Figure A.1: Research sites

Village S1



Village S2



Village S3



Village S4



Village S5



Village N1



Village N2



Village N3



Village N4



Figure A.4: Procedures of trust game (Pictures taken in Village S4)

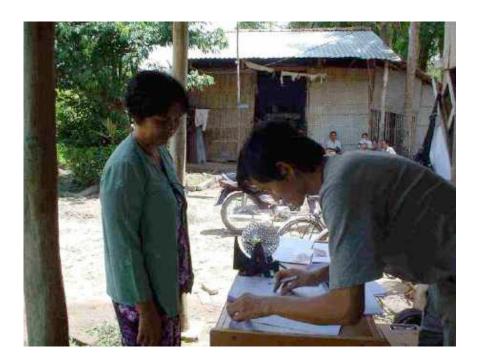
(1) An experimenter reads the instruction.



(2) Subjects solve quiz. Illiterate subjects are assisted by research assistants.



(3) After solving the quiz, subjects go out of the room and draw numbered balls from a bingo cage, which determines their roles (Player 1 or Player 2). Then, they receive instructions and record sheets.



(4) Subjects are assisted by research assistants when making decisions.

