**Raw data**

Session files generated through multistage are combined into two files

data: contains all individual trials of children in grades 2,3,4,5,6,7,8,10,13(USC)

dataK: contains all individual trials of children in grades 0 (K) and 1

In each Session each child is given a clientId which remains for all the session.

In each Level, children are paired in groups and each group is given a groupId.

In each Level, all groups play several matches and each match is numbered matchId

Young children play only 1 level.

List of variables

* Column1: trial #
* Location: LF, Burbank, USC
* SessionId
* Level: 1, 2 or 3 (there is only 1 in dataK)
* MatchId: 2 to 13 for Level 1, 14 to 25 for Level 2 and 26 to 49 for Level 3…unless there are missing matches)
* GroupId: 0 to y where y+1 is the number of pairs in the session
* clientId: 0 to x where x+1 is the number of participants in the session
* Subject name
* Grade
* Gender
* Number.Older.Siblings
* Number.Younger.Siblings
* Payoff: payoff obtained this trial, can be 0, 3, 4 or 8
* PlayerName: Farmer or Pirate (there is one of each in each group)
* seekIsland: 3,4 or 8 if PlayerName=Pirate, NA otherwise
* seekTime: reaction time
* HideIsland: 3,4 or 8 if PlayerName=Farmer, NA otherwise
* HideTime: reaction time (data not analyzed)
* hintIsland: 3,4 or 8 if Farmer in Level 2, only in file data
* hintTime: reaction time if Farmer in Level 2, only in file data (data not analyzed)