

1 **Spontaneous social tool use in chimpanzees (*Pan troglodytes*)**

2 Running header: Social tool use

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10

11 **Abstract**

12 While there is good evidence that social animals show elaborate cognitive skills to deal with others,
13 there are few reports of animals physically using social agents and their respective responses as means
14 to an end – social tool use. In this case study, we investigated spontaneous and repeated social tool
15 use behaviour in chimpanzees (*Pan troglodytes*). We presented a group of chimpanzees with an
16 apparatus, in which pushing two buttons would release juice from a distantly located fountain.
17 Consequently, any one individual could only either push the buttons or drink from the fountain but
18 never push and drink simultaneously. In this scenario, an adult male attempted to retrieve three other
19 individuals and push them towards the buttons that, if pressed, released juice from the fountain. With
20 this strategy, the social tool user increased his juice intake 10-fold. Interestingly, the strategy was
21 stable over time, which was possibly enabled by playing with the social tools. With over 100 instances,
22 we provide the biggest dataset on social tool use recorded among non-human animals so far. The
23 repeated use of other individuals as social tools may represent a complex social skill linked to
24 Machiavellian intelligence.

25

26 Keywords: social tool use, chimpanzee, exploitation, Machiavellian intelligence

27 **Introduction**

28 Many animals live, at least during some stage of their lives, in groups, ranging from loose and open
29 aggregations to highly complex and closed societies (e.g., Krause & Ruxton, 2002). Although group
30 living is associated with several benefits including increased foraging success (Beauchamp, 1998),
31 predator safety (Lehtonen & Jaatinen, 2016), thermal protection (Gilbert et al., 2006) and energy
32 savings (Herskin & Steffensen, 1998), it does not come without costs. For instance, group-living animals
33 face increased food (Janson, 1988) and mate competition (Wedell, Gage, & Parker, 2002), risk of
34 disease transmission (Côté & Poulin, 1994) and infanticide (Crockett & Janson, 2000). Complex social
35 environments are characterised by a fine balance of competition and cooperation with multiple
36 individuals interacting repeatedly over time in a variety of contexts, a setting that stands in stark
37 contrast to the conditions operating in anonymous aggregations (Dunbar, 1998; see also Fischer,
38 Farnworth, Sennhenn-Reulen, & Hammerschmidt, 2017). It has been hypothesised that the particular
39 challenges of complex social environments select for advanced socio-cognitive skills (Chance & Mead,
40 1953; Humphrey, 1976; Jolly, 1966).

41 The Machiavellian Intelligence Hypothesis (MIH), sometimes referred to as the “social complexity
42 hypothesis”, proposes that social competition within a social group is one of the main drivers for
43 cognitive skills used to manipulate conspecifics to the benefit of the actor (Byrne & Whiten, 1988).
44 Although in some of their writings Whiten and Byrne (1988) mentioned both cooperation and
45 competition as drivers of social intelligence, the adjective that they chose to describe their hypothesis
46 (Machiavellian) paired with their empirical focus on tactical deception, largely explain why this
47 hypothesis has become associated with social competition, and more specifically with the exploitation
48 of conspecifics.

49 A far less subtle way to manipulate others than tactical deception, but still within the MIH’s purview,
50 involves using conspecifics as social tools. The meaning of social tool use, however, varies considerably
51 across authors. Some researchers have defined “social tool” to denote cases where one animal

52 interacts with a partner to influence a third party, such as in coalitionary support or agonistic buffering
53 (Johnson & Oswald, 2001). For instance, male Barbary macaques steal unweaned infants and use them
54 as protection shields, e.g. agonistic buffers, to avoid aggressive encounters by other males (Deag &
55 Crook, 1971). Other authors have used the term social tool use to refer to the use of physical objects
56 in social contexts, such as using a branch to display (Bard, 1990). We prefer to use the term social tool
57 use in a narrower sense, to denote cases in which social agents physically coerce others to recruit their
58 help (see also Gómez, 1990). This definition is comparable to physical tool use, which might be defined
59 as “the exertion of control over a freely manipulable external object (the tool) with the goal of (1)
60 altering the physical properties of another object, substance, surface or medium (the target, which
61 may be the tool user or another organism) via a dynamic mechanical interaction, or (2) mediating the
62 flow of information between the tool user and the environment or other organisms in the
63 environment” (St Amant & Horton, 2008).

64 Our narrower definition of social tool use fits the exploitative dimension of the MIH and it can take on
65 several forms depending on the level of control between the user and its social tools (Völter, Rossano,
66 & Call, 2015, 2016). Level 1 describes situations in which the social tool is under full control of the user
67 and is treated like a physical object. In level 2, the social tool user still has power over the social tool,
68 but a response of the social tool is required, which cannot be fully controlled by the user. In level 3,
69 the user relies on the self-initiated action by the social tool and thus control is further reduced. Finally,
70 in level 4 the user requests help from the social tool and as such it is mediated by communicative acts
71 (see also Gómez, 1990). While level 1 of social tool use is independent of a social tool’s response, the
72 other levels demand a coerced response of the social tool, which differs from physical tool use.
73 Therefore, levels 2-4 are impossible to achieve with static physical tools.

