

# Rules of the Slot machines Game – quick check

The experiment is going to start shortly. Before that, please take a few more minutes to answer the following questions, just to check that the rules are clear ;-)

All clarifying questions are most welcome at this stage!

1. Two machines of the same color may have the same level of unpredictability (**predictable = biased**).

True    False

2. Two machines of different colors may have the same level of unpredictability .

True    False

3. Yellow machines are more unpredictable than blue machines.

True    False

4. Sometimes, you cannot choose your next machine, the computer chooses for you at random and one single machine appears on screen. However, you have to confirm the machine for otherwise this is a missed trial and you lose 1 EUR.

True    False

5. If it appears that a blue machine has just changed at a particular point in time, then for sure the other two blue machines have also changed at the same time.

True    False

6. If at a particular point in time it appears that a yellow machine has just changed, then for sure the other two yellow machines have changed at the same time.

True    False

7. If a yellow machine changes at a particular point in time, then the blue machines have presumably changed at the same time.

True    False

8. A machine is never going to change whenever it is not proposed for choice.

True    False

9. If I do not respond within the imparted time at a trial, I lose 1 EUR.

True    False

10. Blue machines change less frequently than yellow machines do.

True    False

11. A yellow machine might become a blue one during the game.

True    False

12. A blue machine might become more and more unstable (**unstable = changes very often**) during the game, or more and more stable.

True    False

13. A yellow machine might become more and more unstable during the game, or more and more stable.

True    False

14. A given machine might become more and more unpredictable during the game, or more and more predictable.

True    False

15. If at some moment during the game you discover that one of the machines is bad, you can infer that presumably, at least one of the other machines is good in the meantime.

True      False