Appendix

Additional Results for Experiment 1

In the main text, we reported the average effort. Here, we examine the distributions of effort, especially to test theoretical predictions about high and low effort. We use five blocks of effort, 0-9, 10-19, 20-29, 30-39, 40-50, to display the effort distribution in each condition (Figure S1). Overall, the three distributions are significantly different, $\chi^2(8) = 22.20$, $p = .005$, $\phi = .19$. Specifically, the distribution in 1-on-1 competition differs from both 3-on-3, $\chi^2(4) = 10.40$, $p = .034$, $\phi = .22$, and best-of-3, $\chi^2(4) = 14.96$, $p = .005$, $\phi = .27$; however, the 3-on-3 distribution does not significantly differ from best-of-3, $\chi^2(4) = 7.16$, $p = .13$, $\phi = .18$. Hence, the pattern is the same as for average effort reported above, with differences between individual and team but not across different rules for team competition.
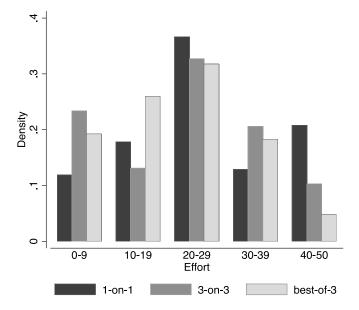

Figure S1. Distribution of Effort in Tug of War (Experiment 1)

Furthermore, the distributions allow us to test more specifically the prediction that there will be greater free-riding in teams than in individual competition. We find that participants were more likely to choose low effort (block 0-9) in the 3-on-3 condition than the 1-on-1 condition, $\chi^2(1) = 4.68$, $p = .030$, $\phi = .15$, supporting this prediction. However, the rates of low effort in best-of-3 did not differ from 1-on-1 competition, $\chi^2(1) = 2.10$, $p = .15$, $\phi = .10$. Last, low effort in best-of-3 did not differ from 3-on-3, $\chi^2(1) = 0.54$, $p = .46$, $\phi = .051$.

Similarly, we looked at how often participants contributed the highest level of effort (block 40-50). Participants were more likely to exert high effort in the 1-on-1 contest compared to the 3-on-3 contest, $\chi^2(1) = 4.41$, $p = .036$, $\phi = .15$ and the best-of-3 contest, $\chi^2(1) = 11.82$, $p = .001$, $\phi = .24$. The rates of high effort did not differ between 3-on-3 and best-of-3 contests, $\chi^2(1) = 2.25$, $p = .13$, $\phi = .10$. Hence, consistent with shirking on teams, participants exerted the highest level of effort more often in individual competition than either form of team competition.

Finally, we test whether the effort distribution conforms to the mixed strategy equilibria, that is, the uniform distribution. In 1-on-1, we reject the uniform distribution, $\chi^2(50) = 280.24$, $p < .001$; participants' efforts were concentrated in the middle of the distribution, inconsistent with

the mixed strategy equilibrium. In 3-on-3, the distribution of effort is well above the predicted one in which the *total* team effort is uniformly distributed from 0 to 50. The best-of-3 is far off the mark since the predicted distribution is uniform from 0 to 25 and the observed one has many observations beyond 25. Thus, the distributions of effort are not consistent with the mixed strategy equilibria for any of these contests.

Additional Results for Experiment 2, Political Tug of War

Figure S2 shows the distributions of effort. Overall, the three distributions are significantly different, $\chi^2(8) = 28.94$, $p < .001$, $\phi = .19$. Specifically, the distribution for 1-on-1 competition differs from both 3-on-3, $\chi^2(4) = 13.79$, $p = .008$, $\phi = .22$, and best-of-3, $\chi^2(4) = 22.47$, $p < .001$, $\phi = .28$, whereas 3-on-3 and best-of-3 do not differ, $\chi^2(4) = 1.90$, $p = .75$, $\phi = .083$. These comparisons show the same pattern as average effort, above.
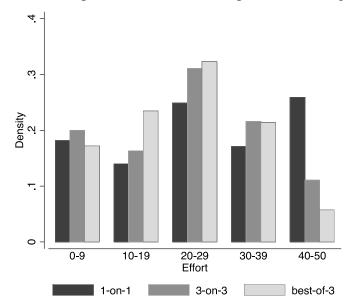