74 Social tool use has not been often described in the literature and it is far less common than physical
75 tool use, given the frequent reports of the latter (e.g., Shumaker, Walkup, & Beck, 2011). Still, there
76 are some reports of social tool use among non-human primates. Sumatran orang-utan mothers (*Pongo*
77 *abelii*) used their immature offspring to retrieve food by actively pushing them towards out-of-reach

78 food, which they eventually steal from their infants in an experimental study (Völter et al., 2015). In
79 the same experimental setting chimpanzee (*Pan troglodytes*) and bonobo (*Pan paniscus*) mothers
80 allowed their offspring to eat the retrieved food without any harassment or stealing attempts (Völter
81 et al., 2016). A similar case of social tool use was reported in free-ranging Japanese macaques (*Macaca*
82 *fuscata*): three females used their infants to climb into a pipe to collect apple slices, which were
83 afterwards solely eaten by the mothers (Tokida, Tanaka, Takefushi, & Hagiwara, 1994).

84 Because the benefits of exploiting others lead to success by gaining resources or mates, they ultimately
85 translate into increased fitness. Therefore, such skills are expected to evolve readily (Gavrilets & Vose,
86 2006). In addition, if one individual uses a strategy to exploit others, they are expected to develop
87 counter strategies, leading to constant feedback loops as has been detected for some cases of tactical
88 deception (e.g., Coussi-Korbel & Frigaszy, 1995; Hirata & Matsuzawa, 2001; Menzel, 1974; see also
89 Byrne & Whiten, 1992). One strategy, which could enable the repeated exploitation of others, is to
90 provide them with some form of benefit, such as grooming or social play, which in turn may reduce
91 counter strategies. Eventually, this spiralling effect may lead to more and more complex skills both
92 during ontogeny and phylogeny (cf. Fisher, 1915). Finally, this process leads to superior socio-cognitive
93 skills in species living in complex social environments (as defined earlier) compared to species living in
94 simpler social environments.

95 In the present study, we report a spontaneously occurring example of social tool use in chimpanzees.
96 By analysing these spontaneous occurrences of social tool use in chimpanzees, we aimed to shed new
97 light on an aspect of the MIH that has received relatively little attention. Although cases of social tool-
98 use in non-human animals are witnessed occasionally (Melis, pers. comm.; Hopkins, pers. comm.), they
99 are rarely studied systematically. We think that a careful quantification of those data as well as a
100 precise description of the conditions in which they occurred are essential to advancing our knowledge
101 in this area. Thus, we here document the manipulative actions of an adult male chimpanzee towards
102 three group members. In addition, we investigated the success and development of such manipulative
103 acts over time. Furthermore, we investigated whether the social tool user showed a preference for

104 using particular individuals over others and whether the “social tools” differed in their response to the
105 manipulations. Finally, we recorded social play during and shortly after social tool use to test for a
106 possible association between exploiting others and providing them with benefits. We recorded social
107 play because (i) other candidate behaviours, i.e. grooming, were rarely seen in this context and (ii)
108 social play sometimes transformed into social tool use.

109

110 **Methods**

111 *Subjects and study site*

112 The study was conducted in 2017 at the Chimfunshi Wildlife Orphanage Trust, which is a chimpanzee
113 sanctuary located in Northwestern Zambia. At this time, the sanctuary hosted 119 chimpanzees that
114 lived in several groups comprised of wild-born and sanctuary-born individuals. They were housed in
115 enclosures of sizes up to 77 hectares, surrounded by electric fences. During feeding times (2 hours a
116 day), chimpanzees were called into indoor handling facilities with several rooms and were provided
117 with nshima balls (maize flour cooked with water) and local seasonal fruits and vegetables. Outside of
118 the feeding time, the individuals were able to freely range in their enclosures.

119 This study made use of a spontaneously occurring behaviour by one individual of ‘group 4’, with which
120 we conducted the fruit juice experiment (see below). This group consisted of 11 individuals, housed in
121 a 25-hectare outdoor enclosure (SI tab. 1 for more information on the group members). The social tool
122 user was a mid-ranking adult male, named Bobby. He was born in the wild, approximately in 1993. In
123 2000, he was rescued from being a tourist attraction in a restaurant in the Central African Republic,
124 where he daily interacted with many tourists. When he arrived in Chimfunshi he was in good physical
125 condition.

126 *Apparatus*

127 The setup consisted of a drinking fountain, two retractable buttons that were installed in the enclosure
128 and a tank containing juice placed on top of the feeding house outside of the enclosure (fig. 1). The

129 buttons were connected underground via hosepipes to the fountain. The experimenters could
130 manipulate the buttons from outside the enclosure. The buttons were only present during the testing
131 sessions.

132 *Procedure*

133 Before each session, the experimenter flushed some juice through the fountain to signal the start of
134 the session. Thereafter, the chimpanzees needed to push the two buttons simultaneously to deliver
135 juice to the distant fountain, from which others could drink. The setup created a dilemma because the
136 pushers could not directly drink from the fountain because the flow of juice stopped as soon as the
137 buttons were released. In prior experiments, the chimpanzees had already learned to push a single
138 button that released juice at a juice fountain (van Leeuwen et al., in prep.), however they had never
139 been confronted with a condition in which two buttons needed to be pushed simultaneously to release
140 juice.

