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The Box Task as described in Moritz, S., Göritz, A. S., Balzan, R. P., Gawęda, Ł., Kulagin, S. C., & Andreou, C. (2017).

A new paradigm to measure probabilistic reasoning and a possible answer to the question why psychosis-prone individuals jump to conclusions.

Journal of Abnormal Psychology, 126(4), 406.

http://dx.doi.org/10.1037/abn0000262

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Main Inquisit programming: Jakob Scheunemann (j.scheunemann@uke.de)

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Last Modified: 2021-02-11, Jakob Scheunemann

Last updated: 2021-02-11, Jakob Scheunemann

Minor changes: 2021-02-26, Karsten Grzella

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Background info about the task: ...

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About this script:

This script displays the box task with 12 boxes, with up to 20 trials.

After a box opens, the participant can decide whether to open more boxes or to continue with a decision.

If the participant decides to have enough information, they can answer the likelihood for the color, decide for a color and rate confidence.

Changeable parameters:

The sequences and lengths of each trial can be determined easily.

The instructions can be changed/translated easily.

The likert scale for likelihood rating and confidence rating can be changed.

The number of trials can be determined (see element "expt")

To decide, whether the sequences should be presented in random order or in sequence, see list element trial\_sequence and change settings there.

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START OF SKRIPT

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Setting the sequences: For each trial, the sequence needs to be defined in the element color\_sequence\_trialXX

The sequence can be up to 12 items long. If the number of items is less than 12, the box task become the pressure

version automatically. That means, if the participant wants to open more boxes than items in the list, the trial ends.

The sequence of colors is being defined, independently from where the participant clicks.

Additionally, the unique two colors in each trial need to be defined in colors\_unique\_trialXX.

Additionally, the colors need to be defined in text format in colors\_text\_trialXX. If the experiment should be run in another

language than English, insert color names in the corresponding language.

If one prefers less than 20 trials, parameters in element expt need to be changes below. Either delete all unused list elements or

fill them with any colors.

For different colors see: https://www.millisecond.com/support/docs/v6/html/language/colors.htm

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\*This list defines the sequence in trial 01. For example, if sequence reads: "/items = (yellow, blue, yellow, yellow, blue)", the participant sees

\*the color yellow for the first box they open (no matter which of the 12). The second box will be blue. This trial will end, when the participant

\*requests to see a sixth box, as the number of elements in this list is 5. In this case, the participant is referred to the next trial.

\*Please note: If one prefers to have a no-pressure condition, simply make sure to have 12 items in each list and to change the instructions accordingly.

<list color\_sequence\_trial01>

/ items = (orange, purple, purple, orange, orange, purple, orange, orange, orange, orange, purple, orange, orange, purple, orange, purple, orange, orange)

/ selectionmode = values.current\_click

</list>

\*This list displays the unique colors in this trial. For example, if the sequence defined above reads "/items = (yellow, blue, yellow, yellow, blue)", the

\*items should be "/ items = (yellow, blue)". In this case, yellow will be on the left and blue on the right, when the participant decides for any of the two colors

<list colors\_unique\_trial01>

/ items = (orange, purple)

/ selectionrate = block

</list>

\*This list contains the colors in each trial in text format. This should be translated in the corresponding language.

<list colors\_text\_trial01>

/ items = ("orange", "purple")

/ selectionrate = block

</list>

<list color\_sequence\_trial02>

/ items = (gray, fuchsia, gray, fuchsia,gray, fuchsia,gray, fuchsia,gray, fuchsia, fuchsia, gray, fuchsia,gray, fuchsia, fuchsia, gray)

/ selectionmode = values.current\_click

</list>

<list colors\_unique\_trial02>

/ items = (gray, fuchsia)

/ selectionrate = block

</list>

<list colors\_text\_trial02>

/ items = ("gray", "purple")

/ selectionrate = block

</list>

<list color\_sequence\_trial03>

/ items = (deepskyblue, orangered, orangered, deepskyblue, deepskyblue, orangered, deepskyblue, orangered, orangered, orangered)

/ selectionmode = values.current\_click

</list>

<list colors\_unique\_trial03>

/ items = (orangered, deepskyblue)

/ selectionrate = block

</list>

<list colors\_text\_trial03>

/ items = ("red", "blue")

/ selectionrate = block

</list>

<list color\_sequence\_trial04>

/ items = (purple, grey, purple, grey, purple, grey, purple, grey, purple, grey, purple, grey, purple, grey, purple, grey, purple, grey)

/ selectionmode = values.current\_click

</list>

<list colors\_unique\_trial04>

/ items = (purple, grey)

/ selectionrate = block

</list>

<list colors\_text\_trial04>

/ items = ("purple", "grey")

/ selectionrate = block

</list>

<list color\_sequence\_trial05>

/ items = (green, red, red)

/ selectionmode = values.current\_click

</list>

<list colors\_unique\_trial05>

/ items = (green, red)

/ selectionrate = block

</list>

<list colors\_text\_trial05>

/ items = ("green", "red")

/ selectionrate = block

</list>

<list color\_sequence\_trial06>

/ items = (orange, orange, pink)

/ selectionmode = values.current\_click

</list>

<list colors\_unique\_trial06>

/ items = (orange, pink)

/ selectionrate = block

</list>

<list colors\_text\_trial06>

/ items = ("orange", "pink")

/ selectionrate = block

</list>

<list color\_sequence\_trial07>

/ items = (yellow, blue, yellow, yellow, blue)

/ selectionmode = values.current\_click

</list>

<list colors\_unique\_trial07>

/ items = (yellow, blue)

/ selectionrate = block

</list>

<list colors\_text\_trial07>

/ items = ("yellow", "blue")

/ selectionrate = block

</list>

<list color\_sequence\_trial08>

/ items = (green, red, red)

/ selectionmode = values.current\_click

</list>

<list colors\_unique\_trial08>

/ items = (green, red)

/ selectionrate = block

</list>

<list colors\_text\_trial08>

/ items = ("green", "red")

/ selectionrate = block

</list>

<list color\_sequence\_trial09>

/ items = (orange, orange, pink)

/ selectionmode = values.current\_click

</list>

<list colors\_unique\_trial09>

/ items = (orange, pink)

/ selectionrate = block

</list>

<list colors\_text\_trial09>

/ items = ("orange", "pink")

/ selectionrate = block

</list>

<list color\_sequence\_trial10>

/ items = (orange, orange, pink)

/ selectionmode = values.current\_click

</list>

<list colors\_unique\_trial10>

/ items = (orange, pink)

/ selectionrate = block

</list>

<list colors\_text\_trial10>

/ items = ("orange", "pink")

/ selectionrate = block

</list>

<list color\_sequence\_trial11>

/ items = (yellow, blue, yellow, yellow, blue)

/ selectionmode = values.current\_click

</list>

<list colors\_unique\_trial11>

/ items = (yellow, blue)

/ selectionrate = block

</list>

<list colors\_text\_trial11>

/ items = ("yellow", "blue")

/ selectionrate = block

</list>

<list color\_sequence\_trial12>

/ items = (green, red, red)

/ selectionmode = values.current\_click

</list>

<list colors\_unique\_trial12>

/ items = (green, red)

/ selectionrate = block

</list>

<list colors\_text\_trial12>

/ items = ("green", "red")

/ selectionrate = block

</list>

<list color\_sequence\_trial13>

/ items = (orange, orange, pink)

/ selectionmode = values.current\_click

</list>

<list colors\_unique\_trial13>

/ items = (orange, pink)

/ selectionrate = block

</list>

<list colors\_text\_trial13>

/ items = ("orange", "pink")

/ selectionrate = block

</list>

<list color\_sequence\_trial14>

/ items = (yellow, blue, yellow, yellow, blue)

/ selectionmode = values.current\_click

</list>

<list colors\_unique\_trial14>

/ items = (yellow, blue)

/ selectionrate = block

</list>

<list colors\_text\_trial14>

/ items = ("yellow", "blue")

/ selectionrate = block

</list>

<list color\_sequence\_trial15>

/ items = (green, red, red)

/ selectionmode = values.current\_click

</list>

<list colors\_unique\_trial15>

/ items = (green, red)

/ selectionrate = block

</list>

<list colors\_text\_trial15>

/ items = ("green", "red")

/ selectionrate = block

</list>

<list color\_sequence\_trial16>

/ items = (orange, orange, pink)

/ selectionmode = values.current\_click

</list>

<list colors\_unique\_trial16>

/ items = (orange, pink)

/ selectionrate = block

</list>

<list colors\_text\_trial16>

/ items = ("orange", "pink")

/ selectionrate = block

</list>

<list color\_sequence\_trial17>

/ items = (yellow, blue, yellow, yellow, blue)

/ selectionmode = values.current\_click

</list>

<list colors\_unique\_trial17>

/ items = (yellow, blue)

/ selectionrate = block

</list>

<list colors\_text\_trial17>

/ items = ("yellow", "blue")

/ selectionrate = block

</list>

<list color\_sequence\_trial18>

/ items = (green, red, red)

/ selectionmode = values.current\_click

</list>

<list colors\_unique\_trial18>

/ items = (green, red)

/ selectionrate = block

</list>

<list colors\_text\_trial18>

/ items = ("green", "red")

/ selectionrate = block

</list>

<list color\_sequence\_trial19>

/ items = (orange, orange, pink)

/ selectionmode = values.current\_click

</list>

<list colors\_unique\_trial19>

/ items = (orange, pink)

/ selectionrate = block

</list>

<list colors\_text\_trial19>

/ items = ("orange", "pink")

/ selectionrate = block

</list>

<list color\_sequence\_trial20>

/ items = (orange, orange, pink)

/ selectionmode = values.current\_click

</list>

<list colors\_unique\_trial20>

/ items = (orange, pink)

/ selectionrate = block

</list>

<list colors\_text\_trial20>

/ items = ("orange", "pink")

/ selectionrate = block

</list>

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\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* INSTRUCTIONS \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

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\*\*\*Introduction (Page at beginning of experiment)

<instruct>

/windowsize = (50%,66%)

</instruct>

\*\*\* Instructions \*\*\*

<page instructions\_pressure12\_long>

^^Thank you. For the following trials, the task will stay the same, except that now, there are 50 insteadof 12 boxes. Again, it is your task to determine, which color is more frequent. Again, each trial may terminate at any point.

^^There will be no practice trial.

</page>

<page Reminder\_Pressure>

^^Keep in mind: The task might stop before every box is opened.

</page>

<text instruction>

/items = ("Please estimate which color will be displayed more frequently by the end (<%list.list\_colornames\_left.item(values.current\_list)%> or <%list.list\_colornames\_right.item(values.current\_list)%>):")

/ position = (50%, 2%)

/ fontstyle = ("Calibri", 2.6%)

/ erase = false

</text>

<text probability>

/items = ("Please indicate the probability that your chosen color will be displayed more frequently by the end: (You decided for color ")

/ position = (50%, 93.5%)

/ fontstyle = ("Calibri", 2.6%)

</text>

<text decision\_color>

/items = ("Which color do you decide on?")

/ position = (50%, 20%)

/ fontstyle = ("Calibri", 2.6%)

/ erase = false

</text>

<text want\_decision>

/items= ("I am ready to decide: This color will be displayed more frequently in the end:")

/ position = (25%, 96.5%)

/ fontstyle = ("Calibri", 2.6%)

/ erase = false

</text>

<text confidence>

/items = ("How confident are you with your decision? (You decided for color ")

/ position = (50%, 93.5%)

/ fontstyle = ("Calibri", 2.6%)

</text>

<text start>

/items = ("Trial <%expt.experiment.currentblocknumber%> of 3")

/ position = (50%, 20%)

/ fontstyle = ("Calibri", 5%)

/ erase = false

</text>

<text reminder\_pressure>

/items = ("Keep in mind: Each trial may terminate at any point")

/ position = (50%, 30%)

/ fontstyle = ("Calibri", 3.5%)

/ erase = false

</text>

<text too\_late>

/items = ("This trial is over, you decided too late.")

