonus payment:
Two dots are worth 1p (*rounded down*).
For example, 20 dots are worth 10p.

SM1-9.2.1 Comprehension Check 3

After rolling the dice in each round, which action do you have to perform?

- Choose a new die after seeing the results
- Click on the die whose number you have memorized at the beginning of the round (*)
- Roll the dice again if you are not satisfied with the results of the first die roll
- Enter the number of the die using your keyboard
- Enter the number of dots on the die using your keyboard

SM1-9.2.2 Comprehension Check 4

If your chosen dice had a total of 50 dots. How much would you earn?

- 50p
- 25p (*)

- 100p
- None of the above

The game starts on the next page.

SM1-9.3 Screenshots: Dice Game Instructions

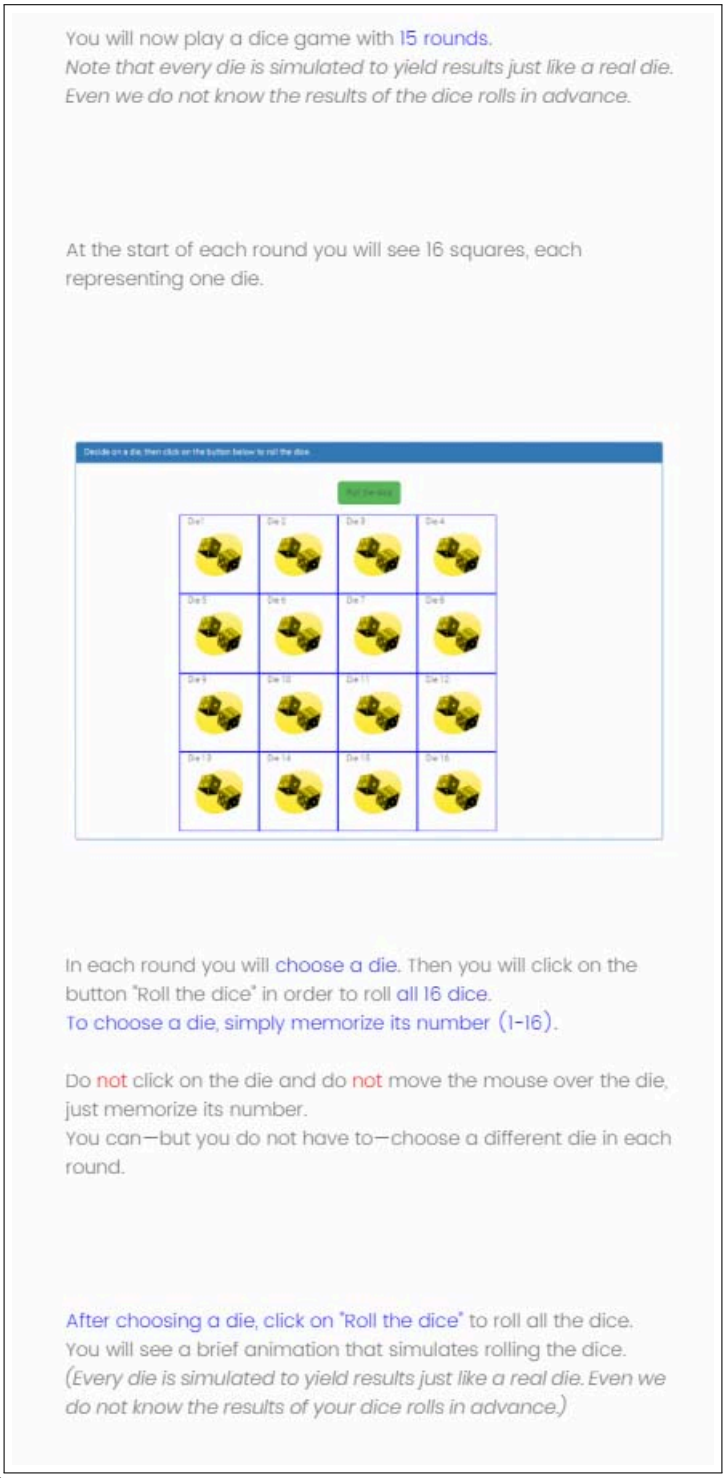


Figure SM1-26
Dice Instructions (page 1)

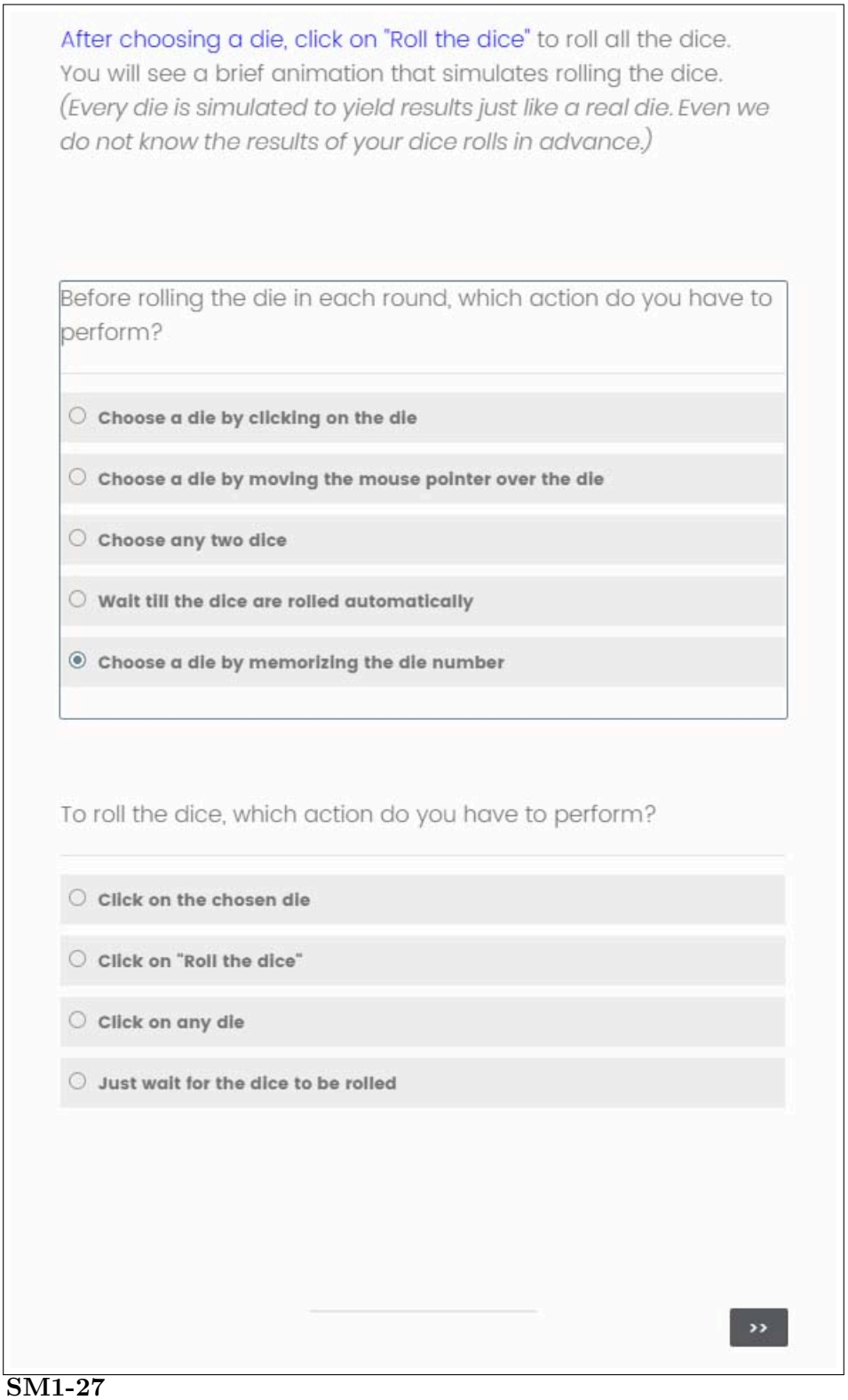


Figure SM1-27

Comprehension checks (page 1, shown below the instructions)

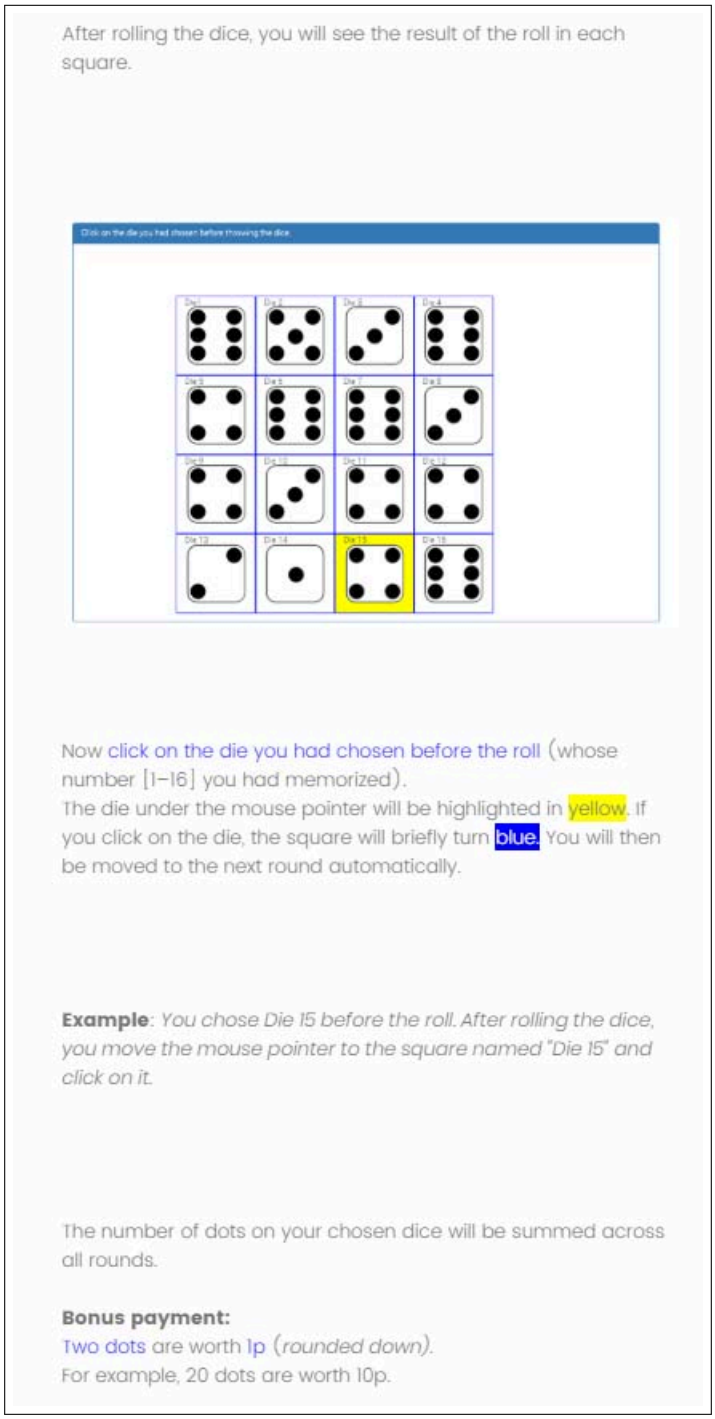


Figure SM1-28
Dice Instructions (page 2)