141 *Data coding and analyses*

142 We conducted 49 sessions lasting between 1 and 2 hours each. We videotaped all sessions with
143 camcorders (JVC-Everio) obtaining a total of 90 hours of video footage. During the sessions, the
144 experimenters, who were present at all times, noted down the social tool use events. The start of each
145 sequence was defined by the first occurrence of any behaviour that was involved in increasing the
146 chance for receiving juice through the social tool user. Each sequence was stopped at 5 minutes after
147 the last social tool use attempt. Afterwards these sequences were extracted using the VLC media
148 player. The respective sequences were coded using Solomon Coder (version 17.03.22). A second coder
149 independently scored 20% of the videos to assess inter-observer reliability. We chose the videos
150 randomly, but we ensured that videos from the beginning and end of the testing period were included
151 in the subset. We tested for reliability by calculating the Cohen's Kappa for count data. Scores given to
152 the social tool user and the social tools by the two observers were highly correlated (F-test: $F_{63} = 12.3$,
153 $p < 0.0001$) with a Cohen's Kappa of 0.85 and a 95% confidence interval of 0.14.

154 We scored the behaviour of the social tool user and the responses of the social tools. Table 1 provides
155 a detailed description of the behaviours (see also the video included in the supplementary material).
156 Additionally, we scored the social tool user's success and his control over the social tools.

157 Behaviour of the social tool user: First, we identified and described the behaviour by the social tool
158 user (Bobby [24 years old at the time of data collection]) towards his three social tools (Jack [9 years
159 old], Jewel [4 years old] and Kenny [6 years old]). Because Jack was involved in only one case, we
160 excluded him from further analyses. We recorded the durations of all behaviours, which highly
161 correlated with its frequency (see SI) and hence we report statistical analysis on the count data. The
162 first attempt to use one of the social tools was recorded in session 12. We analysed whether the levels
163 of social tool use differed over time using zero-inflated regression models for count data, which
164 account for behavioural data that include zeros. We included the respective social tool use behaviours
165 as response variables (one model for each behaviour) and included the session number and social tool
166 identity as explanatory variables. We assumed a negative binomial distribution and only report results
167 from models with a non-significant theta value, indicating an appropriate fit of the model (Zuur, Ieno,
168 Walker, Saveliev, & Smith, 2009).

169 We also recorded any playful behaviour between the user and his social tools during the time from the
170 first element of social tool use until 5 minutes after the last element. Rough and tumble play was
171 defined according to Nishida, Kano, Goodall, McGrew, & Nakamura, 1999 as a physical social play that
172 includes: tag, wrestle, push, pull, bite, drag, stamp, slap, thrust and leap. Importantly, all these
173 behaviours occurred in proximity to the experimental device but were not directed to it, as for instance
174 pushing the social tool into the direction of the buttons. We tested whether the two social tools
175 differed in their duration of playing with the social tool user by using a Mann-Whitney-U-test.

176 Success of the social tool user: We determined the success of the user's strategy by calculating the
177 increase of juice donations by comparing the coerced and uncoerced donations by the two social tools,
178 Kenny and Jewel. We defined a coerced pushing event as Bobby pushing or herding the social tool

179 towards the buttons and all following pressing events without the social tool distancing itself from
180 buttons by more than 3 meters. All other pushing events were defined as uncoerced, in which the
181 social tools approached the buttons alone and had not been harassed by Bobby immediately before.
182 In addition, we report the overall drinking rate, standardised by time of observations, before and after
183 Bobby used social tools.

184 Control over social tool: Social tools could either press the buttons or try to escape by running away or
185 avoiding the buttons after a social tool use attempt. Hence, we recorded in how many trials the social
186 tool user responded to an escape by either retrieving or pushing the social tool back into the direction
187 of the buttons. We consider a behaviour to be a response by the actor to an escape attempt, if the
188 user responded within 60 seconds of the beginning of the escape attempt.

189 Response of social tools: We recorded the response of the social tools, namely whether they pressed
190 the buttons and the latency until the behaviour was executed. We tested whether the two social tools
191 differed in their response by using a Generalised Linear Mixed Model with Poisson error distribution
192 and log link function. We included how often the social tools pressed the buttons as a response
193 variable, the social tool identity (Jewel or Kenny) as an explanatory variable and the session number
194 as random effect. The model did not show overdispersion, indicating an appropriate fit (Crawley,
195 2007). Furthermore, we tested whether the social tools differed in their response when being coerced
196 to help by performing a Generalised Linear Mixed Model with a binomial error distribution and logit
197 link function. We included the social tools' response (escape or press the buttons) as a binomial
198 response variable into the model with two random effects, which were the social tool identity and the
199 session number. Finally, we tested whether the time to press the button by the social tools is
200 dependent on the user's gestures by calculating a survival analysis. We included "the time interval
201 between Bobby pushing the social tool until the social tool pressed the buttons" as response variable.
202 We included the information of whether Bobby reached out during the time interval. To correct for
203 the different social tools, we included them as a random factor.

