Supplementary Information

Table S1 and S2 shows results from the trust game that was played after the main task (see methods section). As shown in Table S1, there was no significant difference in extended trust between group members in the reset and shadow treatment compared to the control treatment. Descriptively, however, participants in the reset treatment transferred around 1 unit more to their receiver compared to the control treatment. As Table S2 shows, we did not observe significant differences in reciprocity (i.e., back-transfers in the trust game) across conditions. We should note that participants were told that they are paired with one other group member of the previous task. However, they did not know which participant and also not which role this participant had (i.e., defender vs. attacker or in-group vs. out-group member). Future studies could therefore test whether a conflict episode influences trust when participants actually know who they interact with (e.g., former perpetrator vs. victim).

Table S1. Trust decisions.

Regression modeling average trust between group members as a function of treatment.

Coefficient	**estimate** est. (std. error)	**p-value**
intercept (*treatment = control*)	5.163 (0.348)	<0.001
reset	0.938 (0.493)	0.062
shadow	0.325 (0.493)	0.512

Table S2. Reciprocity decisions.

Regression modeling average reciprocity of trust between group members as a function of treatment.

Coefficient	**estimate** est. (std. error)	**p-value**
intercept (*treatment = control*)	6.022 (0.335)	<0.001
reset	-0.045 (0.474)	0.925
shadow	0.141 (0.474)	0.768

The figures below show screenshots from the instructions and the decision interface, as shown on the computers of participants (with exemplary input).

Figure S1-S5: Instructions of the attacker-defender game.
Figure S6-S8: Comprehension checks of the attacker-defender game.
Figure S9-S10: Decision screens of the attacker-defender game.
Figure S11-S16: Instructions of the public-goods game.
Figure S17-S21: Comprehension checks of the public-goods game.
Figure S22-S29: Decision screens of the public-goods game.

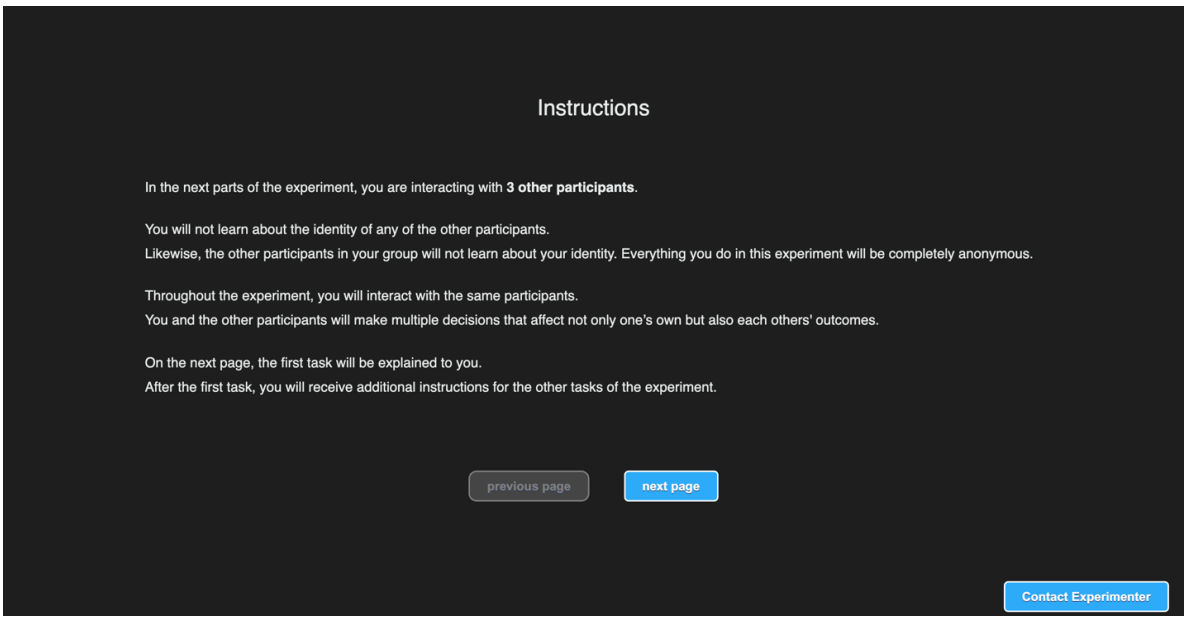

Figure S1. Attacker-defender game instructions (page 1).

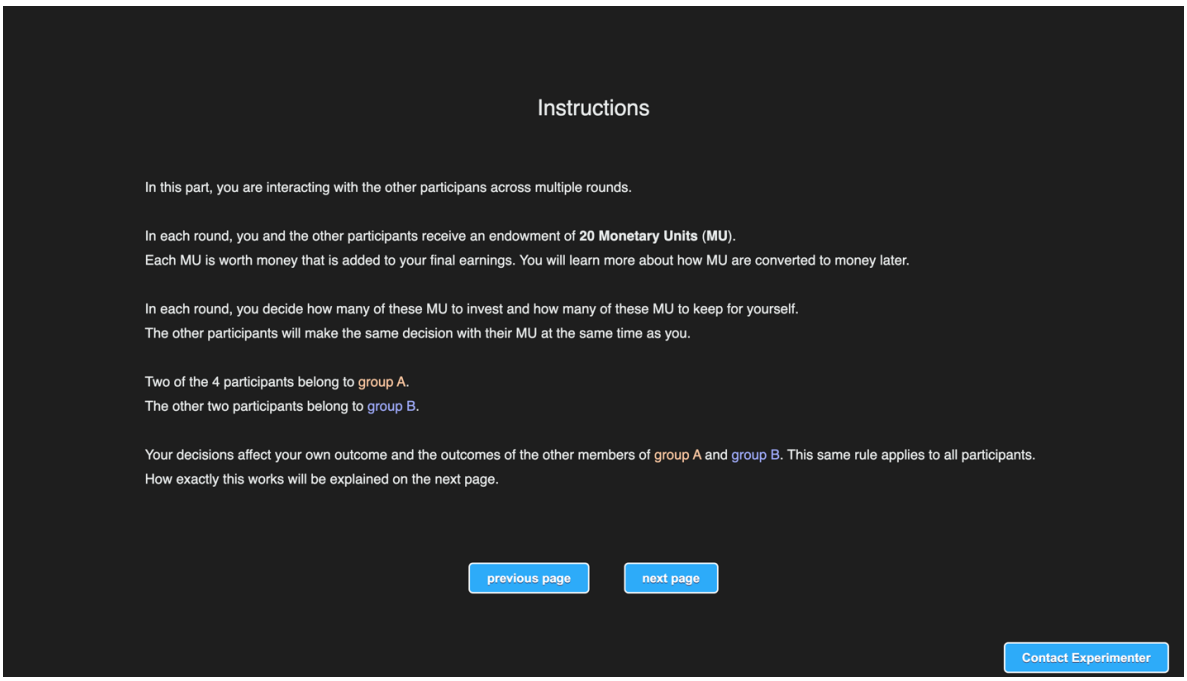

Figure S2. Attacker-defender game instructions (page 2).

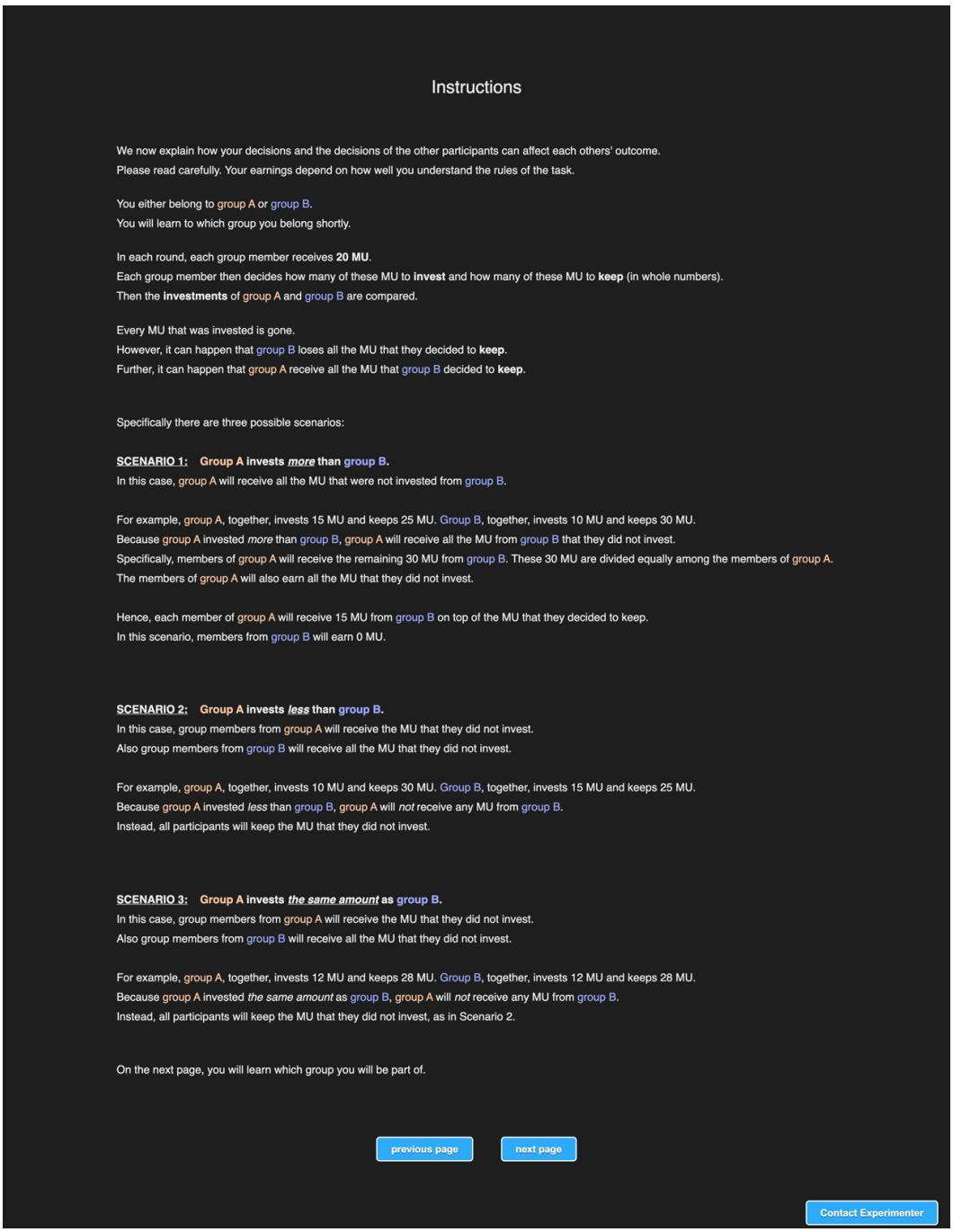

Figure S3. Attacker-defender game instructions (page 3).