Figure S2. Distribution of Effort in Political Tug of War (Experiment 2)

Looking at the lowest effort level, unlike Experiment 1, participants were not more likely to choose low effort in individual competition than either form of team competition (all ps > .75). But for the highest effort level, consistent with Experiment 1, participants were more likely to choose high effort (block 40-50) in the 1-on-1 contest than in the 3-on-3 contest, $\chi^2(1) = 13.05$, $p < .001$, $\phi = .22$, and the best-of-3 contest, $\chi^2(1) = 20.42$, $p < .001$, $\phi = .27$, whereas 3-on-3 and best-of-3 contests did not differ, $\chi^2(1) = 0.96$, $p = .33$, $\phi = .059$.

Finally, we examine whether the distributions of effort conform to the mixed strategy equilibria. In 1-on-1, we reject the uniform distribution, $\chi^2(50) = 346.42$, $p < .001$. In 3-on-3 and best-of-3, the effort distributions are well above the predicted ones. Thus, similar to Experiment 1, the distributions of effort are not consistent with the mixed strategy equilibria for any of these contests.

Table S2 shows descriptive statistics for participants' effort broken down by the intensity of partisanship framing (partisanship, added quote, added prompt) and the participant's political party. Combining across framing conditions, we find no significant difference between

Democrats and Republicans in all competitions: 1-on-1 competition, $t(137) = 1.11$, $p = .27$; 3-on-3 competition, $t(132) = 0.60$, $p = .55$; and best-of-3 competition, $t(137) = 0.99$, $p = .33$.

We also found no differences in effort between participants who initially selected Independent/Other before choosing a party, and those who immediately selected a party. In 1-on-1 competition, effort did not differ between initially independents, $M(SD) = 26.12$ (16.64), and partisans, $M(SD) = 25.70$ (15.95), $t(137) = 0.14$, $p = .89$. In 3-on-3 competition, effort did not differ between initially independents, $M(SD) = 20.42$ (13.87), and partisans, $M(SD) = 21.87$ (13.39), $t(132) = 0.55$, $p = .58$. In best-of-3 competition, effort did not differ between initially independents, $M(SD) = 20.47$ (12.74), and partisans, $M(SD) = 21.01$ (12.20), $t(137) = 0.22$, $p = .83$.

Table S2: Effort in Political Tug of War (Experiment 2)

Condition	Partisanship			Added Quote			Added Prompt			All		
	n	**Mean**	**SD**	**n**	**Mean**	**SD**	**n**	**Mean**	**SD**	**n**	**Mean**	**SD**
1-on-1	**50**	**24.08**	**16.08**	**49**	**28.14**	**16.64**	**40**	**25.15**	**15.46**	**139**	**25.82**	**16.09**
Democrat	37	25.22	16.97	39	28.28	15.45	25	26.64	16.39	101	26.75	16.14
Republican	13	20.85	13.32	10	27.60	21.62	15	22.67	13.96	38	23.34	15.88
3-on-3	**49**	**20.76**	**13.63**	**48**	**22.38**	**14.23**	**37**	**21.30**	**12.57**	**134**	**21.49**	**13.49**
Democrat	30	22.83	13.51	31	23.48	13.31	23	19.00	14.25	84	22.02	13.48
Republican	19	17.47	14.60	17	20.35	15.99	14	25.07	8.32	50	20.58	13.58
Best-of-3	**49**	**17.37**	**11.36**	**50**	**23.60**	**12.32**	**40**	**21.78**	**12.61**	**139**	**20.88**	**12.29**
Democrat	32	15.59	9.96	41	22.73	11.33	28	21.93	12.26	101	20.25	11.53
Republican	17	20.71	13.30	9	27.56	16.33	12	21.42	12.96	38	22.55	14.15

Table S3 reports a regression analysis for the effect of different intensities of partisan framing on participants' effort in the game (in the three types of contests). Both models (with and without demographics) find no significant effects of the different intensities of partisan framing, or interactions with the type of competition. Hence, in the main text for Experiment 2 we combine the data across the political framing conditions.

