

Supplementary Material for “Effects of manipulation on attributions of causation, free will, and moral responsibility”

Supplementary Material A: Materials

These supplementary materials describe all scenarios, separated by condition for Experiments 1 and 7, and with different conditions in brackets for Experiments 2-6. Scenarios presented to participants consisted of narrative vignettes of one to three paragraphs in length (see example in main text). The first paragraph of each vignette contained the basic story and is summarized in the tables below for each condition of each experiment. The remaining paragraph(s) clarified which events were intended and foreseen by each factor, as well the structure of the causal chain. In particular, the text specified that the outcome would not have occurred unless F2’s action occurred, that F2’s action would not have occurred unless F1’s action occurred, but that as long as F1’s action occurred, it was “guaranteed” to cause F2’s action and its consequences.

Exp. 1

Experiment			Event 1	Event 2	Event 3	Event 4	Event 5
			F1 action	F1 effect	F2 action	F2 effect	Outcome
Exp. 1	F1	-	Non-agent	Not foreseen, not intended			
		+	Intentional	Foreseen, intended by bypassing			
	F2	-			Non-agent	Not foreseen, not intended	
		+			Intentional	Foreseen, intended	

Cliff

Condition	F1 action	→ F1 proximal effect	→ F2 action	→ F2 proximal effect	→ Outcome
F1+, F2+	A teenager shoots a drug-laden dart into an old man in order to kill Elsa	The drug makes the old man intensely hate the first thing he sees: Elsa	The old man catches hold of the tree that Elsa has climbed in order to kill her	The tree shakes and knocks Elsa off, who falls over the steep cliff beside it	Elsa dies
F1+, F2-	A teenager shoots the leg off a park bench in order to kill Elsa	The shot causes the leg to come off the park bench	The park bench slides into the tree that Elsa has climbed	The tree shakes and knocks Elsa off, who falls over the steep cliff beside it	Elsa dies

F1-, F2+	Heavy rainfall knocks over a rock	The rock starts an avalanche that sweeps toward the cliff and an old man who hates Elsa	The old man catches hold of the tree that Elsa has climbed in order to kill her and save himself	The tree shakes and knocks Elsa off, who falls over the steep cliff beside it	Elsa dies
F1-, F2-	Heavy rainfall knocks over a rock	The rock starts an avalanche that sweeps toward the cliff and the park bench	The park bench slides into the tree that Elsa has climbed	The tree shakes and knocks Elsa off, who falls over the steep cliff beside it	Elsa dies

Amazon

Condition	F1 action	→ F1 proximal effect	→ F2 action	→ F2 proximal effect	→ Outcome
F1+, F2+	Dr. Jones turns on a high-frequency sound device in order to kill Dr. Pounds	The sound makes Dr. Brady, who has a neurological condition, want to kill who he spoke to last: Dr. Pounds	Dr. Brady drops Dr. Pounds' heart pills in order to kill him	The pills land in a deep pool of water	Dr. Pounds dies
F1+, F2-	Dr. Jones turns on a high-frequency sound device in order to kill Dr. Pounds	The sound shakes the spider web that Dr. Pounds' heart pills have fallen into	The spider web disintegrates and drops Dr. Pounds' heart pills	The pills land in a deep pool of water	Dr. Pounds dies
F1-, F2+	A strong gust of wind snaps a tree branch	The branch snapping shakes the tree that Dr. Brady, who wants Pounds' job, is holding onto	Dr. Brady drops Dr. Pounds' heart pills in order to kill him	The pills land in a deep pool of water	Dr. Pounds dies
F1-, F2-	A strong gust of wind snaps a tree branch	The branch snapping shakes the spider web that Dr. Pounds' heart pills have fallen into	The spider web disintegrates and drops Dr. Pounds' heart pills	The pills land in a deep pool of water	Dr. Pounds dies

