

## 2. Task Instructions

### ***Written instructions (on the computer screen)***

1. In this experiment, you will see lots of moving objects. Some are targets and the rest are distractors. These are your targets:  
*(targets are presented one by one on the screen for )*  
Click the mouse to continue

#### ***A. Memorization***

2. First some target practice  
Press any key to review the targets:  
*(targets are presented one by one on the screen)*
3. Now you will see a mix of targets and distractors Press L (blue) for targets and S (red) for distractors. Press any key to begin.  
*(targets and distractors are presented one by one on the screen until key press)*
4. Good job press any key to continue

#### ***B. Search***

5. You will get 2 points for every target you click on, but lose 1 point for each distractor you click on. You will need 50/100 points to finish this next block. These are your targets. *(All targets are presented at once on the screen)*  
Collect target objects as quickly as possible and if you feel like it would be helpful to go to a next display, click the next button and a new selection of targets will appear.  
Click the mouse to continue
6. Nice job you are done with this block! Click the mouse to continue
7. You will get 2 points for every target you click on, but lose 1 point for each distractor you click on. You will need 1000 points to finish this next block. These are your targets. *(All targets are presented at once on the screen)*  
Click the mouse to continue

### ***Oral Instructions***

In addition to instructions displayed on the screen, the experimenter told participants

- that the goal is to collect 100 points in the practice and 1000 points in the experimental block
- that the goal is to collect targets as efficiently as possible; that is, as many as possible as fast as possible
- to click on the next button whenever they wanted to search another patch
- that feedback about the uncollected targets is given in the practice block but not in the experimental block
- were told that there is a break after each block, in which they can go to the toilet or drink/ eat, but that they should not take breaks during an ongoing block of the foraging task (to prevent task-unrelated long RTs)