204 All statistical analyses and graphs were performed in R (version 3.4.2, <http://www.r-project.org>; with
205 R studio and packages ‘lme4’, ‘ggplot2’, ‘cowplot’, ‘pscl’, ‘Hmisc’, ‘irr’, and ‘survival’). Because the data
206 were not normally distributed, we report non-parametric tests throughout the manuscript (see SI).

207 *Ethical statement*

208 Our study was approved by the ethics committee of the host sanctuary (the Chimfunshi Research
209 Advisory Board). All chimpanzees participated voluntarily in the project. The chimpanzees were never
210 food or water deprived, nor were any chimpanzees separated from their group at any time. In addition,
211 the animals were constantly monitored during all sessions and if any deviant behaviour or unexpected
212 physical reaction had occurred, the experiments could have been stopped immediately, which was not
213 the case. Finally, we adhered to the legal requirements of the Zambia Wildlife Authority (ZAWA) and
214 the Ethical Treatment of Nonhuman Primates guidelines by the International Primatological Society's
215 Principles.

216

217 **Results**

218 *Behaviour and success of the social tool user*

219 We recorded 146 instances of the tool user (Bobby) actively pushing one of the three social tools into
220 the direction of the buttons that could be used to induce juice flow (Kenny= 118, Jewel= 26, Jack= 2).
221 In 78 cases, Bobby retrieved Kenny (73) and Jewel (5) from a distance of more than 3 meters
222 (sometimes from more than 10 meters) before directing them to the buttons. While sitting in front of
223 the fountain, Bobby held his hand out to Kenny and Jewel in 19 and 11 times, respectively. Bobby
224 typically blew raspberries while he displayed these behaviours. In all of the cases, retrieving and
225 pushing the social tools occurred before reaching out or blowing raspberries. The juveniles provided
226 juice to Bobby in 115 cases (Kenny= 70, Jewel= 45), which includes cases where the social tools pressed
227 several times in response to Bobby's actions.

228 Bobby did not change his behaviour over time after he had started using the juveniles as tools (herding:
229 GLM: $\beta = -0.02 \pm 0.03$, $p = 0.50$; pushing: GLM: $\beta = -0.05 \pm 0.03$, $p = 0.15$; reaching out: GLM: $\beta = 0.01 \pm$
230 0.03 , $p = 0.70$; blowing raspberries: GLM: $\beta = 0.01 \pm 0.03$, $p = 0.83$, fig. 2 a-d). Overall, he herded (GLM:
231 $\beta = 2.71 \pm 1.17$, $p = 0.020$, fig. 2 a) and pushed (GLM: $\beta = 1.10 \pm 0.44$, $p = 0.011$, fig. 2 b) Kenny more often
232 than Jewel. In contrast, reaching out was directed equally often at both juveniles (GLM: $\beta = -0.38 \pm 0.41$,
233 $p = 0.36$, fig. 2 c). Bobby's actions were associated with play behaviour. Overall, Bobby and Kenny spent
234 more time playing with each other than Jewel and Bobby (Mann-Whitney U test: $W = 274.50$, $p = 0.002$,
235 fig. S1).

236 Kenny pressed the buttons 538 times over all sessions irrespectively for whom and Jewel pressed the
237 buttons 1154 times. By coercing the juveniles, Bobby's success in obtaining juice increased
238 substantially (Kenny provided juice in 83 cases and Jewel in 54). Furthermore, after he started using
239 the juveniles, his drinking bouts per hour increased from 0.53 to 5.01 (fig. S2). Bobby got access to
240 juice not only by his social tools. However, he increased his juice intake by 48% through using social
241 tools. If the juveniles tried to escape, Bobby retrieved or pushed them back in 46% of the cases within
242 a median response time of 10.2 seconds (IQR= 20.3).

243 *Response by the social tools*

244 In general, Kenny pressed the buttons for Bobby more often than Jewel after being harassed by Bobby
245 (GLMM: $\beta = 0.44 \pm 0.19$, $p = 0.021$, fig. S3). We then tested whether one tool was more likely to respond
246 with pressing the buttons than the other and found a non-significant trend that Jewel tended to
247 respond more by pressing the buttons for Bobby than Kenny (GLMM: $\beta = 0.68 \pm 0.38$, $p = 0.075$, fig. 3).
248 The social tools' latency to press the buttons was not influenced by Bobby reaching out to the social
249 tools (Proportional Hazards Regression Model: $\beta = 0.10 \pm 0.23$, $p = 0.66$).

