Standing out from the crowd:

Both cue numerosity and social information affect attention in multi-agent contexts

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# SUPPLEMENTARY MATERIAL

**Table 1. Average ratings of the stimulus faces**

| Social attribute | Type of social information |  |
|------------------|---------------------------|---|
|                  | Informative-valid identity| Informative-invalid identity | Uninformative identities$^a$ |
| Friendliness     | 4.25 [3.83, 4.68]          | 4.16 [3.73, 4.59]          | 4.49 [4.24, 4.74]          |
| Trustworthiness  | 3.85 [3.52, 4.19]          | 4.05 [3.66, 4.44]          | 4.28 [4.05, 4.50]          |
| Attractiveness   | 3.61 [3.15, 4.08]          | 3.79 [3.30, 4.48]          | 3.48 [3.19, 3.76]          |
| Dominance        | 4.57 [4.08, 5.07]          | 5.12 [4.66, 5.58]          | 4.80 [4.52, 5.09]          |
| Familiarity      | 4.96 [4.38, 5.54]          | 5.04 [4.46, 5.62]          | 5.20 [4.74, 5.67]          |
| Leadership       | 4.51 [4.11, 4.91]          | 4.71 [4.32, 5.09]          | 4.59 [4.31, 4.88]          |

*Note.* Values in [brackets] are 95% confidence intervals.

$^a$Averaged across the three uninformative identities