Figure S1. The average naïve group spending per round by treatment. Although all treatments started off spending roughly the same amount, which was generally below the required amount, the poor suffer treatment failed to sufficiently increase its spending in the final rounds. In contrast the other treatments increased their spending over time and compensated for their early shortfalls. An average spending of 12 MU per round was required to prevent climate change.
Figure S2a-d. The cumulative spending on preventing climate change by each naive group within each treatment. Groups typically under spent, relevant to the target of
50% spending, before trying to rescue the situation just in time. Groups that failed often wasted considerable resources on spending and thus ended up with the worst of all scenarios. Red lines and markers = groups that failed to reach the target of 120 MU. Grey lines and white markers = groups that achieved the target. Dotted line, the average spending required per round to reach the target of 120 MU.

**Figure S3.** Experience and preventing catastrophic climate change. We found that experience playing the game led to an increased proportion of the groups successfully preventing climate change. There were 32 groups and eight of those played each treatment per trial.