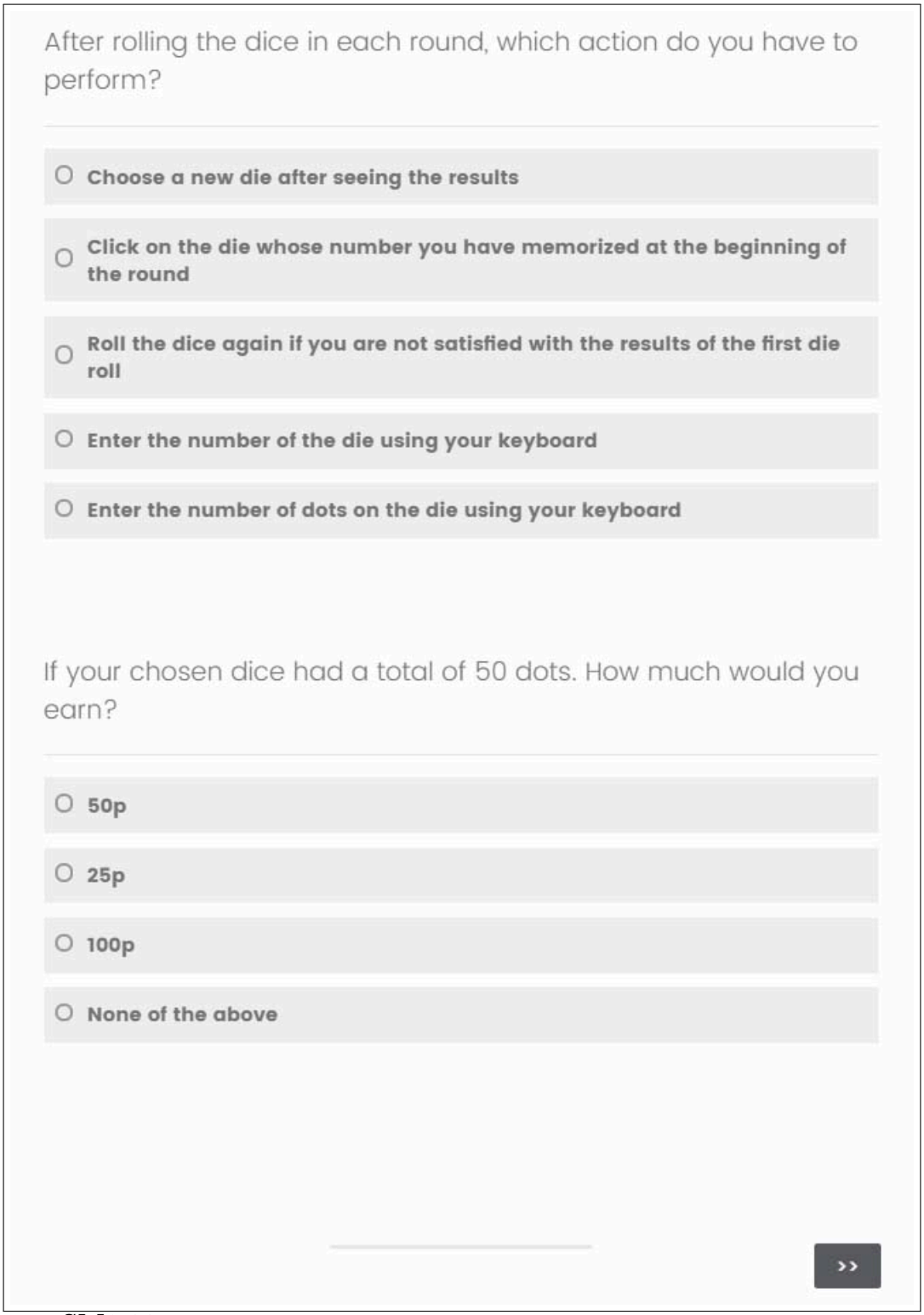


Figure SM1-29
Comprehension checks (page 2, shown below the instructions)

SM1-10 Dice game

SM1-10.1 Presentation format for each round

[*See Figure SM1-30, Figure SM1-31, Figure SM1-32, and Figure SM1-33.*]

Roll [*current round*] of 15:
Money: [*current bonus*] pence
Total dots: [*current points*]
[*Interface is displayed below the summary*]

SM1-10.2 Final summary

Results after 15 rounds

Total number of dots : [*final points*]
Bonus money : [*final bonus*] pence

SM1-10.3 Screenshots

[*A click on the button is followed by a short animation of die faces taking on random values until a final static image is shown (each die result is randomly drawn—independently for each dice, round, and participant—with equal probability for the six possible results. Hovering the pointer over a die shifts the die background to yellow, which turns to blue upon a mouse click followed by an automatic switch to the following round.*]

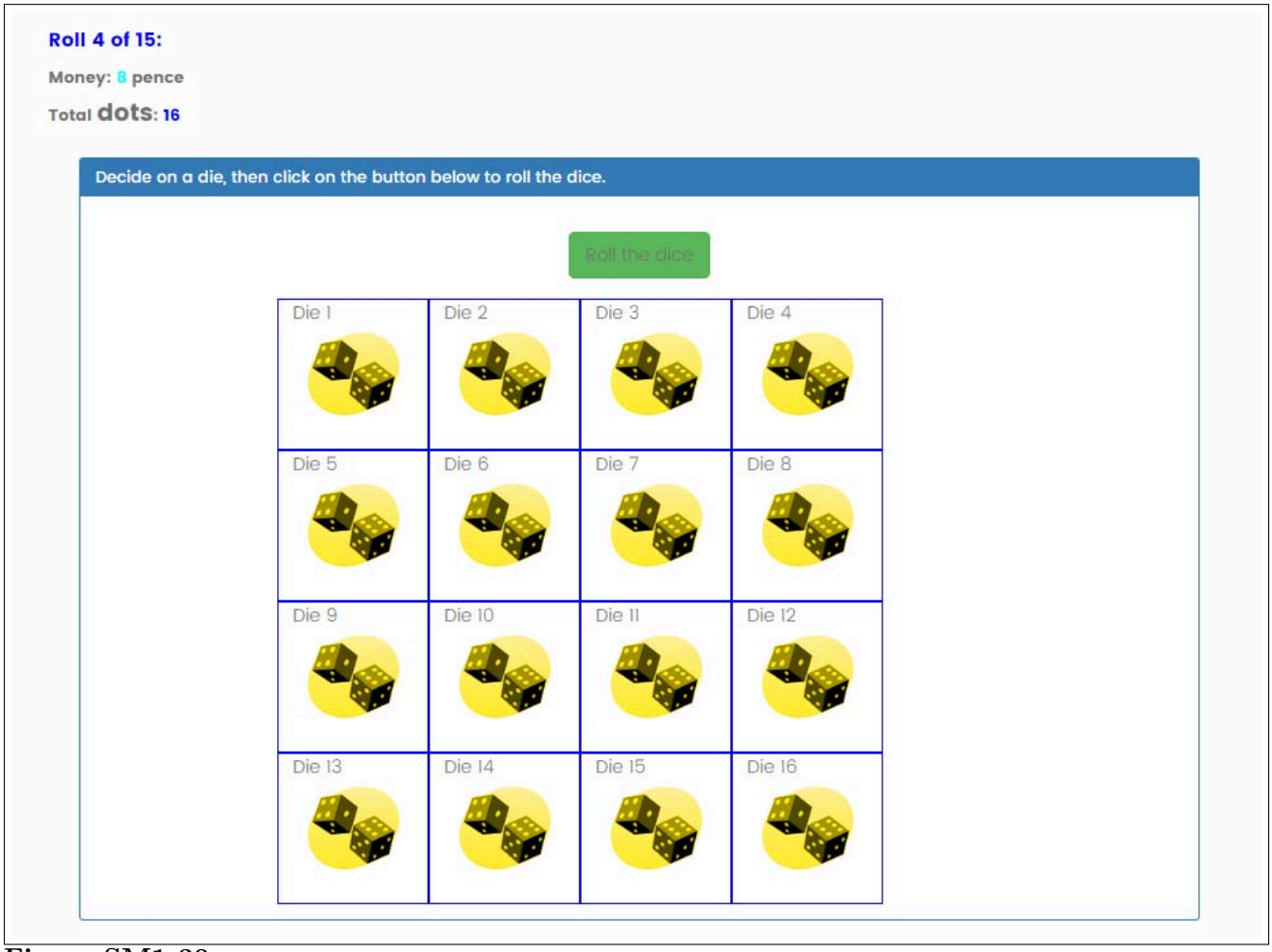


Figure SM1-30
Dice Game: Start of round (example)

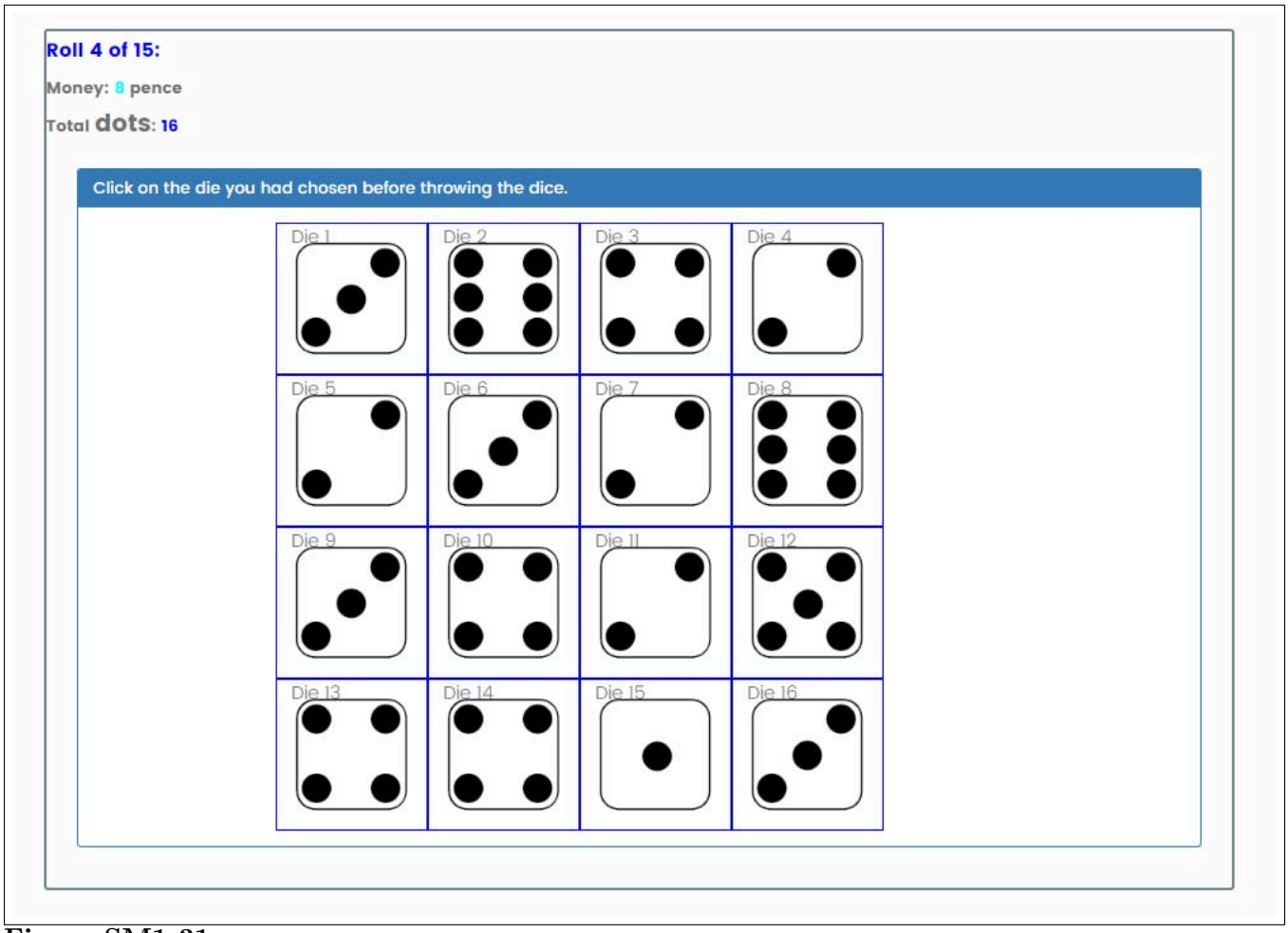


Figure SM1-31
Dice Game: Dice rolled (example)

