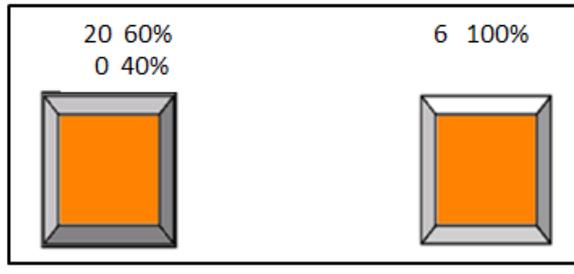


## Supplement 2



**Figure S2.** Example of a Clicking Paradigm item, “risky is advantageous” condition. In this case the value of the safe option on the right (i.e. 6) is 50% lower than the EV of the risky option on the left (i.e.  $0.6 * 20 + 0.4 * 0 = 12$ ).

### Parameters of Clicking Paradigm

Each line in the table below represents one experimental trial. On each trial, participants have to choose between a risky and a safe option. The two possible outcomes of the risky option (a and b), their corresponding probabilities (P(a) and P(b) respectively), as well as the expected value (EV) of the risky option are presented for all 24 trials. EV is defined as the sum of the potential outcomes, each multiplied by its corresponding probability. Task conditions differ in the value of the safe option. In the “risky is advantageous” condition, the value of the safe option is 50% lower than the EV of the risky option, whereas in the “risky is disadvantageous” condition, the value of the safe option is 50% higher than the EV of the risky option.

	Risky option				EV	Safe option in "risky is advantageous" condition	Safe option in "risky is disadvantageous" condition
	a	$P(a)$	b	$P(b)$			
1	7	0.93	-30	0.07	4.41	2.2	6.6
2	15.2	0.92	-55	0.08	9.584	4.8	14.4
3	-5	0.91	20.2	0.09	-2.732	-4.1	-1.4
4	1	0.94	30	0.06	2.74	1.4	4.1
5	4	0.90	-12	0.10	2.4	1.2	3.6
6	10	0.92	-40	0.08	6	3	9
7	-8	0.91	40.5	0.09	-3.635	-5.5	-1.8
8	8	0.95	-60	0.05	4.6	2.3	6.9
9	20	0.60	0	0.40	12	6	18
10	-9.3	0.75	6	0.25	-5.475	-8.2	-2.7
11	15	0.70	-7	0.30	8.4	4.2	12.6
12	-5	0.75	3	0.25	-3	-4.5	-1.5
13	30.8	0.80	-40	0.20	16.64	8.3	25
14	22	0.80	-18	0.20	14	7	21
15	-12	0.75	20	0.25	-4	-6	-2
16	-24	0.75	12	0.25	-15	-22.5	-7.5
17	28	0.50	-20	0.50	4	2	6
18	32	0.50	-25	0.50	3.5	1.8	5.3
19	22	0.50	-16	0.50	3	1.5	4.5
20	30	0.50	-20	0.50	5	2.5	7.5
21	17	0.50	-13	0.50	2	1	3
22	16	0.50	-10	0.50	3	1.5	4.5
23	10	0.50	-7	0.50	1.5	0.8	2.3
24	7.5	0.50	-12	0.50	-2.25	-3.4	-1.1

### Task instructions

“You are about to participate in a simple gambling game. On each step, you have to select one of two options. One option is safe, meaning that if you select it you will earn or lose a given sum of points for sure (100%). The other option is probabilistic, meaning that if you select it you may earn or lose an uncertain sum of points according to a payoff that appears above. In order to choose the option that appears on the right side of the screen, press the L key. In order to choose the option that appears on the left side of the screen, press the A key. After you make your choice, a feedback message will appear on the screen, announcing whether you have won or lost (in case you selected the probabilistic option), and the sum of points you have won or lost. Please treat the points as being valuable. In addition, at the end of the experiment, the computer will randomly choose one of the winning choices, and you will receive the value of that choice in Shekels, in addition to the payment/course credit you receive for your participation. You can ask for a break whenever you want. Let me know if you need any clarification.”