Hospital

Condition	F1 action	→ F1 proximal effect	→ F2 action	→ F2 proximal effect	→ Outcome
F1+, F2+	Anita spills a chemical in order to kill Claudia	The chemical makes people who smell it homicidal, and Maria smells it	Maria unplugs Claudia's life support machine in order to kill her	The life support machine shuts off	Claudia dies
F1+, F2-	Anita spills a chemical in order to kill Claudia	The chemical makes robots' legs malfunction	Robot 'Six' accidentally trips over the	The life support machine shuts off	Claudia dies

			power cord of Claudia's life support machine		
F1-, F2+	Robot 'NC71' accidentally leaves its mop behind, which makes a puddle on the floor	Maria, who hates Claudia, has to unplug a power cord in order to walk around the puddle	Maria unplugs Claudia's life support machine in order to kill her	The life support machine shuts off	Claudia dies
F1-, F2-	Robot 'NC71' accidentally leaves its mop behind, which makes a puddle on the floor	The puddle causes robot 'Six' to slip	'Six' accidentally trips over the power cord of Claudia's life support machine	The life support machine shuts off	Claudia dies

Factory

Condition	F1 action	→ F1 proximal effect	→ F2 action	→ F2 proximal effect	→ Outcome
F1+, F2+	Dean hits the wrong thermostat button, setting it extremely high, in order to kill Abner	Extremely high temperatures make Sal, who's taking a specific medication, extremely violent	Sal drops the hammer he's been using in order to kill Abner	The hammer falls onto a barrel of ethyl ether, which explodes next to Abner	Abner dies
F1+, F2-	Dean hits the wrong thermostat button, setting it extremely high, in order to kill Abner	Extremely high temperatures make robot hands malfunction, and drop whatever they're holding	Robot 'C64' accidentally drops the hammer it's been using	The hammer falls onto a barrel of ethyl ether, which explodes next to Abner	Abner dies
F1-, F2+	Robot 'Kaypro' accidentally hits the wrong thermostat button, setting it extremely high	The extremely high temperature puts Sal, who hates Abner and wants him dead, over the edge	Sal drops the hammer he's been using in order to kill Abner	The hammer falls onto a barrel of ethyl ether, which explodes next to Abner	Abner dies
F1-, F2-	Robot 'Kaypro' accidentally hits the wrong thermostat button, setting it extremely high	Extremely high temperatures make robot hands malfunction, and drop whatever they're holding	Robot 'C64' accidentally drops the hammer it's been using	The hammer falls onto a barrel of ethyl ether, which explodes next to Abner	Abner dies

Stable

Condition	F1 action	→ F1 proximal effect	→ F2 action	→ F2 proximal effect	→ Outcome
F1+, F2+	Suzy activates a subliminal audio signal in order to	The signal causes Laura to become enraged at the first	Laura shoves Margot while sprinting out the	The collision knocks Margot into a pitchfork	Margot dies

	kill Margot	thing she sees: Margot	door in order to kill her	lying against the doorframe	
F1+, F2-	Suzy activates a subliminal audio signal in order to kill Margot	The signal causes a horse, 'Landslide', to become afraid of the first thing she sees: Margot	Landslide accidentally shoves Margot while sprinting out the door in fear	The collision knocks Margot into a pitchfork lying against the doorframe	Margot dies
F1-, F2+	A horse, 'Alchemy', accidentally knocks over a lantern	The lantern falls into a bale of hay and starts a fire, which spreads toward Laura, who hates Margot	Laura shoves Margot while sprinting out the door in order to kill her and save herself	The collision knocks Margot into a pitchfork lying against the doorframe	Margot dies
F1-, F2-	A horse, 'Alchemy', accidentally knocks over a lantern	The lantern falls into a bale of hay and starts a fire, which spreads toward another horse, 'Landslide'	Landslide accidentally shoves Margot while sprinting out the door in fear	The collision knocks Margot into a pitchfork lying against the doorframe	Margot dies

Manhattan

Condition	F1 action	→ F1 proximal effect	→ F2 action	→ F2 proximal effect	→ Outcome
F1+, F2+	A tourist drops a drug-laden pill into a cup of coffee in order to kill Cedric	The drug makes the businessman who drinks it want to kill someone	The businessman jumps up and knocks a table over in order to kill Cedric	The table knocks Cedric backward onto his head	Cedric dies
F1+, F2-	A tourist drops a drug-laden pill into a cup of coffee in order to kill Cedric	The drug makes the dog who drinks it automatically jump up	The dog's jumping up accidentally knocks a table over	The table knocks Cedric backward onto his head	Cedric dies
F1-, F2+	A pigeon accidentally drops a nut into a cup of coffee	The coffee splashes onto a businessman, who'd rather kill someone than be scalded	The businessman jumps up and knocks a table over in order to kill Cedric	The table knocks Cedric backward onto his head	Cedric dies
F1-, F2-	A pigeon accidentally drops a nut into a cup of coffee	The coffee splashes onto a dog, whose reflexes make him automatically jump up	The dog's jumping up accidentally knocks a table over	The table knocks Cedric backward onto his head	Cedric dies

