Replication files for 'How Portable Is Level-0 Behaviour?
A Test of Level-*k* Theory in Games with Non-neutral Frames' by Shaun
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The experimental data are provided in two Excel files. The first file, HSdata.xlxs, contains the data from the HS sessions. The second file, CDdata.xlxs, contains the data from the CD sessions. In each file, each row reports the behaviour of one subject in one game. The values of the following variables are reported:

- Session= session number.
- Order: This variable is formed by four digits. In the HSdata file, the first two digits identify the order in which (in both parts of the experiment) the subject saw the two blocks of games (i.e. games based on frames 1–9 and games based on frames 10–18) and the second two identify the order in which they saw the four-box and eight-box games. 1248 = subject saw frames 1–9 in four-box games, then frames 10–18 in eight-box games; 1284 = subject saw frames 1–9 in eight-box games, then frames 10–18 in four-box games; 2148 = subject saw frames 10–18 in four-box games, then frames 1–9 in eight-box games; 2184 = subject saw frames 10–18 in eight-box games, then frames 1–9 in four-box games. In the CDdata file, the first two digits identify the order in which the subject saw the Coordination and Discoordination games and the second two identify the order in which they saw the four-box and eight-box games. 1248 = subject saw four-box Coordination games in part 1, then eight-box Discoordination games in part 2; 1284 = subject saw eight-box Coordination games in part 1, then four-box Discoordination games in part 2; 2148 = subject saw four-box Discoordination games in part 1, then eight-box Coordination games in part 2; 2184 = subject saw eight-box Discoordination games in part 1, then four-box Coordination games in part 2.
- Period = period in which game was played. Periods are numbered from 1 (i.e. the first game faced by the subject) to 36 (the last game faced by the subject).
- Id = subject's unique subject's identification number.
- Pair = unique identification number for the pair to which the subject was assigned.
- Tasktype: 4 = four-box game; 8 = eight-box game.
- Role (only in HSdata): 1 = subject plays as hider, 2 = subject plays as seeker.

- Game (only in CDdata): 1 = Coordination, 2 = Discoordination.
- Category = frame (i.e. set of labels for the game played); value from 1 to 18. See Figure 1 in main paper for identification of frames by number.
- Choice = label chosen by subject; value from 1 to 8. See Figure 1 in main paper for identification of labels by number. (Note that numbers refer to the *content* of the labels, not their *positions*.)
- Positionlabel1 – positionlabel8 = position of each label; value from 1 (first from the left) to 8 (eighth from the left).