Complex Disclosure

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Using laboratory experiments, we implement a simple two-player disclosure game in which senders must report their type to receivers, but can make their reports complex, so that receivers have to exert cognitive effort to understand the report. I find that senders are able to use complexity to successfully conceal lower types, which indicates that receivers are not fully attentive to complex reports. It also suggests that there is a breakdown in the logic of unraveling, which generates the theoretical prediction that only simple reports should be used in equilibrium.