Supplementary Information

Instructions

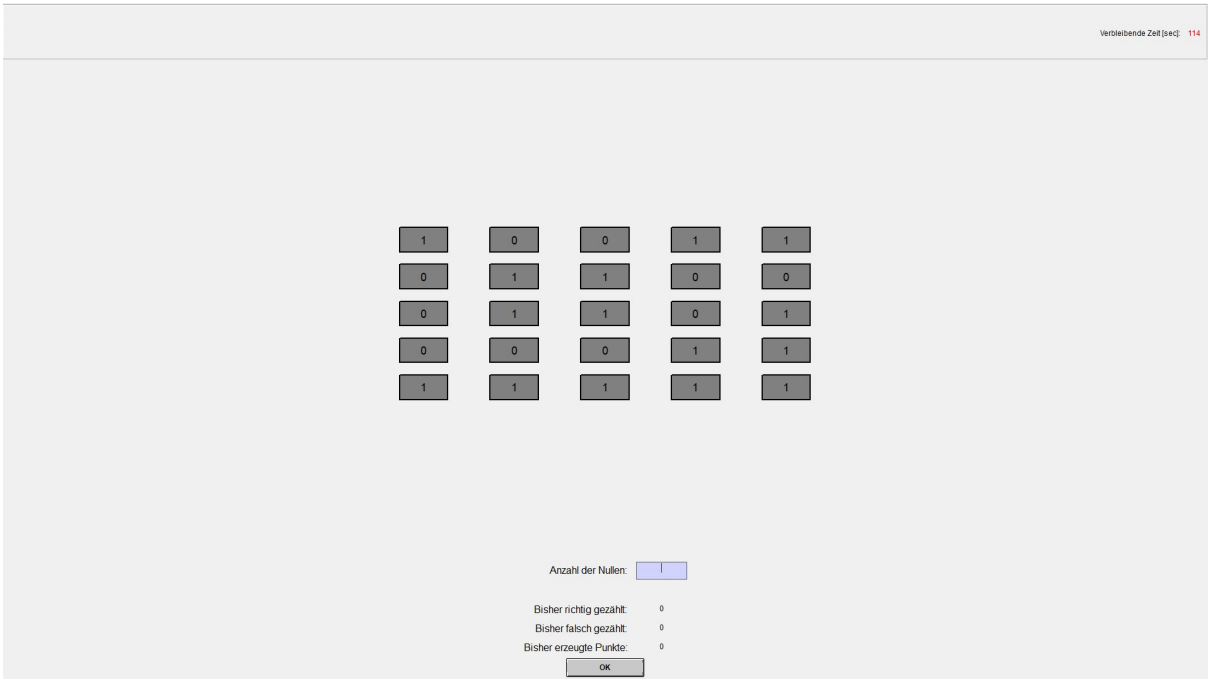
Thank you very much for your participation!

Please read these explanations carefully. Your decisions in this experiment will affect your payout and the payout of the other participants, as well as the decisions of the other participants will affect your payout.

Today's experiment consists of three parts.

In the first part, we ask you for some attributes. Some of these attributes will be shown to other participants later on, but only one at a time, so no profiles can be created. Thus, neither you nor other participants will be able to draw conclusions about the identity of participants. In this experiment, we ask you to place your smartphone on your table. This is one of the attributes we ask for in the first part, so we don't want the person sitting next to you to see it. We will then come to your seat and check your information using a picture. If you are unsure which variant of the smartphone you have with you is correct, please give us your best estimate. If your smartphone is not included in our database or if you do not own a smartphone, please give us a hand signal.

In the second part, you solve counting tasks. In a table full of ones and zeros you have to find out and enter the number of **zeros**. The following figure displays the screen.



In the middle of the screen is a table with ones and zeros. Please count the zeros, enter the result in the field provided and confirm with "OK". You will immediately receive a confirmation as to whether you have solved the counting task correctly or incorrectly. The next table will then be displayed. You generate 10 points for each correctly solved counting task. However, 5 points are lost for each incorrectly solved counting task! In total, you have 2.5 minutes (150

seconds) to generate points. The remaining time is displayed in the upper right corner. **The points created in this part will be redistributed in the third part of the experiment.**

In the third part, we will record your eye movements. Before the third part begins, the hardware will be calibrated first. Please follow the instructions on your screen. If you have any questions or if something does not work during the calibration, please give us a hand signal.

The third part consists of three blocks with 21 distribution decisions each. For these decisions, you will be grouped with 5 other participants. Your task is to distribute the points generated by the 5 other participants. You can only change the points of the 5 other participants, but not your own.

During your decisions you will see three pieces of information:

Above: An attribute of the respective group member. Here we use the following abbreviations:

- „KA“ for a person, that prefers cats over dogs
- „HU“ for a person, that prefers dogs over cats
- „DE“ for a person, that was born in Germany
- „ND“ for a person, that was not born in Germany
- „VE“ for a person, that avoids meat consumption
- „NV“ for a person, that does not avoid meat consumption
- „W“ for a female person
- „M“ for a male person
- „L“ for a person, that assigns themselves to the politically left camp
- „R“ for a person, that assigns themselves to the politically right camp
- „U“ for a person, sitting at a seat with an odd number
- „G“ for a person, sitting at a seat with an even number

Middle: The *contribution* of the respective group member. The contribution corresponds to the points that the respective person "brings along". The persons are sorted according to their contributions so that the person with the lowest contribution is at one end of the distribution and the person with the highest contribution is at the other end. For each decision screen, the computer randomly determines whether to sort in ascending or descending order.

As already mentioned, you make these decisions in three blocks, the order of the blocks is determined by chance. **The difference between the blocks is in the contributions:**

- Block **"Generated points"**: In this block, the contributions from which the start distribution is generated come from the points created in the second part (counting tasks). Thus, the person who created the most points in part 2 also receives the highest contribution.
- Block **"Random"**: In this block, the generated points are randomly redistributed within a group. Thus, all participants have the same chance to get the highest or lowest contribution.
- Block **"Value of the smartphone"**: In this block, the generated points are also redistributed in the group, however, not randomly, but according to an estimate of the current new value of the smartphone. The person with the

most expensive smartphone receives the highest contribution and the person with the cheapest smartphone receives the lowest contribution.

At the beginning of each block, the computer informs you about the origin of the contributions. In addition, a reminder appears before each decision.

Below: Your decision. You can change the distribution of the points with the F and J keys. For the start distribution, we use the distribution in which each person receives exactly his or her contribution. However, this has no binding effect on your decision. You can redistribute at will; the limits of the redistribution are only created by the fact that at some point (almost) all points end up with one person.

You make your decision by redistributing with the F and J keys until you are satisfied with the resulting distribution. Then confirm your decision with the space bar. Once you have pressed the space bar, you cannot return to the previous decision. To prevent accidentally skipping a screen if you press the space bar more than once, it will take 2 seconds to re-enter.

The following figure shows an example of the decision screen in the third part.

In addition, we have added some ready-made distribution decisions where you only distribute between hypothetical participants.

All participants make these decisions for their 5 group members. At the end of the experiment, one person in each group will be drawn for the payout, whose decisions can be implemented. One of the non-hypothetical decisions of these persons is then randomly drawn for payment. The person whose decision is implemented receives a lump sum of 200 points. The other members of the group receive the points that were allocated to them in the implemented decision.

At the end of the experiment, the points are converted into euros. The conversion rate is:

10 Points ≙ 1 Euro or **1 Point ≙ 10 Cent**

In addition, you will receive a lump sum of 5 euros for your punctual appearance and as a remuneration for the questionnaire at the end.