Supplementary material to the paper "A Kuhn-Tucker Model for Behaviour in Dictator Games"

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Experimental Instructions

Thank you for participating in this experiment. In this experiment, you can earn money. What you earn will depend upon your decision, and on the decision of another participant in the room. No data that you provide can be associated with your person; all data will be treated confidentially.

Please follow the instructions carefully. These instructions explain how the experiment works. If any of the instructions are unclear, or if you have any questions, please raise your hand and I will come to you and assist you. Please do not communicate with any other participant during the experiment.

In this experiment, half of the participants in this room will be randomly assigned to the role of Player 1 and the other half of the participants will be assigned to the role of Player 2. You will hold this role throughout the experiment.

Note that Player 1 will not learn the identity of Player 2, neither during nor after the session. Likewise, Player 2 will not learn the identity of Player 1. The experiment is expected to last no more than an hour.

Instructions for Player 1:

You will be Player 1 and another participant will be Player 2. You will be asked to make a series of decisions in 18 scenarios shown in random order.

In each scenario, you will have to decide whether to increase Player 2's earnings by decreasing your earnings, or whether to decrease Player 2's earnings by increasing your earnings. If you decide neither to increase nor to decrease Player 2's earnings, your earnings and Player 2's earnings will

remain unchanged.

Player 2 will not make any decisions. Your earnings will depend on your decisions alone.

After you make your decision in all scenarios, you will be randomly matched with one of the participants in the role of Player 2. The computer, then, will randomly choose one of your decisions. You will be paid what you chose as your earnings and Player 2 will be paid what you chose as Player 2's earnings in the randomly selected scenario.

Your earnings, plus £2 for showing up, will be paid to you in cash at the end of the experiment. You will not interact with Player 2 again in today's experiment.

Instructions for Player 2:

You will be Player 2 and another participant will be Player 1. You will not make any decisions. Player 1 will be asked to make a series of decisions in 18 scenarios shown in random order.

In each scenario, Player 1 will have to decide whether to increase your earnings by decreasing his/her earnings, or whether to decrease your earnings by increasing his/her earnings. If Player 1 decides neither to increase nor to decrease your earnings, your earnings and Player 1's earnings will remain unchanged.

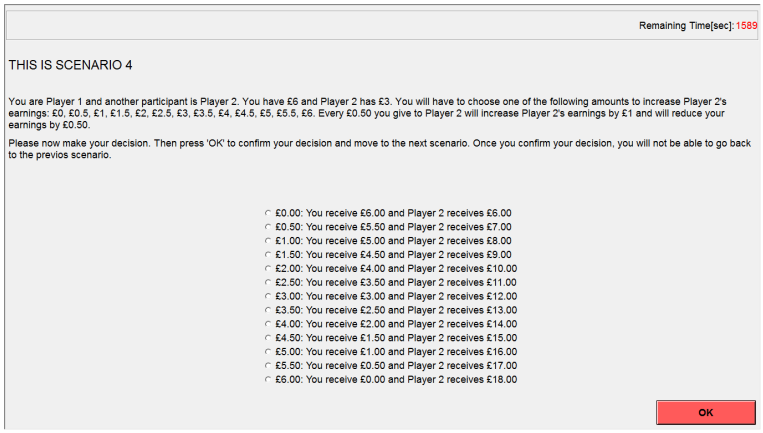
After all Player 1s make their decisions in all scenarios, you will be randomly matched with one of the participants in the role of Player 1. The computer will randomly choose one of the Player 1's decisions. You will be paid what Player 1 chose as your earnings and Player 1 will be paid what he/she chose as his/her earnings in the randomly selected scenario.

Your earnings, plus £2 for showing up, will be paid to you in cash at the end of the experiment. You will not interact with Player 1 again in today's experiment.

Before the experiment begins:

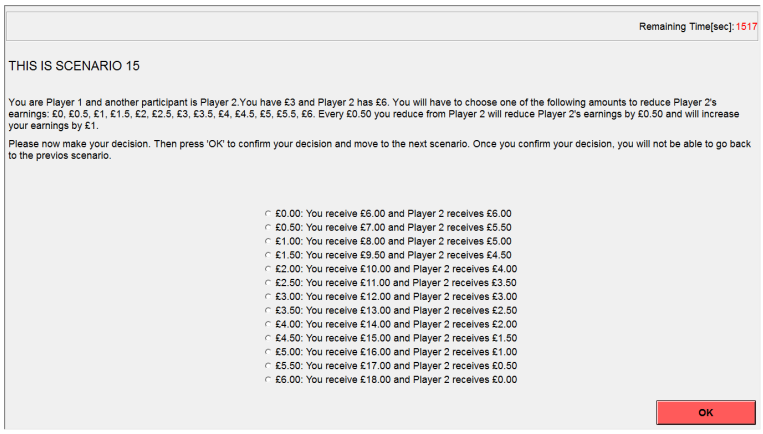
All players will have to correctly answer some questions. These questions check your understanding of the experimental instructions.

Specimen Dictator's Tasks



4.jpg

Figure B.1: Task 4



15.jpg

Figure B.2: Task 15