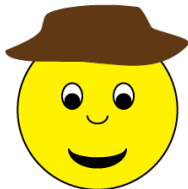
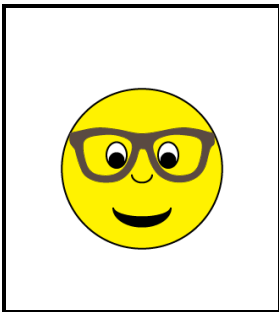


# Speaker role

The display will show three potential referents. One will have a box around it. Choose the word you think would best convey to a listener which referent was boxed. Assume the listener can see the same set of referents as you (without the box, of course). If the listener chooses your referent, you both win a prize!

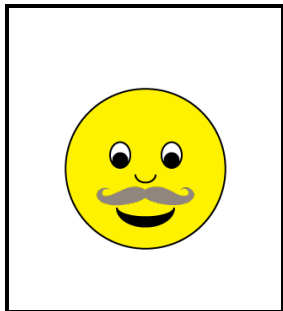
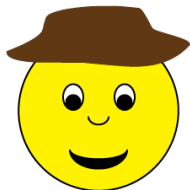
(1)

Notes: purely truth conditional; expecting 'glasses'



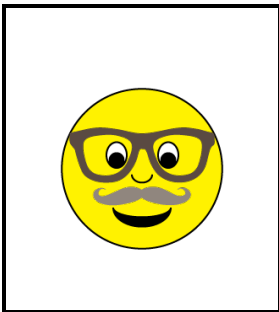
(2)

Notes: purely truth-conditional; expecting 'mustache'



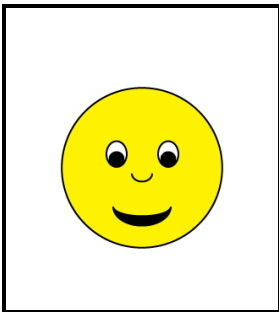
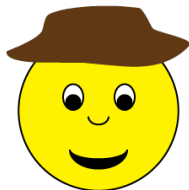
(3)

Notes: basic scalar; expecting more informative form 'glasses'



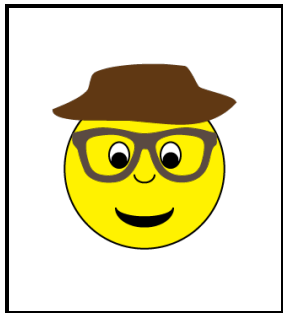
(4)

Notes: impossible; maybe expecting truth-conditionally anomalous  
'glasses'



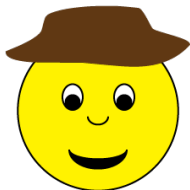
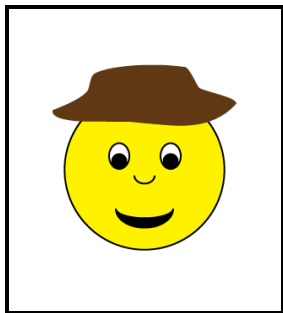
(5)

Notes: basic scalar; expecting more informative form 'hat';  
repeated in listener condition



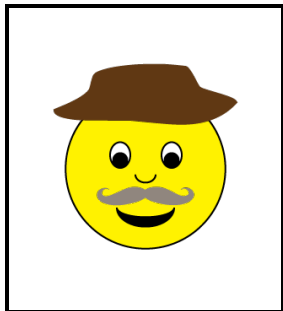
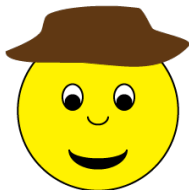
(6)

Notes: unavoidable ambiguity; maybe expecting 'hat'



(7)

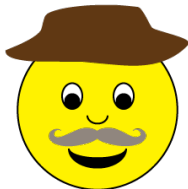
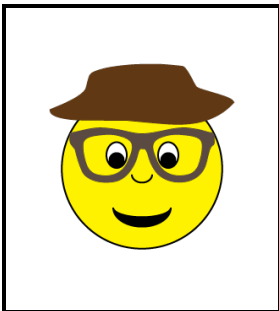
Notes: basic scalar; expecting more informative form 'mustache'





