

Supplementary Material

TABLE S1

Table S1. Distribution of observation sessions (10 minutes focal) per individual: before, during and after the tourist hour.

Individuals	Before tourists	During tourists	After tourists	Total per individual
Buzinza (Adult Female)	62	75	95	232
Kabunga (Sub-adult male)	61	74	94	229
Kanywani (Adult male, blackback)	62	75	95	232
Kalembezi (Adult male, blackback)	62	74	95	231
Kabukojo (Adult male, silverback)	64	74	96	234
Muyana (Adult Female)	61	73	95	229
Ruterana (Adult Female)	62	75	96	233
Kibande (Adult Female)	62	74	97	233
Kanyindo (Adult Female)	62	76	98	236
RutB (Infant)	59	74	96	229
MuyB (Infant)	60	77	96	232
KibB (Infant)	61	76	95	232
Mituno (Adult Female)	62	77	94	233
Nyampazi (Adult Female)	62	73	90	225
NyB (Infant)	64	73	89	226

TABLE S2

Table S2. (a). Summary of the relative probabilities of occurrence of first above-chance transitions in Adult females.

		<i>Adult females</i>						
		Before		During				After
				<3m	>3m	3-7m	>7m	
<i>Affiliation</i>	<i>provider</i>	Scratch (19.6%)	no draw	Agonism receiver (4.8%)	no draw	no draw	no draw	no draw
	<i>receiver</i>	Agonism receiver (7.14%)	no draw	no draw	Affiliation provider (22.9%)	Affiliation provider (18.2%)	Play (13.6%)	Play (20.5%), Affiliation provider (14.2%), Submission provider (3.7%)
<i>Agonism</i>	<i>provider</i>	Infant directed (30.0%)	no draw	Feeding Submission receiver (36.4%)	no draw	Feeding (66.7%)	Submission receiver (3.6%)	
	<i>receiver</i>	Agonism receiver (3.3%)	Submission provider (28.6%)	Submission provider (11.1%)	no draw	Submission provider (66.7%)	Submission provider (23.8%)	
<i>Feeding</i>	<i>provider</i>	Move (44.1%)	Move (37.2%)	Move (48.2%)	Move (47.1%)	Move (44.8%)	Move (46.4%)	
	<i>receiver</i>	Vigilant (4.7%)	Agonism provider (7.1%)	Vigilant (2.8%)	Vigilant (1.9%)	Agonism provider (2.2%)	Vigilant (3.7%) Agonism provider (2.1%)	
<i>Human</i>	<i>agonism*</i>	no draw	Human neutral (11.1%)	no draw	no draw	Absent	no draw	
<i>Human</i>	<i>directed</i>	Vigilant (100.0%)	no draw	no draw	no draw	no draw	no draw	
<i>Human</i>	<i>fear</i>	Infant directed (100.0%)	Move (25.0%) Vigilant (6.3%)	no draw	no draw	Move (100.0%)	no draw	

<i>Inactive</i>	Move (40.8%)	Scratch (40.3%)	Move (39.3%)	Scratch (32.6%)	Move (45.6%)	Scratch (33.2%)
	Scratch (27.11%)	Move (19.5%)	Scratch (31.3%)	Move (32.6%)		Move (33.1%)
	Self-directed (5.6%)	Self-directed (7.0%)	Self-directed (5.9%)			Self-directed (5.1%)
<i>Infant directed</i>	Feeding (38.9%)	Agonism provider (5.4%)	no draw	no draw	Feeding (37.1%)	Feeding (37.7%)
	Affiliation receiver (7.4%)				Submission provider (5.7%)	Agonism provider (3.4%)
	Agonism provider (3.1%)					
<i>Mother directed</i>	Absent in adf	Absent in adf	Absent in adf	Absent in adf	Absent in adf	Absent in adf
<i>Move</i>	Inactive (49.6%)	Inactive (43.8%)	Inactive (56.3%)	Inactive (49.3%)	Inactive (51.3%)	Inactive (46.3%)
	Feeding (40.6%)	Feeding (34.5%)	Feeding (33.9%)	Feeding (41.6%)	Feeding (39.7%)	Feeding (40.9%)
		Human fear (3.4%)		Human fear (0.48%)		
<i>Play</i>	Agonism receiver (4.8%)	Inactive (52.2%)	no draw	no draw	Affiliation receiver (20.0%)	Affiliation receiver (17.4%)
<i>Scratch</i>	Inactive (53.41%)	Inactive (63.5%)	Inactive (69.5%)	Inactive (63.6%)	no draw	Inactive (63.3%)
	Self-directed (8.8%)		Self-directed (9.5%)			Self-directed (7.6%)
<i>Self-directed</i>	Scratch (31.4%)	Inactive (45.8%)	Inactive (53.7%)	Inactive (60.0%)	no draw	Inactive (50.8%)
		Scratch (33.6%)	Scratch (34.1%)	Scratch (30.0%)		Scratch (29.8%)
						Vigilant (1.1%)
<i>Sex</i>	no draw	Affiliation receiver (100.0%)	Agonism receiver (100%)	no draw	Absent	no draw
<i>Submission provider</i>	Agonism receiver (4.6%)	Sex (5.0%)	Affiliation provider (15.4%)	no draw	no draw	Sex (4.2%)
<i>Submission receiver</i>	Feeding (100.0%)	Move (50.0%)	no draw	Absent	Absent	no draw