Table S3: Regression Analysis of Effort by Intensity of Political Framing (Experiment 2)

	(1)		(2)	
	Coefficient	SE	Coefficient	SE
Quote	4.06	3.29	4.65	3.39
Prompt	1.07	3.34	1.45	3.36
3-on-3	-3.32	3.00	-2.01	3.04
Best-of-3	-6.71*	2.80	-5.68*	2.88
Quote × 3-on-3	-2.44	4.34	-3.64	4.36
Quote × Best-of-3	2.17	4.06	0.87	4.15
Prompt × 3-on-3	-0.53	4.38	-0.93	4.39
Prompt × Best-of-3	3.34	4.21	2.28	4.43
Constant	24.08***	2.28	15.80***	4.54
R^2	0.043		0.074	
N	412		412	

Note. We use the basic partisan condition and 1-on-1 competition as the reference group. Reported coefficients are from OLS regressions with robust standard errors. Model 1 is without demographics and Model 2 includes demographics (sex, age, race/ethnicity, political party, religion, and income level). For demographics, participants who initially chose independent are coded as independent for their political party (rather than the party they chose for the game).
* $p < .05$, ** $p < .01$, *** $p < .001$

We next look at how a participant's partisanship strength affected their effort in the game. We folded the partisanship strength scale so that weak = 0, moderate = 1, and strong = 2 for both Democrats and Republicans. Overall, the average partisan strength for Democrats (n = 285) was $M(SD) = 0.86$ (0.83), and for Republicans (n = 123) it was $M(SD) = 0.64$ (0.73). Table S4 reports a regression analysis of effort by partisanship strength, with and without demographic variables. We find no significant effects of a participant's reported partisanship strength on the effort they exerted to compete in the political tug of war.

Table S5 reports a regression analysis that compares effort in the neutral game (Experiment 1) to the political game (Experiment 2), with and without demographic variables. We find no significant effects of neutral versus political framing on effort (combining all three intensity conditions in Experiment 2).

Table S4: Regression Analysis of Effort by a Participant's Partisanship Strength

	(1)		(2)	
	Coefficient	SE	Coefficient	SE
Partisanship Strength	2.34	1.65	2.50	1.70
3-on-3	-2.33	2.41	-1.11	2.55
Best-of-3	-3.69	2.37	-3.12	2.43
Strength × 3-on-3	-1.96	2.17	-2.69	2.23
Strength × Best-of-3	-1.38	2.09	-1.75	2.13
Constant	23.80***	1.85	16.75***	4.20
R^2	0.030		0.059	
N	408		408	

Note. Participants' partisanship strength responses were combined across Democrats and Republicans and folded so that weak = 0, moderate = 1, and strong = 2. Reported coefficients are from OLS regressions with robust standard errors. Model 1 is without demographics and Model 2 is with demographics (sex, age, race/ethnicity, political party, religion, and income level). For demographics, participants who initially chose independent are coded as independent for their political party (rather than the party they chose for the game).
*$p < .05$, **$p < .01$, ***$p < .001$

Table S5: Regression Analysis of Effort by Political Framing (Experiments 1 and 2)

	(1)			(2)		
	Coef	SE	95% CI	Coef	SE	95% CI
Political	1.23	1.98	[-3.00, 4.86]	1.15	1.98	[-3.03, 4.86]
3-on-3	-4.12*	1.96	[-8.11, -0.31]	-3.66	1.97	[-7.72, 0.11]
Best-of-3	-5.96***	1.79	[-9.62, -2.49]	-5.92***	1.81	[-9.67, -2.46]
Pol × 3-on-3	-0.21	2.66	[-4.96, 5.56]	-0.32	2.68	[-5.14, 5.48]
Pol × Best-of-3	-1.02	2.48	[-3.73, 6.11]	0.93	2.13	[-3.86, 6.19]
Constant	24.69***	1.43	[21.92, 27.65]	22.52***	2.91	[16.96, 28.46]
R^2	0.031			0.056		
N	724			724		

Note. Reported coefficients are from OLS regressions with robust standard errors. Model 1 is without demographics and Model 2 is with demographics.
*$p < .05$, **$p < .01$, ***$p < .001$

Experimental Instructions and Questionnaire
Note: The differences between treatments are highlighted in blue font here but weren't blue in the actual experiments.

Experiment 1: Neutral frame
 [1-on-1 competition]

Instructions
In this HIT, you will play a game of tug of war with another Mturk participant. Although the game is fictional, you will earn real money based on the points you score in the game. Specifically, you will earn **1 cent for each point** of your final score.

