Supporting Information

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Table S1. Categories and stories used for the production and recognition of nonverbal emotional vocalizations

Emotion	Story
Achievement	English version: Someone gets a phone call and is offered a job that they really want and they feel like they want to celebrate. Himba version: Someone manages to kill a lion by themselves and they feel like they want to celebrate.
Amusement	Someone is being tickled by a child and finds it very funny.
Anger	Someone is being treated in a rude way deliberately, and is very angry about it.
Disgust	Someone has just eaten rotten food and feels very disgusted.
Fear	Someone is suddenly faced with a dangerous animal and feels very scared.
Pleasure	Someone is having sex and enjoying it very much.
Relief	Someone has just found their child after it was lost and they feel very relieved.
Sadness	Someone finds out that a member of their family has died and they feel very sad.
Surprise	Someone sees a bright light in the middle of the night and is very surprised.

Audio S1. Himba vocalization samples (achievement, amusement, anger, disgust, fear, relief, sadness, sensual pleasure, and surprise).

Audio S1.

Audio S2. English vocalization samples (achievement, amusement, anger, disgust, fear, relief, sadness, sensual pleasure, and surprise).

Audio S2.

Audio S3. Himba story recordings (achievement, amusement, anger, disgust, fear, sensual pleasure, relief, sadness, and surprise).

Audio S3.

Audio S4. English story recordings (achievement, amusement, anger, disgust, fear, sensual pleasure, relief, sadness, and surprise).

Audio S4.