**Instructions for participants**

The below instructions were given to the participants in a written form. The intersected lines indicate that in the original instructions the text was continued on a next page.

*Non-Social group: Actor*

Dear Participant,

Thank you for taking part in the study. This leaflet will give you the instructions for the game you will be playing. If you should have any additional questions, please ask the experimenter before starting the experiment.

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**INSTRUCTIONS**

Please refrain from talking to the other participant throughout the whole session.

On the computer screen you will be given the opportunity to earn sweets. The testing session will consist of 64 trials. Each trial lasts **5 seconds** during which you can **decide to work for the sweets or not.** Please treat each trial independently and make your decision dependent on the current trial you are seeing.

If you decide to work for the sweets – you will need to press the pump **with one of your hands within a 5 second time window.** If you press the pump in time, the attached stick will click a computer mouse inside the little blue box – and it will be apparent on the screen that you earned the sweets.

You will be able to collect your rewards at the end of the testing session.

Please be reminded that:

1. Please **do NOT** curl your fingers around the handle of the pump. You may hurt your fingers if you do that because the handle comes in close proximity with the base when you press it down;
2. Please remain seated and use one hand **ONLY** throughout the task;
3. It is **NOT** allowed to switch hands during the testing.

Please contact the experimenter now if you have any questions about the procedure.

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**TRAINING**

Please note that during the training session, you are required to press the pedal on each trial. If you fail to press before 5 seconds elapse, the programme will be halted and you will have to press the pedal to continue.

On the computer screen you will be asked to enter your linkname – this will be given to you by the experimenter.

Please contact the experimenter when you are ready to start and follow the instructions on the screen.

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**TESTING SESSION**
1. By pressing down the pedal in time, the rewards will go to your bowl and a virtual bowl. The rewards in the virtual bowl will not benefit anyone; 2. If you do not act on a particular trial, neither you nor the virtual bowl will receive anything. 
There is no right or wrong response. Do not think about whether you want to press or not for long, but go with your intuition. Please contact the experimenter when you are ready to start and follow the instructions on the screen.

**Social Seen group: Actor**

Dear Participant,
Thank you for taking part in the study. 
This leaflet will give you the instructions for the game you will be playing. 
If you should have any additional questions, please ask the experimenter before starting the experiment.

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**INSTRUCTIONS**
**Please refrain from talking to the other participant throughout the whole session.**
On the computer screen you will be given the opportunity to earn sweets. 
The testing session will consist of 64 trials. Each trial lasts 5 seconds during which you can decide to work for the sweets or not.  
Please treat each trial independently and make your decision dependent on the current trial you are seeing.  
If you decide to work for the sweets – you will need to press the pump with one of your hands within a 5 second time window. 
If you press the pump in time, the attached stick will click a computer mouse inside the little blue box – and it will be apparent on the screen that you earned the sweets. 
You will be able to collect your rewards at the end of the testing session. 
Please be reminded that:

1. Please do **NOT** curl your fingers around the handle of the pump. You may hurt your fingers if you do that because the handle comes in close proximity with the base when you press it down; 
2. Please remain seated and use one hand **ONLY** throughout the task; 
3. It is **NOT** allowed to switch hands during the testing. 
Please contact the experimenter now if you have any questions about the procedure.

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**TRAINING**
Please note that during the training session, you are required to press the pedal on each trial. If you fail to press before 5 seconds elapse, the programme will be halted and you will have to press the pedal to continue. 
On the computer screen you will be asked to enter your linkname – this will be given to you by the experimenter. 
Please contact the experimenter when you are ready to start and follow the instructions on the screen.
TESTING SESSION
You will be playing against the other participant.
In this scenario, you will be the active player who determines the outcome of each trial.
1. By pressing down the pedal in time, you and your fellow participant will receive a reward.
2. If you do not act on a particular trial, neither of you will receive anything;
3. As the passive player, the other participant cannot physically act to influence the outcome.
4. Both of you will be sitting at the same desk and the other participant will be able to see the computer screen.
Please note that you will only be playing the game once, after which the experiment is finished and your roles will not be switched.
There is no right or wrong response. Do not think about whether you want to press or not for long, but go with your intuition.
Please contact the experimenter when you are ready to start and follow the instructions on the screen.