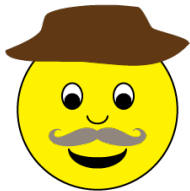
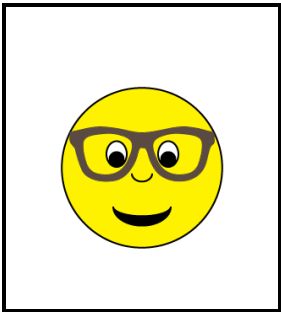
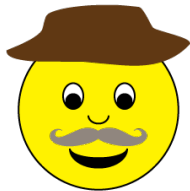
(8)

Notes: complex scalar ('level 2'); expecting 'hat'



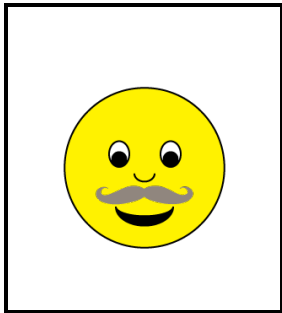
(9)

Notes: purely truth-conditional; expecting 'glasses'



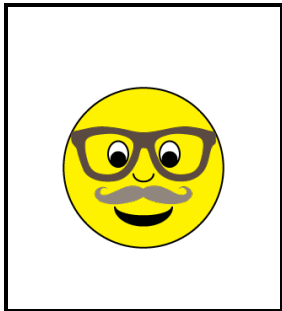
(10)

Notes: purely truth-conditional; expected: 'mustache'; prep for next item



(11)

Notes: repeated from previous; complex scalar inference ('level 2'); expecting 'glasses'; expecting higher rate of inference because participants can build on previous item



# Listener role

The display will again show three potential referents. However, now there will be a single word below them. Imagine someone in the speaker role you just played said this word, hoping you would be able to identify the intended referent. Your task is to choose the referent that you think best accords with the speaker's intentions. If you choose the speaker's referent, you both win a prize!

# (12)

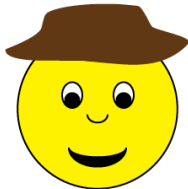
Notes: purely truth conditional; expecting 'R3'



R1



R2

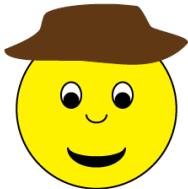


R3

“hat”

(13)

Notes: purely truth-conditional; expecting 'R3'



R1



R2

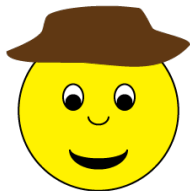


R3

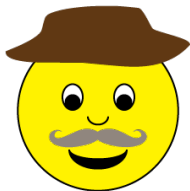
“mustache”

(14)

Notes: basic scalar; expecting 'R1' because 'R2' could be 'mustache'



R1



R2



R3

“hat”



(15)

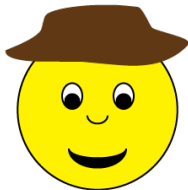
Notes: impossible; maybe expecting 'R2' since others have named properties



R1



R2



R3

“mustache”

(16)

Notes: basic scalar; repeated from speaker condition; expecting 'R3' because 'R1' could be 'hat'



R1



R2



R3

“glasses”

(17)

Notes: unavoidable ambiguity; expecting 'R1' or 'R3'



R1



R2



R3

“glasses”

# (18)

Notes: basic scalar; expecting 'R2' because R3 could be 'mustache'



R1



R2

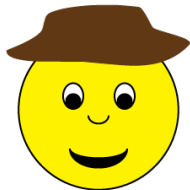


R3

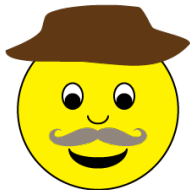
“mustache”

# (19)

Notes: complex scalar ('level 2'); expecting 'R2' because R1 is 'hat' and R3 is 'glasses'



R1



R2

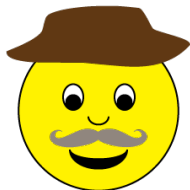


R3

“mustache”

(20)

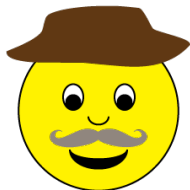
Notes: purely truth conditional; expecting 'R2'



R1



R2



R3

“glasses”

(21)

Notes: basic scalar; expecting 'R3'; prep for next item



R1



R2



R3

“mustache”

(22)

Notes: complex scalar ('level 2'); expecting R1 because R3 is mustache, creating scalar inference for R1 and R2



R1



R2



R3

“glasses”