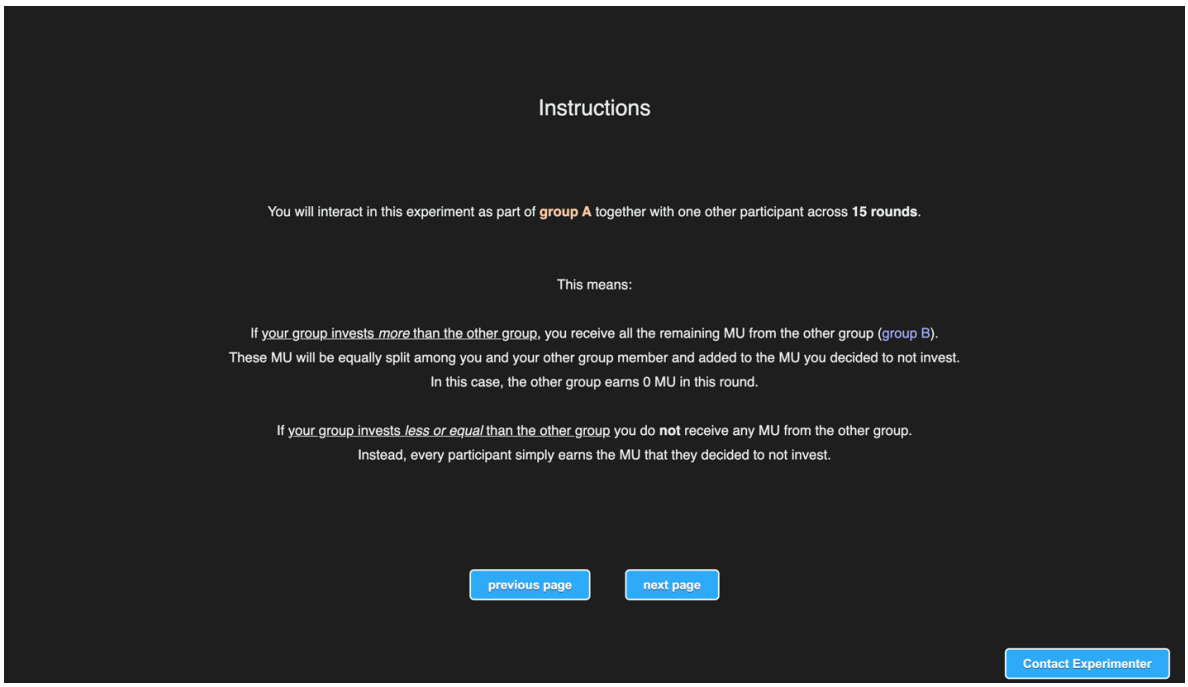

Figure S4. Attacker-defender game instructions (attacker role, page 4).

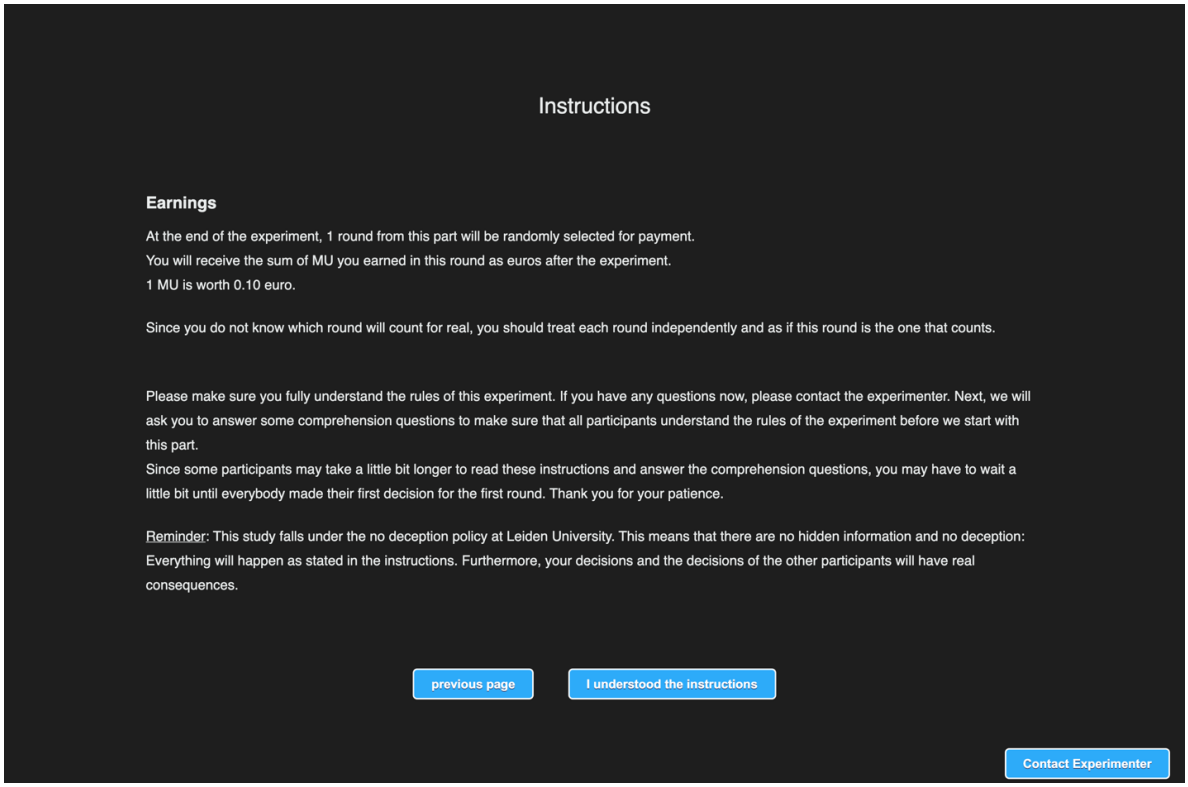

Figure S5. Attacker-defender game instructions (page 5).

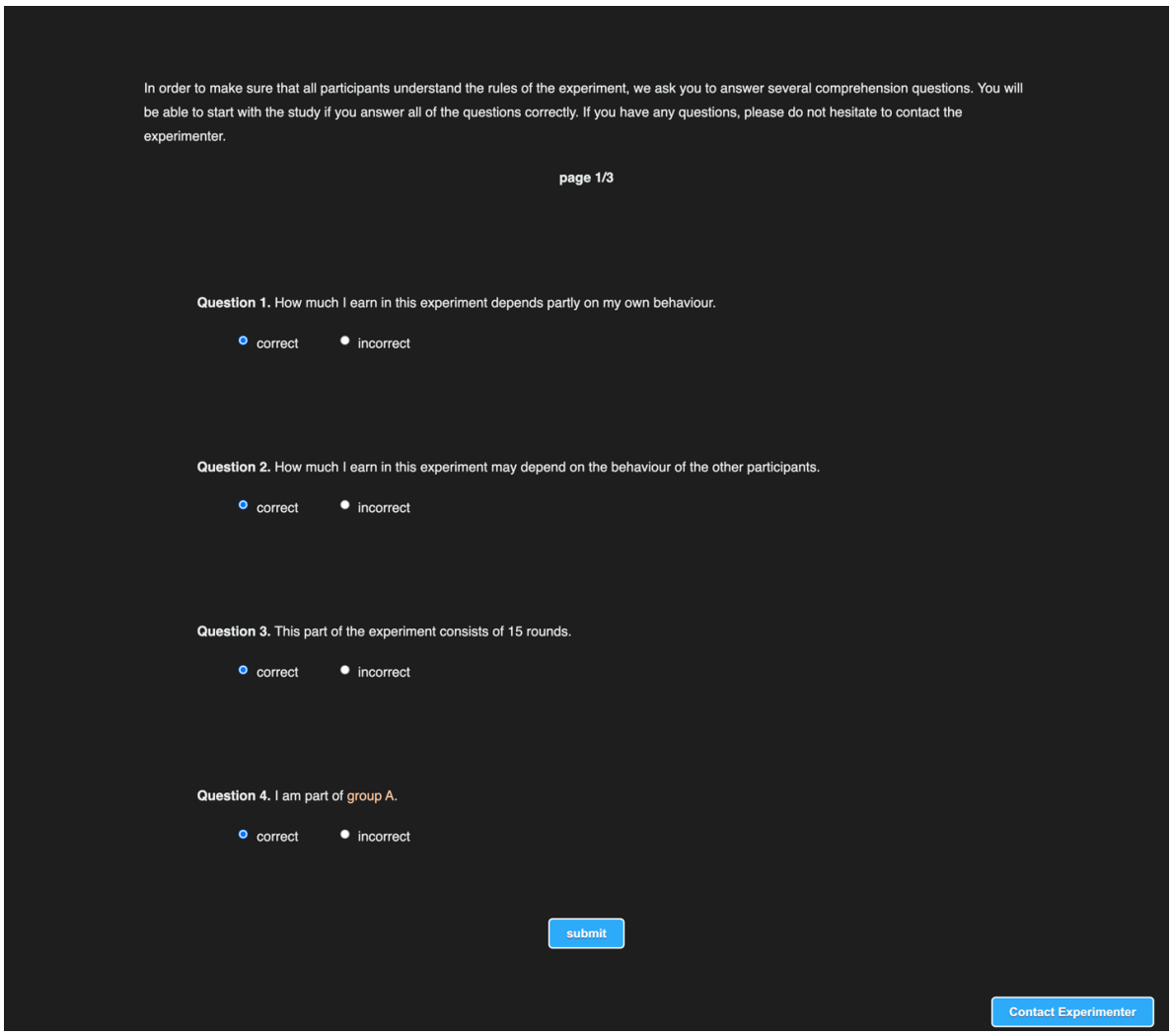

Figure S6. Attacker-defender game - comprehension questions (page 1). Correct answers highlighted.

