

Table S1. Data Distribution of the CONFLICT1-AGE (Version 1).

Item	1	2	3	4	5
In the game the conflicts I caused have been so because I have insulted someone	43.6	0.7	0.3	3.0	52.3
In the game the conflicts I caused have been so because of my rules misunderstanding	76.3	7.2	6.7	1.2	8.6
In the game, the conflicts I've caused came from me inadvertently bumping into someone else.	34.4	3.2	3.9	9.1	49.5
In the game, the conflicts I have caused came from my non-respect of the agreements.	67.8	7.4	4.4	0.2	20.3
In the game, the conflicts I have caused have been so because I've hit someone else.	47.7	0.7	1.5	3.2	47.0
In the game, the conflicts I have caused have been so because I have cheated.	35.9	3.4	0.3	0.0	60.4
In the game, the conflicts I have caused have been so because I have cheated and this has hurt me.	66.4	10.1	5.2	5.7	12.6
In the game, the conflicts I have caused have been so because I have made a wrong decision.	60.9	1.3	3.4	1.5	32.9
In the game, the conflicts I have caused have been so because I did not respect the game's rule.	53.2	8.6	8.4	8.4	21.5
In the game, the conflicts I have caused have been so because I was wrong trying to achieve the objective of the game.	53.7	16.9	13.4	2.7	13.3
In the game, the conflicts I have caused have been so because I cheated and have been sanctioned.	53.9	0.2	0.2	0.0	45.8
In the game, the conflicts I have caused have been so because someone was wrong in trying to achieve the objective of the game.	55.5	8.9	13.6	4.9	17.1
In the game, the conflicts I have caused have been so because someone has not respected the initial agreements.	47.0	13.1	12.1	19.0	8.9
In the game, the conflicts I have caused have been so because someone has cheated.	44.1	3.5	1.0	0.2	51.2
In the game, the conflicts I have caused have been so because someone has made a wrong decision in the game.	42.1	16.9	18.5	14.9	7.6
In the game, the conflicts I have caused have been so because someone has insulted me.	58.2	0.8	1.0	1.5	38.4
In the game, the conflicts I have caused have been so because someone has cheated and has not been sanctioned.	50.7	0.5	10.4	3.2	35.2
In the game, the conflicts I have caused have been so because someone has cheated and this affected me.	46.5	9.9	10.4	17.1	16.1
In the game, the conflicts I have caused have been so because someone has inadvertently bumped into me.	43.1	13.4	15.4	16.1	11.9
In the game, the conflicts I have caused have been so because someone did not follow the rules of the game.	38.8	11.1	11.7	16.3	22.1
In the game, the conflicts I have caused have been so because someone hit me.	67.8	0.8	2.0	0.7	28.7

Note. $n = 596$. No missing values were observed. The most selected category for each item is highlighted in bold. 1 = totally disagree, 2 = disagree, 3 = neither agree nor disagree, 4 = agree, 5 = totally agree.

Table S2. Data Distribution of the CONFLICT1-RES (Version 1).

Item	1	2	3	4	5
In the game, when I caused some conflict I have been insulted.	38,1	1,5	0,8	1,7	57,9
In the game, when someone pushed me to the limit, I have beaten him.	77,2	1,3	0,8	,7	20,0
In the game, when someone pushed me to the limit, I have insulted him.	34,2	1,3	2,2	1,5	60,7
In the game, when I caused some conflict, I have been insulted and beaten.	50,3	12,8	8,1	12,4	16,4
In the game, when I caused some conflict, I have been beaten.	65,6	1,5	0,7	,2	32,0
In the game, when someone pushed me to the limit, I have insulted and beaten him.	52,5	5,0	2,9	12,2	27,3

Note. $n = 596$. No missing values were observed. The most selected category for each item is highlighted in bold. 1 = totally disagree, 2 = disagree, 3 = neither agree nor disagree, 4 = agree, 5 = totally agree.