250 **Discussion**

251 We observed an adult male chimpanzee (Bobby) repeatedly using two juveniles (Kenny & Jewel) as
252 social tools to obtain juice (a third, 8-year-old juvenile was used only in one sequence). Bobby displayed
253 several behaviours aimed at enticing the juveniles to press a pair of buttons that activated a juice
254 fountain located 3 meters away from them. His behaviour varied in the level of control over the
255 juveniles. First, he actively recruited them by rolling or dragging them towards the buttons. In those
256 situations, the juveniles seldom had the chance to escape and were under Bobby's almost full control
257 and in constant contact. Next, Bobby pushed the juveniles in the direction of the buttons. Because the
258 buttons and the fountain were three meters apart, he had to release them in order to drink from the
259 fountain. Hence, his control was limited, and the juveniles could decide whether to press the buttons
260 or to escape. In the case of escaping, however, the social tool user successfully retrieved them in
261 almost half of the cases, suggesting some form of control. Social tool use was accompanied by blowing
262 raspberries and reaching out. The latter was clearly directed towards the juveniles and might have
263 served as begging, although it did not lead to a faster response by them. Blowing raspberries was not
264 apparently directed at the juveniles given that it was sometimes emitted when Bobby was alone, and
265 thus might indicate a general state of arousal.

266 The benefit for the adult male in using the juveniles was a marked increase in juice intake that persisted
267 over time. In contrast, juveniles received no juice in return for their efforts. In fact, Bobby
268 systematically pushed them away from the fountain when they approached it. Moreover, we observed
269 no reciprocal turn-taking in pressing the buttons by Bobby and any of the juveniles because he never
270 successfully pushed both buttons and released juice from the fountain in this study. This finding is
271 consistent with other cases of social tool use in which a large power differential between mother-
272 offspring dyads or even unrelated pairs of individuals determines the control exerted by the dominant
273 over the subordinate's behaviour and the biased distribution of resources (Chalmeau, 1994; Tokida et
274 al., 1994; Völter et al., 2015). However, social tool use does not always require a power asymmetry
275 based on a large discrepancy in terms of age, status and body size. Chalmeau, Lardeux and Brandibas

276 (1997) reported social tool use between two orang-utans of approximately the same age. In addition
277 to work on primates, Tebbich, Taborsky and Winkler (1996) observed that dominant keas coerced
278 subordinate individuals to sit on a seesaw to open a container with food for the user. This study is
279 particularly interesting because it shows that social tool use also occurs in non-primates.

280 One puzzling result is that since the juveniles received no tangible benefit, one would have predicted
281 an overall decrease over time. If social tools started to avoid the user, there should be a decrease in
282 social tool use. This is precisely what Chalmeau (1994) observed in a dyad of chimpanzees, where the
283 harassed subordinate female escaped in most of the cases, which led the user to use her less often
284 over time. In our case, we found no evidence that the user had to retrieve the social tools more often
285 by the end of the study, which might indicate that social tools started to avoid Bobby. The juveniles'
286 participation is even more puzzling when one considers that the control exerted by Bobby also had its
287 limits. We recorded two aggressive instances after the social tools shortly screamed while the user
288 tried to retrieve them after an escape attempt. In both cases, unrelated adult males rushed over and
289 the tool user was readily displaced. In fact, Völter and colleagues (2016) argued that social tool use
290 between mother-offspring dyads was more prevalent among orang-utans compared to chimpanzees
291 and bonobos, because chimpanzee and bonobo infants protested more intensively, thus bringing
292 attention to this situation by other group members. The two cases that we observed, lend some
293 support to this interpretation.

294 One way to characterize social tool use is in terms of exploitation, i.e., one partner benefits and the
295 other does not, despite the social tool's 'costly' participation. However, such characterisation may
296 overlook that the juveniles may have actually obtained some benefit, such as play, which could explain
297 why they continued to allow themselves to be manipulated. This is of special interest considering the
298 limits to the manipulation that Bobby could exert as indicated by the two aggressive incidents that we
299 observed. To address this issue, we turn our attention to two questions: why Bobby targeted the
300 juveniles in the group and why the juveniles continued to participate in these episodes.

301 One possibility is that Bobby focused on the juveniles instead of other group members because they
302 were the lowest ranking members of the group, or perhaps the only ones that Bobby clearly outranked
303 in the group. In other words, Bobby may have tried to maximise the power differential between him
304 and his social tools, a factor that is associated with social tool use in most studies. Because the action
305 of pressing the buttons cannot be fully controlled by the user, older group members might not be as
306 easily coerced as younger individuals and might put up a serious fight when being harassed. Another
307 possibility is that Bobby focused on the juveniles because their age made them more suitable for
308 physical and motivational manipulation. Although this explanation partly overlaps with the previous
309 one, it does not do so entirely. Compared to adult individuals, juveniles are more easily pushed and
310 dragged around, and they may offer less resistance to such invasive behaviour.

311 From a motivationally point of view, the juveniles may have tolerated the large asymmetry in juice
312 intake better than adults. In other words, adults may have been more likely than juveniles to expect a
313 share of the resources. Male juveniles' interest in associating with adult males (Pusey, 1990) and the
314 prevalence of play among immature individuals (Burghardt, 2005) may have further contributed to
315 making the juveniles particularly effective social tools. Although both juveniles pressed the buttons
316 regularly, Bobby preferred to use the older juvenile (Kenny) from whom he obtained more juice. This
317 preference cannot be explained by a greater success rate when Bobby tried to use Kenny because the
318 less used individual (Jewel) tended to respond more with pressing the buttons than escaping. In other
319 words, 6-year-old Kenny seemed more compliant than 4-year-old Jewel. It is conceivable that a greater
320 motivation to associate with adult males may explain the more frequent interactions between them
321 and, consequently, the more numerous attempts to use Kenny. Furthermore, Kenny and Bobby also
322 played more with each other during or shortly after social tool use. During those play episodes, both
323 Bobby and his social tool displayed a play face. Play is a pleasurable and rewarding behaviour (Trezza,
324 Baarendse, & Vanderschuren, 2010). The balance between playing and using the social tools might
325 explain why the juveniles did not avoid Bobby over time. However, this hypothesis needs to be tested
326 in future studies. Moreover, whether play was a by-product of the increased association between the