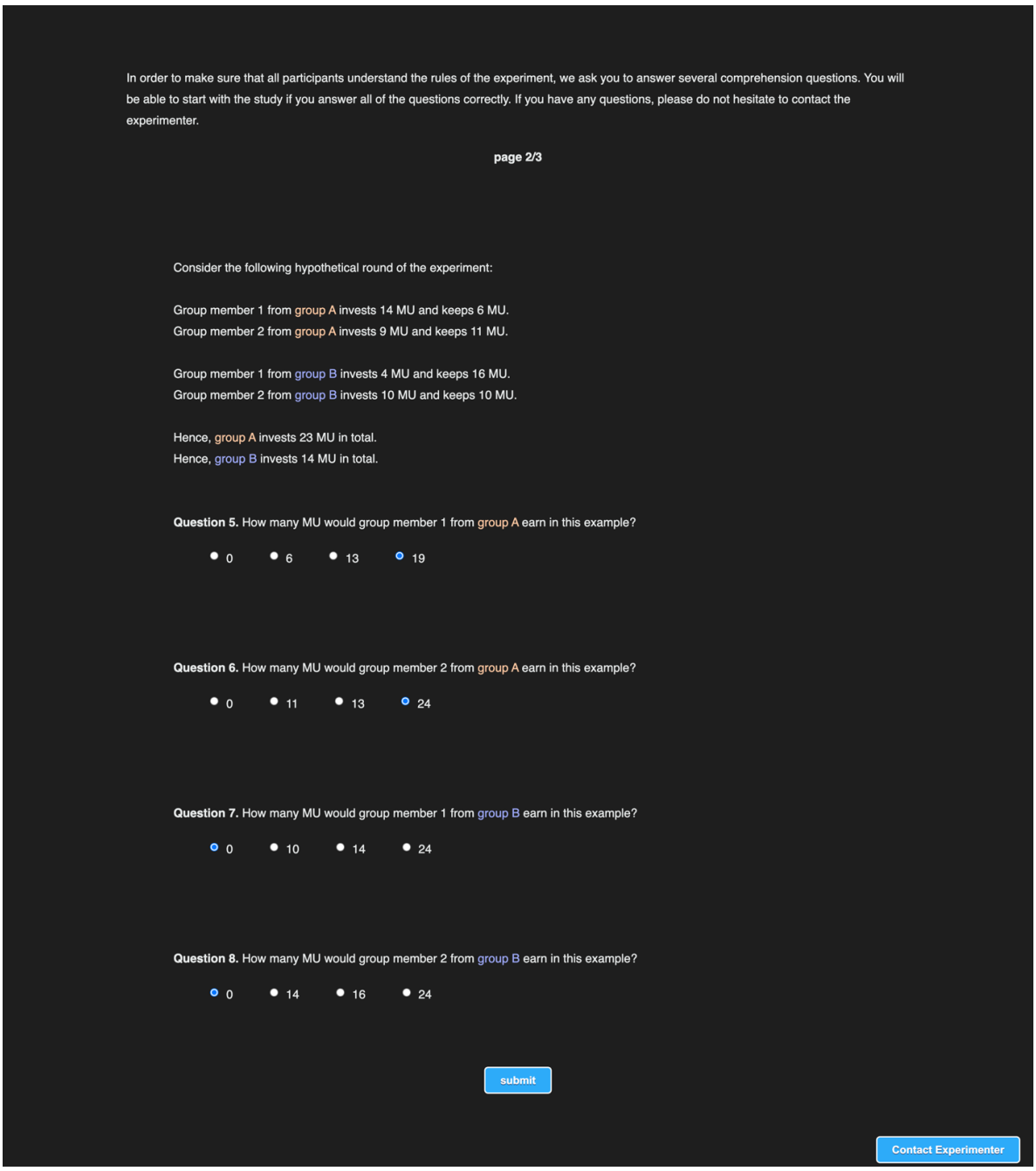

Figure S7. Attacker-defender game - comprehension questions (page 2). Correct answers highlighted.

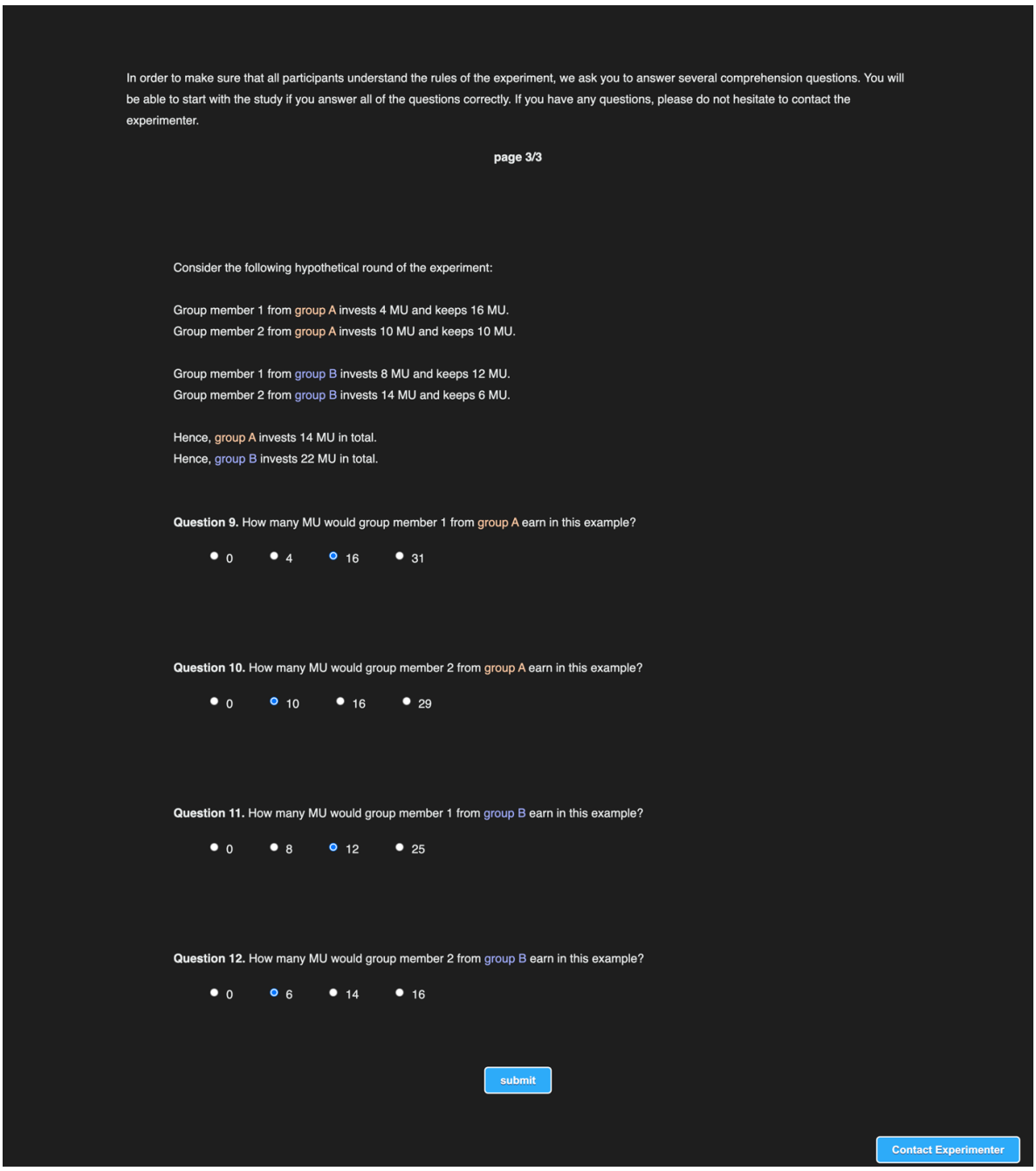

Figure S8. Attacker-defender game - comprehension questions (page 3). Correct answers highlighted.

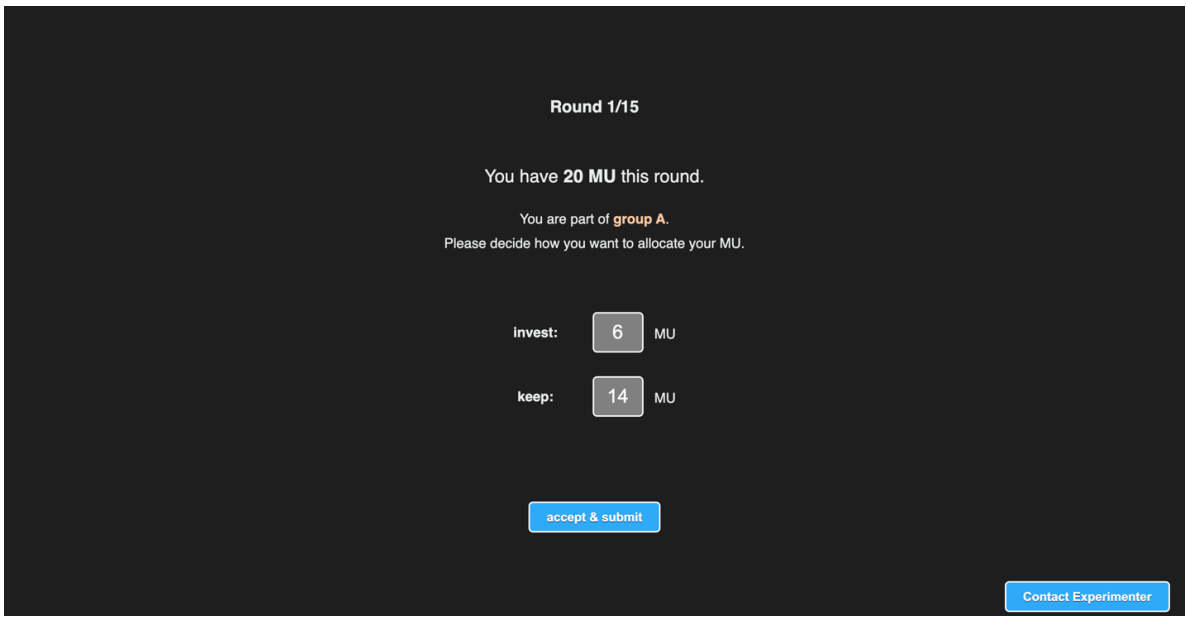

Figure S9. Attacker-defender game - decision screen with exemplary input.

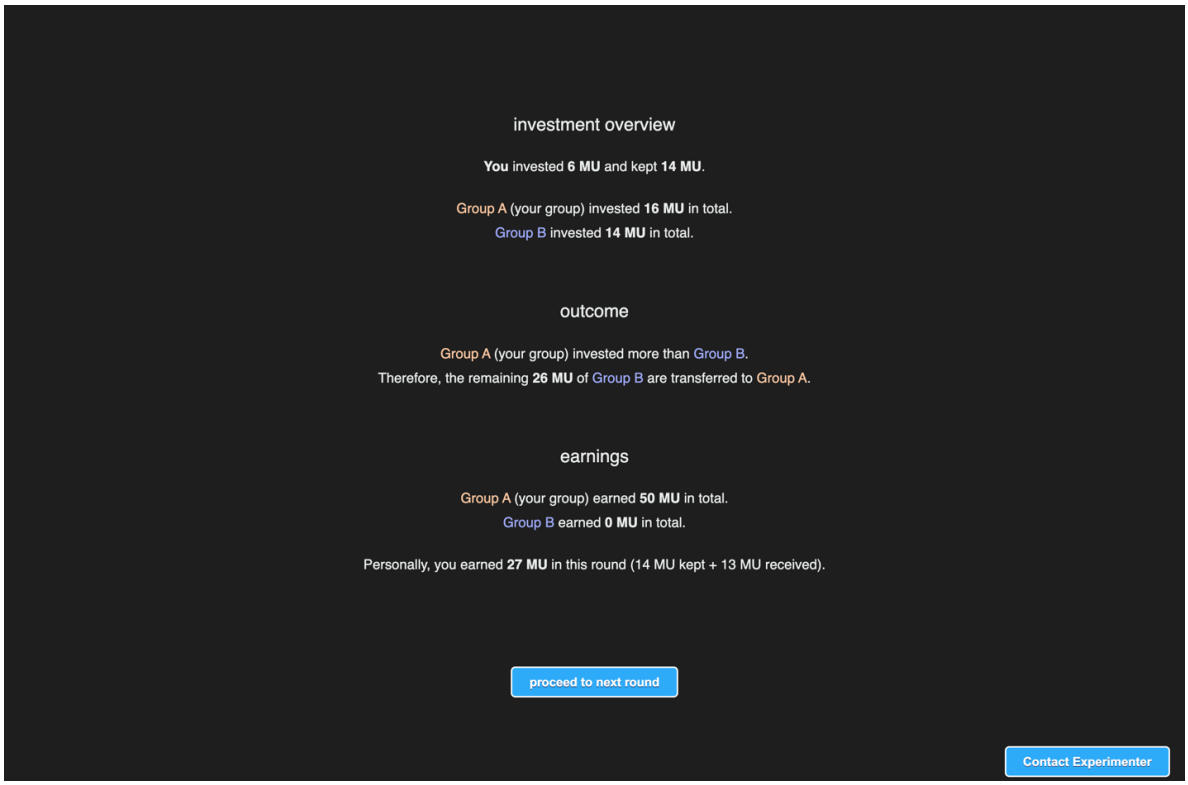

Figure S10. Attacker-defender game - exemplary feedback screen.