You will earn 50 cents for completing this HIT, and you can make additional money in the game. Your additional earnings will be paid to you as a Mturk bonus.

Tug of War
In this game, you play tug of war against an opponent. You pull on one side of a rope and the opponent pulls on the other side. The side that pulls harder wins the competition.

Each player starts with 50 points and decides how many points to spend to pull the rope. Pulling the rope costs you points because it takes a lot of energy. The more points you spend, the harder you pull.

If you pull harder than your opponent by spending more points, then you win the match. If both sides pull with the same amount of force, then it's a tie and the winner is randomly determined by a coin flip.

The winner receives a prize of 50 points and the loser receives 0 points.

Your final score in the game is the points you have left after the competition plus any points you win as a prize. Your final score determines your Mturk bonus payment, 1 cent per point.

Here is an example. You start with 50 points and then spend 20 points to pull the rope. If you spend more points than the opponent, then you win an additional prize of 50 points. Your final score would be your remaining 30 points plus your prize of 50 points for a total of 80 points.

Summary
--You compete with another participant in tug of war.
--Each player starts with 50 points and decides how many points to spend to pull the rope. You keep the remaining points you don't spend.
--The player who pulls harder wins the match. If there is a tie, the winner is randomly determined.
--The winner receives 50 points.
--Your final score is your remaining points plus any points (50 or 0) you win as a prize.
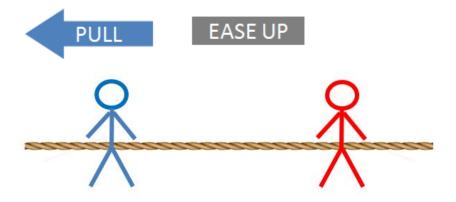--You earn 1 cent per point, paid as an Mturk bonus.

Comprehension Questions
Please answer the following comprehension questions.

1. Suppose you spend 30 points to pull the rope and your opponent spends 20 points, what will be your Mturk bonus? (Answer: d)
   a) 20 cents
   b) 30 cents
   c) 50 cents
   d) 70 cents
   e) 80 cents

2. Suppose you spend 20 points to pull the rope and your opponent spends 30 points, what will be your Mturk bonus? (Answer: b)
   a) 20 cents
   b) 30 cents
   c) 50 cents
   d) 70 cents
   e) 80 cents

Make Your Decision
Now it's time to play tug of war. Click Pull to spend your starting points to pull on the rope. Click Ease Up to change your mind and move points back to Your Points.

Your Points: 50
Points spent on pulling: 0

[3-on-3 competition]

Instructions
In this HIT, you will play a game of tug of war with other Mturk participants. Although the game is fictional, you will earn real money based on the points you score in the game. Specifically, you will earn **1 cent for each point** of your final score.

You will earn 50 cents for completing this HIT, and you can make additional money in the game. Your additional earnings will be paid to you as a Mturk bonus.

Tug of War
In this game, you play tug of war against an opponent. You pull on one side of a rope and the opponent pulls on the other side. The side that pulls harder wins the competition.

Each player starts with 50 points and decides how many points to spend to pull the rope. Pulling the rope costs you points because it takes a lot of energy. The more points you spend, the harder you pull.

If you pull harder than your opponent by spending more points, then you win the match. If both sides pull with the same amount of force, then it's a tie and the winner is randomly determined by a coin flip.

You will compete in teams of 3 players. You will be assigned to a team with two other participants and your team will compete against another team of 3 participants. The force of the team's pull is the total points that each player spends to pull the rope. The team that pulls harder wins the competition.

The winning team receives a prize of 50 points for each player and the losing team receives 0 points for each player.

Your final score in the game is the points you have left after the competition plus any points you win as a prize. Your final score determines your Mturk bonus payment, 1 cent per point.

Here is an example. You start with 50 points and then spend 20 points to pull the rope. If your team spends more total points than the opposing team, then you win an additional prize of 50 points. Your final score would be your remaining 30 points plus your prize of 50 points for a total of 80 points.

