**Supplementary figures**

**The Mirroring of Symbols: An EEG Study on the Role of Mirroring in the Formation of Symbolic Communication Systems**

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**Figure S1.** The 12 possible starting positions for placing two agents in different rooms in the communicative coordination game. In the experiment, for every 12 rounds in both communicative and non-communicative games, each starting position appeared exactly once in a randomized order.



**Figure S2.** Performance in the communicative coordination game of the participants grouped by significant occipital 10–12 Hz power suppression. For each of the three occipital electrode sites, three indices (met-rate, connotation score, and denotation score) of behavioral performance of two groups of participants are plotted: the participants who showed significant 10–12 Hz power suppression in both communicative and non-communicative games (Both) and those who showed that in the communicative game only (CCG-only). We are only interested in comparing these two groups since only the difference between the Group-B and C was found statistically significant for the C3 site. If similar effects could be found for the occipital sites, the attention or memory effects would be able to account for the effects found from the C3. From top to bottom: the results of occipital electrode site O1, Oz, and O2. Error bars represent standard errors. Independent-samples *t*-tests found no significant difference between two groups (Both and CCG-only) for any behavioral indices and any occipital sites, indicating a lack of bias effect of occipital brain activity.