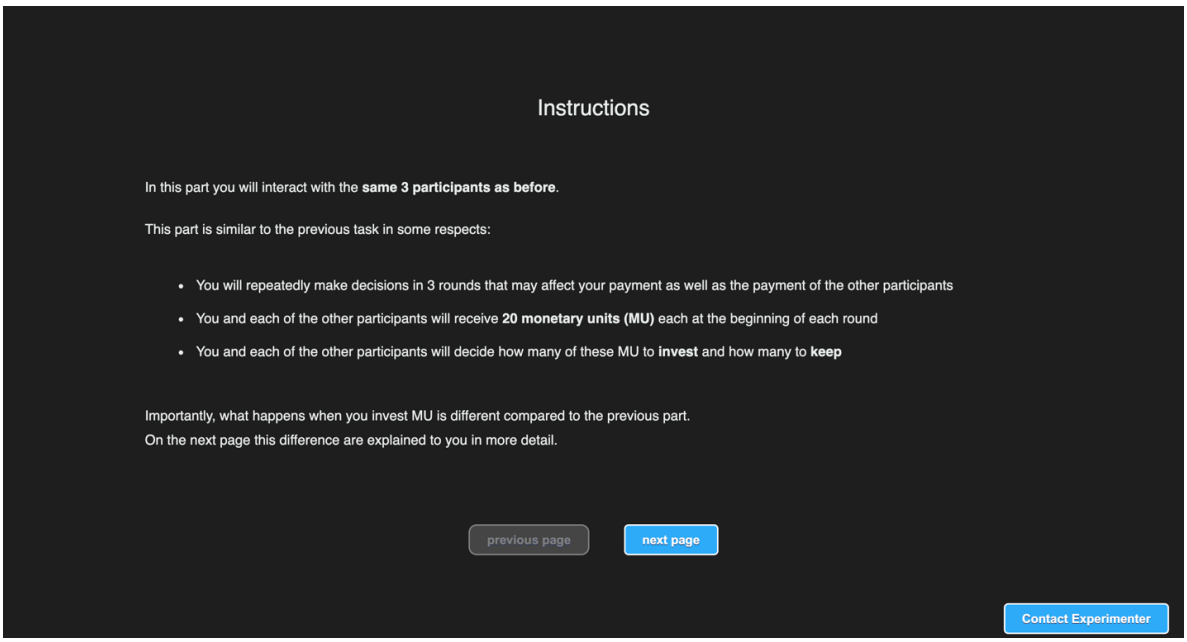

Figure S11. Public goods game instructions (page 1).

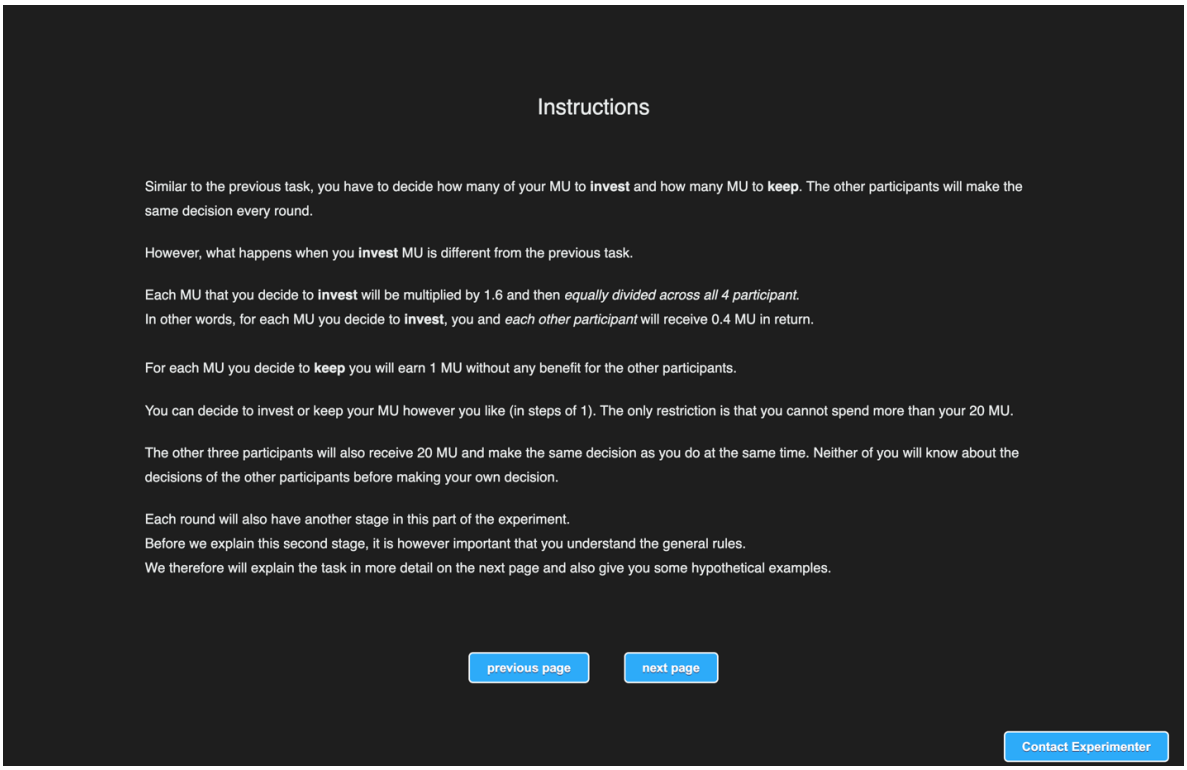

Figure S12. Public goods game instructions (page 2).

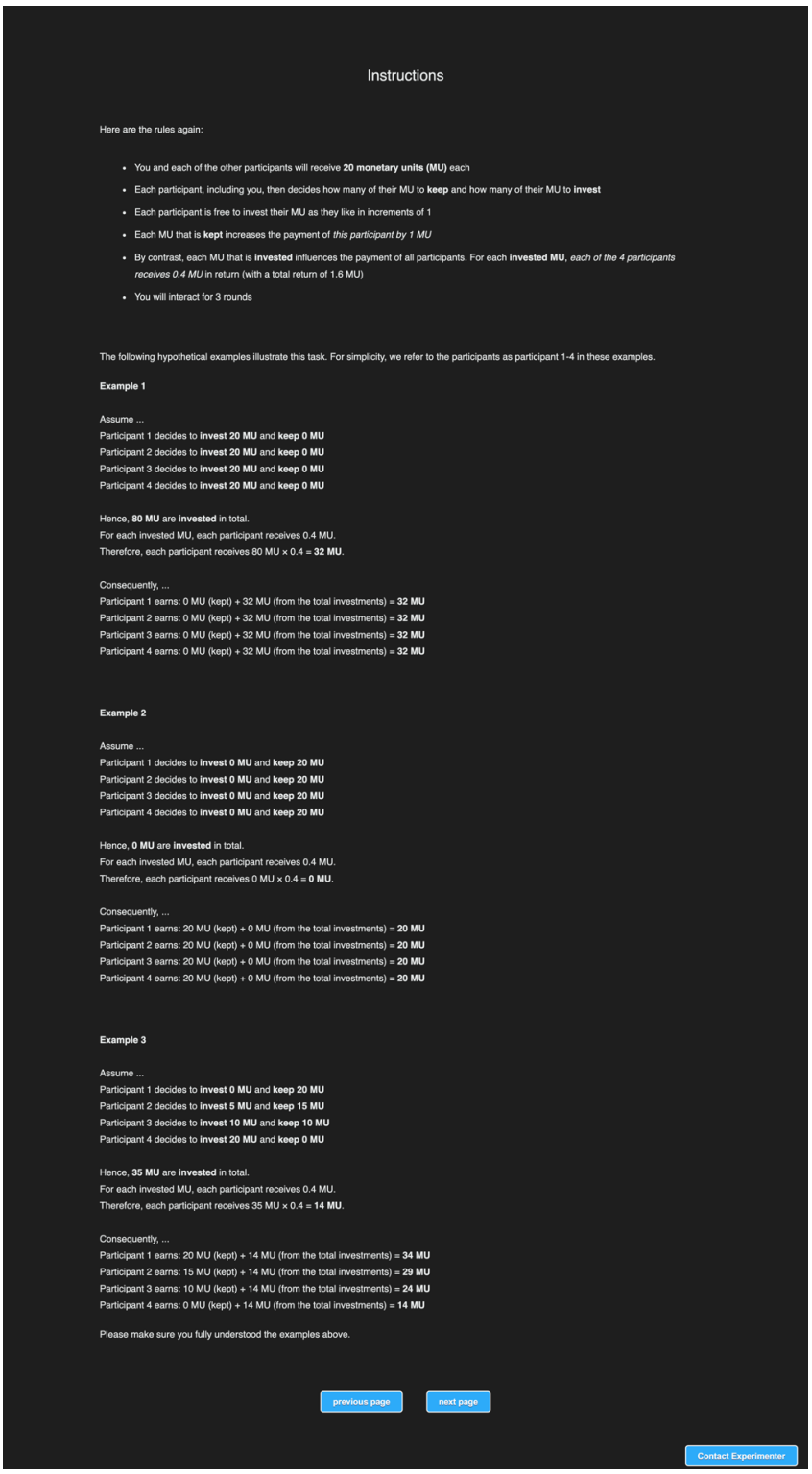

Figure S13. Public goods game instructions (page 3).