Exp. 2

Experiment			Event 1	Event 2	Event 3	Event 4	Event 5
			F1 action	F1 effect	F2 action	F2 effect	Outcome
Exp. 2	F1	-	Non-agent — Not foreseen, not intended				
		+	Accidental				
	F2	-		Non-agent	Not foreseen, not intended		

Vignette	F1 action	→ F1 proximal effect	→ F2 action	→ F2 proximal effect	→ Outcome
Cliff	[A teenager accidentally/Heavy rainfall] knocks over a rock	The rock starts an avalanche that sweeps toward the cliff and an [old man/park bench]	The [old man accidentally/park bench] catches on the tree that Elsa has climbed	The tree shakes and knocks Elsa off, who falls over the steep cliff beside it	Elsa dies
Amazon	[Dr. Jones accidentally/A strong gust of wind] snaps a tree branch	The snapping shakes the tree that [Dr. Brady/the spider web that caught Dr. Pounds' heart pills] is in	[Dr. Brady accidentally/The spider web] drops Dr. Pounds' heart pills	The pills land in a deep pool of water	Dr. Pounds dies
Hospital	[Anita/Robot 'NC71'] accidentally leaves some water on the floor	The water makes a puddle	[Maria/Robot 'Six'] slips, accidentally unplugging Claudia's life support	The life support machine shuts off	Claudia dies
Factory	[Dean/Robot 'Kaypro'] accidentally hits the wrong thermostat button, setting it extremely high	The extremely high temperature makes [Sal/robot 'C64'] lose [his/its] grip on the hammer [he/it]'s using	[Sal/C64] accidentally drops the hammer	The hammer falls onto a barrel of ethyl ether, which explodes next to Abner	Abner dies
Stable	[Suzy/A horse, 'Alchemy'] accidentally knocks over a lantern	The lantern falls into a bale of hay and starts a fire, which spreads toward [Laura/a[nother] horse, 'Landslide]	[Laura/Landslide] accidentally runs into Margot while sprinting out the door	The collision knocks Margot into a pitchfork lying against the doorframe	Margot dies
Manhattan	A [tourist/pigeon] accidentally drops a nut into a cup of coffee	The coffee splashes onto a [businessman/dog] and scalds him	The [businessman/dog] accidentally jumps up and knocks a table over	The table knocks Cedric backward onto his head	Cedric dies

Exp. 3

Experiment			Event 1	Event 2	Event 3	Event 4	Event 5
			F1 action	F1 effect	F2 action	F2 effect	Outcome
Exp. 3	F1	-	Accidental — Not foreseen, not intended				
		+	Intentional				
	F2	-		Accidental	Not foreseen, not intended		

Vignette	F1 action	→ F1 proximal effect	→ F2 action	→ F2 proximal effect	→ Outcome
Cliff	A teenager [intentionally/accidentally] knocks over a rock while playing a game	The rock happens to start an avalanche that sweeps toward the cliff and an old man	The old man [intentionally/accidentally] catches on the tree that Elsa has climbed [in order not to fall]	The tree happens to shake and knocks Elsa off, who falls over the steep cliff beside it	Elsa dies
Amazon	Dr. Jones [intentionally/accidentally] snaps a tree branch that he sees a snake on	The snapping happens to shake the tree that Dr. Brady is in	Dr. Brady [intentionally/accidentally] drops Dr. Pounds' heart pills [in order to hold onto the tree and not fall]	The pills happen to land in a deep pool of water	Dr. Pounds dies
Hospital	Anita [intentionally/accidentally] leaves some water on the floor because she's late for a date	The water happens to make a puddle	Maria [intentionally/accidentally] unplugs Claudia's life support [so she can walk around/when she slips in] the puddle	The life support machine happens to shut off	Claudia dies
Factory	Dean [intentionally/accidentally] hits the wrong thermostat button, setting it extremely high because [he wants it warmer/his hand is shivering]	The extremely high temperature happens to make [Sal want to stop work/Sal's hands sweat]	Sal [intentionally/accidentally] drops the hammer [in order to stop work]	The hammer happens to fall onto a barrel of ethyl ether, which explodes next to Abner	Abner dies
Stable	Suzy [intentionally/accidentally] moves over a lantern that's in the way	The lantern happens to tip over into a bale of hay and starts a fire, which spreads toward Laura	Laura [intentionally/accidentally] shoves Margot while sprinting out the door	The collision happens to knock Margot into a pitchfork lying against the doorframe	Margot dies