327 juveniles and the adult male over time or a tactic deployed by Bobby to secure Kenny's collaboration
328 is also an open question. If the latter were the case, this instrumental use of play would be comparable
329 to the cases of grooming directed to mothers to gain access to their infants that have been labelled as
330 'distraction' in the tactical deception literature (Byrne & Whiten, 1988, 1992; Mitchell, 1988).

331 Future studies on the development of social tool use could provide important insights into the causal
332 understanding of the social tool user and its actions. In theory, three underlying mechanisms are
333 possible (cf. Seed & Byrne, 2010). First, social tool users could learn from others how to use social tools
334 effectively. Second, social tool users might learn via trial-and-error that the manipulation of others
335 lead to selfish benefits. Finally, social tool users might causally understand that a social tool is needed
336 to reach a certain goal. We think that in our case social learning is the least likely possibility because
337 Bobby was the only individual showing this behaviour during the time of data collection. Whether he
338 found social tool use as a solution to the dilemma by insight or trial and error is difficult to discern
339 without careful experimental manipulations of the context but it could be addressed in further studies.

340 While our case study consists of a sample size of only one social tool user and his three social tools, we
341 obtained the largest dataset to date, as far as we are aware, in terms of occurrences of this behaviour.
342 However, case studies like ours make generalisations difficult. For instance, the adult male was rescued
343 from mistreatment by humans, which may have resulted in an inability to interact appropriately with
344 conspecifics. However, the data available in the literature, particularly the studies focusing on mother-
345 offspring pairs in apes and macaques, weaken this possibility considerably. Alternatively, social tool-
346 use might be restricted to fixed groups with no possibility to disperse, as in a sanctuary or laboratory
347 settings. Data from field studies are needed to answer this question.

348 In sum, we have shown that a chimpanzee spontaneously started using group members as social tools
349 under semi-natural conditions. The tool user actively retrieved his social tools and pushed them to
350 buttons that produced juice when pressed. Because pressing the buttons for his own benefit was not
351 possible, Bobby was dependent on others to press the buttons for him. Although the tool user did not

352 have full control over the social tools, he was able to increase his juice intake almost 10-fold. Playing
353 with the social tools might have stabilised Bobby's strategy over time. The balance between using
354 others for the actor's own benefit and preventing the social tools from avoiding the actor might be an
355 example of Machiavellian intelligence. Future studies are needed to understand how widespread social
356 tool use is in chimpanzees and other species, and how the social and ecological settings affect its
357 occurrence. Such data will enable the systematic investigation of its origins and psychological
358 underpinnings.

359

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366 **Literature**

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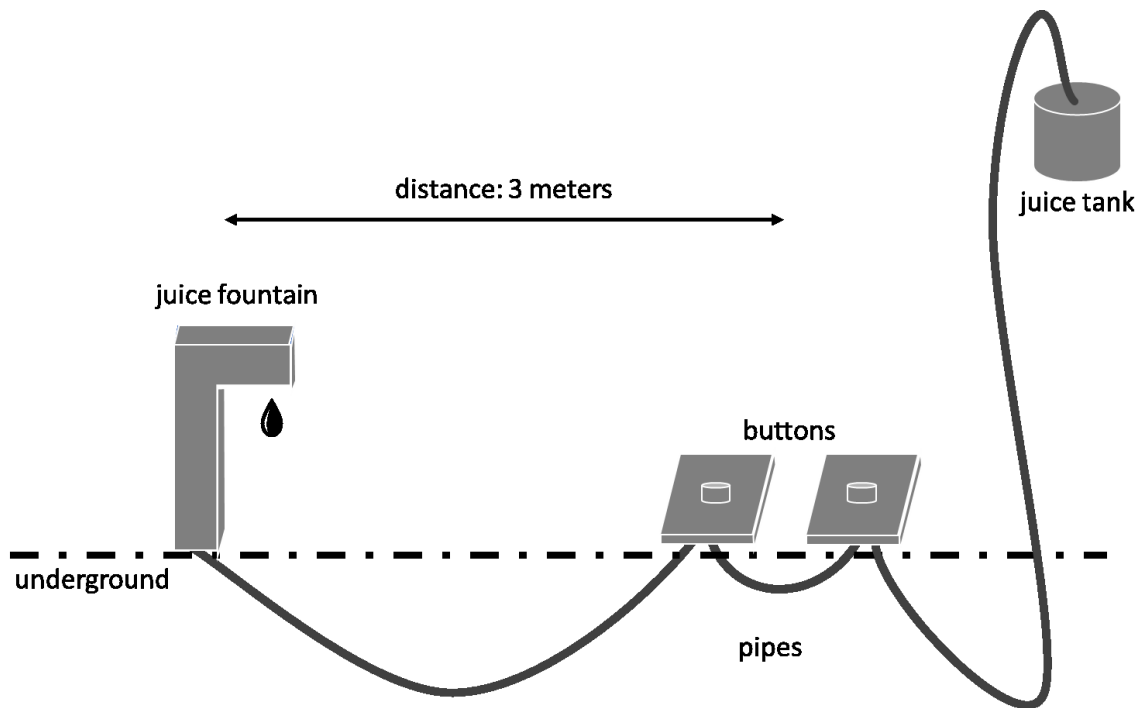
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462 Table 1