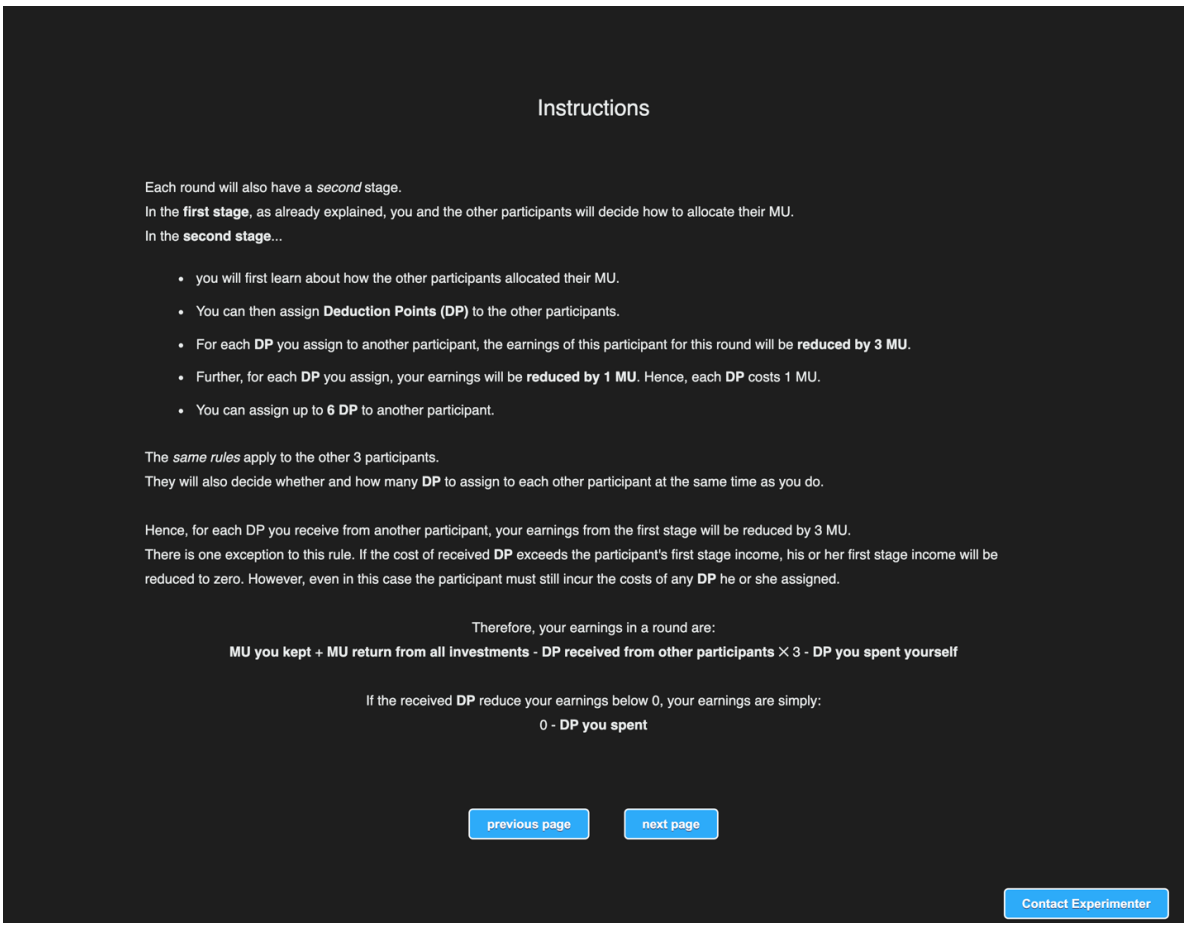

Figure S14. Public goods game instructions (page 4).

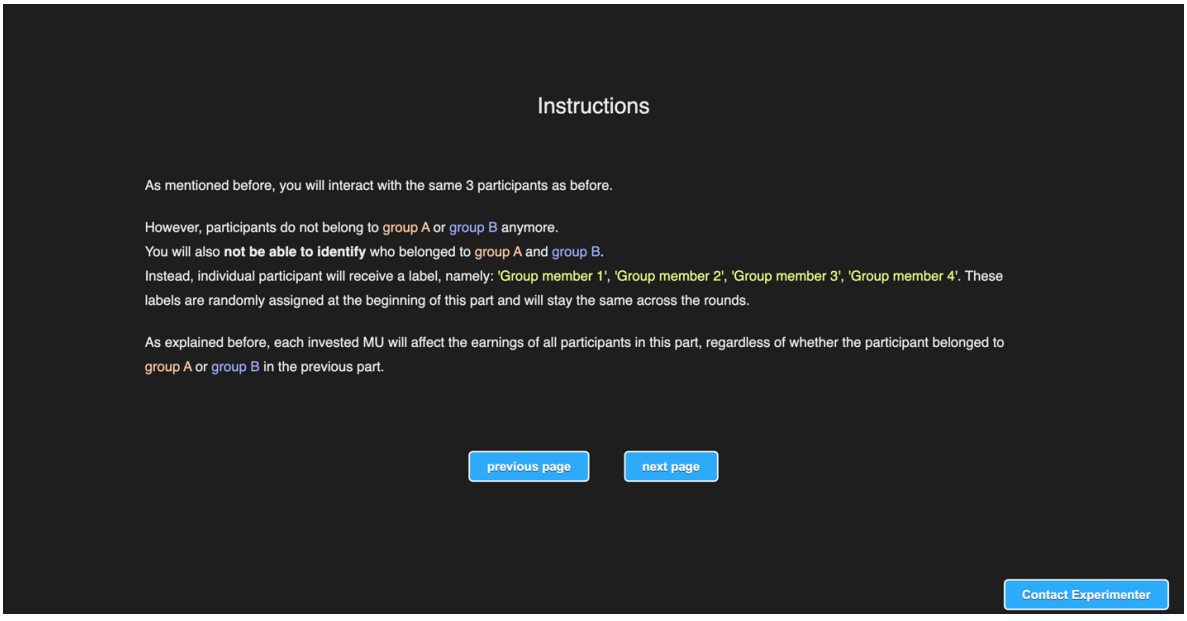

Figure S15. Public goods game instructions (page 4 of the reset treatment).

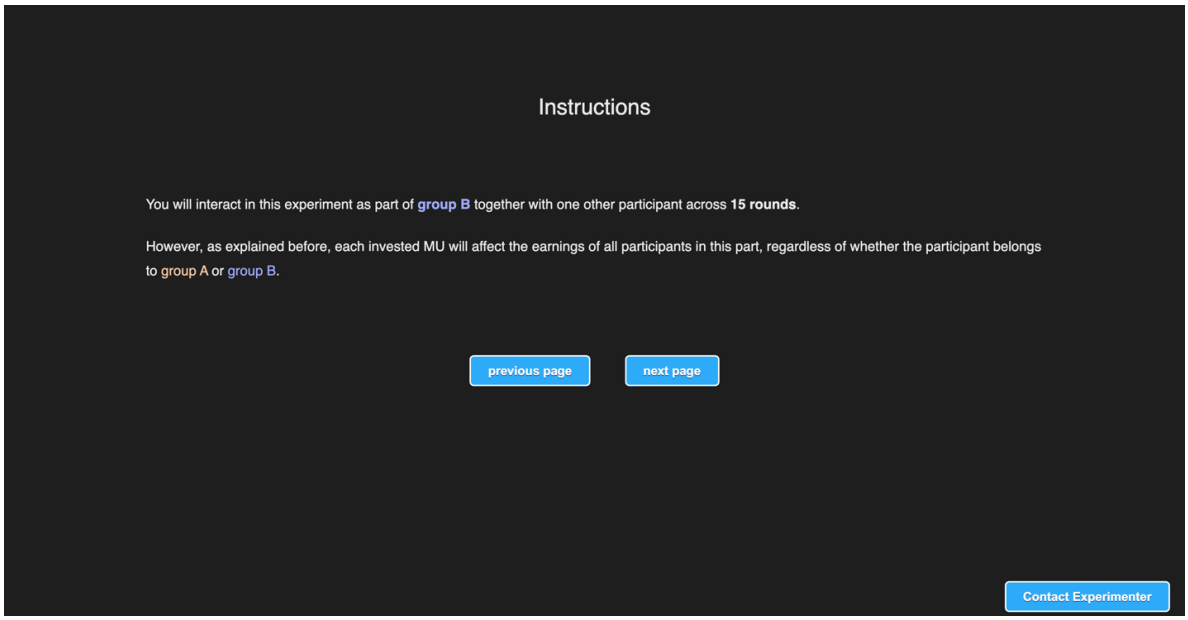

Figure S16. Public goods game instructions (page 4 of the shadow treatment).

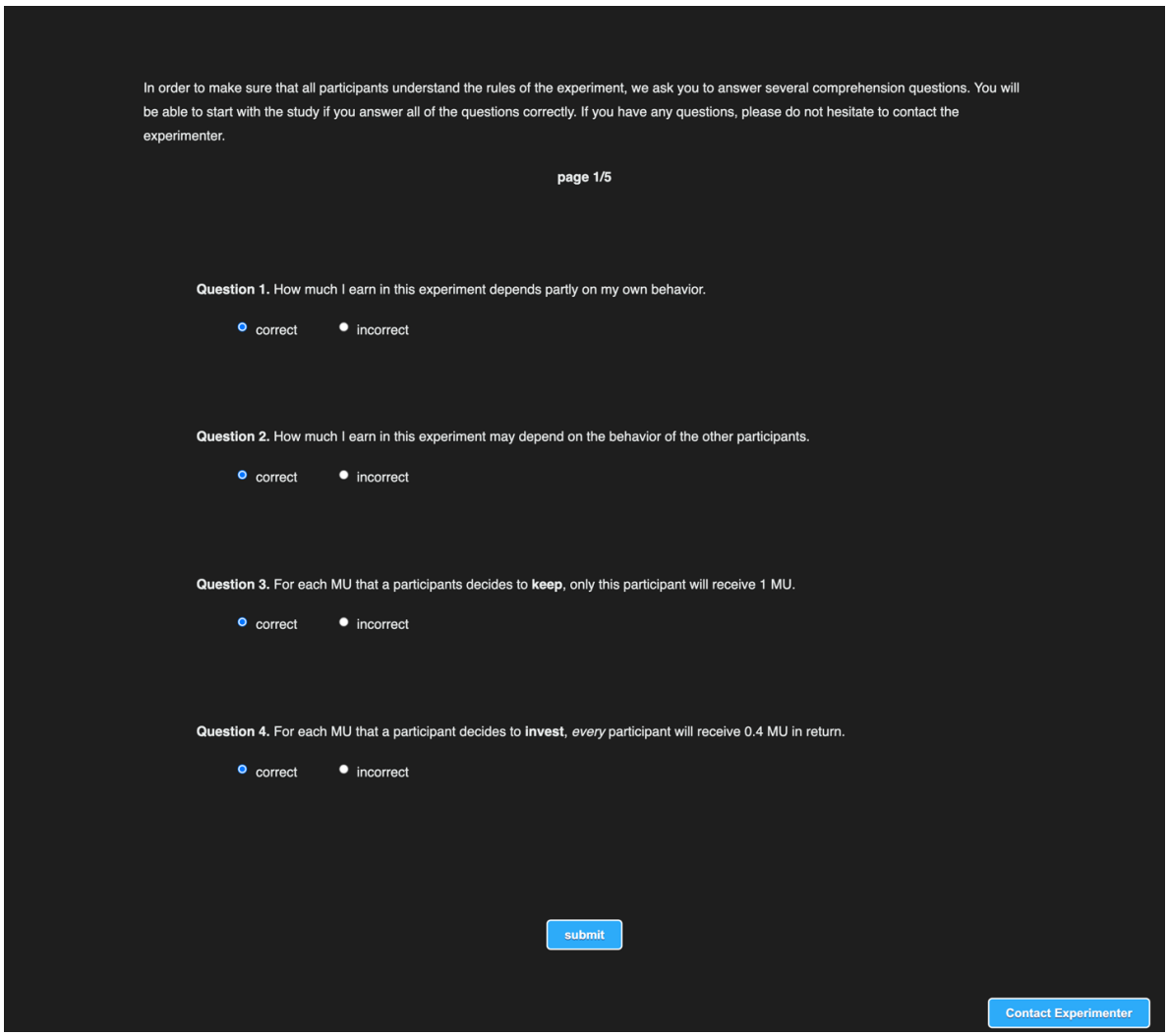

Figure S17. Public goods game - comprehension questions (page 1). Correct answers highlighted.

