## **Expectations of Reciprocity in Dilemmas of Trust - Codebook**

## Study 1 (exp1data.csv)

id: participant identifier

<u>condition</u>: experimental condition (subjective expectations, salient expectations, or objective expectations)

trust: decision in the trust game [1 = trust; 0 = distrust]

<u>probability</u>: expectations of reciprocity, either self-generated (in the subjective and salient conditions) or given explicitly (in the objective condition); scaled to range from 0 to 1

<u>subjectiveExpect</u>: dummy variable for the subjective expectations condition

<u>objectiveExpect</u>: dummy variable for the objective expectations condition

## Study 2 (exp2data.csv)

id: participant identifier

choice: trust / risk-taking decision (1 = yes; 0 = no)

<u>probability</u>: the given probability of reciprocity / winning the risky gamble; centered to range from -.5 to + .5

<u>condition</u>: participants were assigned to the individual risk-taking (-.5) or trust game (+.5) condition

<u>ambiguity:</u> participants were assigned to the low ambiguity (–.5) or high ambiguity (+.5) condition