Manhattan	A tourist [intentionally/accidentally] drops a bad nut	The bad nut happens to land in a cup of coffee, which splashes	The businessman [intentionally/accidentally] jumps up and knocks a table over [to avoid being scalded/ because he is scalded]	The table happens to knock Cedric backward onto his head	Cedric dies
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Exp. 4

Experiment			Event 1	Event 2	Event 3	Event 4	Event 5
			F1 action	F1 effect	F2 action	F2 effect	Outcome
		+				Intentional	
Exp. 4	F1	-	Intentional	Not foreseen, not intended		Not foreseen, not intended	
		+		Foreseen, not intended			
	F2	-				Intentional	Not foreseen, not intended
		+					Foreseen, not intended

Conditions in brackets	F1 action	→ F1 proximal effect	→ F2 action	→ F2 proximal effect	→ Outcome
Cliff	A teenager knocks over a rock while playing a game [and knows/but doesn't know] this will start an avalanche and cause an old man to catch on a tree	The rock starts an avalanche that sweeps toward the cliff and the old man	The old man catches on the tree that Elsa has climbed in order not to fall [and knows/but doesn't know] this will shake the tree and cause Elsa to die	The tree shakes and knocks Elsa off, who falls over the steep cliff beside it	Elsa dies
Amazon	Dr. Jones snaps a tree branch that he sees a snake on [and knows/but doesn't know] this will shake the tree and cause Dr. Brady to drop the pills	The snapping shakes the tree that Dr. Brady is in	Dr. Brady drops Dr. Pounds' heart pills in order to hold onto the tree and not fall [and knows/but doesn't know] they'll land in the pool and cause Dr. Pounds to die	The pills land in a deep pool of water	Dr. Pounds dies
Hospital	Anita leaves some water on the floor because she's late for a date [and	The water makes a puddle	Maria unplugs a cord so she can walk around the puddle [and	The life support machine shuts off	Claudia dies

	knows/but doesn't know] this will make a puddle and cause Claudia to unplug a cord		knows/but doesn't know] this will shut off the life support and cause Claudia to die		
Factory	Dean hits the wrong thermostat button, setting it extremely high, because he wants it warmer [and knows/but doesn't know] this will make Sal want to stop work and drop the hammer	The extremely high temperature makes Sal want to stop work	Sal drops the hammer [and knows/but doesn't know] it will make the barrel explode and cause Abner to die	The hammer falls onto a barrel of ethyl ether, which explodes next to Abner	Abner dies
Stable	Suzy moves over a lantern that's in the way [and knows/but doesn't know] this will start a fire and cause Laura to shove Margot	The lantern tips into a bale of hay and starts a fire, which spreads toward Laura	Laura shoves Margot while sprinting out the door [and knows/but doesn't know] this will knock her into a pitchfork and cause her to die	The collision knocks Margot into a pitchfork lying against the doorframe	Margot dies
Manhattan	A tourist drops a bad nut [and knows/but doesn't know] it will splash in a cup of coffee and make the businessman jump up	The coffee splashes	The businessman jumps up to avoid being scalded [and knows/but doesn't know] this will knock a table over and cause Cedric to die	The table knocks Cedric backward onto his head	Cedric dies

Exp. 5

Experiment			Event 1	Event 2	Event 3	Event 4	Event 5
			F1 action	F1 effect	F2 action	F2 effect	Outcome
Exp. 5	F1	-	Intentional	Foreseen, not intended		Not foreseen, not intended	
		+		Foreseen, intended			
	F2	-		Intentional		Foreseen, not intended	
		+				Foreseen, intended	