463 *Ethogram of Spontaneous Social Tool Use Behaviour*

Social tool use behaviour	Actor: social tool user	Social tool use levels
retrieve [78]	<ul style="list-style-type: none"> herding by closely walking behind the tool and gently touching it 	level 1: complete physical control
	<ul style="list-style-type: none"> dragging the tool to the experimental device 	
	<ul style="list-style-type: none"> rolling the tool towards the experimental device 	
push [146]	<ul style="list-style-type: none"> pushing the tool forcefully into the direction of the buttons and releasing it 	level 2: partial physical control
vocalise [1376]	<ul style="list-style-type: none"> blowing raspberries 	level 4: soliciting
reach [30]	<ul style="list-style-type: none"> reaching out hand into the direction of the tool 	level 4: soliciting
	<ul style="list-style-type: none"> shaking wrist while reaching out 	
Response of social tools	Actor: social tools	Social tool use levels
escape [41]	<ul style="list-style-type: none"> going to the direction of the buttons without pushing 	level 3: self-controlled action without being constrained
	<ul style="list-style-type: none"> running away from the buttons and the social tool user 	
press button [115]	<ul style="list-style-type: none"> pressing the buttons to release juice at the fountain 	

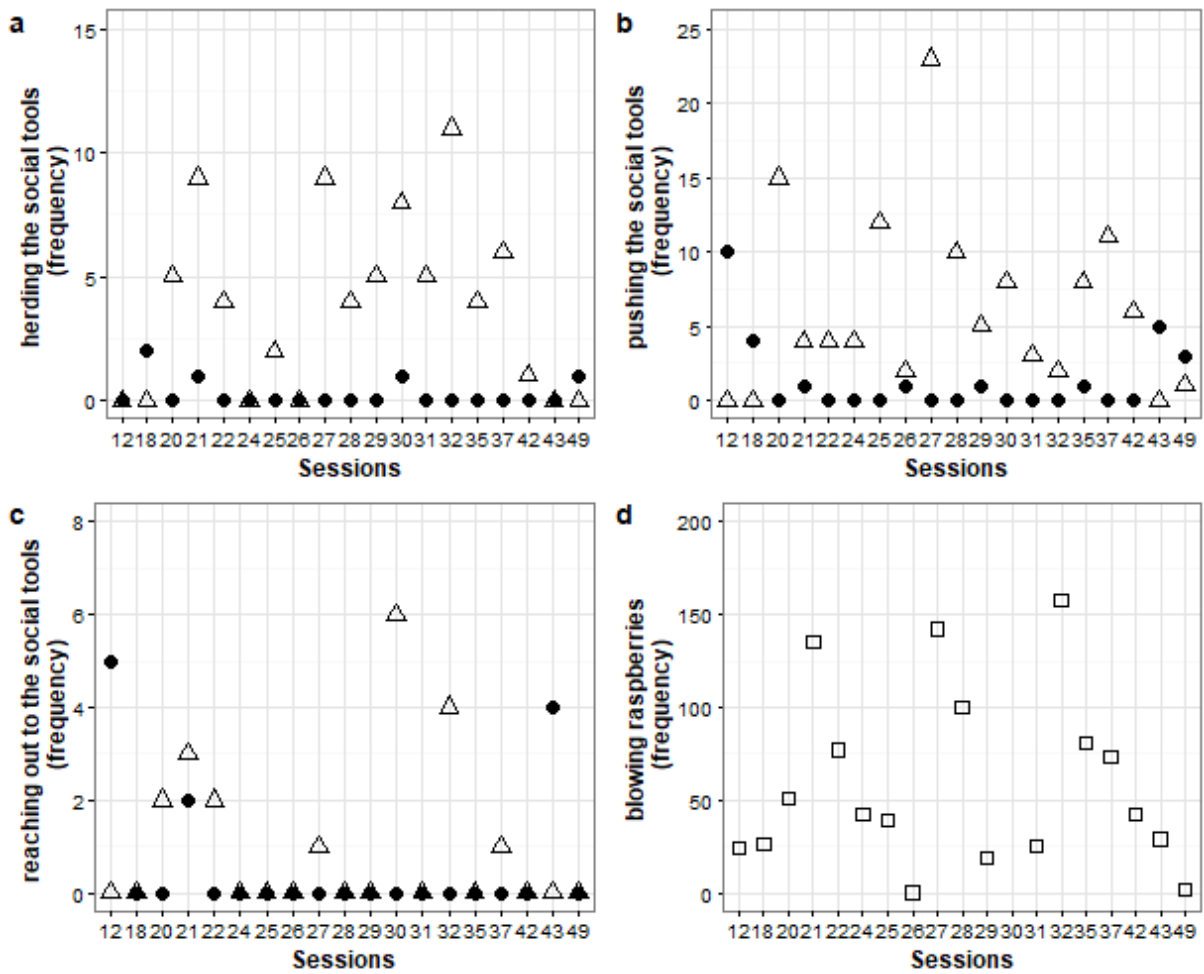
464 Description of behaviours used to manipulate other group members to provide juice to the actor and
 465 the responses to this manipulation. The behaviours are linked to the proposed levels of social tool use
 466 by Völter, Rossano, & Call, 2015. The numbers correspond to how often the behaviours were recorded.