Summary
--You compete in teams of three in tug of war.
--Each player starts with 50 points and decides how many points to spend to pull the rope. You keep the remaining points you don't spend.
--The team that pulls harder wins the match. If there is a tie, the winner is randomly determined.
--The players on the winning team receive a prize of 50 points each.
--Your final score is your remaining points plus any points (50 or 0) you win as a prize.
--You earn 1 cent per point, paid as an Mturk bonus.

Comprehension Questions
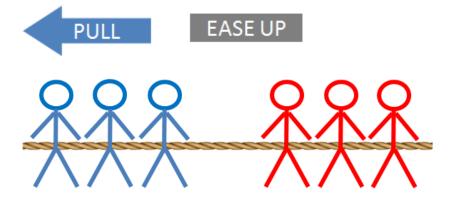Please answer the following comprehension questions.

1. Suppose all three players on your team spend 30 points each to pull the rope, and all three players on the opposing team spend 20 points each, what will be your Mturk bonus? (Answer: d)
   a) 20 cents
   b) 30 cents

c) 50 cents
d) 70 cents
e) 80 cents

2. Suppose all three players on your team spend 20 points each to pull the rope, and all three players on the opposing team spend 30 points each, what will be your Mturk bonus?
(Answer: b)
a) 20 cents
b) 30 cents
c) 50 cents
d) 70 cents
e) 80 cents

Make Your Decision
Now it's time to play tug of war. Click Pull to spend your starting points to pull on the rope. Click Ease Up to change your mind and move points back to Your Points.

Your Points: 50
Points spent on pulling: 0

[best-of-3 competition]

Instructions
In this HIT, you will play a game of tug of war with other Mturk participants. Although the game is fictional, you will earn real money based on the points you score in the game. Specifically, you will earn **1 cent for each point** of your final score.

You will earn 50 cents for completing this HIT, and you can make additional money in the game. Your additional earnings will be paid to you as a Mturk bonus.

Tug of War
In this game, you play tug of war against an opponent. You pull on one side of a rope and the opponent pulls on the other side. The side that pulls harder wins the competition.

Each player starts with 50 points and decides how many points to spend to pull the rope. Pulling the rope costs you points because it takes a lot of energy. The more points you spend, the harder you pull.

If you pull harder than your opponent by spending more points, then you win the match. If both sides pull with the same amount of force, then it's a tie and the winner is randomly determined by a coin flip.

You will compete in teams of 3 players. You will be assigned to a team with two other participants and your team will compete against another team of 3 participants. Then there are three matches in which one player from each team plays tug of war against an opponent from the rival team. The team that wins two out of three matches wins the competition.

The winning team receives a prize of 50 points for each player and the losing team receives 0 points for each player.

Your final score in the game is the points you have left after the competition plus any points you win as a prize. Your final score determines your Mturk bonus payment, 1 cent per point.

Here is an example. You start with 50 points and then spend 20 points to pull the rope. If your team wins two out of three matches, then you win an additional prize of 50 points. Your final score would be your remaining 30 points plus your prize of 50 points for a total of 80 points.

Summary
--You compete in teams of three in tug of war. There are three matches between two players.
--Each player starts with 50 points and decides how many points to spend to pull the rope. You keep the remaining points you don't spend.
--The player who pulls harder wins the match. If there is a tie, the winner is randomly determined.
--The team that wins two out of three matches wins the competition.
--The players on the winning team receive a prize of 50 points each.
--Your final score is your remaining points plus any points (50 or 0) you win as a prize.
--You earn 1 cent per point, paid as an Mturk bonus.

Comprehension Questions
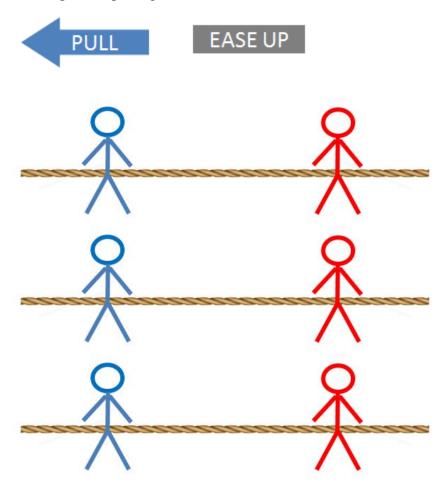Please answer the following comprehension questions.

