

Participants were told that the next task was about the “cognitive processing of beliefs”. Participants were presented with a series of 20 nouns, which they were instructed to categorize as “real” or “imaginary” as quickly and accurately as possible, by pressing one of two labeled keys on their keyboard. Of the 20 nouns (cf. Table 1), 10 were associated with supernatural concepts (e.g., God, Angel, Heaven, Miracles), 5 were real items (e.g., Turtle, Helicopter) and 5 were imaginary items (e.g., Genie, Narnia). Each trial consisted of a fixation cross (750 ms), followed by the item to be categorized; the fixation cross re-appeared immediately each response. All stimuli were presented in black on a white background via SuperLab™ software running on Macintosh iMac desktop computers in individual light and sound attenuated experimental cubicles. After categorizing all stimuli, participants were debriefed, thanked, and paid.

Table 1. *Stimuli for religiosity choice reaction time task*

Category	Stimuli
Supernatural	Angel, Demon, Devil, God, Heaven, Hell, Miracle, Prophet, Soul, Spirit
Real	Eagle, Helicopter, Otter, Puerto Rico, Turtle
Imaginary	Batmobile, Fairy, Genie, Mermaid, Narnia