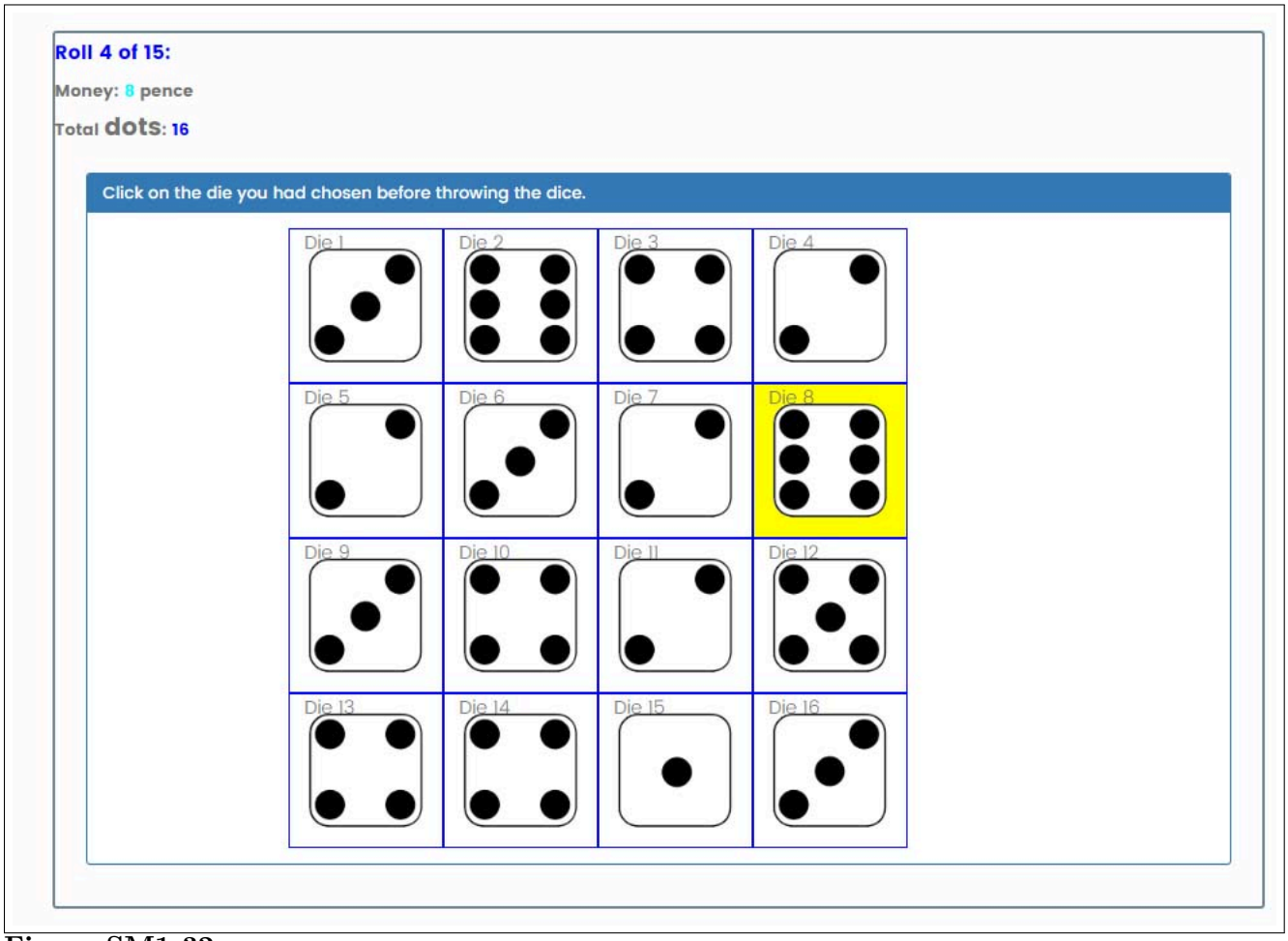


Figure SM1-32
Dice Game: Die chosen (example)

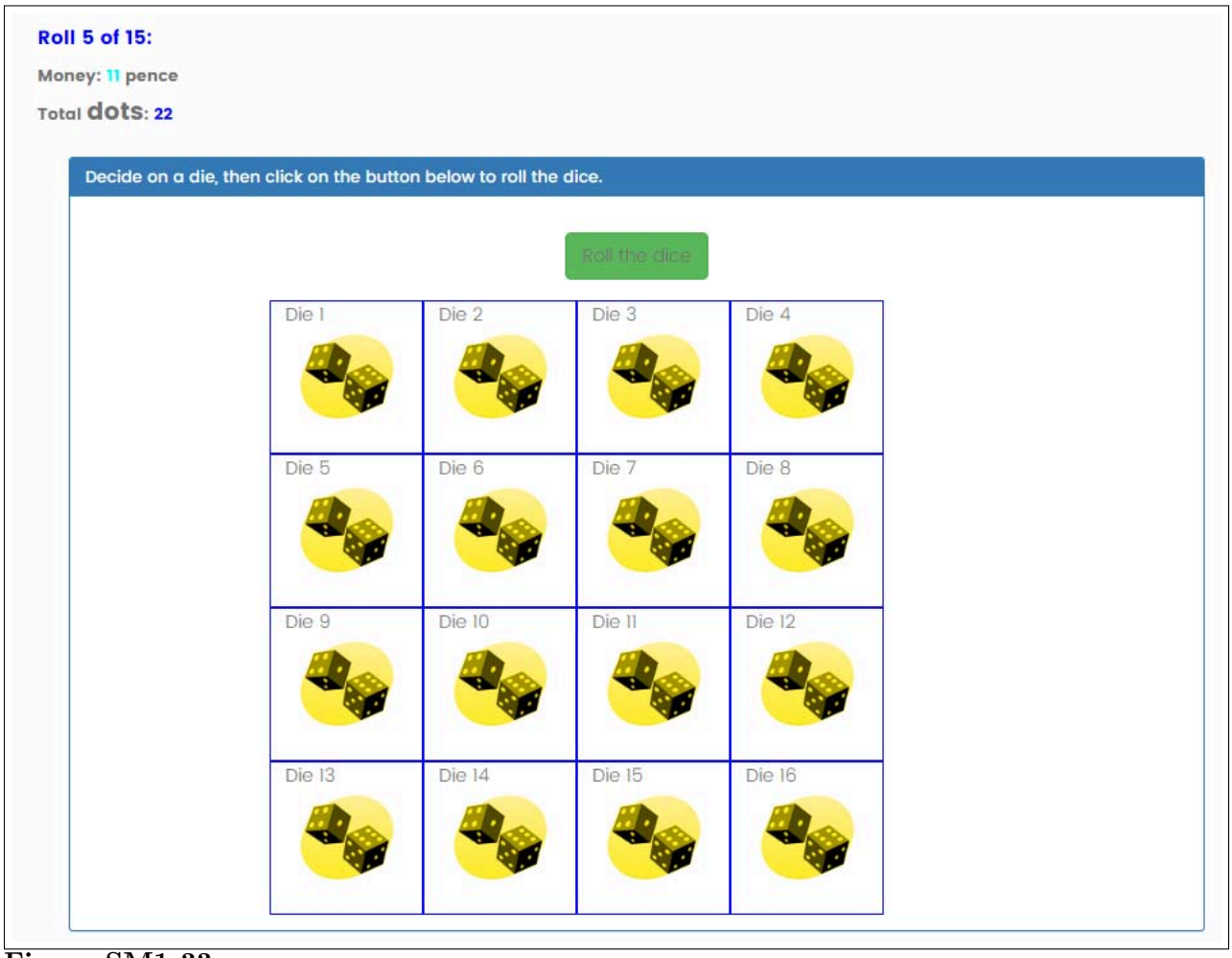


Figure SM1-33

Dice Game: Start of following round (example)

SM1-11 General risk taking item

[*See Figure SM1-34.*]

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

SM1-11.1 Screenshot

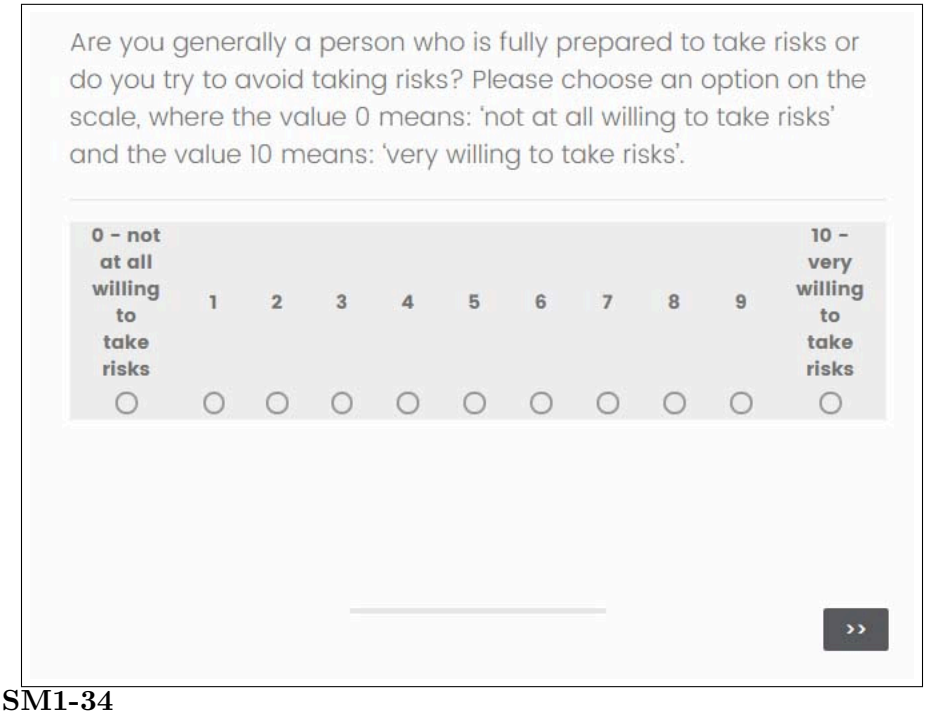


Figure SM1-34
General risk taking item

SM1-12 Oxford Utilitarianism Scale

SM1-12.0.1 Page 1/2

[*See Figure SM1-35.*]

For each question, indicate how much you agree or disagree with the statements below.

[*Items are presented in a matrix, answers are given on a seven-point scale: Strongly disagree—Disagree—Somewhat disagree—Neither agree nor disagree—Somewhat agree—Agree—Strongly agree. Each item is marked as being part of the Impartial Beneficence (IB) subscale or the Instrumental Harm (IH) subscale.*]

- 1. If the only way to save another persons life during an emergency is to sacrifice ones own leg, then one is morally required to make this sacrifice. (IB)
- 2. It is morally right to harm an innocent person if harming them is a necessary means to helping several other innocent people. (IH)
- 3. From a moral point of view, we should feel obliged to give one of our kidneys to a person with kidney failure since we dont need two kidneys to survive, but really only one to be healthy.(IB)

- 4. If the only way to ensure the overall well-being and happiness of the people is through the use of political oppression for a short, limited period, then political oppression should be used. (IH)
- 5. From a moral perspective, people should care about the well-being of all human beings on the planet equally; they should not favor the well-being of people who are especially close to them either physically or emotionally. (IB)

SM1-12.1 Page 2/2

For each question, indicate how much you agree or disagree with the statements below.

