Codebook

This codebook contains information about "data_decisions_67_games.csv". Data was collected from November 2023 to January 2024 as part of the M.Sc. Theses of Severina Caplazi and Melanie Meister at the chair of social psychology at the University of Zurich. The dataset includes the decisions of $N = 428$ participants regarding the 67 symmetric 2×2 one-shot games presented by Villiger et al. (2022) as well as information about participants' Social Value Orientation and Honesty-Humility. Participants were not incentivized. They were told to imagine playing each game with a new and unknown person. The online survey was conducted in German and administered with SoSci Survey. Participants completed the questionnaire in the following order:

1. Informed consent (EE01)
2. Control variables (KV01 - KV04)
3. Personality variables (HH01_01 - HH01_16, RA01_01 - RA01_02, SV01 - SV15)
4. Game instructions and comprehension check questions (IV02_01 – IV02_03)
5. Probability of choosing option A in 67 economic games (SA01_01 - SA67_01)
6. Control variables (KV05 - KV06)

Variable names	Variable descriptions	Value labels
CASE	Person ID	Integer numbers
STARTED	Start of questionnaire completion	Date and time in POSIXct format
EE01	Informed consent	1 = agreed 2 = not agreed -9 = no answer
HH01_01 – HH01_16 HH01_01, HH01_05, HH01_09, HH01_13 HH01_02, HH01_06, HH01_10, HH01_14 HH01_03, HH01_07, HH01_11, HH01_15 HH01_04, HH01_08, HH01_12, HH01_16	Honesty-Humility scale (Lee & Ashton, 2018) Sincerity subscale Fairness subscale Greed-avoidance subscale Modesty subscale	1 = strongly agree 2 = agree 3 = neutral 4 = disagree 5 = strongly disagree -9 = no answer *Note.* The following items should be reverse coded: HH01_01, HH01_02, HH01_06, HH01_07, HH01_09, H01_11, HH01_12, HH01_14, HH01_15, HH01_16

IV01_01 – IV01_67	Serial position of the game	1 = 1st game presented
		2 = 2nd game presented
		… = …
		67 = 67th game presented
IV02_01 – IV02_03	Number of comprehension check question repetitions *Note.* Participants had to answer each of the three questions correctly before they could proceed.	Integer numbers
KV01	Age	1 = < 18 years
		18 = 18 years
		19 = 19 years
		… = …
		98 = 98 years
		99 = 99 years or older
		-9 = no answer
KV02	Gender	1 = male
		2 = female
		3 = diverse / do not wish to disclose
		-9 = no answer
KV03	Highest achieved education	1 = no completed education
		2 = mandatory school
		3 = apprenticeship
		4 = high school
		5 = higher education
		6 = bachelor's degree
		7 = master's degree
		8 = PhD
		-9 = no answer
KV04	Psychology student	1 = psychology student
		2 = no psychology student
		-9 = no answer
KV05	Familiarity	1 = familiarity with economic games
		2 = no familiarity with economic games
		-9 = no answer

KV06	Carefulness of questionnaire completion	1 = worked carefully 2 = did not work carefully -9 = no answer
RA01_01, RA01_02	General risk aversion, Money-related risk aversion (Infratest Sozialforschung, 2012)	1 = not at all willing to take risks 11 = very willing to take risks -9 = no answer *Note.* Items should be reverse coded.
SA01_01 – SA67_01	Probability of choosing option A in the 67 economic games (player 1) *Note.* The games and their numbers correspond to those presented in the appendix of Villiger et al. (2022).	1 = option B (corresponds to option D in Villiger et al. (2022)) 101 = option A (corresponds to option C in Villiger et al. (2022)) -9 = no answer
SV01 – SV06	Social Value Orientation scale (Murphy et al., 2011)	The value labels of each primary item consist of 9 different money allocation options which correspond to the version A of the Social Value Orientation Slider (Murphy et al., 2011). -9 = no answer
SV07 – SV15	Inequality aversion index (Murphy et al., 2011)	The value labels of each secondary item consist of 9 different money allocation options which correspond to the version A of the Social Value Orientation Slider (Murphy et al., 2011). -9 = no answer
TIME001 – TIME087	Length of stay on questionnaire page *Note.* Games were presented on pages 19 (TIME019) to 84 (TIME084).	Integer numbers
TIME_SUM	Total length of stay on questionnaire (without outliers)	Integer numbers
LASTDATA	End of questionnaire completion	Date and time in POSIXct format
LASTPAGE	Last questionnaire page completed	Integer numbers
MISSING	Percentage of missing answers	Integer numbers

MISSINGREL	Percentage of missing answers (weighted according to relevance)	Integer numbers
TIME_RSI	Speed of questionnaire completion (relative)	Numbers

References

Infratest Sozialforschung. (2012). *SOEP 2004 - Erhebungsinstrumente 2004 (Welle 21) des Sozio-oekonomischen Panels* (SOEP Survey Papers No. 102: Series A – Survey Instruments). German Institute for Economic Research.

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Villiger, D., Ullrich, J., & Krueger, J. (2022). *Probabilities of cooperative moves in all 67 symmetric ordinal two-player two-moves games*. ResearchEquals.