

Title: Mask game appendix for “Cognitive reflection is associated with greater truth discernment for COVID-19 headlines, less trust but greater use of formal information sources, and greater willingness to pay for masks among social media users in Pakistan”

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Note: The material contained herein is supplementary to the article named in the title and published in the Harvard Kennedy School (HKS) Misinformation Review.

Appendix B: Mask game

(a) Protocol

Participants are provided the following information about the benefits of KN95 masks:

- KN95 masks provide 95% protection against viruses including coronavirus, bacteria, dust, etc.
- KN95 masks are easy to wear, can be worn for a long time, and do not cause a rash or skin irritation
- KN95 masks can be reused
- KN95 masks are approved by the World Health Organization as a safety measure from COVID-19

(b) Now we will play a game in which you will have a chance to win a KN95 mask or money.

(c) Game instructions:

- Please choose a price at which you are willing to buy a KN95 mask in the range of Rs. 0 - Rs. 250
- The computer will randomly select a price in the same range, i.e., Rs. 0 - Rs. 250 (for ease of delivering money, computer will choose price from a discrete set 0, 25, 50, 75, 100, 125, 150, 175, 200, 225, 250)
- If computer's price \leq your price, you will get the KN95 mask
- If computer's price $>$ your price, you will get money = computer's price
- Some examples below can help participants understand the game better:
 - If you select Rs. 100 and the computer picks Rs. 50 you will get the mask
 - If you select Rs. 100 and the computer picks Rs. 100 you will get the mask
 - If you select Rs. 100 and the computer picks Rs. 150 you will get Rs. 150
- Participants are asked to think carefully before choosing their price.
- Participant is informed of the outcome.