1. Suppose all three players on your team spend 30 points each to pull the rope, and all three players on the opposing team spend 20 points each, what will be your Mturk bonus?
   (Answer: d)
   a) 20 cents
   b) 30 cents
   c) 50 cents
   d) 70 cents
   e) 80 cents

2. Suppose all three players on your team spend 20 points each to pull the rope, and all three players on the opposing team spend 30 points each, what will be your Mturk bonus?
   (Answer: b)
   a) 20 cents
   b) 30 cents
   c) 50 cents
   d) 70 cents
   e) 80 cents

Make Your Decision

Now it's time to play tug of war. Click Pull to spend your starting points to pull on the rope. Click Ease Up to change your mind and move points back to Your Points.

Your Points: 50
Points spent on pulling: 0

Experiment 2: Political frame

[Individual competition]

Instructions
In this HIT, you will play a game of political tug of war with another Mturk participant from the opposite political party. Although the game is fictional, you will earn real money based on the points you score in the game. Specifically, you will earn **1 cent for each point** of your final score. After you complete this HIT, you will be matched with another MTurk participant and both of your responses will determine the bonus payments for the game.

You will earn 50 cents for completing this HIT, and you can make additional money in the game. Your additional earnings will be paid to you as a Mturk bonus. <u>All of the game instructions beyond this point refer to money that you can earn above and beyond the 50 cents you automatically earn from completing the HIT.</u>

You said you are a **Democrat [Republican]**. You will play against another MTurk participant who is a **Republican [Democrat]** and has completed this same HIT.

[You said your political party is Independent/Other. Would you like to compete on the Republican side, the Democrat side, or stay out of the competition? If you choose to stay out of the competition, you will finish the HIT and earn the HIT payment (50 cents), but you will not be able to compete for a prize and will not receive a bonus payment.]

Political Tug of War
In this game, you play a political tug of war against an opponent from the opposite political party. You pull on one side of a rope and the opponent pulls on the other side. The side that pulls harder wins the competition.

Each player starts with 50 points and decides how many points to spend to pull the rope. Pulling the rope costs you points because it takes a lot of energy. The more points you spend, the harder you pull.

If you pull harder than your opponent by spending more points, then you win the match. If both sides pull with the same amount of force, then it's a tie and the winner is randomly determined by a coin flip.

The winner receives a prize of 50 points and the loser receives 0 points.

Your final score in the game is the points you have left after the competition plus any points you win as a prize. Your final score determines your Mturk bonus payment, 1 cent per point.

Here is an example. You start with 50 points and then spend 20 points to pull the rope. If you spend more points than the opponent, then you win an additional prize of 50 points. Your final score would be your remaining 30 points plus your prize of 50 points for a total of 80 points.

Summary
--You compete with another participant from the opposite political party in a political tug of war.

--Each player starts with 50 points and decides how many points to spend to pull the rope. You keep the remaining points you don't spend.
--The player who pulls harder wins the match. If there is a tie, the winner is randomly determined.
--The winner receives 50 points.
--Your final score is your remaining points plus any points (50 or 0) you win as a prize.
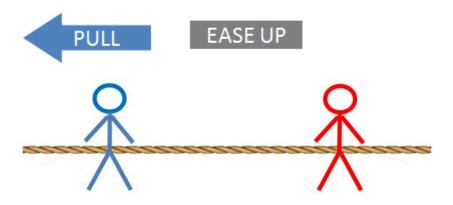--You earn 1 cent per point, paid as an Mturk bonus.

Comprehension Questions
Please answer the following comprehension questions.

1. Suppose you spend 30 points to pull the rope and your opponent spends 20 points, what will be your Mturk bonus? (Answer: d)
   f) 20 cents
   g) 30 cents
   h) 50 cents
   i) 70 cents
   j) 80 cents

2. Suppose you spend 20 points to pull the rope and your opponent spends 30 points, what will be your Mturk bonus? (Answer: b)
   f) 20 cents
   g) 30 cents
   h) 50 cents
   i) 70 cents
   j) 80 cents

Make Your Decision
Now it's time to play the political tug of war. Click Pull to spend your starting points to pull on the rope toward the Democrat [Republican] side. Click Ease Up to change your mind and move points back to Your Points.

