

	Viewed M8 (chair)	Viewed M7	Viewed M6	Viewed M5	Viewer MR (chair)	Viewed M4	Viewer MF (chair)	Viewed M3	Viewed M2 (chair)	Viewed M1 (chair)
Viewed M1	9	3	5	4	12	5	11	3	9	
Viewed M2	8	4	4	8	13	4	10	X		2
Viewed M3	1	2	0	X	10	7	2		X	0
Viewer MF	3	4	X	20	7	4		1	2	4
Viewed M4	4	5	4	2	2		5	4	0	1
Viewer MR	12	10	9	X		0	5	2	3	1
Viewed M5	1	5	X		X	1	3	X	0	0
Viewed M6	4	6		X	2	2	X	2	1	0
Viewed M7	1		2	2	2	1	1	0	0	0
Viewed M8		1	3	1	4	1	1	1	0	0

Supplementary Table 1. Human scoring of social status. Socio-matrix indicating the number of winning and losing behaviors that were observed during agonistic interactions between each pair of monkeys (including the two viewer monkeys MF and MR). During food tests, the individual who grabbed the food was considered the winner (see Methods). Data along columns represent the lost social interactions for a given monkey against each of the other monkeys, while data along the rows represent the wins for a given monkey.

		AMYGDALA	OFC	ACC
<u>1st EPOCH</u>	SOCIAL	55 (30.6%)	20 (16.7%)	10 (6.3%)
	SOCIAL - DOMINANT	35	12	5
	SOCIAL - SUBMISSIVE	20	8	5
	FRACTAL	70 (38.9%)	31 (25.8%)	62 (39.2%)
	FRACTAL - LARGE REWARD	39	14	41
	FRACTAL - NO REWARD	31	17	21
TOTAL		180	120	158
<u>2nd EPOCH</u>	SOCIAL	33 (18.3%)	14 (11.7%)	15 (9.5%)
	SOCIAL - DOMINANT	12	8	8
	SOCIAL - SUBMISSIVE	21	6	7
	FRACTAL	61 (33.9%)	27 (22.5%)	75 (47.5%)
	FRACTAL - LARGE REWARD	33	15	52
	FRACTAL - NO REWARD	28	12	23

Supplementary Table 2. Number and percentage of neurons with a significant regression factor ($p < 0.05$) for social and fractal images in two time epochs. The First epoch was 100 to 400 ms after image onset (fixation), and the second epoch was 400 to 700ms after image onset (free viewing).