

	Positive statements		Negative statements		Neutral statements	
	$\exp(\beta)$	$\Pr(> z)$	$\exp(\beta)$	$\Pr(> z)$	$\exp(\beta)$	$\Pr(> z)$
(Intercept)	1.8670	0.0042	2.5147	0.0001	1.6892	0.0249
Game Outcome (win)	1.2592	0.3768	1.2114	0.5034	1.3277	0.3137
Manipulation (male)	1.1870	0.4217	0.6849	0.1172	0.9409	0.7920
Kills	0.9981	0.9904	0.7080	0.0481	0.8501	0.3382
Deaths	1.2562	0.1796	1.3319	0.1240	1.2237	0.2650
Max Skill Level	1.4040	0.0287	0.6929	0.0356	1.1060	0.5451
Manipulation \times Kills	0.9810	0.9334	1.5316	0.1090	1.1464	0.5874
Manipulation \times Deaths	0.9717	0.8983	1.2794	0.3390	1.0159	0.9482
Manipulation \times Skill	0.6955	0.1005	1.2890	0.3241	0.8191	0.4093

Note: Outliers not removed from any models. Kills, Deaths and Max Skill Level variables have been standardized. For the main effects the exponentiated regression coefficients represent the relative rate of comments (positive, negative, or neutral) made by the focal player associated with a one (standardized) unit increase in the variable holding all other variables at their baseline levels (female experimental manipulation and kills, deaths and skill level at average levels).

Table 1: Update of Table 1: Exponentiated estimated regression coefficients and p -values from Negative Binomial regression models for the number of positive, negative, and neutral statements as a function of game outcome, the experimental manipulation (male vs female) and the (standardized) individual performance metrics.

	Positive statements		Negative statements		Neutral statements	
	$\exp(\beta)$	$\Pr(> z)$	$\exp(\beta)$	$\Pr(> z)$	$\exp(\beta)$	$\Pr(> z)$
(Intercept)	2.2853	< 0.0001	3.0434	< 0.0001	2.0595	< 0.0001
Manipulation (male)	1.0959	0.6608	0.6509	0.0798	0.8927	0.6189
Skill Difference	1.3886	0.0328	0.8625	0.4145	1.1537	0.3926
Kill Difference	0.8877	0.4187	0.8887	0.4737	0.8604	0.3385
Death Difference	1.1178	0.4173	1.4734	0.0164	1.1213	0.4345
Manipulation \times Skill	0.7964	0.2808	1.2007	0.4675	0.9444	0.8041
Manipulation \times Kill	0.9784	0.9272	1.1053	0.7190	0.8727	0.6026
Manipulation \times Death	1.1395	0.5491	0.7655	0.3044	0.8158	0.3918

Note: Outliers not removed from any models. Kills, Deaths and Max Skill Level difference variables have been standardized. For the main effects the exponentiated regression coefficients represent the relative rate of comments (positive, negative, or neutral) made by the focal player associated with a one (standardized) unit increase in the variable holding all other variables at their baseline levels (female experimental manipulation and kills, deaths and skill difference level at average levels).

Table 2: Update of Table 1: Exponentiated estimated regression coefficients and p -values from Negative Binomial regression models for the number of positive, negative, and neutral statements as a function of the experimental manipulation (male vs female) and the (standardized) relative performance of the focal individuals compared to the experimental individual