Figure S18. Public goods game - comprehension questions (page 2). Correct answers highlighted.

Figure S19. Public goods game - comprehension questions (page 3). Correct answers highlighted.

Figure S20. Public goods game - comprehension questions (page 4). Correct answers highlighted.

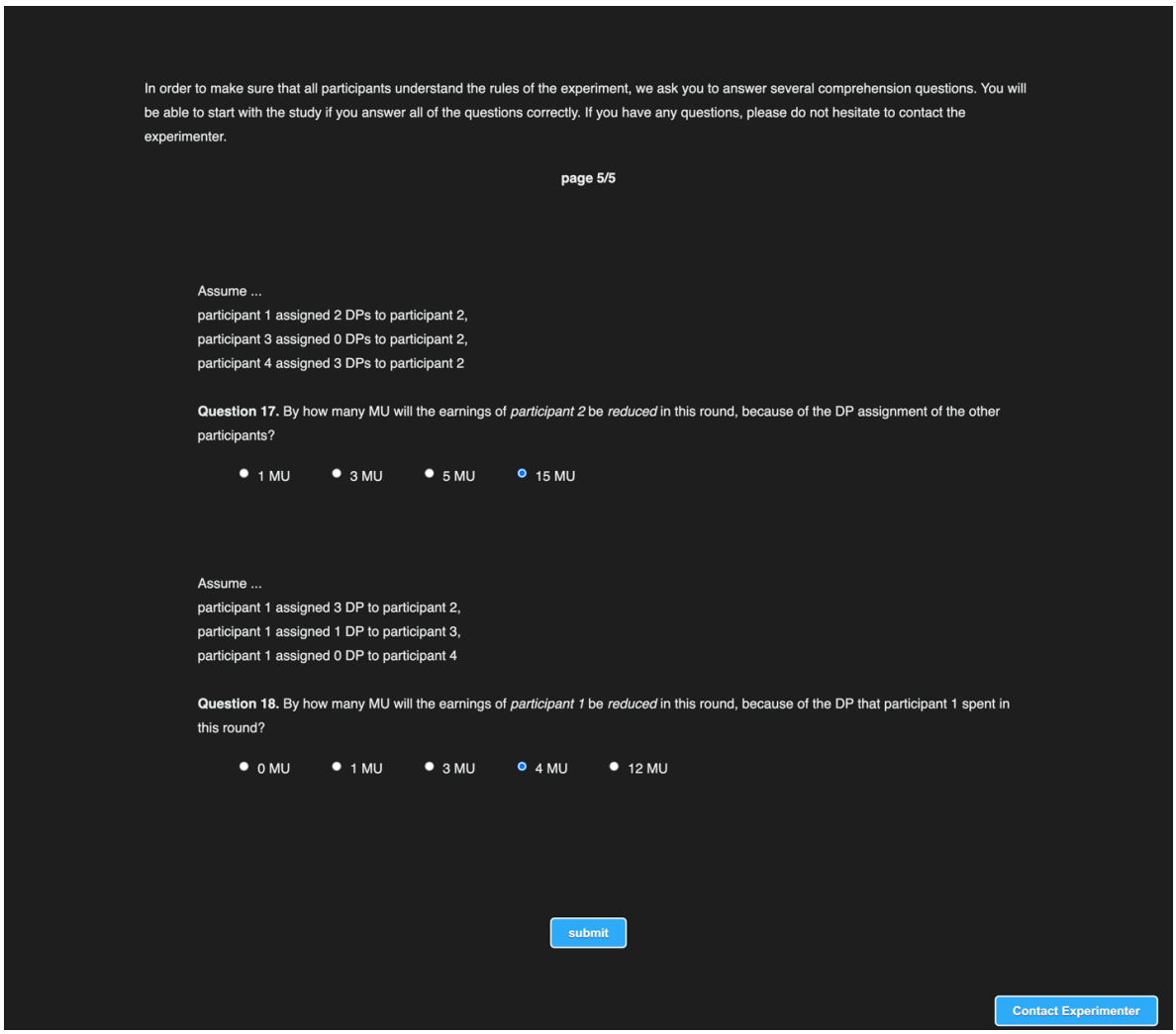

Figure S21. Public goods game - comprehension questions (page 5). Correct answers highlighted.

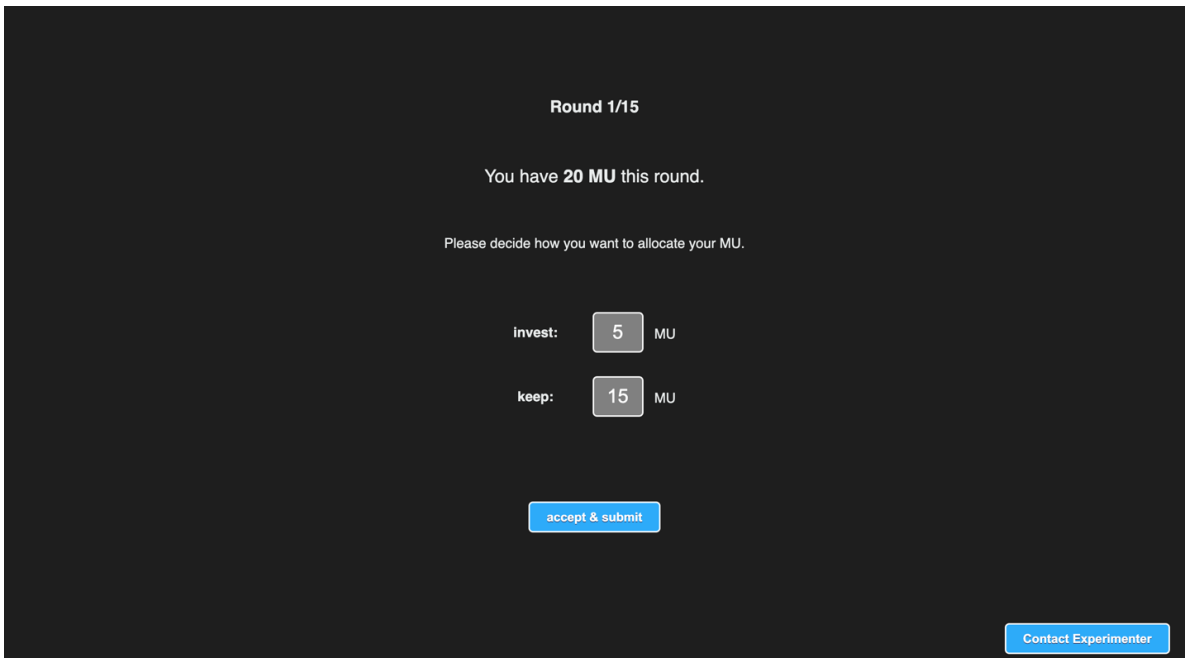

Figure S22. Public goods game - decision screen with exemplary input (reset treatment).

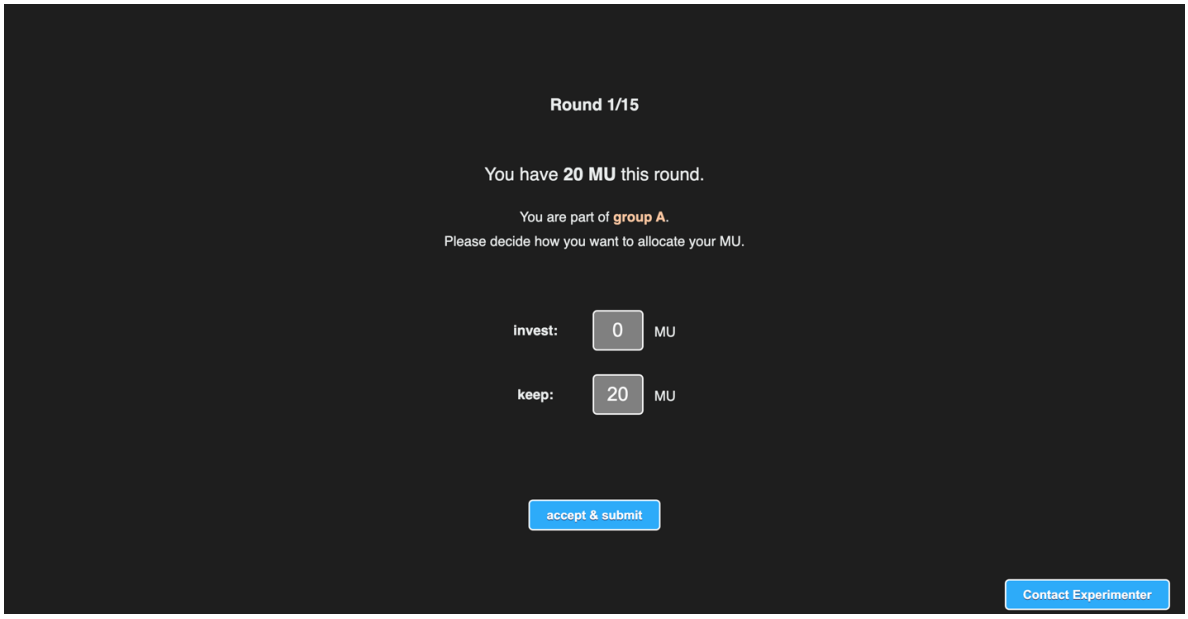

Figure S23. Public goods game - decision screen with exemplary input (shadow treatment).