/ position = (50%, 20%)

/ fontstyle = ("Calibri", 2.6%)

/ erase = false

</text>

<text next\_button>

/items= (" Click Here >> ")

/ position = (50%, 90%)

/ fontstyle = ("Calibri", 2.6%)

/ hjustify = center

/ vjustify = center

/ txbgcolor = silver

/ erase = true(white)

</text>

<text OR>

/items=("OR")

/ position = (65%, 96.5%)

/ fontstyle = ("Calibri", 2.6%)

/ hjustify = center

/ vjustify = center

/ erase = false

</text>

\*\*\*\*

<text text\_decidedcolor\_probability01>

/items = ("<% values.colordecision\_trial01 %>)")

/ position = (86.1%, 93.5%)

/ halign = left

/ fontstyle = ("Calibri", 2.6%)

</text>

<text text\_decidedcolor\_probability02>

/items = ("<% values.colordecision\_trial02 %>)")

/ position = (86.1%, 93.5%)

/ halign = left

/ fontstyle = ("Calibri", 2.6%)

</text>

<text text\_decidedcolor\_probability03>

/items = ("<% values.colordecision\_trial03 %>)")

/ position = (86.1%, 93.5%)

/ halign = left

/ fontstyle = ("Calibri", 2.6%)

</text>

<text text\_decidedcolor\_probability04>

/items = ("<% values.colordecision\_trial04 %>)")

/ position = (86.1%, 93.5%)

/ halign = left

/ fontstyle = ("Calibri", 2.6%)

</text>

<text text\_decidedcolor\_probability05>

/items = ("<% values.colordecision\_trial05 %>)")

/ position = (86.1%, 93.5%)

/ halign = left

/ fontstyle = ("Calibri", 2.6%)

</text>

<text text\_decidedcolor\_probability06>

/items = ("<% values.colordecision\_trial06 %>)")

/ position = (86.1%, 93.5%)

/ halign = left

/ fontstyle = ("Calibri", 2.6%)

</text>

<text text\_decidedcolor\_probability07>

/items = ("<% values.colordecision\_trial07 %>)")

/ position = (86.1%, 93.5%)

/ halign = left

/ fontstyle = ("Calibri", 2.6%)

</text>

<text text\_decidedcolor\_probability08>

/items = ("<% values.colordecision\_trial08 %>)")

/ position = (86.1%, 93.5%)

/ halign = left

/ fontstyle = ("Calibri", 2.6%)

</text>

<text text\_decidedcolor\_probability09>

/items = ("<% values.colordecision\_trial09 %>)")

/ position = (86.1%, 93.5%)

/ halign = left

/ fontstyle = ("Calibri", 2.6%)

</text>

<text text\_decidedcolor\_probability10>

/items = ("<% values.colordecision\_trial10 %>)")

/ position = (86.1%, 93.5%)

/ halign = left

/ fontstyle = ("Calibri", 2.6%)

</text>

<text text\_decidedcolor\_probability11>

/items = ("<% values.colordecision\_trial11 %>)")

/ position = (86.1%, 93.5%)

/ halign = left

/ fontstyle = ("Calibri", 2.6%)

</text>

<text text\_decidedcolor\_probability12>

/items = ("<% values.colordecision\_trial12 %>)")

/ position = (86.1%, 93.5%)

/ halign = left

/ fontstyle = ("Calibri", 2.6%)

</text>

<text text\_decidedcolor\_probability13>

/items = ("<% values.colordecision\_trial13 %>)")

/ position = (86.1%, 93.5%)

/ halign = left

/ fontstyle = ("Calibri", 2.6%)

</text>

<text text\_decidedcolor\_probability14>

/items = ("<% values.colordecision\_trial14 %>)")

/ position = (86.1%, 93.5%)

/ halign = left

/ fontstyle = ("Calibri", 2.6%)

</text>

<text text\_decidedcolor\_probability15>

/items = ("<% values.colordecision\_trial15 %>)")

/ position = (86.1%, 93.5%)

/ halign = left

/ fontstyle = ("Calibri", 2.6%)

</text>

<text text\_decidedcolor\_probability16>

/items = ("<% values.colordecision\_trial16 %>)")

/ position = (86.1%, 93.5%)

/ halign = left

/ fontstyle = ("Calibri", 2.6%)

</text>

<text text\_decidedcolor\_probability17>

/items = ("<% values.colordecision\_trial17 %>)")

/ position = (86.1%, 93.5%)

/ halign = left

/ fontstyle = ("Calibri", 2.6%)

</text>

<text text\_decidedcolor\_probability18>

/items = ("<% values.colordecision\_trial18 %>)")

/ position = (86.1%, 93.5%)

/ halign = left

/ fontstyle = ("Calibri", 2.6%)

</text>

<text text\_decidedcolor\_probability19>

/items = ("<% values.colordecision\_trial19 %>)")

/ position = (86.1%, 93.5%)

/ halign = left

/ fontstyle = ("Calibri", 2.6%)

</text>

<text text\_decidedcolor\_probability20>

/items = ("<% values.colordecision\_trial20 %>)")

/ position = (86.1%, 93.5%)

/ halign = left

/ fontstyle = ("Calibri", 2.6%)

</text>

\*\*\*

<text text\_decidedcolor\_confidence01>

/items = ("<% values.colordecision\_trial01 %>)")

/ position = (69.5%, 93.5%)

/ halign = left

/ fontstyle = ("Calibri", 2.6%)

</text>

<text text\_decidedcolor\_confidence02>

/items = ("<% values.colordecision\_trial02 %>)")

/ position = (69.5%, 93.5%)

/ halign = left

/ fontstyle = ("Calibri", 2.6%)

</text>

<text text\_decidedcolor\_confidence03>

/items = ("<% values.colordecision\_trial03 %>)")

/ position = (69.5%, 93.5%)

/ halign = left

/ fontstyle = ("Calibri", 2.6%)

</text>

<text text\_decidedcolor\_confidence04>

/items = ("<% values.colordecision\_trial04 %>)")

/ position = (69.5%, 93.5%)

/ halign = left

/ fontstyle = ("Calibri", 2.6%)

</text>

<text text\_decidedcolor\_confidence05>

/items = ("<% values.colordecision\_trial05 %>)")

/ position = (69.5%, 93.5%)

/ halign = left

/ fontstyle = ("Calibri", 2.6%)

</text>

<text text\_decidedcolor\_confidence06>

/items = ("<% values.colordecision\_trial06 %>)")

/ position = (69.5%, 93.5%)

/ halign = left

/ fontstyle = ("Calibri", 2.6%)

</text>

<text text\_decidedcolor\_confidence07>

/items = ("<% values.colordecision\_trial07 %>)")

/ position = (69.5%, 93.5%)

/ halign = left

/ fontstyle = ("Calibri", 2.6%)

</text>

<text text\_decidedcolor\_confidence08>

/items = ("<% values.colordecision\_trial08 %>)")

/ position = (69.5%, 93.5%)

/ halign = left

/ fontstyle = ("Calibri", 2.6%)

</text>

<text text\_decidedcolor\_confidence09>

/items = ("<% values.colordecision\_trial09 %>)")

/ position = (69.5%, 93.5%)

/ halign = left

/ fontstyle = ("Calibri", 2.6%)

</text>

<text text\_decidedcolor\_confidence10>

/items = ("<% values.colordecision\_trial10 %>)")

/ position = (69.5%, 93.5%)

/ halign = left

/ fontstyle = ("Calibri", 2.6%)

</text>

<text text\_decidedcolor\_confidence11>

/items = ("<% values.colordecision\_trial11 %>)")

/ position = (69.5%, 93.5%)

/ halign = left

/ fontstyle = ("Calibri", 2.6%)

</text>

<text text\_decidedcolor\_confidence12>

/items = ("<% values.colordecision\_trial12 %>)")

/ position = (69.5%, 93.5%)

/ halign = left

/ fontstyle = ("Calibri", 2.6%)

</text>

<text text\_decidedcolor\_confidence13>

/items = ("<% values.colordecision\_trial13 %>)")

/ position = (69.5%, 93.5%)

/ halign = left

/ fontstyle = ("Calibri", 2.6%)

</text>

<text text\_decidedcolor\_confidence14>

/items = ("<% values.colordecision\_trial14 %>)")

/ position = (69.5%, 93.5%)

/ halign = left

/ fontstyle = ("Calibri", 2.6%)

</text>

<text text\_decidedcolor\_confidence15>

/items = ("<% values.colordecision\_trial15 %>)")

/ position = (69.5%, 93.5%)

/ halign = left

/ fontstyle = ("Calibri", 2.6%)

</text>

<text text\_decidedcolor\_confidence16>

/items = ("<% values.colordecision\_trial16 %>)")

/ position = (69.5%, 93.5%)

/ halign = left

/ fontstyle = ("Calibri", 2.6%)

</text>

<text text\_decidedcolor\_confidence17>

/items = ("<% values.colordecision\_trial17 %>)")

/ position = (69.5%, 93.5%)

/ halign = left

/ fontstyle = ("Calibri", 2.6%)

</text>

<text text\_decidedcolor\_confidence18>

/items = ("<% values.colordecision\_trial18 %>)")

/ position = (69.5%, 93.5%)

/ halign = left

/ fontstyle = ("Calibri", 2.6%)

</text>

<text text\_decidedcolor\_confidence19>

/items = ("<% values.colordecision\_trial19 %>)")

/ position = (69.5%, 93.5%)

/ halign = left

/ fontstyle = ("Calibri", 2.6%)

</text>

<text text\_decidedcolor\_confidence20>

/items = ("<% values.colordecision\_trial20 %>)")

/ position = (69.5%, 93.5%)

/ halign = left

/ fontstyle = ("Calibri", 2.6%)

</text>

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\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* LIKERT SCALES \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

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\*\*\*Likert scales need to be defined per trial. If all 20 trials are used, changes to the scales need to be done for all trials.

\*\*\* likert probability scale for trial 01

<likert likert\_probability01>

/ anchors = [1= "100% sure yellow"; 2= "90% sure yellow"; 3= "80% sure yellow"; 4= "70% sure yellow"; 5="60% sure yellow"; 6="undecided"; 7= "60% sure blue"; 8="70% sure blue", 9="80% sure blue"; 10= "90% sure blue"; 11 = "100% sure blue"]

/ stimulusframes = [1 = responseoption\_trialdecide\_erase1, responseoption\_trialdecide\_erase2, probability, text\_decidedcolor\_probability01]

/ beginresponseframe = 2

/ fontstyle = ("Calibri", 1.7%)

/ numpoints = 11

/ inputdevice = mouse

/ position = (50, 99)

/ branch = [likert.confidence01]

</likert>

\*\*\* likert confidence scale for trial 01

<likert confidence01>

/ anchors = [1= "highly confident"; 2= "quite confident"; 3= "not very confident"; 4= "guessed"]

/ stimulusframes = [1 = confidence, text\_decidedcolor\_confidence01]

/ fontstyle = ("Calibri", 1.7%)

/ inputdevice = mouse

/ numpoints = 4

/ position = (50,99)

/ ontrialend = [values.endblock = 1]

</likert>

<likert likert\_probability02>

/ anchors = [1= "100% sure green"; 2= "90% sure green"; 3= "80% sure green"; 4= "70% sure green"; 5="60% sure green"; 6="undecided"; 7= "60% sure red"; 8="70% sure red", 9="80% sure red"; 10= "90% sure red"; 11 = "100% sure red"]

/ stimulusframes = [1 = responseoption\_trialdecide\_erase1, responseoption\_trialdecide\_erase2, probability, text\_decidedcolor\_probability02]

/ beginresponseframe = 2

/ fontstyle = ("Calibri", 1.7%)

/ numpoints = 11

/ inputdevice = mouse

/ position = (50,99)

/ branch = [likert.confidence02]

</likert>

<likert confidence02>

/ anchors = [1= "highly confident"; 2= "quite confident"; 3= "not very confident"; 4= "guessed"]

/ stimulusframes = [1 = confidence, text\_decidedcolor\_confidence02]

/ fontstyle = ("Calibri", 1.7%)

/ inputdevice = mouse

/ numpoints = 4

/ position = (50,99)

/ ontrialend = [values.endblock = 1]

</likert>

<likert likert\_probability03>

/ anchors = [1= "100% sure orange"; 2= "90% sure orange"; 3= "80% sure orange"; 4= "70% sure orange"; 5="60% sure orange"; 6="undecided"; 7= "60% sure pink"; 8="70% sure pink", 9="80% sure pink"; 10= "90% sure pink"; 11 = "100% sure pink"]

/ stimulusframes = [1 = responseoption\_trialdecide\_erase1, responseoption\_trialdecide\_erase2, probability, text\_decidedcolor\_probability03]

/ beginresponseframe = 2

/ fontstyle = ("Calibri", 1.7%)