Vigilant

Feeding (74.5%) Human directed (2.1%)	no draw	Feeding (54.6%) no draw	no draw	Feeding (49.1%) Human directed (1.8%)
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Table S2 (b). Summary of the relative probabilities of occurrence of first above-chance transitions in Adult males.

		<i>Males</i>					
		Before	During			After	
			<3m	>3m	3-7m	>7m	
<i>Affiliation</i>	<i>Affiliation</i>	no draws	no draws	no draws	no draw	no draw	Agonism receiver (4.8%)
	<i>Affiliation</i>	Affiliation provider (16.13%) Sex (3.23%)	no draws	Play (38.5%) Affiliation provider (15.4%)	no draw	Play (66.7%)	no draw
<i>Agonism</i>	<i>Agonism</i>	Agonism receiver (6.56%) Submission receiver (3.3%)	Submission receiver (5.26%)	no draws	no draw	no draw	Feeding Submission receiver (36.4%) (9.1%)
	<i>Agonism</i>	no draws	no draws	no draws	no draw	Absent	Submission provider (11.1%)
<i>Feeding</i>	<i>Feeding</i>	Move (42.4%) Scratch (11.98%) Vigilant (4.9%) Agonism rec (1.8%)	no draws	no draws	no draw	no draw	Move (48.2%) Vigilant (2.83%)
	<i>Human</i>	Human directed (33.3%)	Feeding (40.9%)	no draws	no draw	Absent	no draw
<i>Human</i>	<i>Human</i>	Move (57.1%)	no draws	no draws	Absent	Absent	no draw
<i>Human_fear</i>	<i>Human_fear</i>	no draws	no draws	no draws	no draw	no draw	no draw
<i>Inactive</i>	<i>Inactive</i>	Move (46.2%) Scratch (22%) Self (3.57%)	Scratch (45.0%) Self-directed (8.4%)	Scratch (26.0%)	Move (39.8%) Scratch (30.1%)	Self-directed (4.4%) Play (4.4%)	Move (39.33%) Scratch (31.3%) Self-directed (5.9%)

Infant	Absent in males	Absent in males	Absent in males	Absent in males	Absent in males	Absent in males	Absent in males
Mother	Absent in males	Absent in males	Absent in males	Absent in males	Absent in males	Absent in males	Absent in males
Mother	Inactive (56.7%) Feeding (38.8%)	Inactive (50.9%) Feeding (28.9%) Human fear (3.0%)	no draws	no draw	no draw	no draw	Inactive (56.31%) Feeding (33.9%)
Play	Inactive (68%) Affiliation provider (10.7%)	no draws	Affiliation receiver (8.3%)	no draw	Affiliation receiver (22.2%)	no draw	
Scratch	Inactive (59.9%) Self-directed (8.7%)	Inactive (69.1%) Self-directed (12.9%)	Inactive (67.2%) Self-directed (15.6%) Affiliation provider (3.1%)	Inactive (69.1%) Self-directed (16.1%)	Self-directed (16.3%)	Inactive (69.5%) Self-directed (9.5%)	
Self-directed	Scratch (29.6%)	Inactive (44.1%) Scratch (39.0%) Vigilant (1.5%)	Scratch (48.3%) Inactive (48.3%)	Inactive (50.0%) Scratch (43.8%)	Scratch (53.9%) Inactive (46.2%)	Inactive (53.7%) Scratch (34.2%)	
Sex	Agonism provider (50.0%) Move (50.0%)	no draws	no draws	Absent	Absent	Agonism receiver (100.0%)	
Submission	no draws	no draws	Affiliation provider (25.0%)	Affiliation provider (25.0%)	Absent	Affiliation provider (15.4%)	
Submission	no draws	no draws	Scratch (100%)	Absent	no draw	no draw	
Vigilant	Feeding (54.6%) Human agonism (3.0%)	no draws	no draws	no draw	no draw	Feeding (54.6%)	

Table S2 (c). Summary of the relative probabilities of occurrence of first above-chance transitions in Infants.