[*Items are presented in a matrix, answers are given on a seven-point scale: Strongly disagree—Disagree—Somewhat disagree—Neither agree nor disagree—Somewhat agree—Agree—Strongly agree. Each item is marked as being part of the Impartial Beneficence (IB) subscale or the Instrumental Harm (IH) subscale.*]

- 6. It is permissible to torture an innocent person if this would be necessary to provide information to prevent a bomb going off that would kill hundreds of people. (IH)
- 7. It is just as wrong to fail to help someone as it is to actively harm them yourself. (IB)
- 8. Sometimes it is morally necessary for innocent people to die as collateral damageif more people are saved overall. (IH)
- 9. It is morally wrong to keep money that one doesnt really need if one can donate it to causes that provide effective help to those who will benefit a great deal. (IB)

SM1-12.2 Screenshot (page 1)

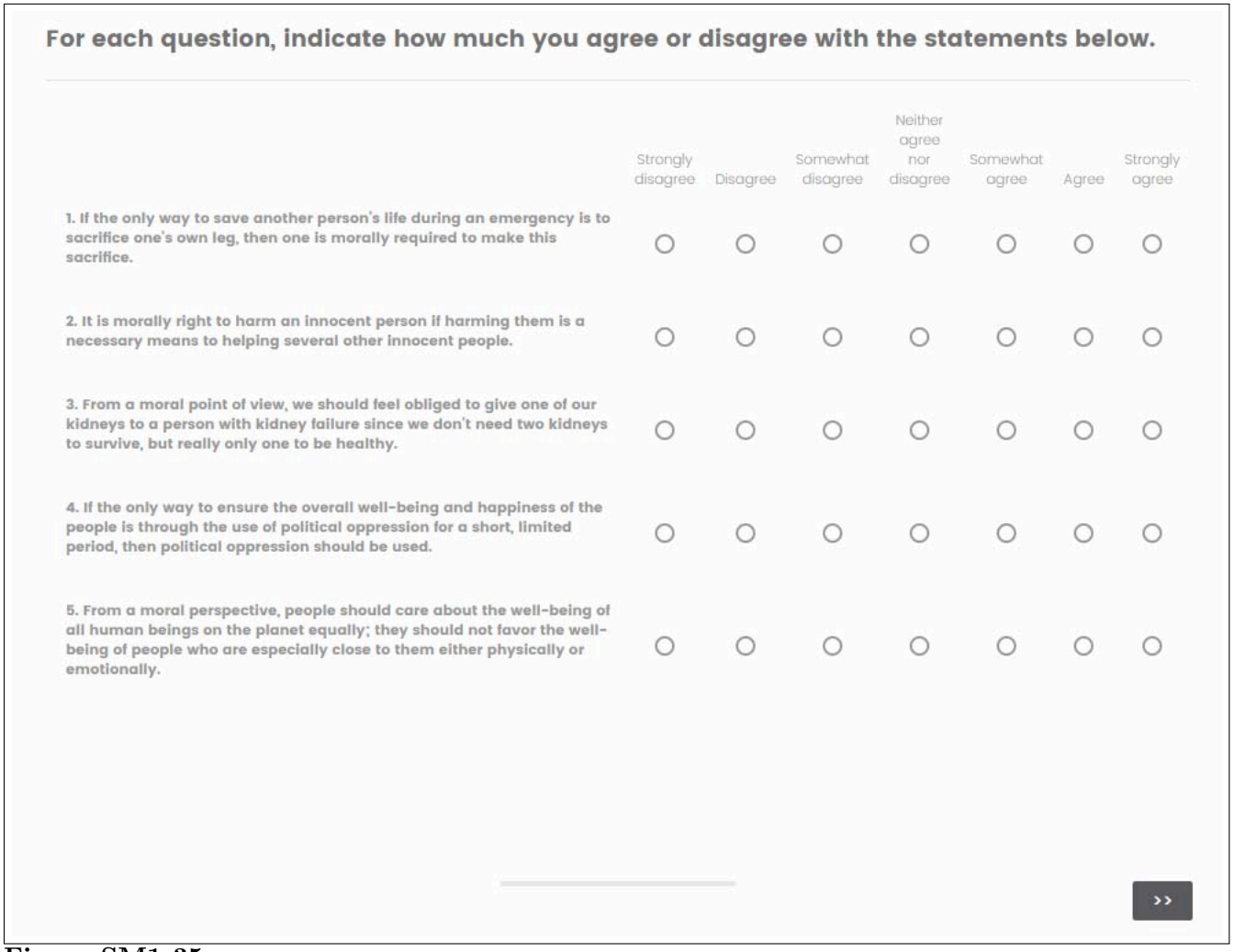


Figure SM1-35
Oxford Utilitarianism Scale (page 1 only)

SM1-13 Dictator game

You play a game with another player, who is randomly chosen from other participants. You receive 20 pence of bonus money. You can give 020 pence to the other player (this amount will be subtracted from your bonus money). How much do you give to the other person?

(Note that the other player exists. They may have participated before you or will participate after you, but we will match you with a real person. We do not use deception in our experiments.)

[*Text entry box*]

[*New page*]

How much do you expect other players to give on average in the game you just played?

[*Text entry box*]

SM1-13.1 Screenshot (page 1)

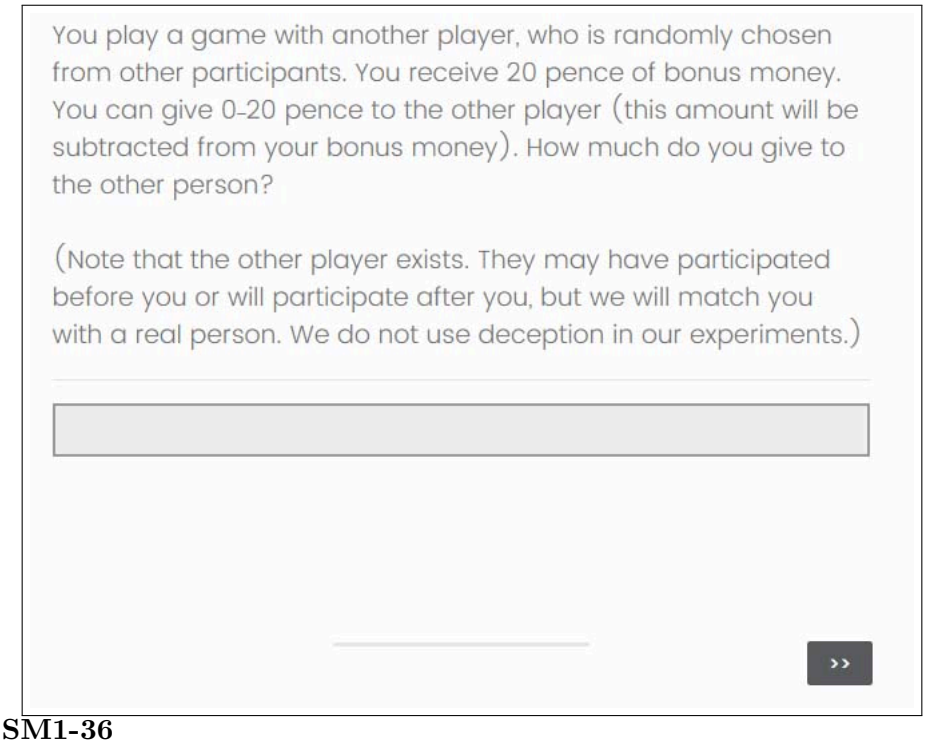


Figure SM1-36
Dictator game (page 1 only)

SM1-14 Computational block 2/4

SM1-14.1 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.*]

SM1-14.2 BNT 2

Out of 1,000 people in a small town 500 are members of a choir.
Out of these 500 members in the choir 100 are men.
Out of the 500 inhabitants that are not in the choir 300 are men.
What is the probability that a randomly drawn man is a member of the choir?

- 10%
- 25%
- 50%
- 60%
- 30%
- 50%
- 75%
- None of the above

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

SM1-14.3 EXP 2

Imagine that there is a pool filled with 100 liters of a chemical.
Due to an ongoing reaction, it takes one day for the contents of the pool content to grow by half (as measured at the start of the day).
After a full week, how many liters will be in the pool?

- 0–5 liters
- >5-100 liters
- >100-150 liters
- >150-200 liters
- >200-300 liters
- >300-500 liters
- >500-1,000 liters
- >1,000-1,500 liters
- >1,500-2,000 liters

- >2,000-2,500 liters
- >2,500-5,000 liters
- >5,000-10,000 liters
- >10,000-100,000 liters
- >100,000 liters

SM1-15 Trust and time preference

[*Both items' presentation was similar to the presentation of the risk item.*]

SM1-15.1 Trust item

How well does the following statement describe you as a person?

- 0 - Does not describe me at all
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10 - Describes me perfectly

SM1-15.2 Time preference item

How willing are you to give up something that is beneficial for you today in order to benefit more from that in the future? Please indicate your answer on a scale from 0 (completely unwilling to do so,) to 10 ("very willing to do so.).

- 0 - Completely unwilling to do so
- 1
- 2
- 3

- 4
- 5
- 6
- 7
- 8
- 9
- 10 - Very willing to do so

SM1-16 Climate science scale

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. (-)

SM1-16.1 Screenshot

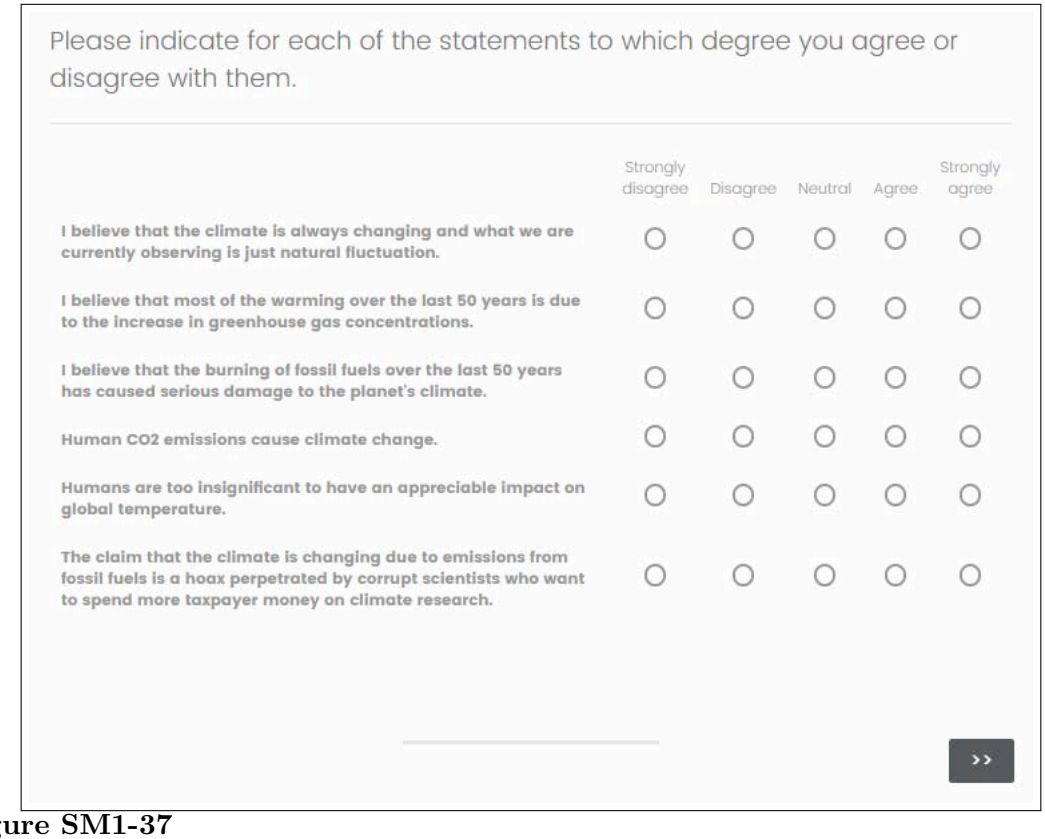


Figure SM1-37
Climate science scale

SM1-17 Social value orientation: Slider scale

SM1-17.1 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*]

