**Supplementary Table S1** Summary Prisoner's Dilemma decision-making

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|   | Control | remitted MDD | current MDD | F\* | p-values |
|   | mean ±SD | mean ±SD | mean ±SD |  |  |
|  |  |  |  |  |  |
| Subject TotalComputer Total | 158 ± 5.8146.3 ± 17.2 | 156 ± 3.5153 ± 5.9 | 157 ± 12.6140 ± 25.4 | .3093.045 | .735.05 |
| Competitive Gain | 11.6± 22.2 | 3± 9.4 | 16.7 ± 28 | 2.502 | .09 |

Control group: N= 29, rMDD group: N= 24, MDD group: N=23). The unit of the outcome measure is litres.\*= One-way ANOVA test (df =2, 73).

**Supplementary Table S2** Pleasantness/unpleasantness of offers in the Ultimatum Game

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|   | Control | remitted MDD | current MDD | F\* | p-values |
|   | mean ±SD | mean ±SD | mean ±SD |  |  |
|  |  |  |  |  |  |
| Fair-PleasantnessUnfair-Unpleasantness | 4.6 ± .623.1 ± .99 | 4.7 ± .862.7 ± .84 | 4.8 ± .862.8 ± .95 | .3821.730 | .684.183 |

The groups do not differ on pleasantness of receiving fair or unpleasantness of receiving unfair offers (control group: N=33, rMDD group: N=35, MDD group: N=24). \*= One-way ANOVA test (df =2, 89).

**Supplementary Table S3** Response time comparisons for acceptance and rejection of donation proposals (ms)

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|   | Control | remitted MDD | current MDD | F\* | p-values |
|   | mean ±SD | mean ±SD | mean ±SD |  |  |
| *Costly Donation* |  |  |  |  |  |
| Acceptance RTRejection RT | 1053 ± 4221124 ± 417 | 1041 ± 3551124 ± 372 | 1148 ± 4391083 ± 356 | .475.088 | .624.916 |
|  |  |  |  |  |  |
| *Non-Costly Donation* |  |  |  |  |  |
| Acceptance RTRejection RT | 940 ± 409876 ± 514 | 917 ± 222924 ± 404 | 1060 ± 3601209 ± 534 | 1.1502.356 | .322.106 |

The groups do not differ on response times of acceptance or rejection of donation proposals (control group: N= 29, rMDD group: N= 24, MDD group: N= 22). \*= One-way ANOVA test (df =2, 72).

Supplementary Figure S1. Figure showing the mean acceptance rate for each level of the Ultimatum Game offers. There were no significant differences between the groups. Error bars showing ± 1 Standard Error.

**APPENDIX I**

**Water Shortage Scenario:**

Imagine that you are living in a small village in the countryside and the rivers in the UK are intoxicated by an unknown type of bacteria. As a result, the British Government has decided to put a temporary water shortage policy in place for **30 DAYS or until the bacterial pollution is resolved**. This decision has been made on the scientific evidence of pollution, and researchers across the UK are confident that they will find a permanent solution to the bacterial pollution within a month. Due to organisational reasons, water distribution will be done by the governmental authorities on each day until the problem is resolved. For this reason, you are paired with another villager for the duration of this shortage to collect your daily ration of water from the governmental authorities. The maximum amount of water which will be given to each pair is **10 LITRES** per day. On each day you will have to make a decision whether or not to go with your partner to collect the available daily ration of water. If you go together you will receive 5 litres each for that day and you will need to survive with this amount until the next day. If you decide to go alone and before your partner, the authorities will think that you are there to collect the daily ration also for your partner and give you 8 litres for that day. This 2 litres reduction has been made as a precaution to avoid exploitation of the organisation. However, if both of you decide to go alone, the authorities will suspect that you are trying to exploit the organisation and will give you only 1 litre each for that day. The details of possible decisions and their payoffs are given in the matrix below. Please ask any questions you may have to the administrator. Remember you will need water for your daily activities such as drinking, cooking, washing and personal hygiene.

|  |  |
| --- | --- |
| **Choose A or B** | **Your Partner** |
| **A** | **B** |
| **You** | **A** | **You get 5 LT.****Partner gets 5 LT.** | **You get 0 LT.****Partner gets 8 LT.** |
| **B** | **You get 8 LT.****Partner gets 0 LT.** | **You get 1 LT.****Partner gets 1 LT.** |