Your Points: 50
Points spent on pulling: 0

[3-on-3 competition]

Instructions
In this HIT, you will play a game of political tug of war with other Mturk participants from the opposite political party. Although the game is fictional, you will earn real money based on the points you score in the game. Specifically, you will earn **1 cent for each point** of your final score. After you complete this HIT, you will be matched with other MTurk participants and all of your responses will determine the bonus payments for the game.

You will earn 50 cents for completing this HIT, and you can make additional money in the game. Your additional earnings will be paid to you as a Mturk bonus. All of the game instructions beyond this point refer to money that you can earn above and beyond the 50 cents you automatically earn from completing the HIT.

You said you are a **Democrat [Republican]**. You will play against other MTurk participants who are **Republicans [Democrats]** and have completed this same HIT.

[You said your political party is Independent/Other. Would you like to compete on the Republican side, the Democrat side, or stay out of the competition? If you choose to stay out of the competition, you will finish the HIT and earn the HIT payment (50 cents), but you will not be able to compete for a prize and will not receive a bonus payment.]

Political Tug of War

In this game, you play a political tug of war against an opponent from the opposite political party. You pull on one side of a rope and the opponent pulls on the other side. The side that pulls harder wins the competition.

Each player starts with 50 points and decides how many points to spend to pull the rope. Pulling the rope costs you points because it takes a lot of energy. The more points you spend, the harder you pull.

If you pull harder than your opponent by spending more points, then you win the match. If both sides pull with the same amount of force, then it's a tie and the winner is randomly determined by a coin flip.

You will compete in teams of 3 players. You will be assigned to a team with two other participants from the same political party and your team will compete against another team of 3 participants from the opposite political party. The force of the team's pull is the total points that each player spends to pull the rope. The team that pulls harder wins the competition.

The winning team receives a prize of 50 points for each player and the losing team receives 0 points for each player.

Your final score in the game is the points you have left after the competition plus any points you win as a prize. Your final score determines your Mturk bonus payment, 1 cent per point.

Here is an example. You start with 50 points and then spend 20 points to pull the rope. If your team spends more total points than the opposing team, then you win an additional prize of 50 points. Your final score would be your remaining 30 points plus your prize of 50 points for a total of 80 points.

Summary
--You compete in a team of three against another team from the opposite political party in a political tug of war.
--Each player starts with 50 points and decides how many points to spend to pull the rope. You keep the remaining points you don't spend.
--The team that pulls harder wins the match. If there is a tie, the winner is randomly determined.
--The players on the winning team receive a prize of 50 points each.
--Your final score is your remaining points plus any points (50 or 0) you win as a prize.
--You earn 1 cent per point, paid as an Mturk bonus.

Comprehension Questions
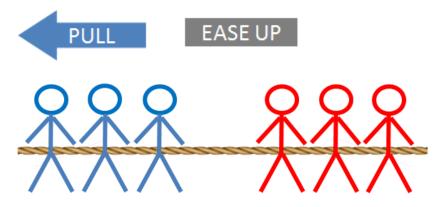Please answer the following comprehension questions.

1. Suppose all three players on your team spend 30 points each to pull the rope, and all three players on the opposing team spend 20 points each, what will be your Mturk bonus?
   (Answer: d)
   f) 20 cents
   g) 30 cents
   h) 50 cents
   i) 70 cents
   j) 80 cents

2. Suppose all three players on your team spend 20 points each to pull the rope, and all three players on the opposing team spend 30 points each, what will be your Mturk bonus?
   (Answer: b)
   f) 20 cents
   g) 30 cents
   h) 50 cents
   i) 70 cents
   j) 80 cents

Make Your Decision
Now it's time to play the political tug of war. Click Pull to spend your starting points to pull on the rope toward the Democrat [Republican] side. Click Ease Up to change your mind and move points back to Your Points.

Your Points: 50

Points spent on pulling: 0

[best-of-3 competition]

Instructions
In this HIT, you will play a game of political tug of war with other Mturk participants from the opposite political party. Although the game is fictional, you will earn real money based on the points you score in the game. Specifically, you will earn **1 cent for each point** of your final score. After you complete this HIT, you will be matched with other MTurk participants and all of your responses will determine the bonus payments for the game.

You will earn 50 cents for completing this HIT, and you can make additional money in the game. Your additional earnings will be paid to you as a Mturk bonus. All of the game instructions beyond this point refer to money that you can earn above and beyond the 50 cents you automatically earn from completing the HIT.