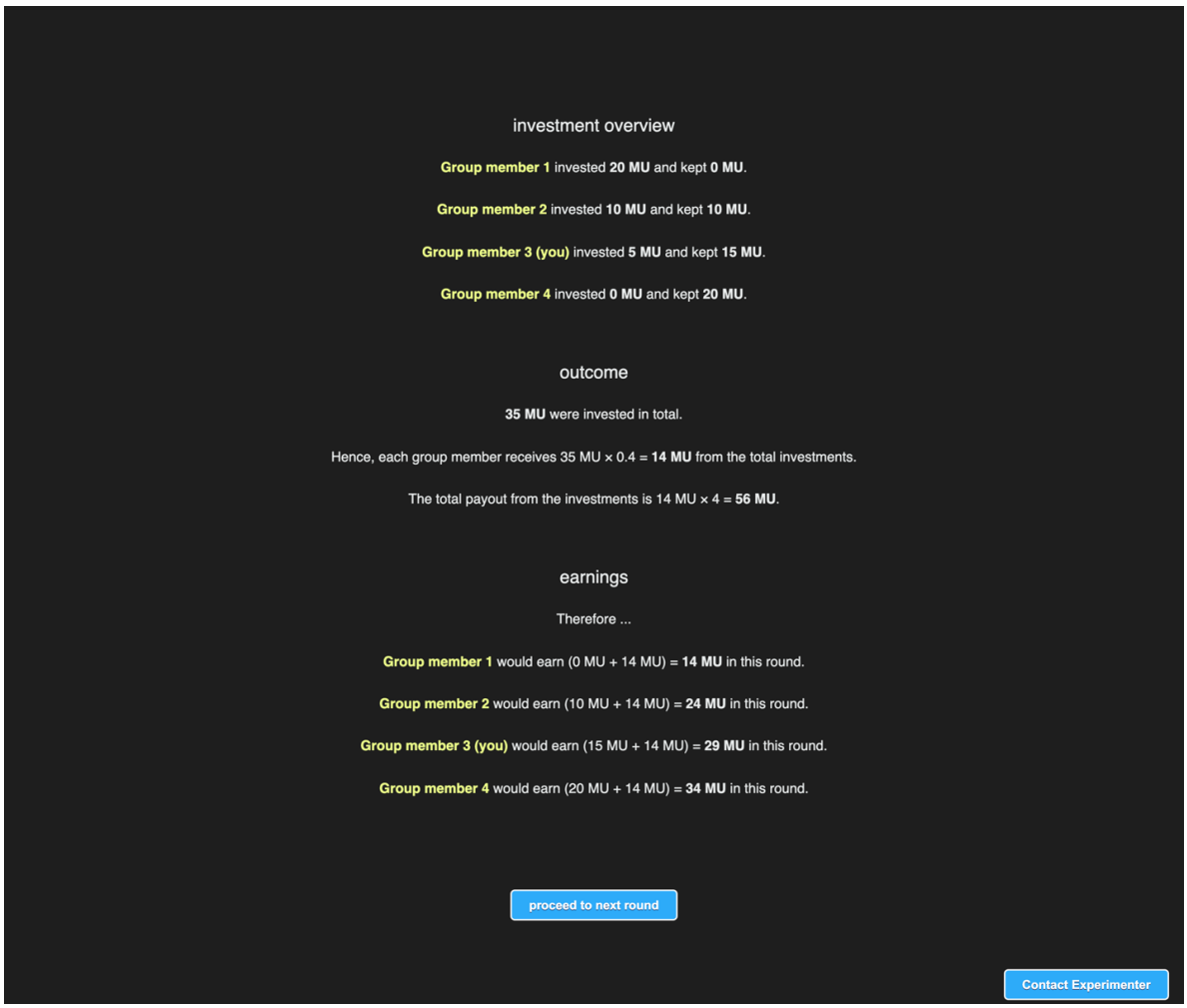

Figure S24. Public goods game - exemplary feedback screen (reset treatment).

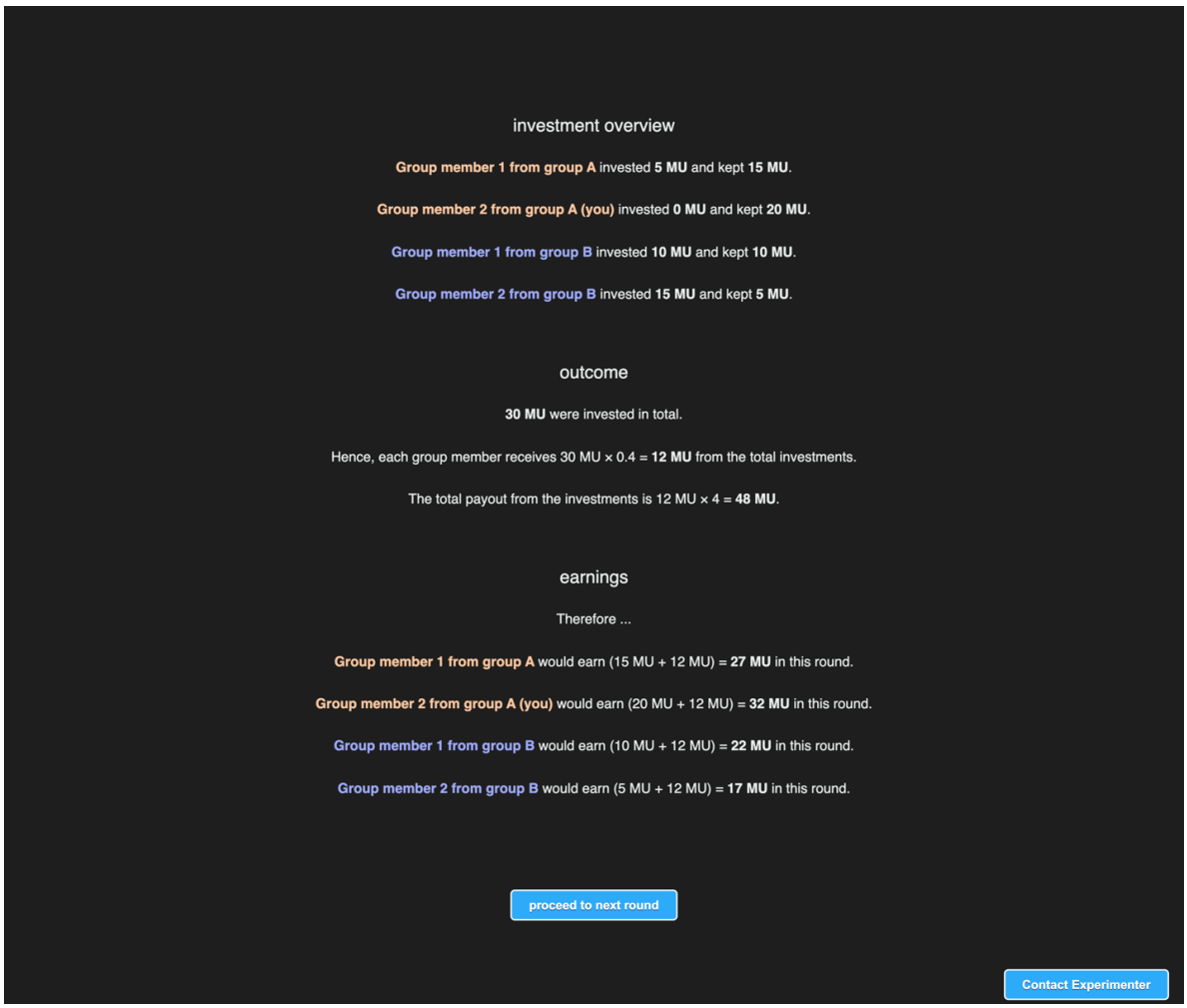

Figure S25. Public goods game - exemplary feedback screen (shadow treatment).

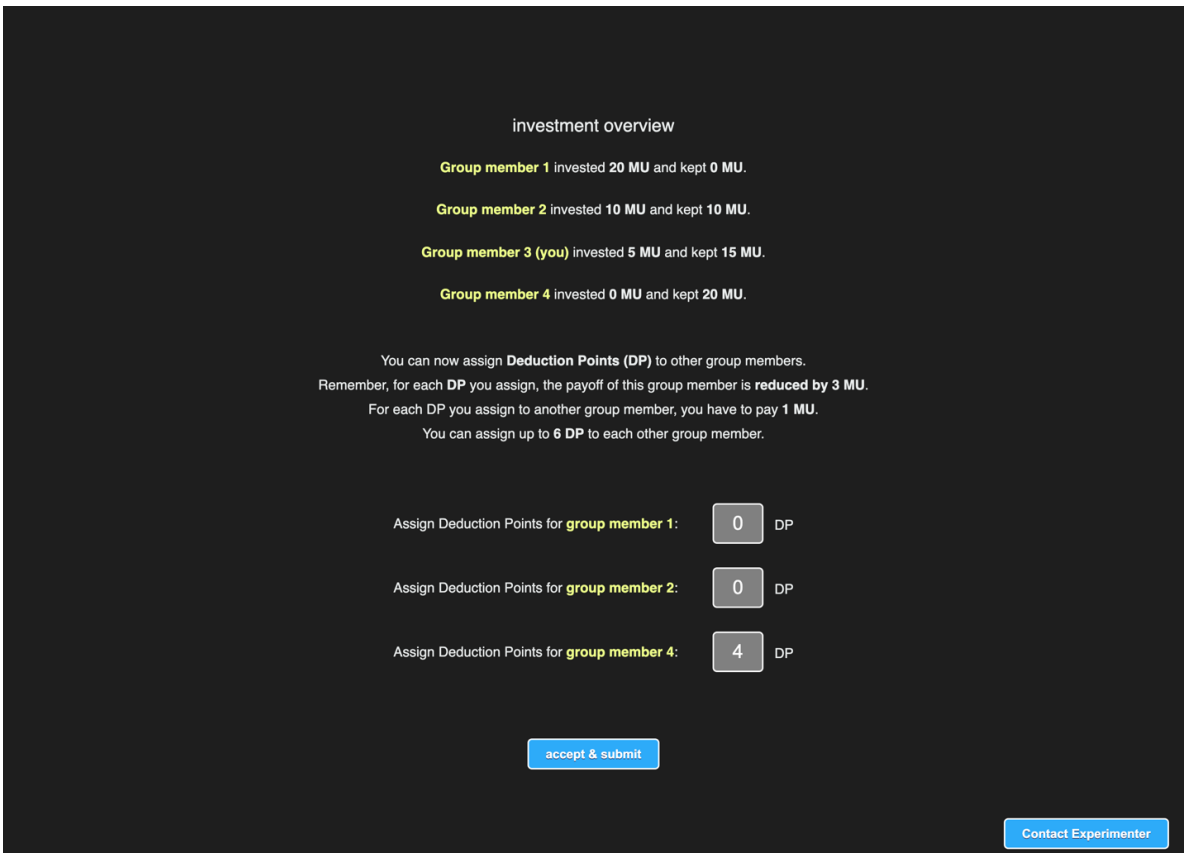

Figure S26. Public goods game - punishment decision screen with exemplary input (reset treatment).

