

## Supplemental Digital Content (SDC)

eTable: Lifetime prevalence rates of substance use for CE in chess

Group of substance	Substance	Lifetime prevalence rate in the paper and pencil survey	Lifetime prevalence rate in the online survey
<b>Freely available substances</b>	Coffee	325 (28.3%)	478 (46.5%)
	Caffeinated/ Energy Drinks	72 (7.1%)	135 (15.8%)
	Caffeine tablets	32 (3.2%)	34 (4.2%)
	Cola drink	203 (19.3%)	337 (37.1%)
	Ginkgo biloba	24 (2.4%)	30 (3.7%)
<b>Prescription drugs</b>	Methylphenidate	4 (0.4%)	7 (0.9%)
	Amphetamine (e.g. Aderall®)	1 (0.1%)	1 (0.1%)
	Atomoxetine	0 (0%)	0 (0%)
	Modafinil	1 (0.1%)	3 (0.4%)
	Antidementia drugs	0 (0%)	1 (0.1%)
	Antidepressants	7 (0.7%)	3 (0.4%)
	Beta blockers	8 (0.8%)	10 (1.3%)
<b>Illicit drugs</b>	Amphetamines (e.g. Speed)	1 (0.1%)	2 (0.3%)
	Ecstasy/MDMA	0 (0.1%)	2 (0.3%)
	Cocaine	0 (0%)	5 (0.6%)
	Ephedrin	2 (0.2%)	3 (0.4%)
	Cannabis	8 (0.8%)	20 (2.5%)

Legend to eTable: Given are the numbers of the chess players who responded having used the respective substance and the corresponding percentage from all respondents to the respective question. Note that percentages may differ due to the fact that not all participants answered all questions.