Plotted are voxels with significantly greater activation ($p < 0.001$) when subjects watched a computer play than when subjects played themselves (i.e., Watching > Playing). The red colormap shows significant activation differences for subject-receiving trials, and the green color map shows activation differences for charity-receiving trials. Slice locations were chosen to match those of Saxe and Kanwisher (Reference 14 in Supplementary Note online), who found a nearly identical pattern of activation when comparing reading stories about others’ belief compared to belief-absent descriptions.