S5. Data.

Table A. Individual τ in take games

wave	1				2				3			
game	T1	T2	T3	T4	T1	T2	T3	T4	T1	T2	T3	T4
subject												
1	350	450	350	450	500	500	500	500	500	500	500	500
2	500	500	500	500	500	500	500	500	500	500	500	500
3	500	500	50	0	200	0	500	0	500	500	500	500
4	0	0	0	0	500	500	400	500				
5	0	0	0	400	500	500	500	500	500	500	500	500
6	0	400	50	0	500	500	500	0	500	500	500	500
7	0	0	50	0	0	500	0	0	500	500	500	500
8	450	400	350	200	500	500	500	500	500	500	500	500
9	0	200	50	500	500	500	500	0	500	500	500	500
10	200	250	200	200								
11	500	500	500	500	500	500	500	500	500	500	500	500
12	450	500	500	500	500	500	500	500	500	500	500	500
13	0	0	500	0	0	0	0	0				
14	450	450	450	450	450	450	450	450	500	500	450	450
15	100	150	100	50	400	400	400	400	500	500	500	500
16	100	50	100	150	200	500	200	500	500	500	500	500
17	500	500	500	500	500	500	500	500	500	500	500	500
18	0	200	0	0	500	500	500	500	500	500	500	500
19	500	500	450	450	500	500	500	500	500	500	500	500
20	0	0	0	0	0	0	0	0	500	500	500	500

21	250	200	400	500	500	500	450	450	500	500	500	500
22	500	500	500	500	500	500	500	500	500	500	500	500
23	500	450	500	500	500	500	250	300	500	500	500	500
24	500	450	400	350	500	500	500	400	500	500	500	500
25	500	500	500	500	500	500	500	500	500	500	500	500
26	0	0	0	0	500	500	450	400	500	500	500	500
27	500	500	250	400	500	500	500	500	500	500	500	500
28	500	500	200	0	500	500	500	500	500	500	500	500
29	500	300	300	500	500	500	500	500	500	500	500	500
30	500	500	500	500	500	500	500	500	500	500	500	500
31	200	250	0	0	300	250	150	0	350	350	300	200
32	500	500	500	0	500	500	500	400	500	500	500	500
33	0	100	50	50	0	150	100	50	500	500	500	500
34	0	0	0	0	500	500	450	200	500	500	500	500
35	200	300	300	0	450	450	400	350	500	450	450	400
36	500	500	500	500	500	500	500	500	500	500	500	500
37	500	500	400	450	500	500	500	350	500	500	500	400
38	500	500	500	0	500	500	500	500	500	500	500	500
39	400	400	200	0	500	500	500	500	500	500	500	500
40	500	300	400	0	500	500	500	500	500	500	450	450

Table B. Individual γ in give games

wave	1				2				3			
game	G1	G2	G3	G4	G1	G2	G3	G4	G1	G2	G3	G4
subject												
1	0	0	0	0	0	0	0	0	0	0	0	0
2	0	75	0	0	0	0	0	0	0	0	0	0
3	0	75	0	50	0	0	0	0	0	0	0	0
4	0	0	0	0	0	0	0	0				
5	0	0	0	0	0	0	0	0	0	0	0	0
6	200	0	0	0	0	0	0	0	0	0	0	0
7	0	0	0	0	0	0	0	0	0	0	0	0
8	0	0	0	0	0	0	0	0	0	0	0	0
9	0	0	0	0	0	0	0	0	0	0	0	0
10	0	0	0	0								
11	0	0	500	0	0	0	0	0	0	0	0	0
12	0	0	0	0	0	0	0	0	0	0	0	0
13	1000	0	0	250	0	0	0	0				
14	0	0	0	0	0	0	0	0	0	0	0	0
15	0	0	0	0	0	0	0	0	0	0	0	0
16	0	0	0	0	0	0	0	0	0	0	0	0
17	0	0	0	0	0	0	0	0	0	0	0	0
18	0	0	0	0	0	0	0	0	0	0	0	0
19	0	0	0	0	0	0	0	0	0	0	0	0
20	0	0	0	0	0	0	0	0	0	0	0	0
21	0	300	0	0	0	0	0	0	0	750	450	0
22	0	0	0	0	0	0	0	0	0	0	0	0