SM1-17.2 Items

SM1-17.2.1 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

SM1-17.2.2 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

SM1-17.2.3 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

SM1-17.2.4 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

SM1-17.2.5 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

SM1-17.2.6 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

SM1-17.3 Screenshots

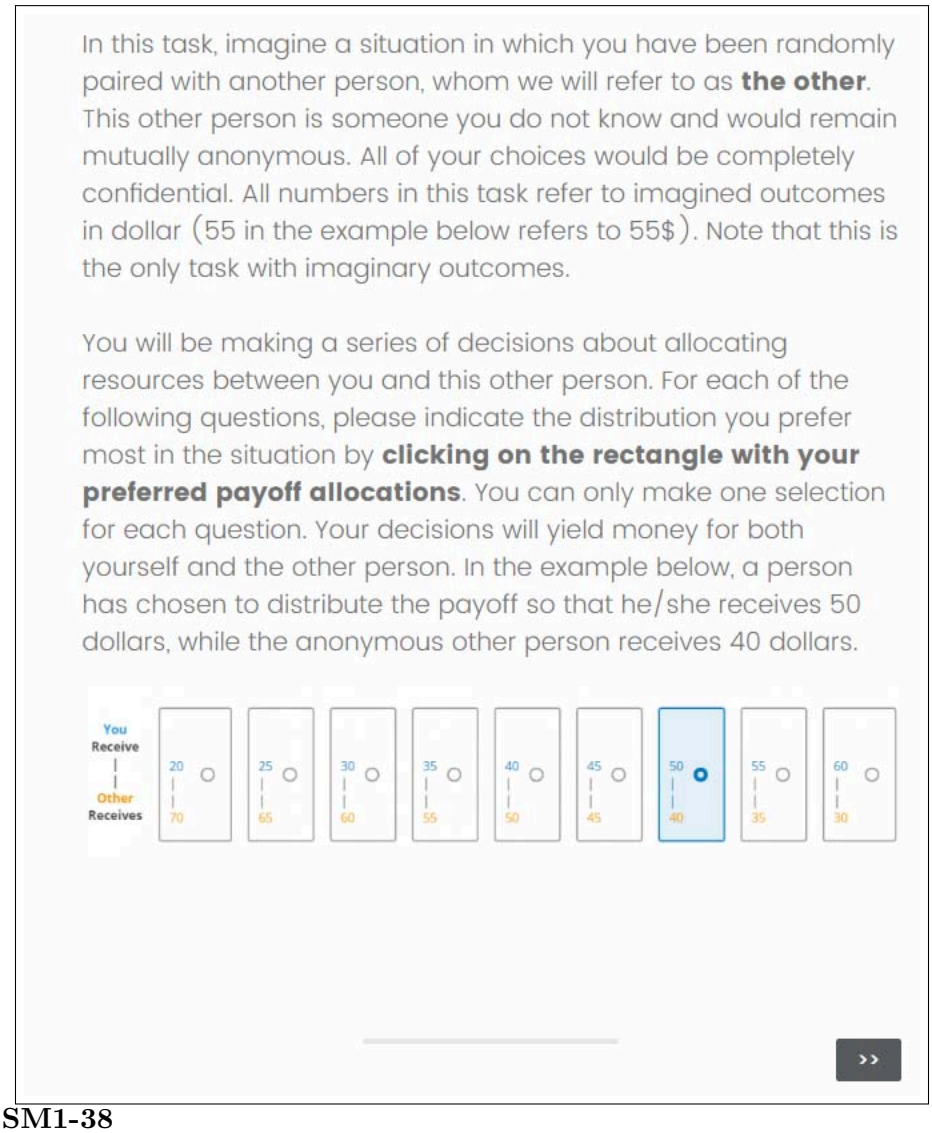


Figure SM1-38
SVO slider scale (instructions)

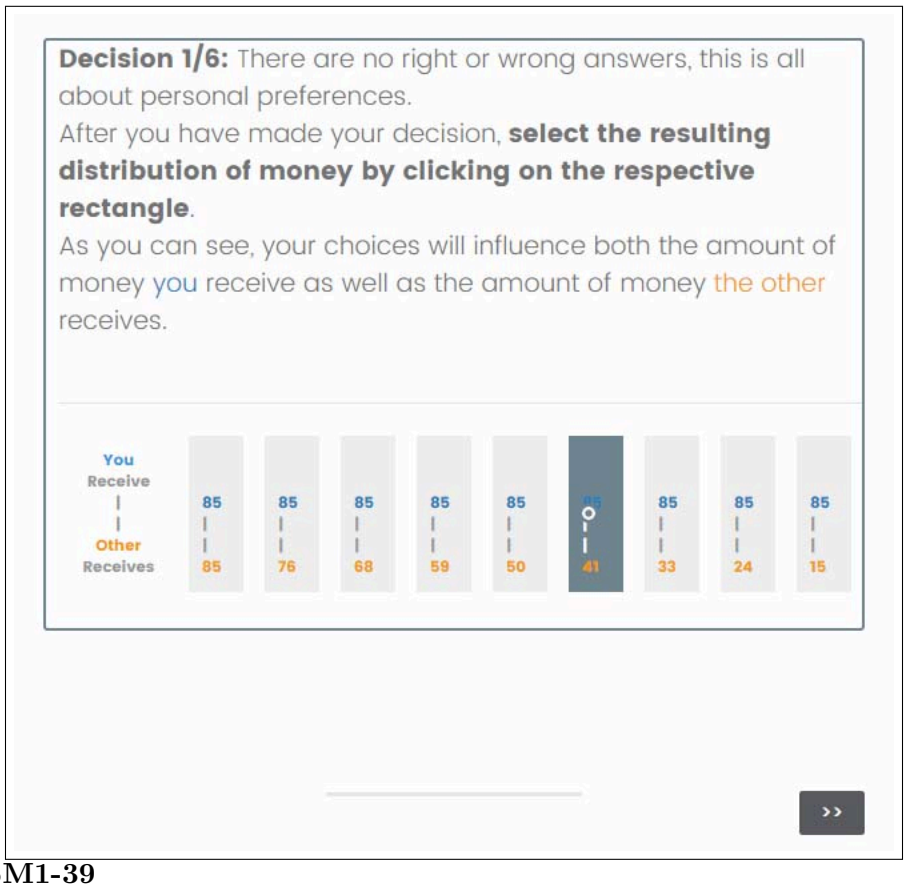


Figure SM1-39
SVO slider scale (item 1)

SM1-18 Dark core scale

SM1-18.1 Page 1/2

Please read each statement and decide how much you agree or disagree with that statement. Note that there are no "correct" or "incorrect" answers to the statements. Please answer every statement, even if you are not completely sure of your response. If not specified otherwise, the items refer to your behavior (towards others) in general.

[*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*]

- 1. It is hard for me to see someone suffering. (-)
- 2. Payback needs to be quick and nasty. (+)
- 3. All in all, it is better to be humble and honest than important and dishonest. (-)
- 4. My own pleasure is all that matters. (+)
- 5. I cannot imagine how being mean to others could ever be exciting. (-)
- 6. People who get mistreated have usually done something to bring it on themselves. (+)
- 7. Hurting people would make me very uncomfortable. (-)
- 8. It's wise to keep track of information that you can use against people later. (+)

SM1-18.2 Page 2/2

Please read each statement and decide how much you agree or disagree with that statement. Note that there are no "correct" or "incorrect" answers to the statements. Please answer every statement, even if you are not completely sure of your response. If not specified otherwise, the items refer to your behavior (towards others) in general.

- 9. I feel sorry if things I do upset people. (-)
- 10. People who mess with me always regret it. (+)
- 11. Why should I care about other people, when no one cares about me? (+)
- 12. I would like to make some people suffer, even if it meant that I would go to hell with them. (+)
- 13. Most people deserve respect. (-)
- 14. I make a point of trying not to hurt others in pursuit of my goals. (-)
- 15. I would be willing to take a punch if it meant that someone I did not like would receive two punches. (+)
- 16. I avoid humiliating others. (-)

SM1-18.3 Screenshot

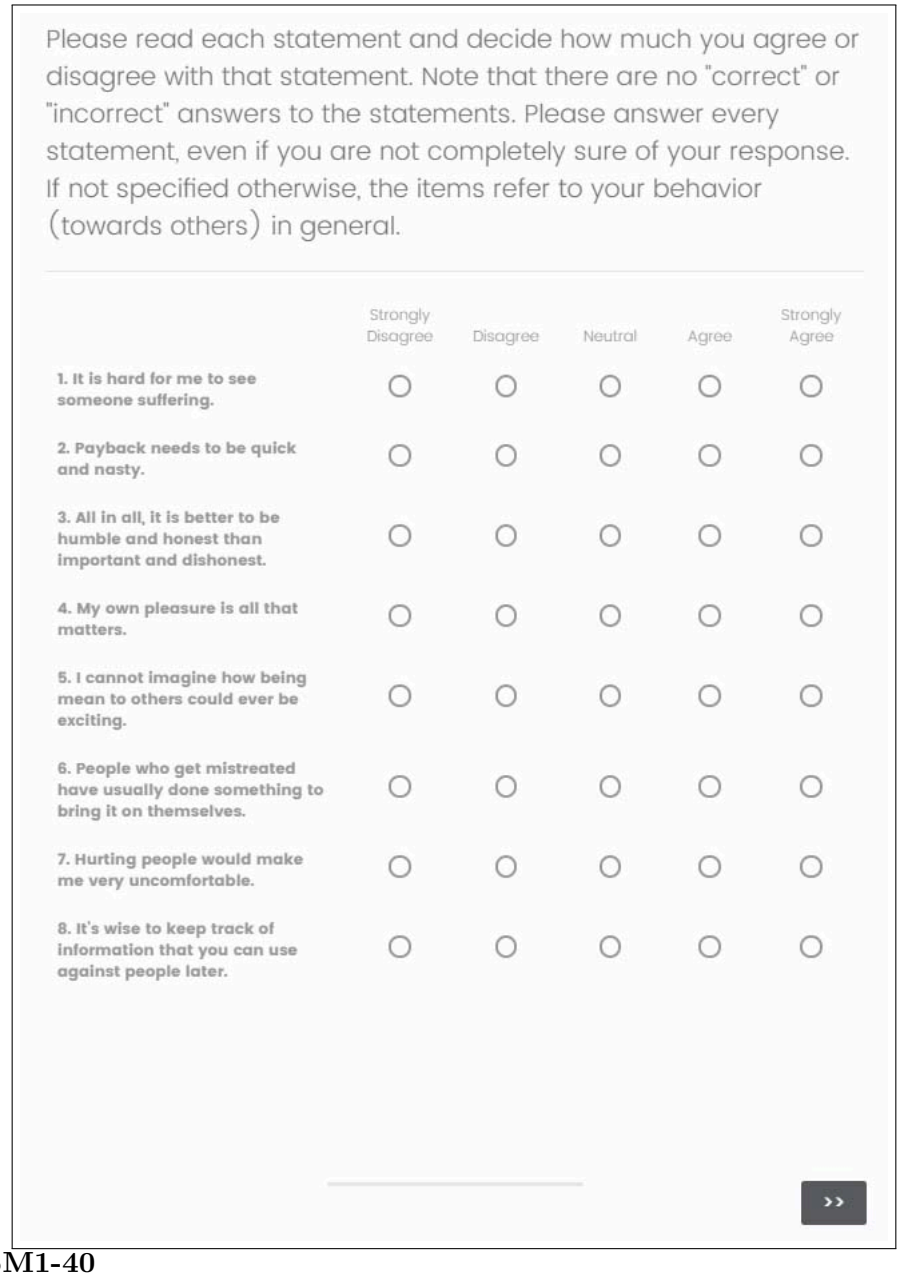


Figure SM1-40
Dark core scale (page 1 only)