/ numpoints = 11

/ inputdevice = mouse

/ position = (50,99)

/ branch = [likert.confidence03]

</likert>

<likert confidence03>

/ anchors = [1= "highly confident"; 2= "quite confident"; 3= "not very confident"; 4= "guessed"]

/ stimulusframes = [1 = confidence, text\_decidedcolor\_confidence03]

/ fontstyle = ("Calibri", 1.7%)

/ inputdevice = mouse

/ numpoints = 4

/ position = (50,99)

/ ontrialend = [values.endblock = 1]

</likert>

<likert likert\_probability04>

/ anchors = [1= "100% sure purple"; 2= "90% sure purple"; 3= "80% sure purple"; 4= "70% sure purple"; 5="60% sure purple"; 6="undecided"; 7= "60% sure grey"; 8="70% sure grey", 9="80% sure grey"; 10= "90% sure grey"; 11 = "100% sure grey"]

/ stimulusframes = [1 = responseoption\_trialdecide\_erase1, responseoption\_trialdecide\_erase2, probability, text\_decidedcolor\_probability04]

/ beginresponseframe = 2

/ fontstyle = ("Calibri", 1.7%)

/ numpoints = 11

/ inputdevice = mouse

/ position = (50,99)

/ branch = [likert.confidence04]

</likert>

<likert confidence04>

/ anchors = [1= "highly confident"; 2= "quite confident"; 3= "not very confident"; 4= "guessed"]

/ stimulusframes = [1 = confidence, text\_decidedcolor\_confidence04]

/ fontstyle = ("Calibri", 1.7%)

/ inputdevice = mouse

/ numpoints = 4

/ position = (50,99)

/ ontrialend = [values.endblock = 1]

</likert>

<likert likert\_probability05>

/ anchors = [1= "100% sure green"; 2= "90% sure green"; 3= "80% sure green"; 4= "70% sure green"; 5="60% sure green"; 6="undecided"; 7= "60% sure red"; 8="70% sure red", 9="80% sure red"; 10= "90% sure red"; 11 = "100% sure red"]

/ stimulusframes = [1 = responseoption\_trialdecide\_erase1, responseoption\_trialdecide\_erase2, probability, text\_decidedcolor\_probability05]

/ beginresponseframe = 2

/ fontstyle = ("Calibri", 1.7%)

/ numpoints = 11

/ inputdevice = mouse

/ position = (50,99)

/ branch = [likert.confidence05]

</likert>

<likert confidence05>

/ anchors = [1= "highly confident"; 2= "quite confident"; 3= "not very confident"; 4= "guessed"]

/ stimulusframes = [1 = confidence, text\_decidedcolor\_confidence05]

/ fontstyle = ("Calibri", 1.7%)

/ inputdevice = mouse

/ numpoints = 4

/ position = (50,99)

/ ontrialend = [values.endblock = 1]

</likert>

<likert likert\_probability06>

/ anchors = [1= "100% sure orange"; 2= "90% sure orange"; 3= "80% sure orange"; 4= "70% sure orange"; 5="60% sure orange"; 6="undecided"; 7= "60% sure pink"; 8="70% sure pink", 9="80% sure pink"; 10= "90% sure pink"; 11 = "100% sure pink"]

/ stimulusframes = [1 = responseoption\_trialdecide\_erase1, responseoption\_trialdecide\_erase2, probability, text\_decidedcolor\_probability06]

/ beginresponseframe = 2

/ fontstyle = ("Calibri", 1.7%)

/ numpoints = 11

/ inputdevice = mouse

/ position = (50,99)

/ branch = [likert.confidence06]

</likert>

<likert confidence06>

/ anchors = [1= "highly confident"; 2= "quite confident"; 3= "not very confident"; 4= "guessed"]

/ stimulusframes = [1 = confidence, text\_decidedcolor\_confidence06]

/ fontstyle = ("Calibri", 1.7%)

/ inputdevice = mouse

/ numpoints = 4

/ position = (50,99)

/ ontrialend = [values.endblock = 1]

</likert>

<likert likert\_probability07>

/ anchors = [1= "100% sure yellow"; 2= "90% sure yellow"; 3= "80% sure yellow"; 4= "70% sure yellow"; 5="60% sure yellow"; 6="undecided"; 7= "60% sure blue"; 8="70% sure blue", 9="80% sure blue"; 10= "90% sure blue"; 11 = "100% sure blue"]

/ stimulusframes = [1 = responseoption\_trialdecide\_erase1, responseoption\_trialdecide\_erase2, probability, text\_decidedcolor\_probability07]

/ beginresponseframe = 2

/ fontstyle = ("Calibri", 1.7%)

/ numpoints = 11

/ inputdevice = mouse

/ position = (50,99)

/ branch = [likert.confidence07]

</likert>

<likert confidence07>

/ anchors = [1= "highly confident"; 2= "quite confident"; 3= "not very confident"; 4= "guessed"]

/ stimulusframes = [1 = confidence, text\_decidedcolor\_confidence07]

/ fontstyle = ("Calibri", 1.7%)

/ inputdevice = mouse

/ numpoints = 4

/ position = (50,99)

/ ontrialend = [values.endblock = 1]

</likert>

<likert likert\_probability08>

/ anchors = [1= "100% sure green"; 2= "90% sure green"; 3= "80% sure green"; 4= "70% sure green"; 5="60% sure green"; 6="undecided"; 7= "60% sure red"; 8="70% sure red", 9="80% sure red"; 10= "90% sure red"; 11 = "100% sure red"]

/ stimulusframes = [1 = responseoption\_trialdecide\_erase1, responseoption\_trialdecide\_erase2, probability, text\_decidedcolor\_probability08]

/ beginresponseframe = 2

/ fontstyle = ("Calibri", 1.7%)

/ numpoints = 11

/ inputdevice = mouse

/ position = (50,99)

/ branch = [likert.confidence08]

</likert>

<likert confidence08>

/ anchors = [1= "highly confident"; 2= "quite confident"; 3= "not very confident"; 4= "guessed"]

/ stimulusframes = [1 = confidence, text\_decidedcolor\_confidence08]

/ fontstyle = ("Calibri", 1.7%)

/ inputdevice = mouse

/ numpoints = 4

/ position = (50,99)

/ ontrialend = [values.endblock = 1]

</likert>

<likert likert\_probability09>

/ anchors = [1= "100% sure orange"; 2= "90% sure orange"; 3= "80% sure orange"; 4= "70% sure orange"; 5="60% sure orange"; 6="undecided"; 7= "60% sure pink"; 8="70% sure pink", 9="80% sure pink"; 10= "90% sure pink"; 11 = "100% sure pink"]

/ stimulusframes = [1 = responseoption\_trialdecide\_erase1, responseoption\_trialdecide\_erase2, probability, text\_decidedcolor\_probability09]

/ beginresponseframe = 2

/ fontstyle = ("Calibri", 1.7%)

/ numpoints = 11

/ inputdevice = mouse

/ position = (50,99)

/ branch = [likert.confidence09]

</likert>

<likert confidence09>

/ anchors = [1= "highly confident"; 2= "quite confident"; 3= "not very confident"; 4= "guessed"]

/ stimulusframes = [1 = confidence, text\_decidedcolor\_confidence09]

/ fontstyle = ("Calibri", 1.7%)

/ inputdevice = mouse

/ numpoints = 4

/ position = (50,99)

/ ontrialend = [values.endblock = 1]

</likert>

<likert likert\_probability10>

/ anchors = [1= "100% sure orange"; 2= "90% sure orange"; 3= "80% sure orange"; 4= "70% sure orange"; 5="60% sure orange"; 6="undecided"; 7= "60% sure pink"; 8="70% sure pink", 9="80% sure pink"; 10= "90% sure pink"; 11 = "100% sure pink"]

/ stimulusframes = [1 = responseoption\_trialdecide\_erase1, responseoption\_trialdecide\_erase2, probability, text\_decidedcolor\_probability10]

/ beginresponseframe = 2

/ fontstyle = ("Calibri", 1.7%)

/ numpoints = 11

/ inputdevice = mouse

/ position = (50,99)

/ branch = [likert.confidence10]

</likert>

<likert confidence10>

/ anchors = [1= "highly confident"; 2= "quite confident"; 3= "not very confident"; 4= "guessed"]

/ stimulusframes = [1 = confidence, text\_decidedcolor\_confidence10]

/ fontstyle = ("Calibri", 1.7%)

/ inputdevice = mouse

/ numpoints = 4

/ position = (50,99)

/ ontrialend = [values.endblock = 1]

</likert>

<likert likert\_probability11>

/ anchors = [1= "100% sure yellow"; 2= "90% sure yellow"; 3= "80% sure yellow"; 4= "70% sure yellow"; 5="60% sure yellow"; 6="undecided"; 7= "60% sure blue"; 8="70% sure blue", 9="80% sure blue"; 10= "90% sure blue"; 11 = "100% sure blue"]

/ stimulusframes = [1 = responseoption\_trialdecide\_erase1, responseoption\_trialdecide\_erase2, probability, text\_decidedcolor\_probability11]

/ beginresponseframe = 2

/ fontstyle = ("Calibri", 1.7%)

/ numpoints = 11

/ inputdevice = mouse

/ position = (50,99)

/ branch = [likert.confidence11]

</likert>

<likert confidence11>

/ anchors = [1= "highly confident"; 2= "quite confident"; 3= "not very confident"; 4= "guessed"]

/ stimulusframes = [1 = confidence, text\_decidedcolor\_confidence11]

/ fontstyle = ("Calibri", 1.7%)

/ inputdevice = mouse

/ numpoints = 4

/ position = (50,99)

/ ontrialend = [values.endblock = 1]

</likert>

<likert likert\_probability12>

/ anchors = [1= "100% sure green"; 2= "90% sure green"; 3= "80% sure green"; 4= "70% sure green"; 5="60% sure green"; 6="undecided"; 7= "60% sure red"; 8="70% sure red", 9="80% sure red"; 10= "90% sure red"; 11 = "100% sure red"]

/ stimulusframes = [1 = responseoption\_trialdecide\_erase1, responseoption\_trialdecide\_erase2, probability, text\_decidedcolor\_probability12]

/ beginresponseframe = 2

/ fontstyle = ("Calibri", 1.7%)

/ numpoints = 11

/ inputdevice = mouse

/ position = (50,99)

/ branch = [likert.confidence12]

</likert>

<likert confidence12>

/ anchors = [1= "highly confident"; 2= "quite confident"; 3= "not very confident"; 4= "guessed"]

/ stimulusframes = [1 = confidence, text\_decidedcolor\_confidence12]

/ fontstyle = ("Calibri", 1.7%)

/ inputdevice = mouse

/ numpoints = 4

/ position = (50,99)

/ ontrialend = [values.endblock = 1]

</likert>

<likert likert\_probability13>

/ anchors = [1= "100% sure orange"; 2= "90% sure orange"; 3= "80% sure orange"; 4= "70% sure orange"; 5="60% sure orange"; 6="undecided"; 7= "60% sure pink"; 8="70% sure pink", 9="80% sure pink"; 10= "90% sure pink"; 11 = "100% sure pink"]

/ stimulusframes = [1 = responseoption\_trialdecide\_erase1, responseoption\_trialdecide\_erase2, probability, text\_decidedcolor\_probability13]

/ beginresponseframe = 2

/ fontstyle = ("Calibri", 1.7%)

/ numpoints = 11

/ inputdevice = mouse

/ position = (50,99)

/ branch = [likert.confidence13]

</likert>

<likert confidence13>

/ anchors = [1= "highly confident"; 2= "quite confident"; 3= "not very confident"; 4= "guessed"]

/ stimulusframes = [1 = confidence, text\_decidedcolor\_confidence13]

/ fontstyle = ("Calibri", 1.7%)

/ inputdevice = mouse

/ numpoints = 4

/ position = (50,99)

/ ontrialend = [values.endblock = 1]

</likert>

<likert likert\_probability14>

/ anchors = [1= "100% sure yellow"; 2= "90% sure yellow"; 3= "80% sure yellow"; 4= "70% sure yellow"; 5="60% sure yellow"; 6="undecided"; 7= "60% sure blue"; 8="70% sure blue", 9="80% sure blue"; 10= "90% sure blue"; 11 = "100% sure blue"]

/ stimulusframes = [1 = responseoption\_trialdecide\_erase1, responseoption\_trialdecide\_erase2, probability, text\_decidedcolor\_probability14]

