

SUPPLEMENTARY MATERIAL

Table S1. Comparison of sociodemographic and clinical baseline characteristics between subjects who were assessed at follow-up and those who were not (BHRC, n=2511)

Baseline Characteristics	Participated at follow-up		Attrition		p value *
	n	%	n	%	
Overall	1616	64.4	895	35.6	
Male	866	53.6	509	56.9	0.113
São Paulo	827	51.2	429	47.9	0.120
White	981	60.9	538	60.1	0.933
Family risk of psychiatric disorder	992	61.4	561	62.7	0.522
Any Psychiatric Disorder	430	26.6	222	24.8	0.323
	Mean	SD	Mean	SD	
Age	10.18	1.89	10.23	1.92	0.443

*Chi-square test for categorical variables, T-test for age.

Table S2. Linear regression models: Association between Gaming Addiction Scale scores and psychotic-like experiences

<i>Predictor</i>	b	95% CI	p value
GAS score	0.07	0.01-0.12	0.026
<i>Covariates</i>			
Age	-0.07	-0.18-0.03	0.184
Gender (Female)	0.02	-0.55-0.60	0.939
State (Sao Paulo)	0.94	0.48-1.40	<0.001
Skin Color (Non-White)	0.44	0.01-0.86	0.045
Family risk of psychiatric disorder (yes)	0.18	-0.29-0.67	0.453
Any Psychiatric Disorder (yes)	2.21	0.96-3.46	0.005

GAS: Gaming Addiction Scale

Table S3. Linear regression models using complete case analysis: Association between gaming status and Bizarre Experiences and Persecutory Ideation dimension of the Community Assessment of Psychic Experiences - Positive Dimension (CAPE-Pos)

<i>Predictor</i>	Persecutory Ideation			Bizarre Experiences		
	b	95% CI	p value	b	95% CI	p value
No problematic Gaming	(Reference)			(Reference)		
Problematic Gaming	0.91	1.45-10.77	0.001	0.36	0.16-1.04	0.003
Gaming Addiction	1.42	2.37-8.58	0.003	0.66	1.07-9.77	0.002

*Sex, age, state, skin color, family risk of psychiatric disorder and any disorder were included as covariates.