SM1-19 Subjective life expectancy and general health

SM1-19.1 Subjective life expectancy item

Please indicate the age to which you expect to live.
[*Answered on a slider from 10 to 110 years*]

SM1-19.2 General health item

Would you say that, in general, your health is:

- Excellent
- Very Good
- Good
- Fair
- Poor

SM1-19.3 Screenshot

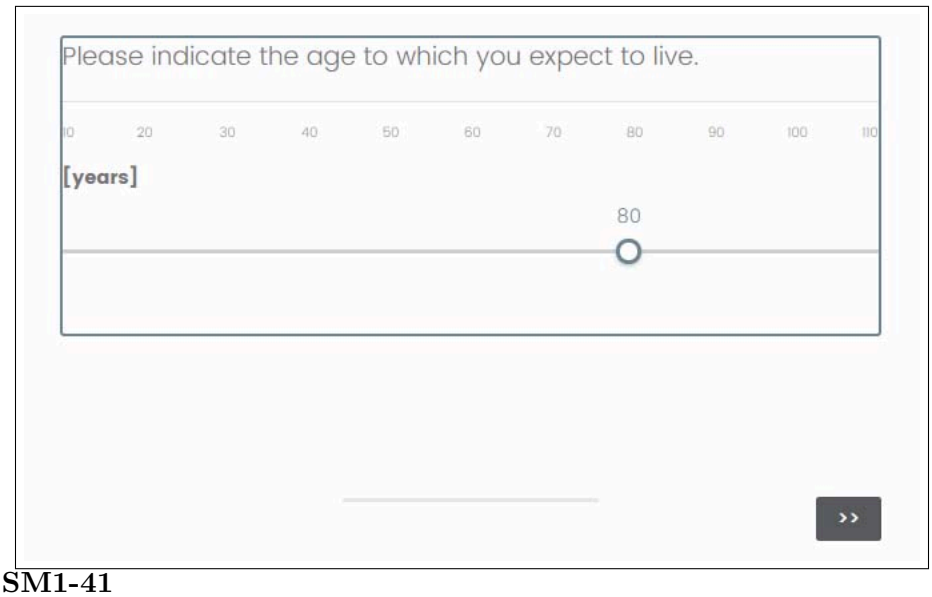


Figure SM1-41
Subjective life expectancy item

SM1-20 Computational block 3/4

SM1-20.1 BNT 3

Imagine we are throwing a loaded die (6 sides).
The probability that the die shows a 6 is twice as high as the probability of each of the

other numbers.
On average, out of these 70 throws, how many times would the die show the number 6?

- 20 out of 70 throws
- 23 out of 70 throws
- 35 out of 70 throws
- 24 out of 70 throws
- 46 out of 70 throws
- 10 out of 70 throws
- 12 out of 70 throws
- None of the above

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

SM1-20.2 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.*]

SM1-20.3 EXP 3

Imagine that there is one alien.
After one week this alien splits into five aliens.
After the second week each of these five aliens splits into five, which in turn split into five after the third week. The same happens after the fourth and fifth week.
How many aliens are there now?

- 1-100 aliens
- 101-200 aliens
- 201-300 aliens
- 301-500 aliens
- 501-1,000 aliens
- 1,001-2,000 aliens
- 2,001-3,000 aliens
- 3,001-4,000 aliens
- 4,001-5,000 aliens
- 5,001-10,000 aliens
- 10,001-25,000 aliens
- 25,001-100,000 aliens
- >100,000 aliens

SM1-21 Social and economic conservatism scale

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.*]

SM1-21.1 Screenshot

Figure SM1-42
Social and economic conservatism scale

SM1-22 Impatience and impulsiveness

SM1-22.1 Impatience

Would you describe yourself as an impatient or a patient person in general? Please choose an option on the scale, where the value 0 means: very impatient and the value 10 means: very patient.

[*Both items' presentation was similar to the presentation of the risk item.*]

- 0 - Very impatient (
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10 - Very patient

SM1-22.2 Impulsiveness

How would you describe yourself: Do you generally think things over for a long time before acting in other words, are you not impulsive at all? Or do you generally act without thinking things over for long, in other words, are you very impulsive?

- 0 - Not at all impulsive
- 1
- 2
- 3
- 4
- 5

- 6
- 7
- 8
- 9
- 10 - Very impulsive

SM1-23 Money burning

SM1-23.1 Decision

In this game, you are paired with another player randomly chosen from other participants. You can reduce the bonus payment of the other player by 020 pence. You will not gain any money from this, but the other player will receive less bonus money. By how many pence do you want to reduce the other player's bonus payment?

(*Please enter a number between 0 [no reduction] to 20 [reduction by 20 pence].*)

[*text entry box*]

SM1-23.2 Expectation

Out of 100 players, how many do you think will reduce the other player's bonus by at least 1p?

(*Please enter a number between 0 [no participant] and 100 [all of the 100 participants].*)

[*text entry box*]

SM1-23.3 Screenshot

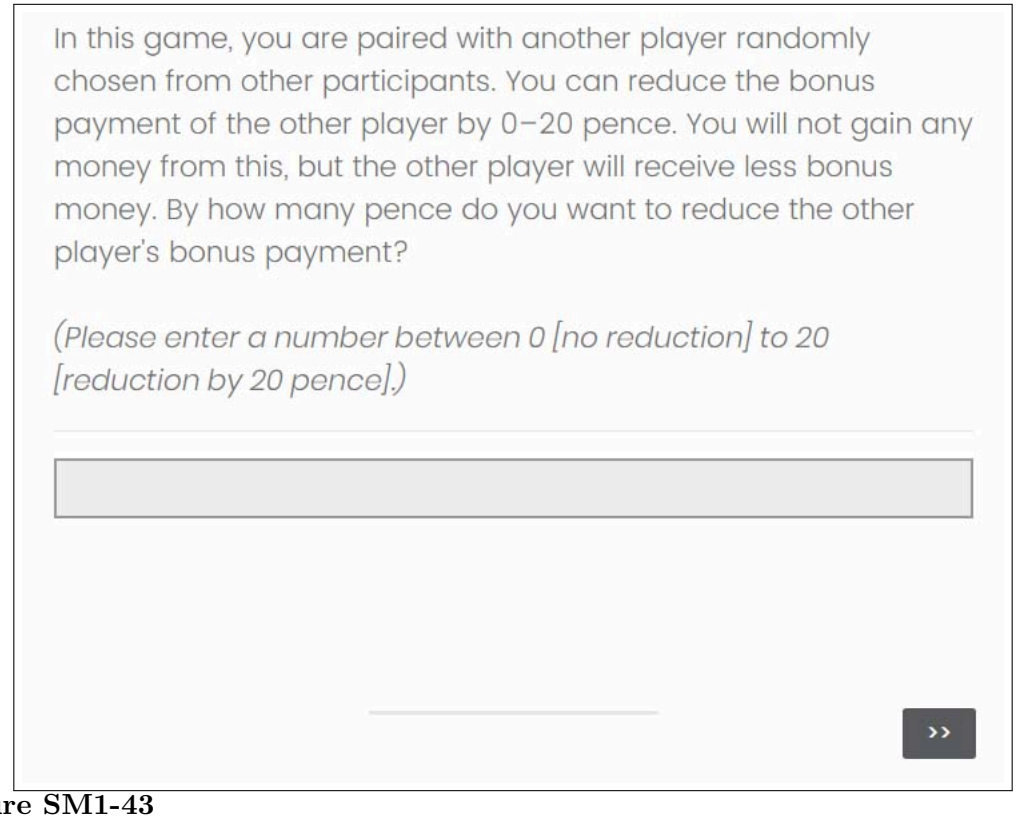


Figure SM1-43
Money burning game (decision only)

SM1-24 Psychological reactance scale

SM1-24.1 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.

SM1-24.2 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.

SM1-24.3 Screenshot

Figure SM1-44
Psychological reactance scale (page 1 only)

SM1-25 Politics and religion

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

SM1-25.1 Voter registration

Are you currently registered to vote?