/ beginresponseframe = 2

/ fontstyle = ("Calibri", 1.7%)

/ numpoints = 11

/ inputdevice = mouse

/ position = (50,99)

/ branch = [likert.confidence14]

</likert>

<likert confidence14>

/ anchors = [1= "highly confident"; 2= "quite confident"; 3= "not very confident"; 4= "guessed"]

/ stimulusframes = [1 = confidence, text\_decidedcolor\_confidence14]

/ inputdevice = mouse

/ numpoints = 4

/ position = (50,99)

/ ontrialend = [values.endblock = 1]

</likert>

<likert likert\_probability15>

/ anchors = [1= "100% sure green"; 2= "90% sure green"; 3= "80% sure green"; 4= "70% sure green"; 5="60% sure green"; 6="undecided"; 7= "60% sure red"; 8="70% sure red", 9="80% sure red"; 10= "90% sure red"; 11 = "100% sure red"]

/ stimulusframes = [1 = responseoption\_trialdecide\_erase1, responseoption\_trialdecide\_erase2, probability, text\_decidedcolor\_probability15]

/ beginresponseframe = 2

/ fontstyle = ("Calibri", 1.7%)

/ numpoints = 11

/ inputdevice = mouse

/ position = (50,99)

/ branch = [likert.confidence15]

</likert>

<likert confidence15>

/ anchors = [1= "highly confident"; 2= "quite confident"; 3= "not very confident"; 4= "guessed"]

/ stimulusframes = [1 = confidence, text\_decidedcolor\_confidence15]

/ fontstyle = ("Calibri", 1.7%)

/ inputdevice = mouse

/ numpoints = 4

/ position = (50,99)

/ ontrialend = [values.endblock = 1]

</likert>

<likert likert\_probability16>

/ anchors = [1= "100% sure orange"; 2= "90% sure orange"; 3= "80% sure orange"; 4= "70% sure orange"; 5="60% sure orange"; 6="undecided"; 7= "60% sure pink"; 8="70% sure pink", 9="80% sure pink"; 10= "90% sure pink"; 11 = "100% sure pink"]

/ stimulusframes = [1 = responseoption\_trialdecide\_erase1, responseoption\_trialdecide\_erase2, probability, text\_decidedcolor\_probability16]

/ beginresponseframe = 2

/ fontstyle = ("Calibri", 1.7%)

/ numpoints = 11

/ inputdevice = mouse

/ position = (50,99)

/ branch = [likert.confidence16]

</likert>

<likert confidence16>

/ anchors = [1= "highly confident"; 2= "quite confident"; 3= "not very confident"; 4= "guessed"]

/ stimulusframes = [1 = confidence, text\_decidedcolor\_confidence16]

/ fontstyle = ("Calibri", 1.7%)

/ inputdevice = mouse

/ numpoints = 4

/ position = (50,99)

/ ontrialend = [values.endblock = 1]

</likert>

<likert likert\_probability17>

/ anchors = [1= "100% sure yellow"; 2= "90% sure yellow"; 3= "80% sure yellow"; 4= "70% sure yellow"; 5="60% sure yellow"; 6="undecided"; 7= "60% sure blue"; 8="70% sure blue", 9="80% sure blue"; 10= "90% sure blue"; 11 = "100% sure blue"]

/ stimulusframes = [1 = responseoption\_trialdecide\_erase1, responseoption\_trialdecide\_erase2, probability, text\_decidedcolor\_probability17]

/ beginresponseframe = 2

/ fontstyle = ("Calibri", 1.7%)

/ numpoints = 11

/ inputdevice = mouse

/ position = (50,99)

/ branch = [likert.confidence17]

</likert>

<likert confidence17>

/ anchors = [1= "highly confident"; 2= "quite confident"; 3= "not very confident"; 4= "guessed"]

/ stimulusframes = [1 = confidence, text\_decidedcolor\_confidence17]

/ fontstyle = ("Calibri", 1.7%)

/ inputdevice = mouse

/ numpoints = 4

/ position = (50,99)

/ ontrialend = [values.endblock = 1]

</likert>

<likert likert\_probability18>

/ anchors = [1= "100% sure green"; 2= "90% sure green"; 3= "80% sure green"; 4= "70% sure green"; 5="60% sure green"; 6="undecided"; 7= "60% sure red"; 8="70% sure red", 9="80% sure red"; 10= "90% sure red"; 11 = "100% sure red"]

/ stimulusframes = [1 = responseoption\_trialdecide\_erase1, responseoption\_trialdecide\_erase2, probability, text\_decidedcolor\_probability18]

/ beginresponseframe = 2

/ fontstyle = ("Calibri", 1.7%)

/ numpoints = 11

/ inputdevice = mouse

/ position = (50,99)

/ branch = [likert.confidence18]

</likert>

<likert confidence18>

/ anchors = [1= "highly confident"; 2= "quite confident"; 3= "not very confident"; 4= "guessed"]

/ stimulusframes = [1 = confidence, text\_decidedcolor\_confidence18]

/ fontstyle = ("Calibri", 1.7%)

/ inputdevice = mouse

/ numpoints = 4

/ position = (50,99)

/ ontrialend = [values.endblock = 1]

</likert>

<likert likert\_probability19>

/ anchors = [1= "100% sure orange"; 2= "90% sure orange"; 3= "80% sure orange"; 4= "70% sure orange"; 5="60% sure orange"; 6="undecided"; 7= "60% sure pink"; 8="70% sure pink", 9="80% sure pink"; 10= "90% sure pink"; 11 = "100% sure pink"]

/ stimulusframes = [1 = responseoption\_trialdecide\_erase1, responseoption\_trialdecide\_erase2, probability, text\_decidedcolor\_probability19]

/ beginresponseframe = 2

/ fontstyle = ("Calibri", 1.7%)

/ numpoints = 11

/ inputdevice = mouse

/ position = (50,99)

/ branch = [likert.confidence19]

</likert>

<likert confidence19>

/ anchors = [1= "highly confident"; 2= "quite confident"; 3= "not very confident"; 4= "guessed"]

/ stimulusframes = [1 = confidence, text\_decidedcolor\_confidence19]

/ fontstyle = ("Calibri", 1.7%)

/ inputdevice = mouse

/ numpoints = 4

/ position = (50,99)

/ ontrialend = [values.endblock = 1]

</likert>

<likert likert\_probability20>

/ anchors = [1= "100% sure orange"; 2= "90% sure orange"; 3= "80% sure orange"; 4= "70% sure orange"; 5="60% sure orange"; 6="undecided"; 7= "60% sure pink"; 8="70% sure pink", 9="80% sure pink"; 10= "90% sure pink"; 11 = "100% sure pink"]

/ stimulusframes = [1 = responseoption\_trialdecide\_erase1, responseoption\_trialdecide\_erase2, probability, text\_decidedcolor\_probability20]

/ beginresponseframe = 2

/ fontstyle = ("Calibri", 1.7%)

/ numpoints = 11

/ inputdevice = mouse

/ position = (50,99)

/ branch = [likert.confidence20]

</likert>

<likert confidence20>

/ anchors = [1= "highly confident"; 2= "quite confident"; 3= "not very confident"; 4= "guessed"]

/ stimulusframes = [1 = confidence, text\_decidedcolor\_confidence20]

/ fontstyle = ("Calibri", 1.7%)

/ inputdevice = mouse

/ numpoints = 4

/ position = (50,99)

/ ontrialend = [values.endblock = 1]

</likert>

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

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\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* SHAPES \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

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\*Objects properties

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

\*Position nullpoint: Initial

<values>

/rowPosX = 5%

</values>

\*Positon X values: Space between circles and rectangles (cells)

<values>

/space1X = 0

/space2X = 10

/space3X = 20

/space4X = 30

/space5X = 40

/space6X = 50

/space7X = 60

/space8X = 70

/space9X = 80

/space10X = 90

</values>

\*Position Y values: Space between circles and rectangles (rows)

<values>

/row1PosY = 13%

/row2PosY = 30.5%

/row3PosY = 48%

/row4PosY = 65.5%

/row5PosY = 83%

</values>

\*Size rectangles

<values>

/sizeBoxX = 7.8%

/sizeBoxY = 13.87%

</values>

\*Size circles

<values>

/sizeDotX = 6.5%

/sizeDotY = 11.555%

</values>

\*Size circles

<values>

/sizeRectangleX = 6.5%

/sizeRectangleY = 6.5%

</values>

\*Color rectangles (RGB)

<values>

/redBox = 50

/greenBox = 37

/blueBox = 41

</values>

\*White background

<shape white\_BG>

/shape = rectangle

/color = white

/size = (100%, 100%)

</shape>

\*\*\* For three different trials, we need each two different circles colors, for when the participants decides for one color

<shape responseoption\_trialdecide\_color1>

/shape = rectangle

/color = black

/size = (values.sizeRectangleX, values.sizeRectangleY)

/position = (55%, 95%)

/erase = false

</shape>

<shape responseoption\_trialdecide\_erase1>

/shape = rectangle

/color = white

/size = (values.sizeRectangleX, values.sizeRectangleY)

/position = (55%, 95%)

/erase = false

</shape>

<shape responseoption\_trialdecide\_background\_box1>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (30%, 50%)

/erase = false

</shape>

<shape responseoption\_trialdecide\_color2>

/shape = rectangle

/color = black

/size = (values.sizeRectangleX, values.sizeRectangleY)

/position = (75%, 95%)

/erase = false

</shape>

<shape responseoption\_trialdecide\_erase2>

/shape = rectangle

/color = white

/size = (values.sizeRectangleX, values.sizeRectangleY)

/position = (75%, 95%)

/erase = false

</shape>

<shape responseoption\_trialdecide\_background\_box2>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (70%, 50%)

/erase = false

</shape>

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

\*Definition of 50 boxes

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*First row\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

<shape box1>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space1X, values.row1PosY)

/erase = false

</shape>

<shape box2>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space2X, values.row1PosY)

/erase = false

</shape>

<shape box3>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space3X, values.row1PosY)

/erase = false

</shape>

<shape box4>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space4X, values.row1PosY)

/erase = false

</shape>

<shape box5>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space5X, values.row1PosY)

/erase = false

</shape>

<shape box6>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space6X, values.row1PosY)

/erase = false

</shape>

<shape box7>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space7X, values.row1PosY)

/erase = false

</shape>

<shape box8>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space8X, values.row1PosY)

/erase = false

</shape>

<shape box9>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space9X, values.row1PosY)

/erase = false

</shape>

<shape box10>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space10X, values.row1PosY)

/erase = false

</shape>

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*Second row\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

<shape box11>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space1X, values.row2PosY)

/erase = false

</shape>

<shape box12>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space2X, values.row2PosY)

/erase = false

</shape>

<shape box13>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space3X, values.row2PosY)

/erase = false

</shape>

<shape box14>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space4X, values.row2PosY)

/erase = false

</shape>

<shape box15>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space5X, values.row2PosY)

/erase = false

</shape>

<shape box16>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space6X, values.row2PosY)

/erase = false

</shape>

<shape box17>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space7X, values.row2PosY)

/erase = false

</shape>

<shape box18>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space8X, values.row2PosY)

/erase = false

</shape>

<shape box19>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space9X, values.row2PosY)

/erase = false

</shape>

<shape box20>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space10X, values.row2PosY)

/erase = false

</shape>

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*Third row\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

<shape box21>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space1X, values.row3PosY)

/erase = false

</shape>

<shape box22>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space2X, values.row3PosY)

/erase = false

</shape>

<shape box23>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space3X, values.row3PosY)

/erase = false

</shape>

<shape box24>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space4X, values.row3PosY)

/erase = false

</shape>

<shape box25>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space5X, values.row3PosY)

/erase = false

</shape>

<shape box26>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space6X, values.row3PosY)

/erase = false

</shape>

<shape box27>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space7X, values.row3PosY)

/erase = false

</shape>

<shape box28>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space8X, values.row3PosY)

/erase = false

</shape>

<shape box29>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space9X, values.row3PosY)

/erase = false

</shape>

<shape box30>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space10X, values.row3PosY)

/erase = false

</shape>

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*Fourth row\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

<shape box31>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space1X, values.row4PosY)

/erase = false

</shape>

<shape box32>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space2X, values.row4PosY)

/erase = false

</shape>

<shape box33>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space3X, values.row4PosY)

/erase = false

</shape>

<shape box34>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space4X, values.row4PosY)

/erase = false

</shape>

<shape box35>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space5X, values.row4PosY)

/erase = false

</shape>

<shape box36>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space6X, values.row4PosY)

/erase = false

</shape>

<shape box37>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space7X, values.row4PosY)

/erase = false

</shape>

<shape box38>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space8X, values.row4PosY)

/erase = false

</shape>

<shape box39>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space9X, values.row4PosY)

/erase = false

</shape>

<shape box40>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space10X, values.row4PosY)

/erase = false

</shape>

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*Fifth row\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

<shape box41>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space1X, values.row5PosY)

/erase = false

</shape>

<shape box42>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space2X, values.row5PosY)

/erase = false

</shape>

<shape box43>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space3X, values.row5PosY)

/erase = false

</shape>

<shape box44>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space4X, values.row5PosY)

/erase = false

</shape>

<shape box45>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space5X, values.row5PosY)

/erase = false

</shape>

<shape box46>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space6X, values.row5PosY)

/erase = false

</shape>

<shape box47>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space7X, values.row5PosY)

/erase = false

</shape>

<shape box48>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space8X, values.row5PosY)

/erase = false

</shape>

<shape box49>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space9X, values.row5PosY)

/erase = false

</shape>

<shape box50>

/shape = rectangle

/size = (values.sizeBoxX, values.sizeBoxY)

/color = (values.redBox, values.greenBox, values.blueBox)

/position = (values.rowPosX + values.space10X, values.row5PosY)

/erase = false

</shape>

\*\*\*\*\*\*

Now 50 dots are defined to appear within the 50 boxes. At first, all dots are black, so that they are invisible before being clicked on.