Conditions	F1 action	→ F1 proximal	→ F2 action	→ F2 proximal	→ Outcome
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in brackets		effect		effect	
Cliff	A teenager knocks over a rock [in order to start an avalanche that will frighten an old man/as part of a game he's playing]	The rock starts an avalanche that sweeps toward the cliff and the old man	The old man catches on the tree that Elsa has climbed [in order to knock her off, because he hates her/to find a spot from which he won't fall over the cliff]	The tree shakes and knocks Elsa off, who falls over the steep cliff beside it	Elsa dies
Amazon	Dr. Jones snaps a tree branch [in order to frighten Dr. Brady/that has a snake on it]	The snapping shakes the tree that Dr. Brady is in	Dr. Brady drops Dr. Pounds' heart pills [because he wants Pounds' job for himself/so that he can hang onto the tree and not fall off]	The pills land in a deep pool of water	Dr. Pounds dies
Hospital	Anita leaves her mop behind [in order to make a puddle that will get in Maria's way/because she is late for a date]	The mop makes a puddle on the floor	Maria unplugs Claudia's life support machine because [she's come to hate her and wants her dead/it's the only way to get around the puddle]	The life support machine shuts off	Claudia dies
Factory	Dean hits the wrong thermostat button, setting it extremely high, because [he wants to annoy Sal/he wants it warmer]	The extremely high temperature makes Sal want to [kill Abner, who he already wants dead/stop work]	Sal drops the hammer in order to [kill Abner/stop work]	The hammer falls onto a barrel of ethyl ether, which explodes next to Abner	Abner dies
Stable	Suzy moves over a lantern [to scare Laura/so that it won't be in the way]	The lantern tips over into a bale of hay and starts a fire, which spreads toward Laura	Laura shoves Margot while sprinting out the door so that [Margot will be killed instead of her/she can save herself from the fire]	The collision knocks Margot into a pitchfork lying against the doorframe	Margot dies
Manhattan	A tourist drops a nut [in order to fluster a businessman/that was bad]	The coffee splashes	The businessman jumps up [because he'd rather hurt Cedric than be scalded/to avoid being scalded], which knocks a table over	The table knocks Cedric backward onto his head	Cedric dies

Exp. 6

Experiment			Event 1	Event 2	Event 3	Event 4	Event 5
			F1 action	F1 effect	F2 action	F2 effect	Outcome
Exp. 6	F1	-				Foreseen, not intended	
		+	Intentional	Foreseen, intended	Foreseen, intended by altering environment		
	F2	-				Foreseen, not intended	
		+				Intentional	Foreseen, intended

Conditions in brackets	F1 action	→ F1 proximal effect	→ F2 action	→ F2 proximal effect	→ Outcome
Cliff	A teenager knocks over a rock as part of a plan to [make the old man kill Elsa/frighten an old man] because the teenager took an instant dislike to [Elsa/the old man]	The rock starts an avalanche that sweeps toward the cliff and the old man	The old man catches on the tree that Elsa has climbed [in order to knock her off/to find a spot from which he won't fall over the cliff]	The tree shakes and knocks Elsa off, who falls over the steep cliff beside it	Elsa dies
Amazon	Dr. Jones snaps a tree branch as part of a plan to [make Dr. Brady kill Dr. Pounds/frighten Dr. Brady], because Dr. Jones doesn't like [Dr. Pounds/Dr. Brady]	The snapping shakes the tree that Dr. Brady is in	Dr. Brady drops Dr. Pounds' heart pills [because he wants Pounds' job for himself/so that he can hang onto the tree and not fall off]	The pills land in a deep pool of water	Dr. Pounds dies
Hospital	Anita leaves her mop behind as part of a plan to [create conditions that will lead Maria to kill Claudia/annoy Maria by putting an obstacle in her path] since Anita despises [Claudia/Maria]	The mop makes a puddle on the floor	Maria unplugs Claudia's life support because [she's come to hate her and wants her dead/it's the only way to get around the puddle]	The life support machine shuts off	Claudia dies
Factory	Dean hits the wrong thermostat button as part of a plan to [make Sal kill Abner/annoy]	The extremely high temperature makes Sal want to [kill Abner, who he already wants	Sal drops the hammer in order to [kill Abner/stop work]	The hammer falls onto a barrel of ethyl ether, which explodes next to	Abner dies