		<i>Infants</i>					
		Before	During			After	
			<3m	>3m	3-7m	>7m	
<i>Affiliation</i>	<i>Affiliation</i>	Play (38.8%)	Play (41.4%) Mother directed (9.4%) Agonism receiver (3.9%)	Play (38.8%)	no draws	Play (41.2%)	Play (45.4%) Mother directed (10.9%) Agonism receiver (1.3%) Submission receiver (0.8%)
	<i>Affiliation</i>	Human agonism (2.8%)	Play (54.8%)	no draws	no draws	no draws	Mother directed (21.6%) Affiliation provider (12.5%) Submission provider (2.3%)
<i>Agonism provider</i>	<i>Agonism provider</i>	Submission provider (6.7%)	Affiliation receiver (40.0%)	Submission receiver (10.0%)	Submission receiver (12.5%)	Mother directed (50.0%) Affiliation provider (50.0%)	Agonism receiver (5.6%) Submission receiver (5.6%)
<i>Agonism receiver</i>	<i>Agonism receiver</i>	no draws	Affiliation provider (40.0%) Submission provider (13.3%)	Agonism provider (25.0%) Affiliation provider (25.0%)	no draws	no draws	Affiliation provider (22.2%) Submission provider (11.1%) Affiliation receiver (11.1%)
<i>Feeding</i>	<i>Feeding</i>	Move (47.1%)	no draws	Move (53.7%)	Move (53.5%)	Move (55.9%)	Move (41.5%) Play (22.4%) Submission provider (1.0%) Vigilant (0.4%)
<i>Human</i>	<i>Human</i>	Mother directed (100.0%)	Scratch (100.0%)	no draws	Absent	Absent	no draws
<i>Human</i>	<i>Human</i>	no draws	Human fear (20.0%)	Scratch (100.0%)	no draws	Absent	Inactive (100%)
<i>Human fear</i>	<i>Human fear</i>	no draws	no draws	no draws	Absent	Absent	no draws

Inactive	no draws	Scratch (15.0%) Human agonism (0.5%)	no draws	no draws	no draws	Scratch (14.1%)
Infant	Feeding (44.5%)	Absent in infants	Absent in infants	Absent in infants	Absent in infants	Absent in infants
Mother	no draws	no draws	Vigilant (2.5%)	Vigilant (2.27%)	Vigilant (3.2%)	Affiliation receiver (5.0%)
Move	Affiliation provider (14.0%)	Feeding (29.5%)	Feeding (38.1%) Inactive (30.3%) Affiliation provider (4.8%)	Feeding (35.6%) Inactive (31.2%)	Feeding (41.6%)	Feeding (35.0%) Inactive (31.7%) Human directed (0.1%)
Play	no draws	Affiliation provider (10.9%) Affiliation receiver (3.5%)	Inactive (40.9%) Affiliation provider (9.4%)	Inactive (37.9%)	Inactive (51.1%) Affiliation provider (12.8%) Self-directed (6.7%)	Affiliation provider (12.5%)
Scratch	Inactive (53.7%)	Self-directed (7.2%)	no draws	no draws	no draws	Self-directed (6.7%)
Self-directed	Mother directed (30.8%)	Scratch (21.8%)	no draws	no draws	no draws	Inactive (33.3%)
Sex	Absent in infants	Absent in infants	Absent in infants	Absent in infants	Absent in infants	Absent in infants
Submission	no draws	Affiliation provider (33.3%)	Mother directed (50.0%)	Mother directed (50.0%)	Absent	no draws
Submission	no draws	no draws	Feeding (100.0%)	Feeding (100.0%)	Absent	Feeding (60%)

Vigilant

no draws	no draws	Mother directed (100.0%)	Mother directed (100.0%)	Mother directed (100.0%)	no draws
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