Later its color is being changed if the corresponding box is being clicked on

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

\*Definition of 50 dots

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*First row\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

<shape dot1>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space1X, values.row1PosY)

/erase = false

</shape>

<shape dot2>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space2X, values.row1PosY)

/erase = false

</shape>

<shape dot3>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space3X, values.row1PosY)

/ erase = false

</shape>

<shape dot4>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space4X, values.row1PosY)

/ erase = false

</shape>

<shape dot5>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space5X, values.row1PosY)

/ erase = false

</shape>

<shape dot6>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space6X, values.row1PosY)

/ erase = false

</shape>

<shape dot7>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space7X, values.row1PosY)

/ erase = false

</shape>

<shape dot8>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space8X, values.row1PosY)

/ erase = false

</shape>

<shape dot9>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space9X, values.row1PosY)

/ erase = false

</shape>

<shape dot10>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space10X, values.row1PosY)

/erase = false

</shape>

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*Second row\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

<shape dot11>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space1X, values.row2PosY)

/erase = false

</shape>

<shape dot12>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space2X, values.row2PosY)

/erase = false

</shape>

<shape dot13>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space3X, values.row2PosY)

/erase = false

</shape>

<shape dot14>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space4X, values.row2PosY)

/erase = false

</shape>

<shape dot15>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space5X, values.row2PosY)

/erase = false

</shape>

<shape dot16>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space6X, values.row2PosY)

/erase = false

</shape>

<shape dot17>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space7X, values.row2PosY)

/erase = false

</shape>

<shape dot18>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space8X, values.row2PosY)

/ erase = false

</shape>

<shape dot19>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space9X, values.row2PosY)

/erase = false

</shape>

<shape dot20>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space10X, values.row2PosY)

/erase = false

</shape>

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*Third row\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

<shape dot21>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space1X, values.row3PosY)

/erase = false

</shape>

<shape dot22>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space2X, values.row3PosY)

/erase = false

</shape>

<shape dot23>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space3X, values.row3PosY)

/erase = false

</shape>

<shape dot24>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space4X, values.row3PosY)

/erase = false

</shape>

<shape dot25>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space5X, values.row3PosY)

/erase = false

</shape>

<shape dot26>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space6X, values.row3PosY)

/erase = false

</shape>

<shape dot27>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space7X, values.row3PosY)

/erase = false

</shape>

<shape dot28>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space8X, values.row3PosY)

/ erase = false

</shape>

<shape dot29>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space9X, values.row3PosY)

/erase = false

</shape>

<shape dot30>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space10X, values.row3PosY)

/erase = false

</shape>

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*Fourth row\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

<shape dot31>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space1X, values.row4PosY)

/erase = false

</shape>

<shape dot32>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space2X, values.row4PosY)

/erase = false

</shape>

<shape dot33>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space3X, values.row4PosY)

/erase = false

</shape>

<shape dot34>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space4X, values.row4PosY)

/erase = false

</shape>

<shape dot35>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space5X, values.row4PosY)

/erase = false

</shape>

<shape dot36>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space6X, values.row4PosY)

/erase = false

</shape>

<shape dot37>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space7X, values.row4PosY)

/erase = false

</shape>

<shape dot38>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space8X, values.row4PosY)

/ erase = false

</shape>

<shape dot39>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space9X, values.row4PosY)

/erase = false

</shape>

<shape dot40>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space10X, values.row4PosY)

/erase = false

</shape>

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*Fifth row\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

<shape dot41>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space1X, values.row5PosY)

/erase = false

</shape>

<shape dot42>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space2X, values.row5PosY)

/erase = false

</shape>

<shape dot43>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space3X, values.row5PosY)

/erase = false

</shape>

<shape dot44>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space4X, values.row5PosY)

/erase = false

</shape>

<shape dot45>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space5X, values.row5PosY)

/erase = false

</shape>

<shape dot46>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space6X, values.row5PosY)

/erase = false

</shape>

<shape dot47>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space7X, values.row5PosY)

/erase = false

</shape>

<shape dot48>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space8X, values.row5PosY)

/ erase = false

</shape>

<shape dot49>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space9X, values.row5PosY)

/erase = false

</shape>

<shape dot50>

/shape = circle

/color = black

/size = (values.sizeDotX, values.sizeDotY)

/position = (values.rowPosX + values.space10X, values.row5PosY)

/erase = false

</shape>

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\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Trial elements repeated over different blocks \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

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\*\*\* trial\_choose is the trial, in which a participant can click on any of the 12 boxes. If a participant clicks on one of the boxes, the color is changed. Additionally the value boxX\_click is being changed.

\*this then ensures that the color does not change again. In this case this trial branches to this trial again (trial is repeated until a new box is clicked), otherwise it branches to the trial trial\_response

\*Additionally it captures the number of draws by adding +1 to the value draws\_trial\_XX.

<trial trial\_choose>

/stimulusframes = [1= instruction, box1, box2, box3, box4, box5, box6, box7, box8, box9, box10, box11, box12, box13, box14, box15, box16, box17, box18, box19, box20, box21, box22, box23, box24, box25, box26, box27, box28, box29, box30, box31, box32, box33, box34, box35, box36, box37, box38, box39, box40, box41, box42, box43, box44, box45, box46, box47, box48, box49, box50,

dot1, dot2, dot3, dot4, dot5, dot6, dot7, dot8, dot9, dot10, dot11, dot12, dot13, dot14, dot15, dot16, dot17, dot18, dot19, dot20, dot21, dot22, dot23, dot24, dot25, dot26, dot27, dot28, dot29, dot30, dot31, dot32, dot33, dot34, dot35, dot36, dot37, dot38, dot39, dot40, dot41, dot42, dot43, dot44, dot45, dot46, dot47, dot48, dot49, dot50, want\_decision, responseoption\_trialdecide\_color1, responseoption\_trialdecide\_color2, OR]

/inputdevice = mouse

/validresponse = (box1, box2, box3, box4, box5, box6, box7, box8, box9, box10, box11, box12, box13, box14, box15, box16, box17, box18, box19, box20, box21, box22, box23, box24, box25, box26, box27, box28, box29, box30, box31, box32, box33, box34, box35, box36, box37, box38, box39, box40, box41, box42, box43, box44, box45, box46, box47, box48, box49, box50, responseoption\_trialdecide\_color1, responseoption\_trialdecide\_color2)

/ontrialbegin = [shape.responseoption\_trialdecide\_color1.color = list.list\_uniquecolor\_left.item(values.current\_list);

shape.responseoption\_trialdecide\_color2.color = list.list\_uniquecolor\_right.item(values.current\_list)]

/ontrialend = [values.incorrect=0;

if (values.current\_list == 1){values.draws\_trial\_01=values.current\_click+1}

else if (values.current\_list == 2){values.draws\_trial\_02=values.current\_click+1}

else if (values.current\_list == 3){values.draws\_trial\_03=values.current\_click+1}

else if (values.current\_list == 4){values.draws\_trial\_04=values.current\_click+1}

else if (values.current\_list == 5){values.draws\_trial\_05=values.current\_click+1}

else if (values.current\_list == 6){values.draws\_trial\_06=values.current\_click+1}

else if (values.current\_list == 7){values.draws\_trial\_07=values.current\_click+1}

else if (values.current\_list == 8){values.draws\_trial\_08=values.current\_click+1}

else if (values.current\_list == 9){values.draws\_trial\_09=values.current\_click+1}

else if (values.current\_list == 10){values.draws\_trial\_10=values.current\_click+1}

else if (values.current\_list == 11){values.draws\_trial\_11=values.current\_click+1}

else if (values.current\_list == 12){values.draws\_trial\_12=values.current\_click+1}

else if (values.current\_list == 13){values.draws\_trial\_13=values.current\_click+1}

else if (values.current\_list == 14){values.draws\_trial\_14=values.current\_click+1}

else if (values.current\_list == 15){values.draws\_trial\_15=values.current\_click+1}

else if (values.current\_list == 16){values.draws\_trial\_16=values.current\_click+1}

else if (values.current\_list == 17){values.draws\_trial\_17=values.current\_click+1}

else if (values.current\_list == 18){values.draws\_trial\_18=values.current\_click+1}

else if (values.current\_list == 19){values.draws\_trial\_19=values.current\_click+1}

else if (values.current\_list == 20){values.draws\_trial\_20=values.current\_click+1};

values.current\_click += 1;

if (values.box1\_click==0 && trial.trial\_choose.response == "box1") {shape.dot1.color = list.masterlist.nextvalue; values.box1\_click=1}

else if (values.box2\_click==0 && trial.trial\_choose.response == "box2") {shape.dot2.color = list.masterlist.nextvalue; values.box2\_click=1}

else if (values.box3\_click==0 && trial.trial\_choose.response == "box3") {shape.dot3.color = list.masterlist.nextvalue; values.box3\_click=1}

else if (values.box4\_click==0 && trial.trial\_choose.response == "box4") {shape.dot4.color = list.masterlist.nextvalue; values.box4\_click=1}

else if (values.box5\_click==0 && trial.trial\_choose.response == "box5") {shape.dot5.color = list.masterlist.nextvalue; values.box5\_click=1}

else if (values.box6\_click==0 && trial.trial\_choose.response == "box6") {shape.dot6.color = list.masterlist.nextvalue; values.box6\_click=1}

else if (values.box7\_click==0 && trial.trial\_choose.response == "box7") {shape.dot7.color = list.masterlist.nextvalue; values.box7\_click=1}

else if (values.box8\_click==0 && trial.trial\_choose.response == "box8") {shape.dot8.color = list.masterlist.nextvalue; values.box8\_click=1}

else if (values.box9\_click==0 && trial.trial\_choose.response == "box9") {shape.dot9.color = list.masterlist.nextvalue; values.box9\_click=1}

else if (values.box10\_click==0 && trial.trial\_choose.response == "box10") {shape.dot10.color = list.masterlist.nextvalue; values.box10\_click=1}

else if (values.box11\_click==0 && trial.trial\_choose.response == "box11") {shape.dot11.color = list.masterlist.nextvalue; values.box11\_click=1}

else if (values.box12\_click==0 && trial.trial\_choose.response == "box12") {shape.dot12.color = list.masterlist.nextvalue; values.box12\_click=1}

else if (values.box13\_click==0 && trial.trial\_choose.response == "box13") {shape.dot13.color = list.masterlist.nextvalue; values.box13\_click=1}

else if (values.box14\_click==0 && trial.trial\_choose.response == "box14") {shape.dot14.color = list.masterlist.nextvalue; values.box14\_click=1}

else if (values.box15\_click==0 && trial.trial\_choose.response == "box15") {shape.dot15.color = list.masterlist.nextvalue; values.box15\_click=1}

else if (values.box16\_click==0 && trial.trial\_choose.response == "box16") {shape.dot16.color = list.masterlist.nextvalue; values.box16\_click=1}

