

Supplementary Table 1

Assessment of Need Satisfaction and Mood following Inclusion, Exclusion and 30 minutes after exclusion (when participants came out of the scanner). All items were rated on a scale from 1 ('not at all') to 5 ('very much'). (R) = reversed scored.

Construct	Item
Need satisfaction	
<i>Belonging</i>	1. I had the feeling that I belonged to the group during the game. 2. During the game I felt connected with one or more players.
<i>Control</i>	3. I had the feeling that the other players decided everything. (R) 4. I felt in control over the game.
<i>Self esteem</i>	5. I felt good about myself. 6. My self-esteem was high.
<i>Meaningful existence</i>	7. During the game it felt as if my presence was not meaningful. (R) 8. I had the feeling that my presence during the game was important.
Mood	
	During the game I felt:
	1. Good
	2. Bad (R)
	3. Happy
	4. Sad (R)
	5. Relaxed
	6. Tense (R)
	7. Friendly
	8. Unfriendly (R)