23	0	0	400	0	0	0	0	0	0	0	0	0
24	0	0	0	0	0	0	0	0	0	0	0	0
25	0	0	0	0	0	0	0	0	0	0	0	0
26	0	0	0	0	0	0	0	0	0	0	0	0
27	0	0	0	0	0	0	0	0	0	0	0	25
28	0	0	0	0	0	0	0	0	0	0	0	0
29	0	0	0	0	0	0	0	0				
30	0	0	0	0	0	0	0	0	0	0	0	0
31	400	150	0	0	0	0	0	0				
32	0	0	0	0	0	0	0	0	0	0	0	0
33	100	75	0	0	0	0	0	0	0	0	0	0
34	0	0	0	0	200	75	0	0	0	0	0	0
35	0	75	0	50	0	0	0	0	100	150	0	0
36	0	0	0	0	0	0	0	0	0	0	0	0
37	0	0	0	0	0	0	0	0	0	75	0	0
38	0	0	0	0	0	0	0	0	0	0	0	0
39	0	0	0	0	0	0	0	0	0	0	0	0
40	0	0	0	0	0	0	0	0	100	75	0	0

Table C. Individual action choices in PD games

wave	**1**				**2**				**3**			
game	**PD I**		**PD II**		**PD I**		**PD II**		**PD I**		**PD II**	
	if *C*	**if *D***	**if *C***	**if *D***	**if *C***	**if *D***	**if *C***	**if *D***	**if *C***	**if *D***	**if *C***	**if *D***
subject												
1	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*c*	*c*
2	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*
3	*c*	*d*	*c*	*d*	*d*	*d*	*c*	*c*	*d*	*c*	*c*	*c*
4	*d*	*c*	*d*	*c*	*d*	*d*	*d*	*d*				
5	*c*	*c*	*c*	*c*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*
6	*c*	*c*	*c*	*c*	*c*	*c*	*c*	*d*	*c*	*d*	*c*	*c*
7	*c*	*d*	*c*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*
8	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*
9	*d*	*c*	*d*	*c*	*d*	*c*	*d*	*d*	*d*	*d*	*d*	*c*
10	*d*	*d*	*d*	*c*								
11	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*
12	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*
13	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*				
14	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*
15	*c*	*d*	*c*	*d*	*c*	*c*	*c*	*d*	*d*	*d*	*d*	*c*
16	*d*	*c*	*d*	*c*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*
17	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*
18	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*
19	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*
20	*c*	*c*	*c*	*c*	*c*	*d*	*d*	*d*	*d*	*d*	*d*	*d*
21	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*

22	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*
23	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*c*	*c*	*c*	*d*
24	*d*	*c*	*d*	*c*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*
25	*d*	*c*	*d*	*c*	*d*	*c*	*d*	*d*	*d*	*c*	*d*	*d*
26	*c*	*d*	*c*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*
27	*c*	*d*	*c*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*
28	*d*	*d*	*d*	*d*	*c*	*c*	*c*	*d*	*d*	*d*	*d*	*d*
29	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*		
30	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*
31	*d*	*d*	*d*	*d*	*c*	*c*	*d*	*c*	*c*	*c*		
32	*c*	*c*	*c*	*c*	*c*	*c*	*c*	*d*	*c*	*d*	*c*	*d*
33	*c*	*d*	*c*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*
34	*c*	*d*	*c*	*d*	*c*	*d*	*d*	*d*	*c*	*d*	*d*	*d*
35	*c*	*c*	*c*	*c*	*c*	*d*	*d*	*d*	*d*	*c*	*d*	*c*
36	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*
37	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*
38	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*
39	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*
40	*c*	*c*	*c*	*c*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*