- Rather not say
- No
- Yes
- Not applicable

SM1-25.2 Presidential candidates

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

SM1-25.3 Conservatism item

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

SM1-25.4 Political party

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

- Republican
- Democrat
- Independent
- Other

SM1-25.5 Religion

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

- yes
- no

SM1-25.6 Screenshots

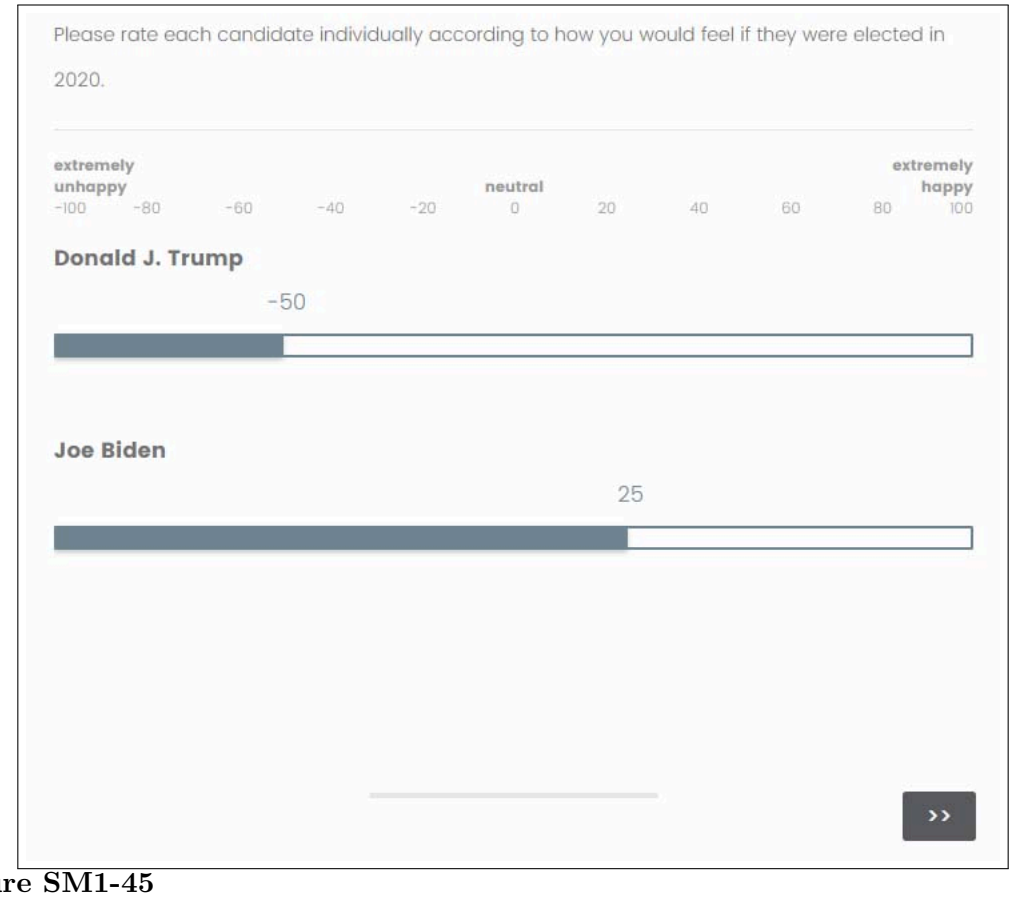


Figure SM1-45
Presidential candidates

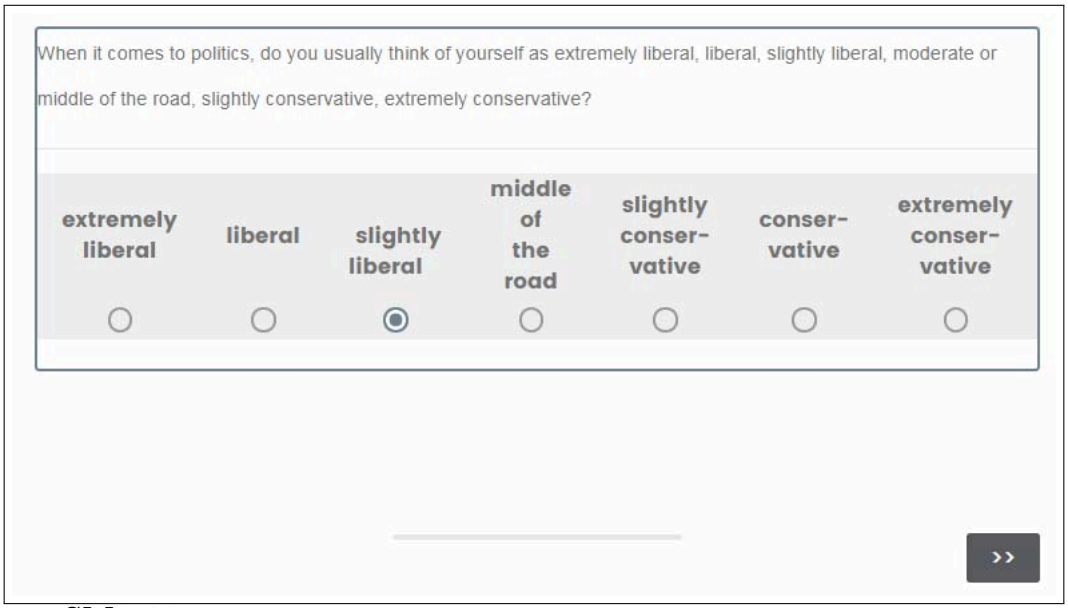


Figure SM1-46
Political position

SM1-26 Subjective numeracy scale

SM1-26.1 Page 1/2

For each of the following questions, please check the box that best reflects **how good you are at doing the following things**:

How good are you at working with fractions?

- 1 - Not at all good
- 2
- 3
- 4
- 5
- 6 - Extremely good

How good are you at figuring out how much a shirt will cost if it is 25

- 1 - Not at all good
- 2
- 3
- 4
- 5
- 6 - Extremely good

SM1-26.2 Page 2/2

For the following question, please check the box that best reflects your answer:

How **often** do you find numerical information to be useful?

- 1 - Never
- 2
- 3
- 4
- 5
- 6 - Very often

SM1-26.3 Screenshot

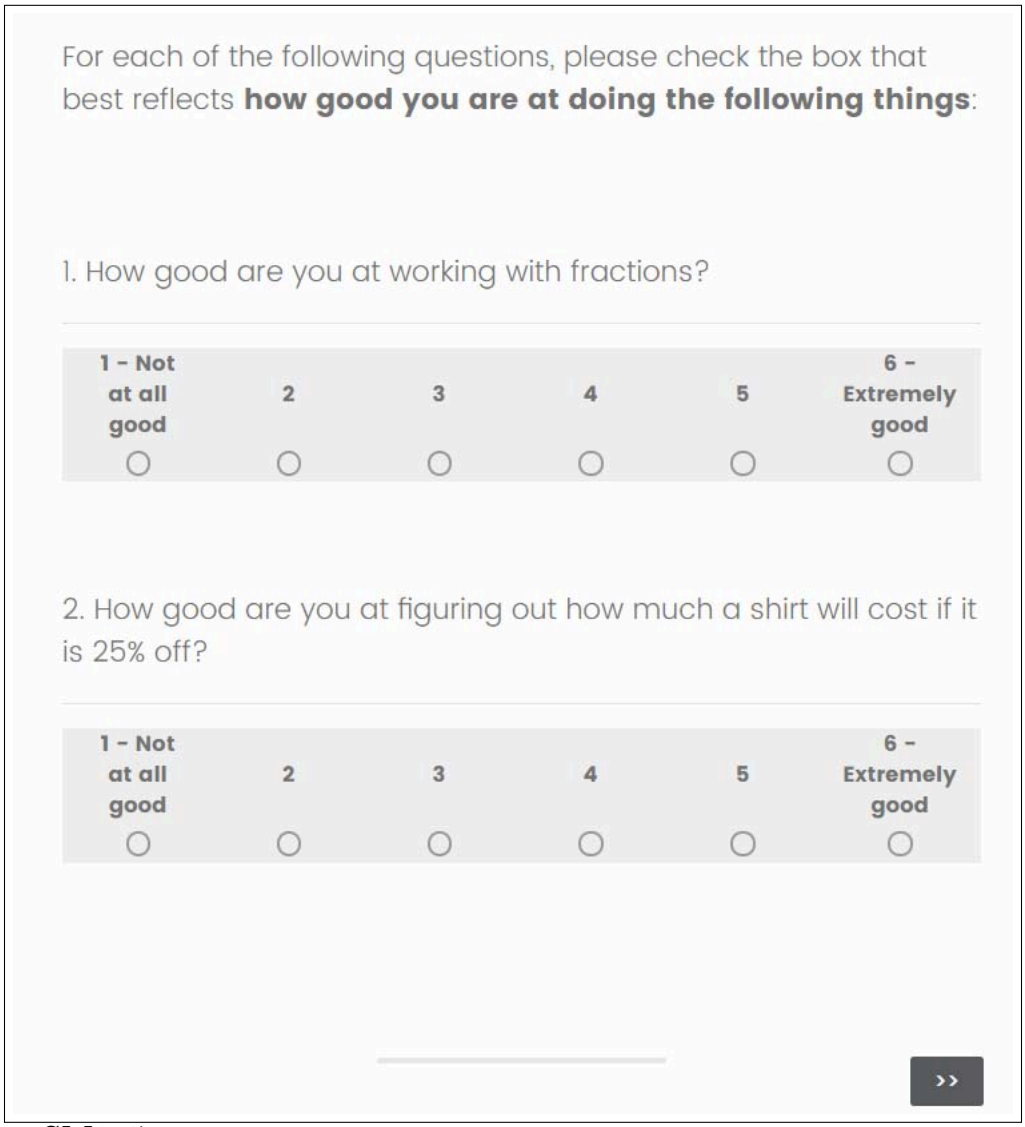


Figure SM1-47
Subjective numeracy scale (page 1 only)

SM1-27 HEXACO (60 items): Honesty and humility

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); plus and minus in brackets represents the direction of the item*]

- I wouldn't use flattery to get a raise or promotion at work, even if I thought it would succeed. (+)
- If I knew that I could never get caught, I would be willing to steal a million dollars. (-)
- Having a lot of money is not especially important to me. (+)
- I think that I am entitled to more respect than the average person is. (-)
- If I want something from someone, I will laugh at that person's worst jokes. (-)
- I would never accept a bribe, even if it were very large. (+)
- I would get a lot of pleasure from owning expensive luxury goods. (-)
- I want people to know that I am an important person of high status. (-)
- I wouldn't pretend to like someone just to get that person to do favors for me. (+)
- I'd be tempted to use counterfeit money, if I were sure I could get away with it. (-)

SM1-27.1 Screenshot

Figure SM1-48
HEXACO scale (60 items, only H)

SM1-28 Computational block 4/4

SM1-28.1 BNT 4

In a forest 20% of mushrooms are red, 50% brown and 30% white.
A red mushroom is poisonous with a probability of 20%.
A mushroom that is not red is poisonous with a probability of 5%.
What is the probability that a poisonous mushroom in the forest is red?

- 4%
- 20%
- 50%
- 30%
- 5%
- 16%
- 8%
- None of the above

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

SM1-28.2 EXP 4

There is a bottle with a strange liquid.
At the beginning of each hour, its volume is measured.

The liquid loses exactly 10% of this measured volume at the end of each hour.
After 10 hours, what percentage of the liquid is left?

- 0%
- >0%–10%
- >10%–20%
- >20%–30%
- >30%–40%
- >40%–50%
- >50%–60%
- >60%–70%

- >70%–80%
- >80%–90%
- >90%
- Impossible to say

SM1-28.3 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.

SM1-29 Demographics 2

SM1-29.1 Page 1/2

What was your annual household income in 2019?
[*Numbers in brackets refer to the coded value.*]

- Less than $25,000 (*12500*)
- $25,000-$50,000 (*37500*)
- >$50,000-$100,000 (*75000*)
- >$100,000-$200,000 (*150000*)
- More than $200,000 (*300000*)

SM1-29.2 Page 2/2

Has the current coronavirus disease (COVID-19) affected your employment situation?

- I lost my job permanently.
- I lost my job temporarily.
- I lost some of my income.
- My employment situation has improved.

- There were no major consequences for my employment situation.

What is your current employment status?

- Employed full-time
- Employed part-time
- In full-time education
- Seeking opportunities/Unemployed
- Retired
- Other [*Text entry box*]

SM1-30 COVID-19 related items

SM1-30.1 Worry

How worried are you about consequences of COVID-19 for your health on a scale from 0 (not worried at all) to 10 (extremely worried)?

- 0 - not worried at all
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10 - extremely worried

How worried are you about consequences of COVID-19 for your finances?

- 0 - not worried at all
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10 - extremely worried

How worried are you about consequences of COVID-19 for other people?

- 0 - not worried at all
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10 - extremely worried

How worried are you about consequences of COVID-19 for the economy?

- 0 - not worried at all
- 1

- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10 - extremely worried

How worried are you about consequences of COVID-19 for our democracy?

- 0 - not worried at all
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10 - extremely worried

SM1-30.2 Testing and social network

Have you at any point been tested for COVID-19?

- Yes, and there was at least one positive result.
- Yes, and all tests were negative.
- No.

How many of your friends and family members have at any point tested positive for COVID-19? (Please enter the number "0" if none of your friends and family members has tested positive.)

[*text entry box*]

How many people do you know personally in your city who have at any point tested positive for COVID-19 (including friends and family)? (Please enter "0" if you do not know anybody in your city who has tested positive.)

[*text entry box*]

How many people do you know personally anywhere in the world who have at any point tested positive for COVID-19? (Please enter "0" if you do not know anybody who has tested positive.)

[*text entry box*]

Has anyone you know died as a consequence of COVID-19?

- Yes
- No

SM1-30.3 Compliance with measures

Compared to other people who are similar to you in age and live in your area, do you follow guidelines (such as social distancing) more closely or less closely than others do?