else if (values.box17\_click==0 && trial.trial\_choose.response == "box17") {shape.dot17.color = list.masterlist.nextvalue; values.box17\_click=1}

else if (values.box18\_click==0 && trial.trial\_choose.response == "box18") {shape.dot18.color = list.masterlist.nextvalue; values.box18\_click=1}

else if (values.box19\_click==0 && trial.trial\_choose.response == "box19") {shape.dot19.color = list.masterlist.nextvalue; values.box19\_click=1}

else if (values.box20\_click==0 && trial.trial\_choose.response == "box20") {shape.dot20.color = list.masterlist.nextvalue; values.box20\_click=1}

else if (values.box21\_click==0 && trial.trial\_choose.response == "box21") {shape.dot21.color = list.masterlist.nextvalue; values.box21\_click=1}

else if (values.box22\_click==0 && trial.trial\_choose.response == "box22") {shape.dot22.color = list.masterlist.nextvalue; values.box22\_click=1}

else if (values.box23\_click==0 && trial.trial\_choose.response == "box23") {shape.dot23.color = list.masterlist.nextvalue; values.box23\_click=1}

else if (values.box24\_click==0 && trial.trial\_choose.response == "box24") {shape.dot24.color = list.masterlist.nextvalue; values.box24\_click=1}

else if (values.box25\_click==0 && trial.trial\_choose.response == "box25") {shape.dot25.color = list.masterlist.nextvalue; values.box25\_click=1}

else if (values.box26\_click==0 && trial.trial\_choose.response == "box26") {shape.dot26.color = list.masterlist.nextvalue; values.box26\_click=1}

else if (values.box27\_click==0 && trial.trial\_choose.response == "box27") {shape.dot27.color = list.masterlist.nextvalue; values.box27\_click=1}

else if (values.box28\_click==0 && trial.trial\_choose.response == "box28") {shape.dot28.color = list.masterlist.nextvalue; values.box28\_click=1}

else if (values.box29\_click==0 && trial.trial\_choose.response == "box29") {shape.dot29.color = list.masterlist.nextvalue; values.box29\_click=1}

else if (values.box30\_click==0 && trial.trial\_choose.response == "box30") {shape.dot30.color = list.masterlist.nextvalue; values.box30\_click=1}

else if (values.box31\_click==0 && trial.trial\_choose.response == "box31") {shape.dot31.color = list.masterlist.nextvalue; values.box31\_click=1}

else if (values.box32\_click==0 && trial.trial\_choose.response == "box32") {shape.dot32.color = list.masterlist.nextvalue; values.box32\_click=1}

else if (values.box33\_click==0 && trial.trial\_choose.response == "box33") {shape.dot33.color = list.masterlist.nextvalue; values.box33\_click=1}

else if (values.box34\_click==0 && trial.trial\_choose.response == "box34") {shape.dot34.color = list.masterlist.nextvalue; values.box34\_click=1}

else if (values.box35\_click==0 && trial.trial\_choose.response == "box35") {shape.dot35.color = list.masterlist.nextvalue; values.box35\_click=1}

else if (values.box36\_click==0 && trial.trial\_choose.response == "box36") {shape.dot36.color = list.masterlist.nextvalue; values.box36\_click=1}

else if (values.box37\_click==0 && trial.trial\_choose.response == "box37") {shape.dot37.color = list.masterlist.nextvalue; values.box37\_click=1}

else if (values.box38\_click==0 && trial.trial\_choose.response == "box38") {shape.dot38.color = list.masterlist.nextvalue; values.box38\_click=1}

else if (values.box39\_click==0 && trial.trial\_choose.response == "box39") {shape.dot39.color = list.masterlist.nextvalue; values.box39\_click=1}

else if (values.box40\_click==0 && trial.trial\_choose.response == "box40") {shape.dot40.color = list.masterlist.nextvalue; values.box40\_click=1}

else if (values.box41\_click==0 && trial.trial\_choose.response == "box41") {shape.dot41.color = list.masterlist.nextvalue; values.box41\_click=1}

else if (values.box42\_click==0 && trial.trial\_choose.response == "box42") {shape.dot42.color = list.masterlist.nextvalue; values.box42\_click=1}

else if (values.box43\_click==0 && trial.trial\_choose.response == "box43") {shape.dot43.color = list.masterlist.nextvalue; values.box43\_click=1}

else if (values.box44\_click==0 && trial.trial\_choose.response == "box44") {shape.dot44.color = list.masterlist.nextvalue; values.box44\_click=1}

else if (values.box45\_click==0 && trial.trial\_choose.response == "box45") {shape.dot45.color = list.masterlist.nextvalue; values.box45\_click=1}

else if (values.box46\_click==0 && trial.trial\_choose.response == "box46") {shape.dot46.color = list.masterlist.nextvalue; values.box46\_click=1}

else if (values.box47\_click==0 && trial.trial\_choose.response == "box47") {shape.dot47.color = list.masterlist.nextvalue; values.box47\_click=1}

else if (values.box48\_click==0 && trial.trial\_choose.response == "box48") {shape.dot48.color = list.masterlist.nextvalue; values.box48\_click=1}

else if (values.box49\_click==0 && trial.trial\_choose.response == "box49") {shape.dot49.color = list.masterlist.nextvalue; values.box49\_click=1}

else if (values.box50\_click==0 && trial.trial\_choose.response == "box50") {shape.dot50.color = list.masterlist.nextvalue; values.box50\_click=1}

else if (values.current\_click=values.current\_click-1)(values.incorrect=1);

if (values.current\_list == 1 && trial.trial\_choose.response == "responseoption\_trialdecide\_color1") values.colordecision\_trial01=list.colors\_text\_trial01.items.1;

else if (values.current\_list == 1 && trial.trial\_choose.response == "responseoption\_trialdecide\_color2") values.colordecision\_trial01=list.colors\_text\_trial01.items.2;

else if (values.current\_list == 2 && trial.trial\_choose.response == "responseoption\_trialdecide\_color1") values.colordecision\_trial02=list.colors\_text\_trial02.items.1;

else if (values.current\_list == 2 && trial.trial\_choose.response == "responseoption\_trialdecide\_color2") values.colordecision\_trial02=list.colors\_text\_trial02.items.2;

else if (values.current\_list == 3 && trial.trial\_choose.response == "responseoption\_trialdecide\_color1") values.colordecision\_trial03=list.colors\_text\_trial03.items.1;

else if (values.current\_list == 3 && trial.trial\_choose.response == "responseoption\_trialdecide\_color2") values.colordecision\_trial03=list.colors\_text\_trial03.items.2;

else if (values.current\_list == 4 && trial.trial\_choose.response == "responseoption\_trialdecide\_color1") values.colordecision\_trial04=list.colors\_text\_trial04.items.1;

else if (values.current\_list == 4 && trial.trial\_choose.response == "responseoption\_trialdecide\_color2") values.colordecision\_trial04=list.colors\_text\_trial04.items.2;

else if (values.current\_list == 5 && trial.trial\_choose.response == "responseoption\_trialdecide\_color1") values.colordecision\_trial05=list.colors\_text\_trial05.items.1;

else if (values.current\_list == 5 && trial.trial\_choose.response == "responseoption\_trialdecide\_color2") values.colordecision\_trial05=list.colors\_text\_trial05.items.2;

else if (values.current\_list == 6 && trial.trial\_choose.response == "responseoption\_trialdecide\_color1") values.colordecision\_trial06=list.colors\_text\_trial06.items.1;

else if (values.current\_list == 6 && trial.trial\_choose.response == "responseoption\_trialdecide\_color2") values.colordecision\_trial06=list.colors\_text\_trial06.items.2;

else if (values.current\_list == 7 && trial.trial\_choose.response == "responseoption\_trialdecide\_color1") values.colordecision\_trial07=list.colors\_text\_trial07.items.1;

else if (values.current\_list == 7 && trial.trial\_choose.response == "responseoption\_trialdecide\_color2") values.colordecision\_trial07=list.colors\_text\_trial07.items.2;

else if (values.current\_list == 8 && trial.trial\_choose.response == "responseoption\_trialdecide\_color1") values.colordecision\_trial08=list.colors\_text\_trial08.items.1;

else if (values.current\_list == 8 && trial.trial\_choose.response == "responseoption\_trialdecide\_color2") values.colordecision\_trial08=list.colors\_text\_trial08.items.2;

else if (values.current\_list == 9 && trial.trial\_choose.response == "responseoption\_trialdecide\_color1") values.colordecision\_trial09=list.colors\_text\_trial09.items.1;

else if (values.current\_list == 9 && trial.trial\_choose.response == "responseoption\_trialdecide\_color2") values.colordecision\_trial09=list.colors\_text\_trial09.items.2;

else if (values.current\_list == 10 && trial.trial\_choose.response == "responseoption\_trialdecide\_color1") values.colordecision\_trial10=list.colors\_text\_trial10.items.1;

else if (values.current\_list == 10 && trial.trial\_choose.response == "responseoption\_trialdecide\_color2") values.colordecision\_trial10=list.colors\_text\_trial10.items.2;

else if (values.current\_list == 11 && trial.trial\_choose.response == "responseoption\_trialdecide\_color1") values.colordecision\_trial11=list.colors\_text\_trial11.items.2;

else if (values.current\_list == 11 && trial.trial\_choose.response == "responseoption\_trialdecide\_color2") values.colordecision\_trial11=list.colors\_text\_trial11.items.1;

else if (values.current\_list == 12 && trial.trial\_choose.response == "responseoption\_trialdecide\_color1") values.colordecision\_trial12=list.colors\_text\_trial12.items.1;

else if (values.current\_list == 12 && trial.trial\_choose.response == "responseoption\_trialdecide\_color2") values.colordecision\_trial12=list.colors\_text\_trial12.items.2;

else if (values.current\_list == 13 && trial.trial\_choose.response == "responseoption\_trialdecide\_color1") values.colordecision\_trial13=list.colors\_text\_trial13.items.1;

else if (values.current\_list == 13 && trial.trial\_choose.response == "responseoption\_trialdecide\_color2") values.colordecision\_trial13=list.colors\_text\_trial13.items.2;

else if (values.current\_list == 14 && trial.trial\_choose.response == "responseoption\_trialdecide\_color1") values.colordecision\_trial14=list.colors\_text\_trial14.items.1;

else if (values.current\_list == 14 && trial.trial\_choose.response == "responseoption\_trialdecide\_color2") values.colordecision\_trial14=list.colors\_text\_trial14.items.2;

else if (values.current\_list == 15 && trial.trial\_choose.response == "responseoption\_trialdecide\_color1") values.colordecision\_trial15=list.colors\_text\_trial15.items.1;

else if (values.current\_list == 15 && trial.trial\_choose.response == "responseoption\_trialdecide\_color2") values.colordecision\_trial15=list.colors\_text\_trial15.items.2;

else if (values.current\_list == 16 && trial.trial\_choose.response == "responseoption\_trialdecide\_color1") values.colordecision\_trial16=list.colors\_text\_trial16.items.1;

else if (values.current\_list == 16 && trial.trial\_choose.response == "responseoption\_trialdecide\_color2") values.colordecision\_trial16=list.colors\_text\_trial16.items.2;

else if (values.current\_list == 17 && trial.trial\_choose.response == "responseoption\_trialdecide\_color1") values.colordecision\_trial17=list.colors\_text\_trial17.items.1;

else if (values.current\_list == 17 && trial.trial\_choose.response == "responseoption\_trialdecide\_color2") values.colordecision\_trial17=list.colors\_text\_trial17.items.2;

else if (values.current\_list == 18 && trial.trial\_choose.response == "responseoption\_trialdecide\_color1") values.colordecision\_trial18=list.colors\_text\_trial18.items.1;

else if (values.current\_list == 18 && trial.trial\_choose.response == "responseoption\_trialdecide\_color2") values.colordecision\_trial18=list.colors\_text\_trial18.items.2;

else if (values.current\_list == 19 && trial.trial\_choose.response == "responseoption\_trialdecide\_color1") values.colordecision\_trial19=list.colors\_text\_trial19.items.1;

else if (values.current\_list == 19 && trial.trial\_choose.response == "responseoption\_trialdecide\_color2") values.colordecision\_trial19=list.colors\_text\_trial19.items.2;

else if (values.current\_list == 20 && trial.trial\_choose.response == "responseoption\_trialdecide\_color1") values.colordecision\_trial20=list.colors\_text\_trial20.items.1;

