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The first published use of this version of the "Aggressive Motives Scale" was Anderson and Murphy (2003). Other published works that have used this scale include: Anderson, Carnagey, Flanagan, Benjamin, Eubanks, and Valentine (2004).

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Items a and b are combined to form an index of instrumental aggressive motivation. Items c, d, e, and f are combined to form an index of revenge motivation.

Anderson, C. A., Carnagey, N. L., Flanagan, M., Benjamin, A. J., Eubanks, J., & Valentine, J. C. (2004). Violent video games: Specific effects of violent content on aggressive thoughts and behavior. *Advances in Experimental Social Psychology*, 36, 199-249.

Anderson, C.A., & Murphy, C.R. (2003). Violent Video Games and Aggressive Behavior in Young Women. *Aggressive Behavior*, 29, 423-429.

### Reaction Time Task Questions

Were you ever angry at any time during the reaction time task? (circle one answer below)

1. Not at all
2. A little bit
3. Somewhat
4. Quite a bit
5. A lot

Please use the scale below to indicate the extent to which this motive describes your motive when deciding on where to set the noise levels:

Not at all	A little bit	Somewhat	Quite a bit	A lot
1	2	3	4	5

\_\_\_\_\_ a. I wanted to impair my opponent's performance in order to win more.

\_\_\_\_\_ b. I wanted to control my opponent's level of responses.

\_\_\_\_\_ c. I wanted to make my opponent mad.

\_\_\_\_\_ d. I wanted to hurt my opponent.

\_\_\_\_\_ e. I wanted to pay back my opponent for the noise levels he/she set.

\_\_\_\_\_ f. I wanted to blast him/her harder than he/she blasted me.