

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.