	Sal], because Dean has never liked [Abner/Sal]	dead/stop work]		Abner	
Stable	Suzy moves over a lantern because [doing so will lead Laura to kill Margot/she wants to scare Laura] and Suzy has always hated [Margot/Laura]	The lantern tips over into a bale of hay and starts a fire, which spreads toward Laura	Laura shoves Margot while sprinting out the door so that [Margot will be killed instead of her/she can save herself from the fire]	The collision knocks Margot into a pitchfork lying against the doorframe	Margot dies
Manhattan	A tourist drops a nut as part of plan to [make the businessman kill Cedric/fluster the businessman sitting far below], since he doesn't like New Yorkers	The coffee splashes	The businessman jumps up [because he'd rather hurt Cedric than be scalded/in order to avoid being scalded], which knocks a table over	The table knocks Cedric backward onto his head	Cedric dies

Exp. 7

Experiment			Event 1	Event 2	Event 3	Event 4	Event 5		
			F1 action	F1 effect	F2 action	F2 effect	Outcome		
Exp. 7	F1	-	Intentional	Foreseen, intended		Foreseen, intended by altering environment			
		+						Foreseen, intended by bypassing	
	F2	-						Intentional	Foreseen, not intended
		+						Foreseen, intended	

Cliff

Condition	F1 action	→ F1 proximal effect	→ F2 action	→ F2 proximal effect	→ Outcome
F1+, F2+	A teenager shoots a drug-laden dart into an old man in order to kill Elsa	The drug makes the old man intensely hate the first thing he sees: Elsa	The old man catches hold of the tree that Elsa has climbed in order to kill her	The tree shakes and knocks Elsa off, who falls over the steep cliff beside it	Elsa dies
F1+, F2-	A teenager shoots a drug-laden dart into an old man in order to kill Elsa	The drug makes the old man intensely fear the first thing he sees: the ground	The old man catches hold of the tree that Elsa has climbed in order to get off	The tree shakes and knocks Elsa off, who falls over the steep cliff beside it	Elsa dies

			the ground		
F1-, F2+	A teenager knocks over a rock in order to kill Elsa	The rock starts an avalanche that sweeps toward the cliff and an old man who hates Elsa	The old man catches hold of the tree that Elsa has climbed in order to kill her and save himself	The tree shakes and knocks Elsa off, who falls over the steep cliff beside it	Elsa dies
F1-, F2-	A teenager knocks over a rock in order to kill Elsa	The rock starts an avalanche that sweeps toward the cliff and an old man	The old man catches on the tree that Elsa has climbed in order to find a spot from which he won't fall over the cliff	The tree shakes and knocks Elsa off, who falls over the steep cliff beside it	Elsa dies

Amazon

Condition	F1 action	→ F1 proximal effect	→ F2 action	→ F2 proximal effect	→ Outcome
F1+, F2+	Dr. Jones turns on a high-frequency sound device in order to kill Dr. Pounds	The sound makes Dr. Brady, who has a rare neurological condition, want to kill who he spoke to last: Dr. Pounds	Dr. Brady drops Dr. Pounds' heart pills in order to kill him	The pills land in a deep pool of water	Dr. Pounds dies
F1+, F2-	Dr. Jones turns on a high-frequency sound device in order to kill Dr. Pounds	The sound makes Dr. Brady, who has a rare neurological condition, want to let go of whatever he's holding	Dr. Brady drops Dr. Pounds' heart pills so that he can hang onto the tree and not fall off	The pills land in a deep pool of water	Dr. Pounds dies
F1-, F2+	Dr. Jones snaps a tree branch in order to kill Dr. Pounds	The branch snapping shakes the tree that Dr. Brady, who wants Pounds' job, is holding onto	Dr. Brady drops Dr. Pounds' heart pills in order to kill him	The pills land in a deep pool of water	Dr. Pounds dies
F1-, F2-	Dr. Jones snaps a tree branch in order to kill Dr. Pounds	The snapping shakes the tree that Dr. Brady is in	Dr. Brady drops Dr. Pounds' heart pills so that he can hang onto the tree and not fall off	The pills land in a deep pool of water	Dr. Pounds dies

Hospital

Condition	F1 action	→ F1 proximal effect	→ F2 action	→ F2 proximal effect	→ Outcome
F1+, F2+	Anita spills a chemical in order to kill Claudia	The chemical makes people who smell it homicidal,	Maria unplugs the life support power cord in	The life support machine shuts off	Claudia dies

		and Maria smells it	order to kill Claudia		
F1+, F2-	Anita spills a chemical in order to kill Claudia	The chemical makes people who smell it nauseated, and Maria smells it and has to throw up	Maria unplugs the life support power cord because it's blocking her way to the sink	The life support machine shuts off	Claudia dies
F1-, F2+	Anita leaves her mop behind in order to kill Claudia	Maria, who hates Claudia, has to unplug some power cord in order to walk around the puddle	Maria unplugs the life support power cord in order to kill Claudia	The life support machine shuts off	Claudia dies
F1-, F2-	Anita leaves her mop behind in order to kill Claudia	The mop makes a puddle on the floor	Maria unplugs the life support power cord because it's the only way around the puddle	The life support machine shuts off	Claudia dies