else if (values.current\_list == 20 && trial.trial\_choose.response == "responseoption\_trialdecide\_color2") values.colordecision\_trial20=list.colors\_text\_trial20.items.2;

if ((trial.trial\_choose.response == "responseoption\_trialdecide\_color1" || trial.trial\_choose.response == "responseoption\_trialdecide\_color2") && values.current\_list == 1) values.endblock = 1;

else if ((trial.trial\_choose.response == "responseoption\_trialdecide\_color1" || trial.trial\_choose.response == "responseoption\_trialdecide\_color2") && values.current\_list == 2) values.endblock = 1;

else if ((trial.trial\_choose.response == "responseoption\_trialdecide\_color1" || trial.trial\_choose.response == "responseoption\_trialdecide\_color2") && values.current\_list == 3) values.endblock = 1;

else if ((trial.trial\_choose.response == "responseoption\_trialdecide\_color1" || trial.trial\_choose.response == "responseoption\_trialdecide\_color2") && values.current\_list == 4) values.endblock = 1;

else if ((trial.trial\_choose.response == "responseoption\_trialdecide\_color1" || trial.trial\_choose.response == "responseoption\_trialdecide\_color2") && values.current\_list == 5) values.endblock = 1;

else if ((trial.trial\_choose.response == "responseoption\_trialdecide\_color1" || trial.trial\_choose.response == "responseoption\_trialdecide\_color2") && values.current\_list == 6) values.endblock = 1;

else if ((trial.trial\_choose.response == "responseoption\_trialdecide\_color1" || trial.trial\_choose.response == "responseoption\_trialdecide\_color2") && values.current\_list == 7) values.endblock = 1;

else if ((trial.trial\_choose.response == "responseoption\_trialdecide\_color1" || trial.trial\_choose.response == "responseoption\_trialdecide\_color2") && values.current\_list == 8) values.endblock = 1;

else if ((trial.trial\_choose.response == "responseoption\_trialdecide\_color1" || trial.trial\_choose.response == "responseoption\_trialdecide\_color2") && values.current\_list == 9) values.endblock = 1;

else if ((trial.trial\_choose.response == "responseoption\_trialdecide\_color1" || trial.trial\_choose.response == "responseoption\_trialdecide\_color2") && values.current\_list == 10) values.endblock = 1;

else if ((trial.trial\_choose.response == "responseoption\_trialdecide\_color1" || trial.trial\_choose.response == "responseoption\_trialdecide\_color2") && values.current\_list == 11) values.endblock = 1;

else if ((trial.trial\_choose.response == "responseoption\_trialdecide\_color1" || trial.trial\_choose.response == "responseoption\_trialdecide\_color2") && values.current\_list == 12) values.endblock = 1;

else if ((trial.trial\_choose.response == "responseoption\_trialdecide\_color1" || trial.trial\_choose.response == "responseoption\_trialdecide\_color2") && values.current\_list == 13) values.endblock = 1;

else if ((trial.trial\_choose.response == "responseoption\_trialdecide\_color1" || trial.trial\_choose.response == "responseoption\_trialdecide\_color2") && values.current\_list == 14) values.endblock = 1;

else if ((trial.trial\_choose.response == "responseoption\_trialdecide\_color1" || trial.trial\_choose.response == "responseoption\_trialdecide\_color2") && values.current\_list == 15) values.endblock = 1;

else if ((trial.trial\_choose.response == "responseoption\_trialdecide\_color1" || trial.trial\_choose.response == "responseoption\_trialdecide\_color2") && values.current\_list == 16) values.endblock = 1;

else if ((trial.trial\_choose.response == "responseoption\_trialdecide\_color1" || trial.trial\_choose.response == "responseoption\_trialdecide\_color2") && values.current\_list == 17) values.endblock = 1;

else if ((trial.trial\_choose.response == "responseoption\_trialdecide\_color1" || trial.trial\_choose.response == "responseoption\_trialdecide\_color2") && values.current\_list == 18) values.endblock = 1;

else if ((trial.trial\_choose.response == "responseoption\_trialdecide\_color1" || trial.trial\_choose.response == "responseoption\_trialdecide\_color2") && values.current\_list == 19) values.endblock = 1;

else if ((trial.trial\_choose.response == "responseoption\_trialdecide\_color1" || trial.trial\_choose.response == "responseoption\_trialdecide\_color2") && values.current\_list == 20) values.endblock = 1]

/branch= [if (values.current\_click>list\_length) trial.trial1\_too\_late

else if (values.incorrect==1) trial.trial\_choose]

/ skip=[values.endblock == 1]

/ skip=[values.current\_click>list\_length+1]

</trial>

\*This trial is only shown, if participants decided too late. This is captured in the value toolate\_trial\_02. Additionally, the value for the draw count is increased by one.

<trial trial1\_too\_late>

/stimulusframes = [1= white\_BG, too\_late, next\_button]

/inputdevice = mouse

/validresponse = (next\_button)

/ontrialend = [values.endblock = 1;

if (values.current\_list == 1) {values.draws\_trial\_01+=1; values.toolate\_trial\_01=1}

else if (values.current\_list == 2) {values.draws\_trial\_02+=1; values.toolate\_trial\_02=1}

else if (values.current\_list == 3) {values.draws\_trial\_03+=1; values.toolate\_trial\_03=1}

else if (values.current\_list == 4) {values.draws\_trial\_04+=1; values.toolate\_trial\_04=1}

else if (values.current\_list == 5) {values.draws\_trial\_05+=1; values.toolate\_trial\_05=1}

else if (values.current\_list == 6) {values.draws\_trial\_06+=1; values.toolate\_trial\_06=1}

else if (values.current\_list == 7) {values.draws\_trial\_07+=1; values.toolate\_trial\_07=1}

else if (values.current\_list == 8) {values.draws\_trial\_08+=1; values.toolate\_trial\_08=1}

else if (values.current\_list == 9) {values.draws\_trial\_09+=1; values.toolate\_trial\_09=1}

else if (values.current\_list == 10) {values.draws\_trial\_10+=1; values.toolate\_trial\_10=1}

else if (values.current\_list == 11) {values.draws\_trial\_11+=1; values.toolate\_trial\_11=1}

else if (values.current\_list == 12) {values.draws\_trial\_12+=1; values.toolate\_trial\_12=1}

else if (values.current\_list == 13) {values.draws\_trial\_13+=1; values.toolate\_trial\_13=1}

else if (values.current\_list == 14) {values.draws\_trial\_14+=1; values.toolate\_trial\_14=1}

else if (values.current\_list == 15) {values.draws\_trial\_15+=1; values.toolate\_trial\_15=1}

else if (values.current\_list == 16) {values.draws\_trial\_16+=1; values.toolate\_trial\_16=1}

else if (values.current\_list == 17) {values.draws\_trial\_17+=1; values.toolate\_trial\_17=1}

else if (values.current\_list == 18) {values.draws\_trial\_18+=1; values.toolate\_trial\_18=1}

else if (values.current\_list == 19) {values.draws\_trial\_19+=1; values.toolate\_trial\_19=1}

else if (values.current\_list == 20) {values.draws\_trial\_20+=1; values.toolate\_trial\_20=1}]

</trial>

<trial trial\_start>

/stimulusframes = [1= white\_BG, start, next\_button, reminder\_pressure]

/inputdevice = mouse

/validresponse = (next\_button)

</trial>

\*These lists are necessary to manually call the items from color\_sequence\_trial01, color\_sequence\_trial02, and color\_sequence\_trial03

<list masterlist>

/ items = (list.color\_sequence\_trial01.nextvalue,

list.color\_sequence\_trial02.nextvalue,

list.color\_sequence\_trial03.nextvalue,

list.color\_sequence\_trial04.nextvalue,

list.color\_sequence\_trial05.nextvalue,

list.color\_sequence\_trial06.nextvalue,

list.color\_sequence\_trial07.nextvalue,

list.color\_sequence\_trial08.nextvalue,

list.color\_sequence\_trial09.nextvalue,

list.color\_sequence\_trial10.nextvalue,

list.color\_sequence\_trial11.nextvalue,

list.color\_sequence\_trial12.nextvalue,

list.color\_sequence\_trial13.nextvalue,

list.color\_sequence\_trial14.nextvalue,

list.color\_sequence\_trial15.nextvalue,

list.color\_sequence\_trial16.nextvalue,

list.color\_sequence\_trial17.nextvalue,

list.color\_sequence\_trial18.nextvalue,

list.color\_sequence\_trial19.nextvalue,

list.color\_sequence\_trial20.nextvalue)

/ selectionmode = (values.current\_list)

</list>

<list list\_length>

/ items = (list.color\_sequence\_trial01.itemcount,

list.color\_sequence\_trial02.itemcount,

list.color\_sequence\_trial03.itemcount,

list.color\_sequence\_trial04.itemcount,

list.color\_sequence\_trial05.itemcount,

list.color\_sequence\_trial06.itemcount,

list.color\_sequence\_trial07.itemcount,

list.color\_sequence\_trial08.itemcount,

list.color\_sequence\_trial09.itemcount,

list.color\_sequence\_trial10.itemcount,

list.color\_sequence\_trial11.itemcount,

list.color\_sequence\_trial12.itemcount,

list.color\_sequence\_trial13.itemcount,

list.color\_sequence\_trial14.itemcount,

list.color\_sequence\_trial15.itemcount,

list.color\_sequence\_trial16.itemcount,

list.color\_sequence\_trial17.itemcount,

list.color\_sequence\_trial18.itemcount,

list.color\_sequence\_trial19.itemcount,

list.color\_sequence\_trial20.itemcount)

/ selectionmode = (values.current\_list)

</list>

<list list\_colornames\_left>

/ items = (list.colors\_text\_trial01.items.1,

list.colors\_text\_trial02.items.1,

list.colors\_text\_trial03.items.1,

list.colors\_text\_trial04.items.1,

list.colors\_text\_trial05.items.1,

list.colors\_text\_trial06.items.1,

list.colors\_text\_trial07.items.1,

list.colors\_text\_trial08.items.1,

list.colors\_text\_trial09.items.1,

list.colors\_text\_trial10.items.1,

list.colors\_text\_trial11.items.1,

list.colors\_text\_trial12.items.1,

list.colors\_text\_trial13.items.1,

list.colors\_text\_trial14.items.1,

list.colors\_text\_trial15.items.1,

list.colors\_text\_trial16.items.1,

list.colors\_text\_trial17.items.1,

list.colors\_text\_trial18.items.1,

list.colors\_text\_trial19.items.1,

list.colors\_text\_trial20.items.1)

/ selectionmode = (values.current\_list)

</list>

<list list\_colornames\_right>

/ items = (list.colors\_text\_trial01.items.2,

list.colors\_text\_trial02.items.2,

list.colors\_text\_trial03.items.2,

list.colors\_text\_trial04.items.2,

list.colors\_text\_trial05.items.2,

list.colors\_text\_trial06.items.2,

list.colors\_text\_trial07.items.2,

list.colors\_text\_trial08.items.2,

list.colors\_text\_trial09.items.2,

list.colors\_text\_trial10.items.2,

list.colors\_text\_trial11.items.2,

list.colors\_text\_trial12.items.2,

list.colors\_text\_trial13.items.2,

list.colors\_text\_trial14.items.2,

list.colors\_text\_trial15.items.2,

list.colors\_text\_trial16.items.2,

list.colors\_text\_trial17.items.2,

list.colors\_text\_trial18.items.2,

list.colors\_text\_trial19.items.2,

list.colors\_text\_trial20.items.2)

/ selectionmode = (values.current\_list)

</list>

<list list\_uniquecolor\_left>

/ items = (list.colors\_unique\_trial01.items.1,

list.colors\_unique\_trial02.items.1,

list.colors\_unique\_trial03.items.1,

list.colors\_unique\_trial04.items.1,

list.colors\_unique\_trial05.items.1,

list.colors\_unique\_trial06.items.1,

list.colors\_unique\_trial07.items.1,

list.colors\_unique\_trial08.items.1,

list.colors\_unique\_trial09.items.1,

list.colors\_unique\_trial10.items.1,

list.colors\_unique\_trial11.items.1,

list.colors\_unique\_trial12.items.1,

list.colors\_unique\_trial13.items.1,

list.colors\_unique\_trial14.items.1,

list.colors\_unique\_trial15.items.1,

list.colors\_unique\_trial16.items.1,

list.colors\_unique\_trial17.items.1,

list.colors\_unique\_trial18.items.1,

list.colors\_unique\_trial19.items.1,

list.colors\_unique\_trial20.items.1)

/ selectionmode = (values.current\_list)

</list>

<list list\_uniquecolor\_right>

/ items = (list.colors\_unique\_trial01.items.2,

list.colors\_unique\_trial02.items.2,

list.colors\_unique\_trial03.items.2,

list.colors\_unique\_trial04.items.2,

list.colors\_unique\_trial05.items.2,

list.colors\_unique\_trial06.items.2,

list.colors\_unique\_trial07.items.2,

list.colors\_unique\_trial08.items.2,

list.colors\_unique\_trial09.items.2,

list.colors\_unique\_trial10.items.2,

list.colors\_unique\_trial11.items.2,

list.colors\_unique\_trial12.items.2,

list.colors\_unique\_trial13.items.2,

list.colors\_unique\_trial14.items.2,

list.colors\_unique\_trial15.items.2,

list.colors\_unique\_trial16.items.2,

list.colors\_unique\_trial17.items.2,

list.colors\_unique\_trial18.items.2,

list.colors\_unique\_trial19.items.2,

list.colors\_unique\_trial20.items.2)

/ selectionmode = (values.current\_list)

</list>

\*One block is one "trial", meaning one sequence in the box task. This block is reapeated for each sequence.