- 0 - Much less closely
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10 - Much more closely

Compared to other people in your region are you more willing or less willing to wear a protective mask?

- 0 - Much less willing
- 1

- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10 - Much more willing

Compared to other people in your region are you more willing or less willing to break rules to meet other people in person?

- 0 - Much less willing
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10 - Much more willing

Compared to other people in your region are you more willing or less willing to donate time or money to support others who suffer from consequences of COVID-19?

- 0 - Much less willing
- 1
- 2
- 3

- 4
- 5
- 6
- 7
- 8
- 9
- 10 - Much more willing

How much do you agree or disagree with the following statements?

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

- People need to demonstrate against the current restrictions of liberties such as enforced social distancing.
- Social distancing is mainly driven by personal fear.
- Social distancing helps to protect others.
- Social distancing is driven by political agendas.
- Social distancing as a prevention measure is backed up by science.
- Social distancing is a useless tool against the novel coronavirus.

SM1-30.4 COVID-19 misinformation

SM1-30.4.1 Page 1/2

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 categeorized 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. (+)
- Children are at a higher risk from COVID-19.(+)
- People above the age of 60 are at a higher risk from COVID-19. (-)

SM1-30.4.2 Page 2/2

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*]

- There is no vaccine against COVID-19. (-)
- The US has a lower absolute number of COVID-19-related deaths than many European countries. (+)
- It is not possible to contract COVID-19 if I always stay away six feet from others. (+)
- The health of the economy is more important than the health of a small minority of vulnerable people. (0)
- God has sent COVID-19 to punish sinners. (+)
- Doctors prescribe antibiotics to kill viruses. (+)
- Lockdowns cause more harm than benefit. (0)

SM1-30.5 Vaccination

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

- Yes
- Maybe
- No

SM1-30.6 Tradeoffs and comments

We need to accept that some members of vulnerable populations will die so that... [*Items were presented in a matrix and answered on a six-point scale: Strongly disagree—Disagree—Slightly disagree—Slightly agree—Agree—Strongly agree)*]

- ... we can live our lives without severe restrictions.
- ... we can attend large sports events again.
- ... children can attend school again.
- ... we can quickly return to work again.
- ... we can go on vacation again.
- ... we do not lose too many jobs.

Do you have any other comments regarding the current COVID-19 crisis? [*text entry box*]

SM1-30.7 Screenshots

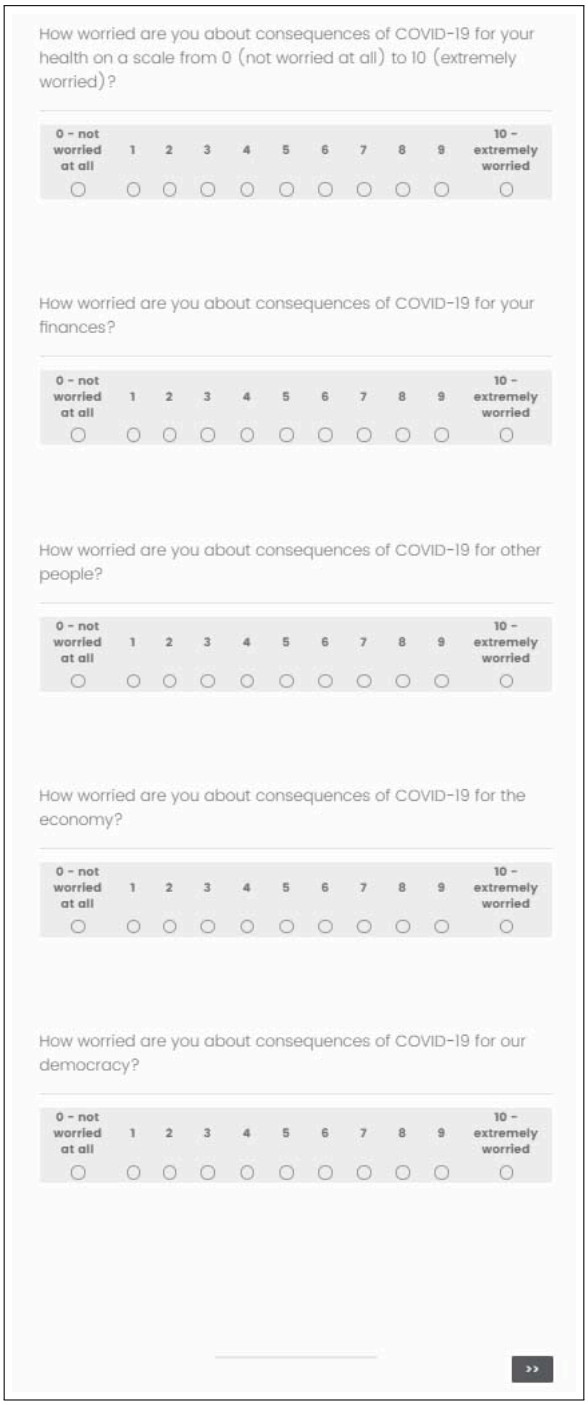


Figure SM1-49
COVID-19: Worries

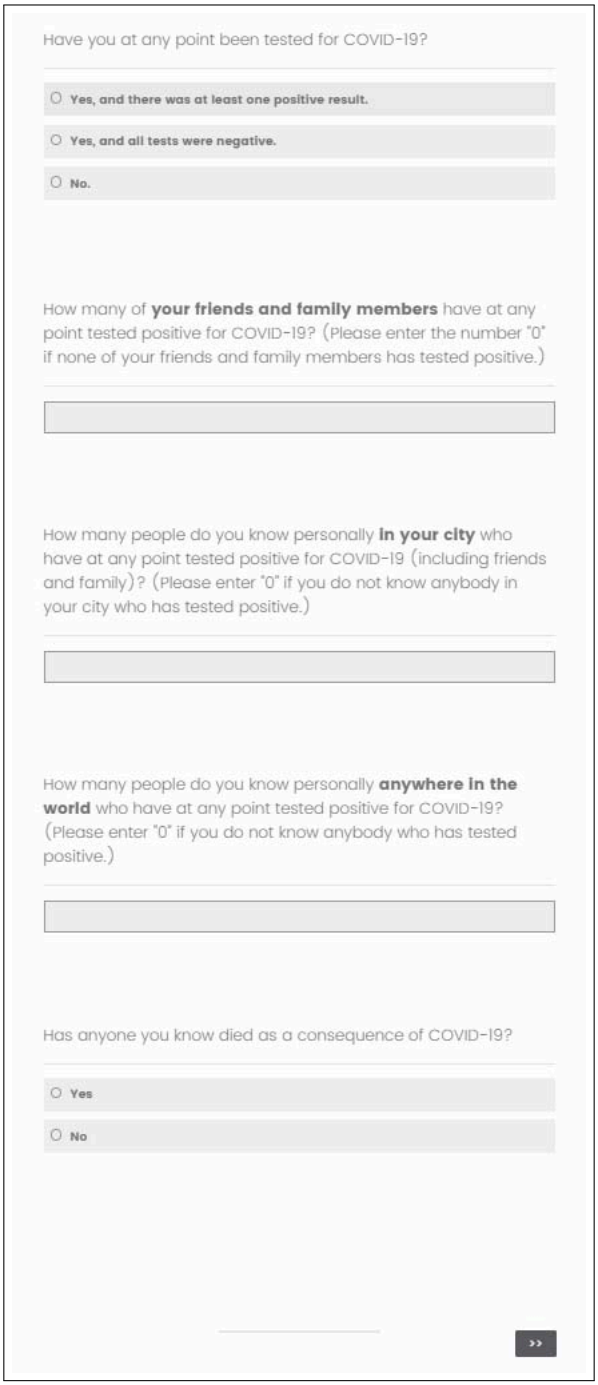


Figure SM1-50
COVID-19: Testing and social network

Figure SM1-51
COVID-19: Compliance with measures

Figure SM1-52
COVID-19: Social distancing (presented below the compliance items)

Figure SM1-53
COVID-19: Misinformation (page 1 only)

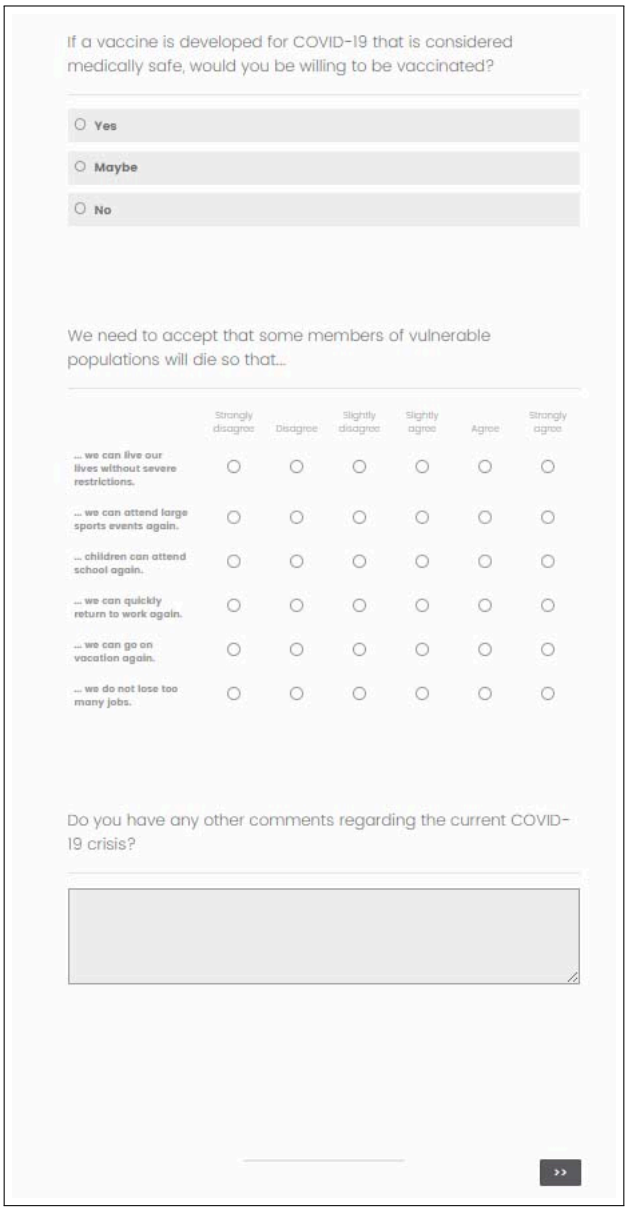


Figure SM1-54
COVID-19: Vaccination, tradeoffs, and comment

SM1-31 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*]

SM1-31.1 Screenshot

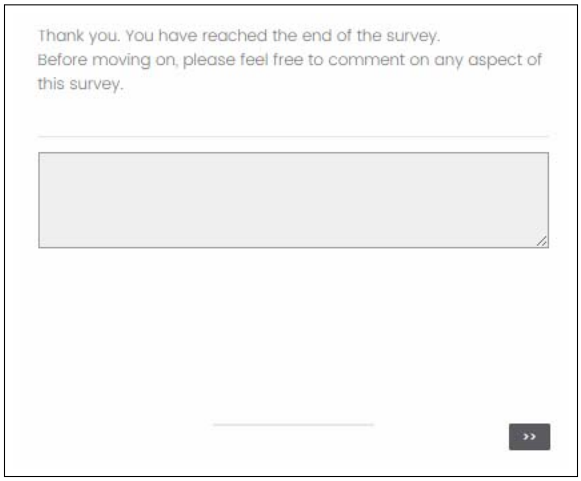


Figure SM1-55
Final comment