Social Seen group: Recipient

Dear Participant,
Thank you for taking part in the study.
This leaflet will give you the instructions for the game you will be playing.
If you should have any additional questions, please ask the experimenter before starting the experiment.

INSTRUCTIONS
Please refrain from talking to the other participant throughout the whole session.
In this game you will be the passive receiver, and the other participant will be the actor.
On the computer screen the actor will be given the opportunity to earn sweets for both of you.
The testing session will consist of 64 trials. Each trial lasts 5 seconds during which the actor can decide to work for the sweets or not.
You will be sitting next to the actor and you will be able to see the computer screen.
Please remain sitting quietly and try not to move – it is crucial that you are watching the screen with a neutral facial expression.
Please note that in the end you will get exactly the same amount of sweets, so that the difference in your scores as shown on the computer screen is irrelevant.
You will only be playing the game once, after which the experiment is finished and your roles will not be switched.
You will be able to collect your rewards at the end of the testing session.
Please contact the experimenter when you are ready to start.

Social Unseen group: Actor

Dear Participant,
Thank you for taking part in the study. This leaflet will give you the instructions for the game you will be playing. If you should have any additional questions, please ask the experimenter before starting the experiment.

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INSTRUCTIONS
Please refrain from talking to the other participant throughout the whole session.
On the computer screen you will be given the opportunity to earn sweets. The testing session will consist of 64 trials. Each trial lasts 5 seconds during which you can decide to work for the sweets or not. Please treat each trial independently and make your decision dependent on the current trial you are seeing. If you decide to work for the sweets – you will need to press the pump with one of your hands within a 5 second time window. If you press the pump in time, the attached stick will click a computer mouse inside the little blue box – and it will be apparent on the screen that you earned the sweets. You will be able to collect your rewards at the end of the testing session. Please be reminded that:
1. Please do NOT curl your fingers around the handle of the pump. You may hurt your fingers if you do that because the handle comes in close proximity with the base when you press it down;
2. Please remain seated and use one hand ONLY throughout the task;
3. It is NOT allowed to switch hands during the testing. Please contact the experimenter now if you have any questions about the procedure.
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TRAINING
Please note that during the training session, you are required to press the pedal on each trial. If you fail to press before 5 seconds elapse, the programme will be halted and you will have to press the pedal to continue. On the computer screen you will be asked to enter your linkname – this will be given to you by the experimenter. Please contact the experimenter when you are ready to start and follow the instructions on the screen.
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TESTING SESSION
You will be playing against the other participant. In this scenario, you will be the active player who determines the outcome of each trial.
1. By pressing down the pedal in time, you and your fellow participant will receive a reward.
2. If you do not act on a particular trial, neither of you will receive anything;
3. As the passive player, the other participant cannot physically act to influence the outcome.
4. Both of you will be sitting at the same desk but the other participant will not see the computer screen and will therefore not know on which trials you are pressing the pump.
   Please note that you will only be playing the game once, after which the experiment is finished and your roles will not be switched.
   There is no right or wrong response. Do not think about whether you want to press or not for long, but go with your intuition.
   Please contact the experimenter when you are ready to start and follow the instructions on the screen.

**Social Unseen group: Recipient**

Dear Participant,
Thank you for taking part in the study.
This leaflet will give you the instructions for the game you will be playing.
If you should have any additional questions, please ask the experimenter before starting the experiment.

**INSTRUCTIONS**
Please refrain from talking to the other participant throughout the whole session.
In this game you will be the passive receiver, and the other participant will be the actor.
On the computer screen the actor will be given the opportunity to earn sweets for both of you.
The testing session will consist of 64 trials. Each trial lasts 5 seconds during which the actor can decide to work for the sweets or not.
You will be sitting next to the actor but a barrier in front of you will prevent you from seeing the computer screen.
Please remain sitting quietly and try not to move – it is crucial that you are watching the barrier with a neutral facial expression.
You will only be playing the game once, after which the experiment is finished and your roles will not be switched.
You will be able to collect your rewards at the end of the testing session.
Please contact the experimenter when you are ready to start.