467

468 *Figure 1. Setting*

469 Juice was stored in a juice tank outside the enclosure. By pushing both buttons simultaneously, the
 470 juice was delivered via underground pipes to the distant fountain. Because the buttons and the
 471 fountain were 3 meters apart, pushers could not drink directly from the fountain.



472

473 *Figure 2. Social tool use behaviour over time and across social tools*

474 The social tool user showed 4 different behaviours to encourage his social tools to provide juice to him.

475 First, he retrieved the social tools (panel a), then he pushed the respective tool into the direction of

476 the buttons (panel b), which was sometimes followed by reaching out his hand (panel c). He blew

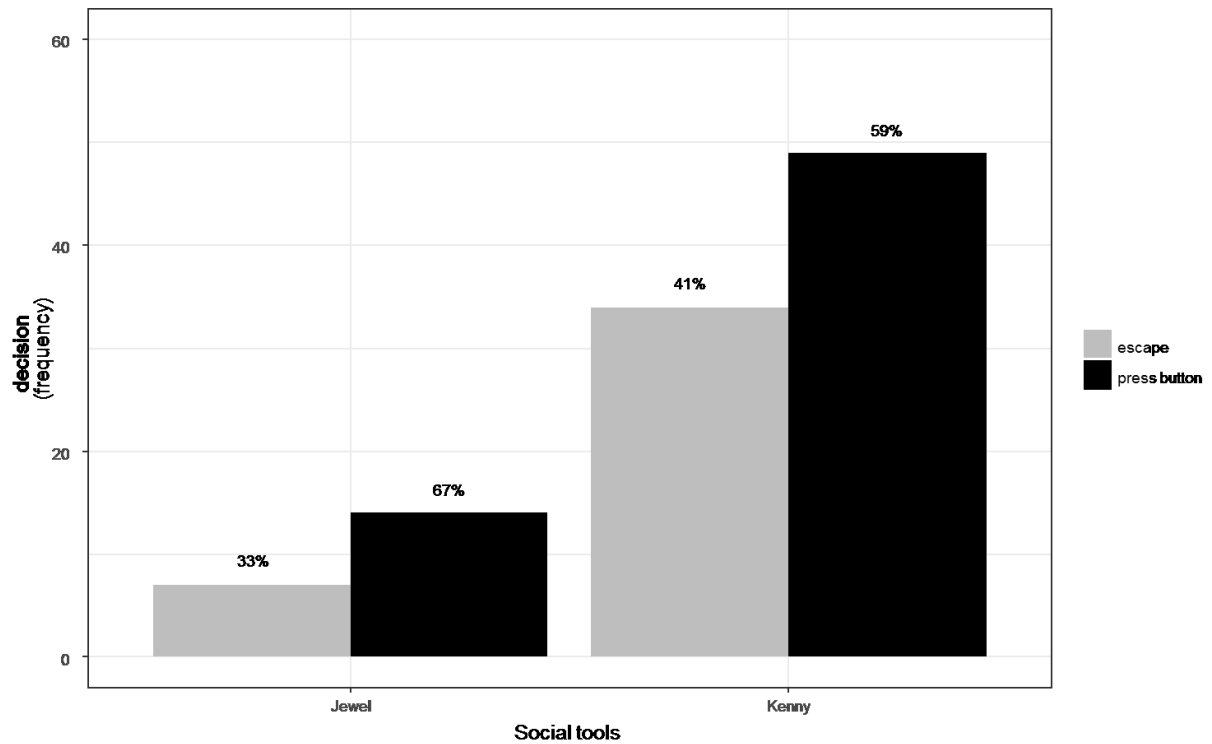
477 raspberries throughout the sequences (panel d). Whereas blowing raspberries was not focused on

478 specific individuals, the first three behaviours were clearly directed to either one of the social tools

479 (depicted in squares, panels d). Social tool use was directed more often to Kenny (open triangles,

480 panels a-c) than to Jewel (filled points, panels a-c) and none of the behaviours varied over time (panels

481 a-d).



482

483 *Figure 3. Response of the social tools to harassment*

484 The social tools could either press the buttons (black bars) or escape (grey bars). Overall Kenny was
 485 used more often than Jewel. The ratio between escaping and pressing tended to be more biased
 486 towards giving in to pressing the buttons by Jewel, but this was non-significant.