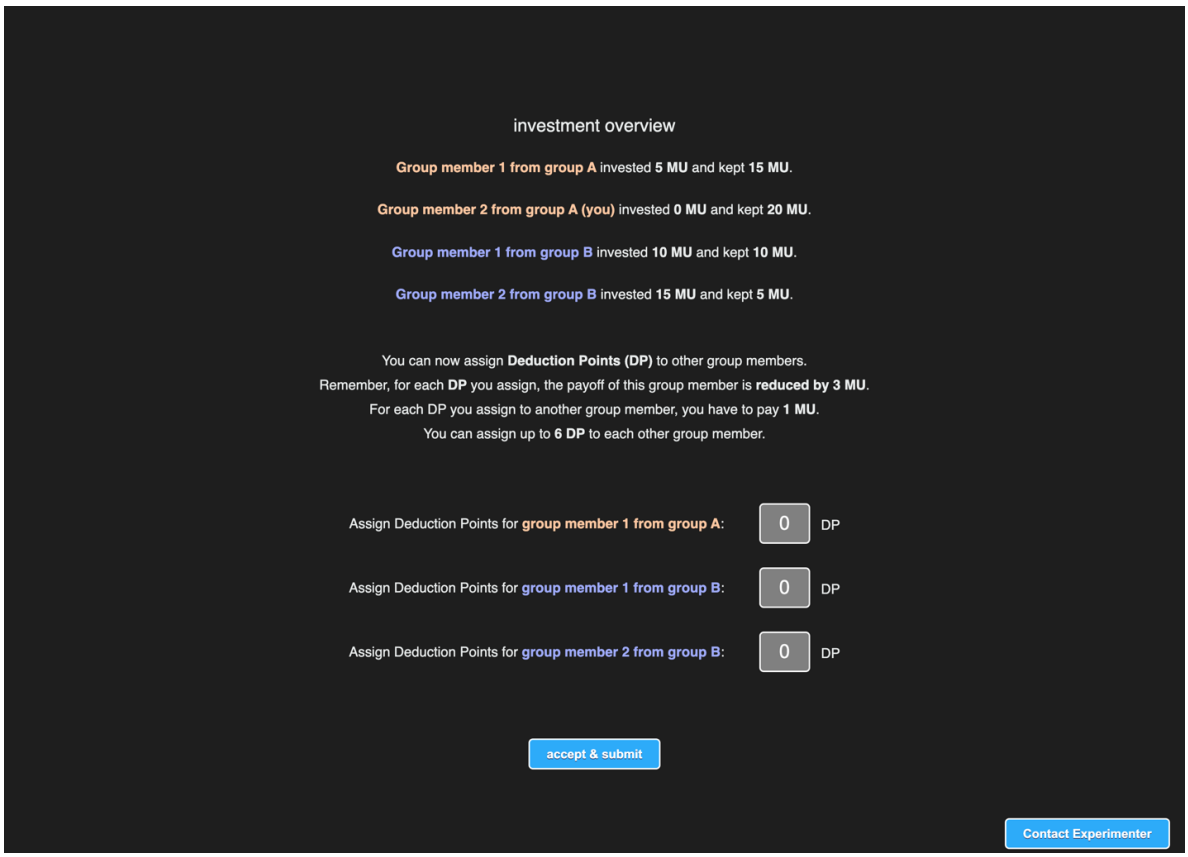

Figure S27. Public goods game - punishment decision screen with exemplary input (shadow treatment).

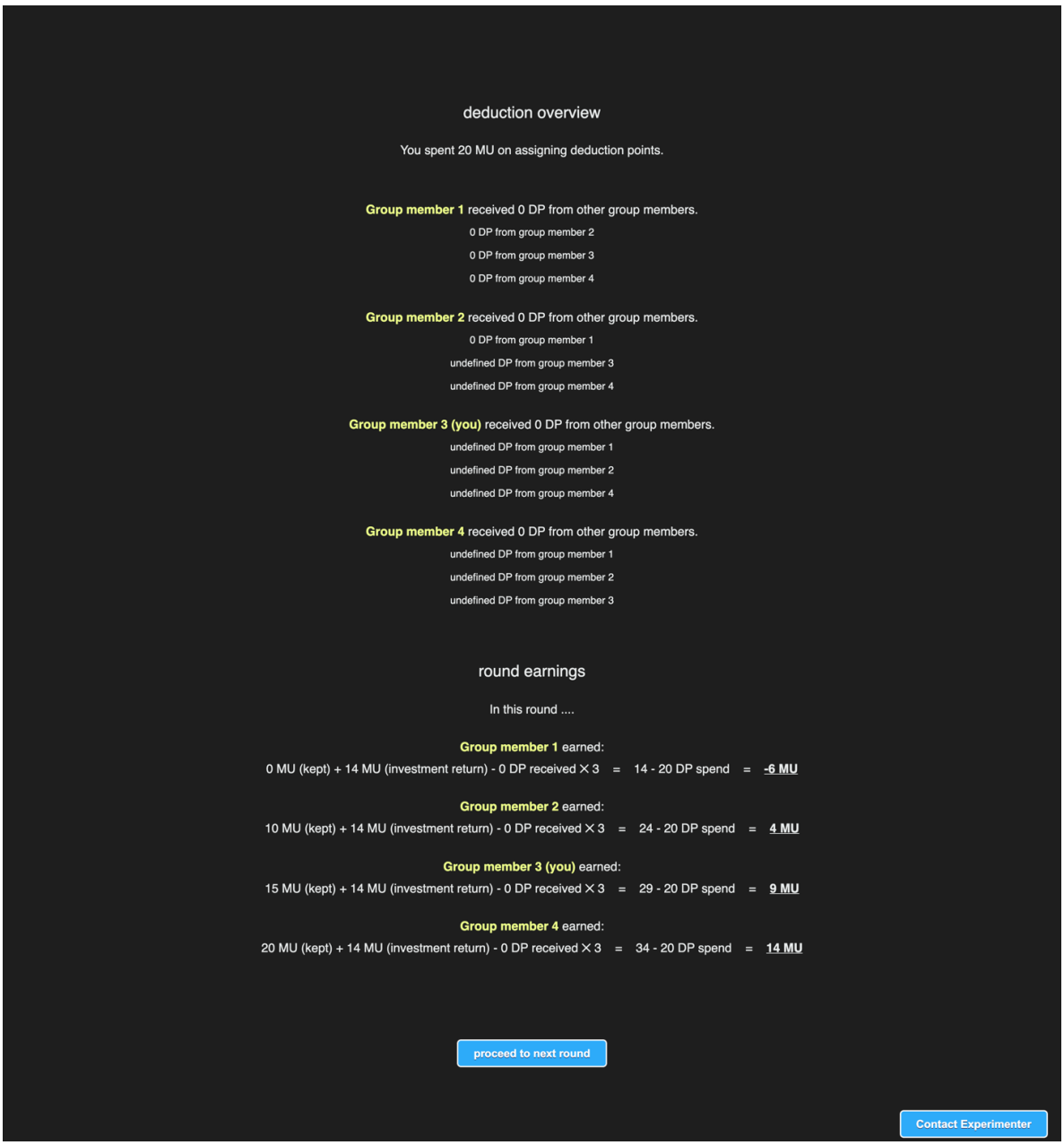

Figure S28. Public goods game - exemplary punishment feedback screen (reset treatment).

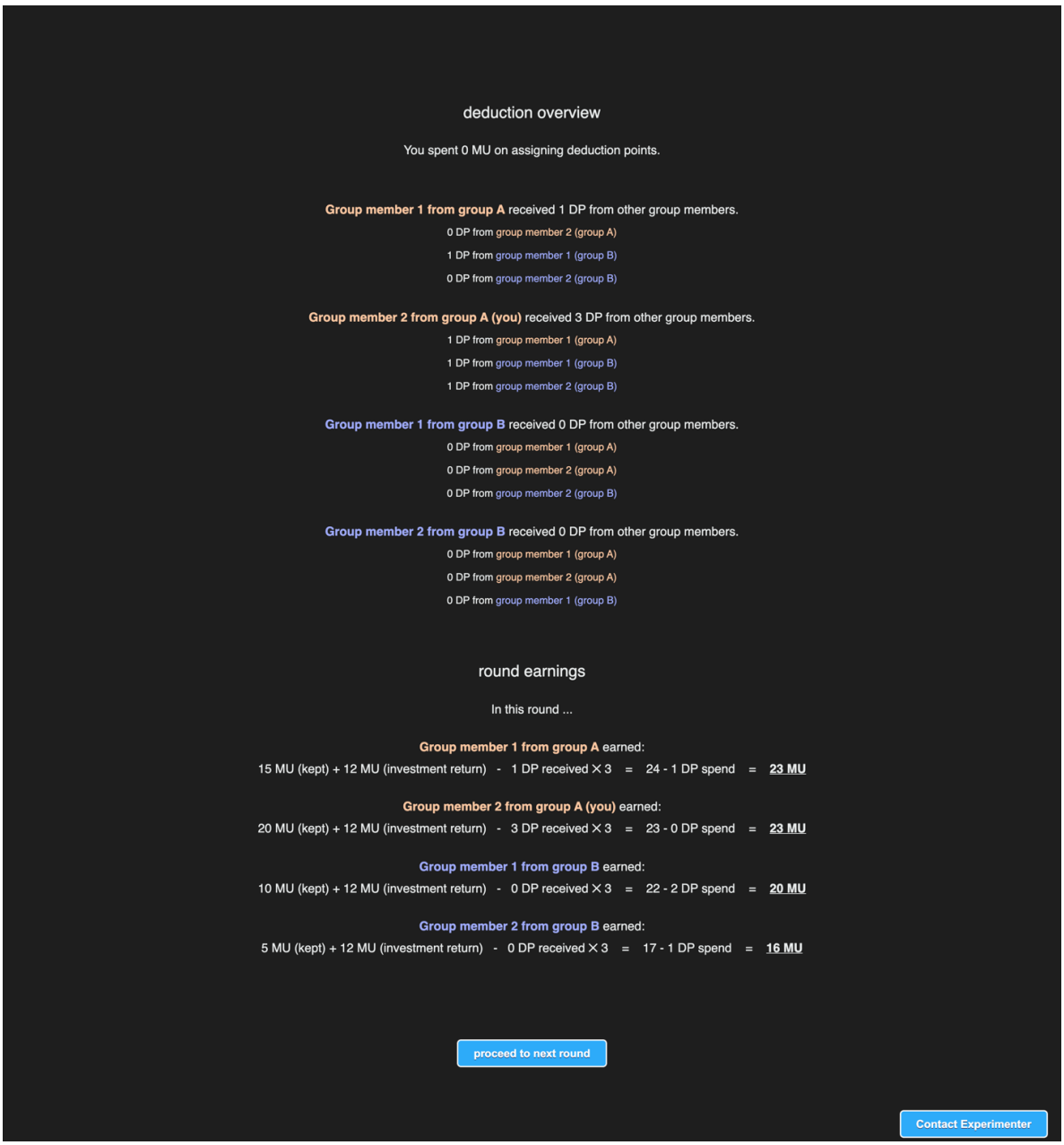

Figure S29. Public goods game - exemplary punishment feedback screen (shadow treatment).