You said you are a **Democrat [Republican]**. You will play against other MTurk participants who are **Republicans [Democrats]** and have completed this same HIT.

[You said your political party is Independent/Other. Would you like to compete on the Republican side, the Democrat side, or stay out of the competition? If you choose to stay out of the competition, you will finish the HIT and earn the HIT payment (50 cents), but you will not be able to compete for a prize and will not receive a bonus payment.]

Political Tug of War
In this game, you play a political tug of war against an opponent from the opposite political party. You pull on one side of a rope and the opponent pulls on the other side. The side that pulls harder wins the competition.

Each player starts with 50 points and decides how many points to spend to pull the rope. Pulling the rope costs you points because it takes a lot of energy. The more points you spend, the harder you pull.

If you pull harder than your opponent by spending more points, then you win the match. If both sides pull with the same amount of force, then it's a tie and the winner is randomly determined by a coin flip.

You will compete in teams of 3 players. You will be assigned to a team with two other participants from the same political party and your team will compete against another team of 3 participants from the opposite political party. Then there are three matches in which one player from each team plays tug of war against an opponent from the rival team. The team that wins two out of three matches wins the competition.

The winning team receives a prize of 50 points for each player and the losing team receives 0 points for each player.

Your final score in the game is the points you have left after the competition plus any points you win as a prize. Your final score determines your Mturk bonus payment, 1 cent per point.

Here is an example. You start with 50 points and then spend 20 points to pull the rope. If your team wins two out of three matches, then you win an additional prize of 50 points. Your final score would be your remaining 30 points plus your prize of 50 points for a total of 80 points.

Summary
--You compete in a team of three against another team from the opposite political party in tug of war. There are three matches between two players.
--Each player starts with 50 points and decides how many points to spend to pull the rope. You keep the remaining points you don't spend.
--The player who pulls harder wins the match. If there is a tie, the winner is randomly determined.
--The team that wins two out of three matches wins the competition.
--The players on the winning team receive a prize of 50 points each.
--Your final score is your remaining points plus any points (50 or 0) you win as a prize.
--You earn 1 cent per point, paid as an Mturk bonus.

Comprehension Questions
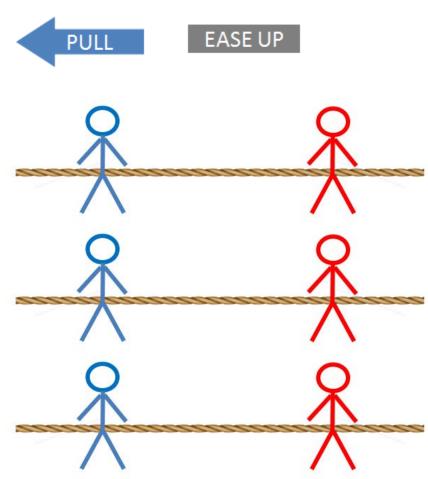Please answer the following comprehension questions.

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   f) 20 cents
   g) 30 cents
   h) 50 cents
   i) 70 cents
   j) 80 cents

2. Suppose all three players on your team spend 20 points each to pull the rope, and all three players on the opposing team spend 30 points each, what will be your Mturk bonus? (Answer: b)
    f) 20 cents
    g) 30 cents
    h) 50 cents
    i) 70 cents
    j) 80 cents

Make Your Decision

Now it's time to play the political tug of war. Click Pull to spend your starting points to pull on the rope toward the Democrat [Republican] side. Click Ease Up to change your mind and move points back to Your Points.

Your Points: 50
Points spent on pulling: 0

Pre-experiment Demographic Questions

1. What is your sex?
2. What is your age?
3. What is your race/ethnicity?
4. What political party do you most support? (Democrat/Republican/Independent&Other)
5. What is your religion?
6. What is your occupation?
7. What is your annual household pre-tax income? (below $20k/$20k-$50k/$50k-$80k/$80k-$100k/$100k-$200k/above $200k)

Post-experiment Questionnaire

Generally speaking, which of the following do you consider yourself to be? (If none of these, then please choose the closest option.)

1. Strong Democrat
2. Moderate Democrat
3. Weak Democrat
4. Weak Republican
5. Moderate Republican
6. Strong Republican