

Task	GUESSING Task
Duration (s)	Runtime: 224s per run, 2 runs: total 448s (7m 28s ~ 7.46m)
Stimuli	Cue screens indicating upcoming high stakes or low stakes trials, “?” cueing a guess, Feedback screens showing high/low reward/loss feedback
Task requirements	Participants are instructed to guess whether the person hiding behind a “?” is a baby or an adult. The participant’s task is to press the right pointer finger key to guess that it is a baby, or press the right middle finger key to guess that it is an adult. Participants receive money if they guess correctly and lose money if they guess incorrectly.
Other task notes	Each block of trials has a predetermined mix of rewarded and loss trials, so participants always make the same amount of money regardless of their responses. Participants are told that the computer will choose for them if they fail to respond.
Trial blocks	Each run has 6 blocks of 4 trials each, with a total of 6 rewarded and 6 loss trials, for each of two stakes conditions {High reward Low reward}, for a total of: <ul style="list-style-type: none"> • 6 High Stakes / Rewarded Trials • 6 Low Stakes / Rewarded Trials • 6 High Stakes / Loss Trials • 6 Low Stakes / Loss Trials ---- • 24 Total Trials / Run
Design	Block = 1.5s(High/Low Cue), 4 * [~2s (+) 2s(?), ~2s(+), 1s(Feedback)], 8s(+)]
Trials/Block/Run	4 trials / block, 6 blocks / run == 24 trials per run
Trial timing	Variable jitter, 2s “?” guess prompt, variable jitter, 1s “You won / You lost” feedback
Block timing	1.5s High/Low indication, 4 trials (variable secs), 8s fixation (+)
Run timing	8s Countdown, 36s / block * 6 blocks
Randomization	Within-block order is predetermined, but the order of trial feedback is randomized at runtime. A frame is presented around each outcome type. The shape of the frame around the REWARDED outcome is entered in the dialog box that pops up at the start the run by typing “square” or “circle” in the “shape” field.