

Fischbacher, U. and Föllmi-Heusi, F (2013). Lies in disguise - an experimental study on cheating. Journal of the European Economic Association

The instructions were presented on screen. They were originally in German.

Baseline treatment

Screen 1:

For the following questionnaire you will receive a small additional payoff. However, this payoff is not the same for every participant. You determine your own payoff by throwing your die twice as soon as you are asked to.

Your first throw decides on how much you receive. You can see the exact payoff from the following chart. It will remain on the screen until you have entered your throw.

The second throw only serves to make sure that the die is working properly. You may of course throw the die more than twice. However, only the first throw counts.

If you have any question, please raise your hand. If you are ready, please press OK

[Table containing number thrown and payoff as shown in Figure A.1.]

Screen 2:

Please throw the die now.

Please keep in mind the first number you have thrown.

If you have thrown the die, please press OK.

[Table containing number thrown and payoff as shown in Figure A.1.]

Screen 3: Report of number and payoff as shown in Figure A.1.

Belief Treatment

Screen 1:

On the following screen, you will see the instruction for an experiment where 153 participants had taken part. You will not take part in this experiment. Instead, we want you to guess the behavior of these 153 participants. If your guess is accurate you can earn an additional payoff of up to 5 Swiss Francs.

Screens 2-4:

Screens 1-3 of the baseline treatment headed with the text "The other participants saw the

following screen.”

Screen 5: Report of guess as shown in Figure A.2.