Factory

Condition	F1 action	→ F1 proximal effect	→ F2 action	→ F2 proximal effect	→ Outcome
F1+, F2+	Dean hits the wrong thermostat button, setting it extremely high, in order to kill Abner	Extremely high temperatures make Sal, who's taking a specific medication, extremely violent	Sal drops the hammer he's been using in order to kill Abner	The hammer falls onto a barrel of ethyl ether, which explodes next to Abner	Abner dies
F1+, F2-	Dean hits the wrong thermostat button, setting it extremely high, in order to kill Abner	Extremely high temperatures make Sal, who's taking a specific medication, extremely sleepy	Sal drops the hammer he's been using so that he can stop work and sleep	The hammer falls onto a barrel of ethyl ether, which explodes next to Abner	Abner dies
F1-, F2+	Dean hits the wrong thermostat button, setting it extremely high, in order to kill Abner	The extremely high temperature puts Sal, who hates Abner and wants him dead, over the edge	Sal drops the hammer he's been using in order to kill Abner	The hammer falls onto a barrel of ethyl ether, which explodes next to Abner	Abner dies
F1-, F2-	Dean hits the wrong thermostat button, setting it extremely high, in order to kill Abner	The extremely high temperature puts Sal, who wants to stop work, over the edge	Sal drops the hammer he's been using so that he can stop work	The hammer falls onto a barrel of ethyl ether, which explodes next to Abner	Abner dies

Stable

Condition	F1 action	→ F1 proximal effect	→ F2 action	→ F2 proximal effect	→ Outcome
F1+, F2+	Suzy activates a subliminal audio signal in order to kill Margot	The signal causes Laura to become enraged at the first thing she sees: Margot	Laura shoves Margot while sprinting out the door in order to kill her	The collision knocks Margot into a pitchfork lying against the doorframe	Margot dies
F1+, F2-	Suzy activates a subliminal audio signal in order to kill Margot	The signal causes Laura to become frightened of the first thing she sees: her horse	Laura shoves Margot while sprinting out the door in fear	The collision knocks Margot into a pitchfork lying against the doorframe	Margot dies
F1-, F2+	Suzy moves over a lantern in order to kill Margot	The lantern falls into a bale of hay and starts a fire, which spreads toward Laura, who hates Margot	Laura shoves Margot while sprinting out the door in order to kill her and save herself	The collision knocks Margot into a pitchfork lying against the doorframe	Margot dies
F1-, F2-	Suzy moves over a lantern in order to kill Margot	The lantern falls into a bale of hay and starts a fire, which spreads toward Laura	Laura shoves Margot while sprinting out the door in order to save herself	The collision knocks Margot into a pitchfork lying against the doorframe	Margot dies

Manhattan

Condition	F1 action	→ F1 proximal effect	→ F2 action	→ F2 proximal effect	→ Outcome
F1+, F2+	A tourist drops a drug-laden pill into a cup of coffee in order to kill Cedric	The drug makes the businessman who drinks it want to kill someone	The businessman jumps up and knocks a table over in order to kill Cedric	The table knocks Cedric backward onto his head	Cedric dies
F1+, F2-	A tourist drops a drug-laden pill into a cup of coffee in order to kill Cedric	The drug makes the businessman who drinks it desperately want to jump up	The businessman jumps up and knocks a table over	The table knocks Cedric backward onto his head	Cedric dies
F1-, F2+	A tourist drops a nut into a cup of coffee in order to kill Cedric	The coffee splashes onto a businessman, who'd rather kill someone than be scalded	The businessman jumps up and knocks a table over in order to kill Cedric	The table knocks Cedric backward onto his head	Cedric dies
F1-, F2-	A tourist drops a nut into a cup of coffee in order to kill Cedric	The coffee splashes onto a businessman, who has to jump up in order to avoid being scalded	The businessman jumps up and knocks a table over	The table knocks Cedric backward onto his head	Cedric dies