

## Supplementary material

Table 1 – Multivariate and univariate tests of MANCOVA performed on delta ( $\Delta$ ) emotions (the post-value less the pre-value).

<b>Multivariate tests:</b>	<b>Pillai's Trace</b>	<b>df</b>	<b>F</b>	<b>p</b>	<b><math>\eta_p^2</math></b>
Intercept	.126	6,288	6.940	.000	.126
Outcome	.217	12,578	5.849	.000	.108
Game	.032	6,288	1.569	.156	.032
Outcome x Game	.032	12,578	0.772	.680	.016
Gender	.068	6,288	3.508	.002	.068
<b>Univariate tests :</b>	<b>Dependent Variable</b>	<b>df</b>	<b>F</b>	<b>p</b>	<b><math>\eta_p^2</math></b>
Outcome	$\Delta$ Disappointment	2	4.419	.013	.029
	$\Delta$ Feeling Lucky	2	13.601	.000	.085
	$\Delta$ Irritation	2	1.962	.142	.013
	$\Delta$ Joy	2	16.374	.000	.101
	$\Delta$ Sadness	2	.124	.883	.001
	$\Delta$ Satisfaction	2	13.761	.000	.086
Game	$\Delta$ Disappointment	1	.358	.550	.001
	$\Delta$ Feeling Lucky	1	3.241	.073	.011
	$\Delta$ Irritation	1	.127	.721	.000
	$\Delta$ Joy	1	.025	.874	.000
	$\Delta$ Sadness	1	2.232	.136	.008
	$\Delta$ Satisfaction	1	1.833	.177	.006
Outcome x Game	$\Delta$ Disappointment	2	.675	.510	.005
	$\Delta$ Feeling Lucky	2	1.139	.321	.008
	$\Delta$ Irritation	2	.245	.783	.002
	$\Delta$ Joy	2	.430	.651	.003
	$\Delta$ Sadness	2	.628	.534	.004
	$\Delta$ Satisfaction	2	1.373	.255	.009
Gender	$\Delta$ Disappointment	1	.166	.684	.001
	$\Delta$ Feeling Lucky	1	7.222	.008	.024
	$\Delta$ Irritation	1	.423	.516	.001
	$\Delta$ Joy	1	8.977	.003	.030
	$\Delta$ Sadness	1	.072	.789	.000
	$\Delta$ Satisfaction	1	10.943	.001	.036
df error		293			

Table 2 – Significant results of the moderated mediation analysis (Model 5 of Process macro) testing the effects of Outcome (IV), Delta emotions (mediators), Game (moderator) and gender (covariate) on the offer.

<i>Model summary</i>	<i>R-sq</i>	<i>F</i>	<i>df</i>	<i>p</i>	
	.111	3.598	10,289	.000	

  

<i>Model</i>	<i>B</i>	<i>t</i>	<i>p</i>	<i>CI</i>
Constant	5.360	9.882	.000	[4.293; 6.428]
Positive outcome	1.977	2.775	.006	[.575; 3.379]
Negative outcome	-.235	-.327	.744	[-1.650; 1.181]
Δ Disappointment	-.056	-.568	.570	[-.249; .137]
Δ Feeling Lucky	-.100	-1.005	.316	[-.297; .096]
Δ Joy	-.282	-1.939	.054	[-.569; .004]
Δ Satisfaction	.126	1.110	.268	[-.097; .349]
Game	.795	1.125	.262	[-.596; 2.186]
Positive outcome x Game	-3.455	-3.453	.001	[-5.425; -1.486]
Negative outcome x Game	1.665	1.656	.099	[-.314; 3.643]
Gender	-.286	-.674	.501	[-1.119; .548]

  

**Conditional effect of the focal predictor at values of the moderator:**

<i>Outcome</i>	<i>Game</i>	<i>Effect</i>	<i>t</i>	<i>p</i>	<i>CI</i>
Positive	DG	1.977	2.775	.006	[.574; 3.379]
Negative	DG	-.235	-.327	.744	[-1.650; 1.180]
Positive	UG	-1.479	-2.035	.043	[-2.908; -.049]
Negative	UG	1.430	1.993	.047	[.018; 2.842]

  

**There are no significant indirect effects**

Figure 1 – Diagram of the Model 5 – Moderated mediation analysis