<block boxtask\_pressure50>

/trials = [1= trial\_start; 2-52=trial\_choose]

/stop = [values.current\_click > list\_length +1|| values.endblock==1]

/onblockbegin = [values.current\_list = list.trial\_sequence.nextvalue;

values.sequence = concat(concat(values.sequence,values.current\_list), ", ");]

</block>

\*This list determines, whether the different order of sequences are presented in sequence (first color\_sequence\_trial01, then color\_sequence\_trial02 etc.) or in random order (i.e., position of color\_sequence\_trial01 is randomly determined).

\*to have sequences presented in sequence, set /selectionmode = sequence. To have sequences presented in random order, set /selectionmode = random

<list trial\_sequence>

/items = (1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20)

/selectionmode = sequence

</list>

\*This runs the experiment. Here is defined, how many trials/sequences the participant should do. This is defined by the number of blocks (default: 1-20; this means 20 trials/sequences)

<expt experiment>

/blocks = [1-3=boxtask\_pressure50]

/preinstructions = (instructions\_pressure12\_long, Reminder\_Pressure)

/onblockbegin = [values.incorrect=0;

values.current\_click = 0;

values.endblock = 0;

values.box1\_click = 0;

values.box2\_click = 0;

values.box3\_click = 0;

values.box4\_click = 0;

values.box5\_click = 0;

values.box6\_click = 0;

values.box7\_click = 0;

values.box8\_click = 0;

values.box9\_click = 0;

values.box10\_click = 0;

values.box11\_click = 0;

values.box12\_click = 0;

values.box13\_click = 0;

values.box14\_click = 0;

values.box15\_click = 0;

values.box16\_click = 0;

values.box17\_click = 0;

values.box18\_click = 0;

values.box19\_click = 0;

values.box20\_click = 0;

values.box21\_click = 0;

values.box22\_click = 0;

values.box23\_click = 0;

values.box24\_click = 0;

values.box25\_click = 0;

values.box26\_click = 0;

values.box27\_click = 0;

values.box28\_click = 0;

values.box29\_click = 0;

values.box30\_click = 0;

values.box31\_click = 0;

values.box32\_click = 0;

values.box33\_click = 0;

values.box34\_click = 0;

values.box35\_click = 0;

values.box36\_click = 0;

values.box37\_click = 0;

values.box38\_click = 0;

values.box39\_click = 0;

values.box40\_click = 0;

values.box41\_click = 0;

values.box42\_click = 0;

values.box43\_click = 0;

values.box44\_click = 0;

values.box45\_click = 0;

values.box46\_click = 0;

values.box47\_click = 0;

values.box48\_click = 0;

values.box49\_click = 0;

values.box50\_click = 0;

shape.dot1.color = black;

shape.dot2.color = black;

shape.dot3.color = black;

shape.dot4.color = black;

shape.dot5.color = black;

shape.dot6.color = black;

shape.dot7.color = black;

shape.dot8.color = black;

shape.dot9.color = black;

shape.dot10.color = black;

shape.dot11.color = black;

shape.dot12.color = black;

shape.dot13.color = black;

shape.dot14.color = black;

shape.dot15.color = black;

shape.dot16.color = black;

shape.dot17.color = black;

shape.dot18.color = black;

shape.dot19.color = black;

shape.dot20.color = black;

shape.dot21.color = black;

shape.dot22.color = black;

shape.dot23.color = black;

shape.dot24.color = black;

shape.dot25.color = black;

shape.dot26.color = black;

shape.dot27.color = black;

shape.dot28.color = black;

shape.dot29.color = black;

shape.dot30.color = black;

shape.dot31.color = black;

shape.dot32.color = black;

shape.dot33.color = black;

shape.dot34.color = black;

shape.dot35.color = black;

shape.dot36.color = black;

shape.dot37.color = black;

shape.dot38.color = black;

shape.dot39.color = black;

shape.dot40.color = black;

shape.dot41.color = black;

shape.dot42.color = black;

shape.dot43.color = black;

shape.dot44.color = black;

shape.dot45.color = black;

shape.dot46.color = black;

shape.dot47.color = black;

shape.dot48.color = black;

shape.dot49.color = black;

shape.dot50.color = black;

]

</expt>

\*\* Definition of values

<values>

/draws\_trial\_01=-88

/draws\_trial\_02=-88

/draws\_trial\_03=-88

/draws\_trial\_04=-88

/draws\_trial\_05=-88

/draws\_trial\_06=-88

/draws\_trial\_07=-88

/draws\_trial\_08=-88

/draws\_trial\_09=-88

/draws\_trial\_10=-88

/draws\_trial\_11=-88

/draws\_trial\_12=-88

/draws\_trial\_13=-88

/draws\_trial\_14=-88

/draws\_trial\_15=-88

/draws\_trial\_16=-88

/draws\_trial\_17=-88

/draws\_trial\_18=-88

/draws\_trial\_19=-88

/draws\_trial\_20=-88

/toolate\_trial\_01=0

/toolate\_trial\_02=0

/toolate\_trial\_03=0

/toolate\_trial\_04=0

/toolate\_trial\_05=0

/toolate\_trial\_06=0

/toolate\_trial\_07=0

/toolate\_trial\_08=0

/toolate\_trial\_09=0

/toolate\_trial\_10=0

/toolate\_trial\_11=0

/toolate\_trial\_12=0

/toolate\_trial\_13=0

/toolate\_trial\_14=0

/toolate\_trial\_15=0

/toolate\_trial\_16=0

/toolate\_trial\_17=0

/toolate\_trial\_18=0

/toolate\_trial\_19=0

/toolate\_trial\_20=0

/incorrect=0

/current\_click = 0

/endblock = 0

/box1\_click = 0

/box2\_click = 0

/box3\_click = 0

/box4\_click = 0

/box5\_click = 0

/box6\_click = 0

/box7\_click = 0

/box8\_click = 0

/box9\_click = 0

/box10\_click = 0

/box11\_click = 0

/box12\_click = 0

/box13\_click = 0

/box14\_click = 0

/box15\_click = 0

/box16\_click = 0

/box17\_click = 0

/box18\_click = 0

/box19\_click = 0

/box20\_click = 0

/box21\_click = 0

/box22\_click = 0

/box23\_click = 0

/box24\_click = 0

/box25\_click = 0

/box26\_click = 0

/box27\_click = 0

/box28\_click = 0

/box29\_click = 0

/box30\_click = 0

/box31\_click = 0

/box32\_click = 0

/box33\_click = 0

/box34\_click = 0

/box35\_click = 0

/box36\_click = 0

/box37\_click = 0

/box38\_click = 0

/box39\_click = 0

/box40\_click = 0

/box41\_click = 0

/box42\_click = 0

/box43\_click = 0

/box44\_click = 0

/box45\_click = 0

/box46\_click = 0

/box47\_click = 0

/box48\_click = 0

/box49\_click = 0

/box50\_click = 0

/dummy = 0

/current\_list =0

/ sequence = ""

/colordecision\_trial01=-88

/colordecision\_trial02=-88

/colordecision\_trial03=-88

/colordecision\_trial04=-88

/colordecision\_trial05=-88

/colordecision\_trial06=-88

/colordecision\_trial07=-88

/colordecision\_trial08=-88

/colordecision\_trial09=-88

/colordecision\_trial10=-88

/colordecision\_trial11=-88

/colordecision\_trial12=-88

/colordecision\_trial13=-88

/colordecision\_trial14=-88

/colordecision\_trial15=-88

/colordecision\_trial16=-88

/colordecision\_trial17=-88

/colordecision\_trial18=-88

/colordecision\_trial19=-88

/colordecision\_trial20=-88

</values>

\*summary data

<summarydata>

/ encrypt = false

/ separatefiles = false

/ columns = [script.subjectid, script.groupid, script.elapsedtime, script.startdate, script.starttime,

values.draws\_trial\_01,

values.draws\_trial\_02,

values.draws\_trial\_03,

values.draws\_trial\_04,

values.draws\_trial\_05,

values.draws\_trial\_06,

values.draws\_trial\_07,

values.draws\_trial\_08,

values.draws\_trial\_09,

values.draws\_trial\_10,

values.draws\_trial\_11,

values.draws\_trial\_12,

values.draws\_trial\_13,

values.draws\_trial\_14,

values.draws\_trial\_15,

values.draws\_trial\_16,

values.draws\_trial\_17,

values.draws\_trial\_18,

values.draws\_trial\_19,

values.draws\_trial\_20,

values.toolate\_trial\_01,

values.toolate\_trial\_02,

values.toolate\_trial\_03,

values.toolate\_trial\_04,

values.toolate\_trial\_05,

values.toolate\_trial\_06,

values.toolate\_trial\_07,

values.toolate\_trial\_08,

values.toolate\_trial\_09,

values.toolate\_trial\_10,

values.toolate\_trial\_11,

values.toolate\_trial\_12,

values.toolate\_trial\_13,

values.toolate\_trial\_14,

values.toolate\_trial\_15,

values.toolate\_trial\_16,

values.toolate\_trial\_17,

values.toolate\_trial\_18,

values.toolate\_trial\_19,

values.toolate\_trial\_20,

likert.likert\_probability01.response,

likert.likert\_probability02.response,

likert.likert\_probability03.response,

likert.likert\_probability04.response,

likert.likert\_probability05.response,

likert.likert\_probability06.response,

likert.likert\_probability07.response,

likert.likert\_probability08.response,

likert.likert\_probability09.response,

likert.likert\_probability10.response,

likert.likert\_probability11.response,

likert.likert\_probability12.response,

likert.likert\_probability13.response,

likert.likert\_probability14.response,

likert.likert\_probability15.response,

likert.likert\_probability16.response,

likert.likert\_probability17.response,

likert.likert\_probability18.response,

likert.likert\_probability19.response,

likert.likert\_probability20.response,

likert.confidence01.response,

likert.confidence02.response,

likert.confidence03.response,

likert.confidence04.response,

likert.confidence05.response,

likert.confidence06.response,

likert.confidence07.response,

likert.confidence08.response,

likert.confidence09.response,

likert.confidence10.response,

likert.confidence11.response,

likert.confidence12.response,

likert.confidence13.response,

likert.confidence14.response,

likert.confidence15.response,

likert.confidence16.response,

likert.confidence17.response,

likert.confidence18.response,

likert.confidence19.response,

likert.confidence20.response,

values.colordecision\_trial01,

values.colordecision\_trial02,

values.colordecision\_trial03,

values.colordecision\_trial04,

values.colordecision\_trial05,

values.colordecision\_trial06,

values.colordecision\_trial07,

values.colordecision\_trial08,

values.colordecision\_trial09,

values.colordecision\_trial10,

values.colordecision\_trial11,

values.colordecision\_trial12,

values.colordecision\_trial13,

values.colordecision\_trial14,

values.colordecision\_trial15,

values.colordecision\_trial16,

values.colordecision\_trial17,

values.colordecision\_trial18,

values.colordecision\_trial19,

values.colordecision\_trial20,

values.sequence]

</summarydata>

<defaults>

/ canvasaspectratio = (16,9)

/ canvassize = (95%,100%)

</defaults>