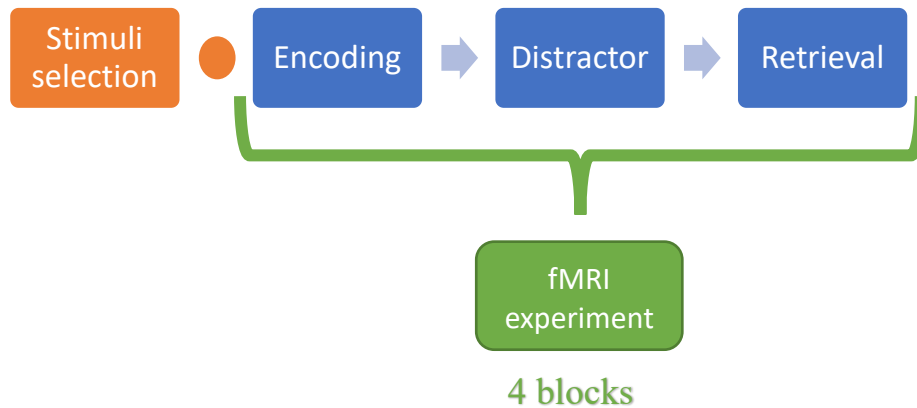
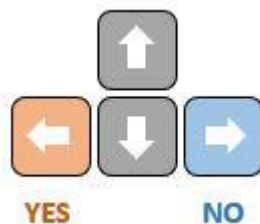
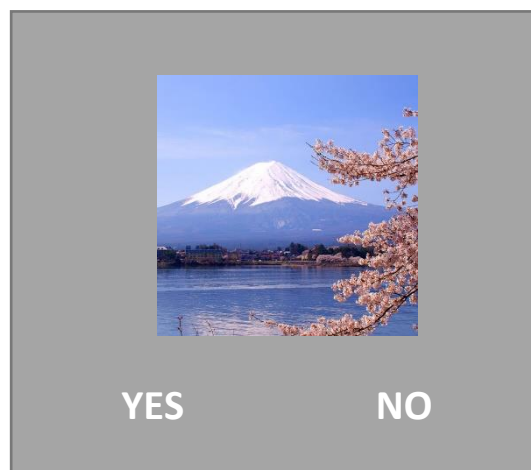


Instructions for the Experiment



Step 1 (Stimuli Selection Stage)

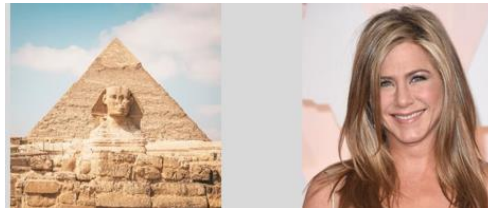
- You will be presented with pictures of famous places and faces. This phase is essential to adapt the task to you, selecting only images that you know for the fMRI session.
- Answer using your **right hand**. Use the **left** arrow key to indicate that you **know** who/what is represented in the image shown and the **right** arrow key to indicate that you **do not know** it.



*e.g., In this trial it is shown a famous place. Answer “YES” if you can recognise that it is **Mount Fuji**; answer “NO” if you can recognise that this is a mountain but not which one.*

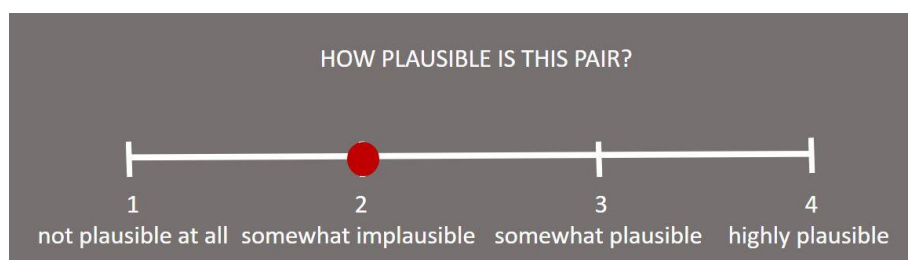
Step 2 (Encoding Stage)

- You will now be asked to remember some associations between faces and places based on the images you previously indicated as known.
- You will see a fixation cross in the middle of the screen.
- You will then be introduced to an image pair (a face and a place)
- This pair will stay on the screen for **5 seconds**. *During this time, try to imagine that person in that place and ask yourself how plausible it is to find that person there.*
- The next step is to rate this plausibility. For instance:



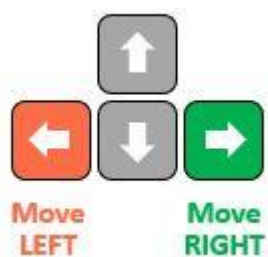
➔ How likely is it to find *Jennifer Aniston* at the *Pyramids of Giza*?

➔ Rate the plausibility on a scale of 1-4, ranging from “not plausible at all” to “highly plausible”



➔ Use the **right** and **left** arrow keys to **move** along the scale.

During this practice session:

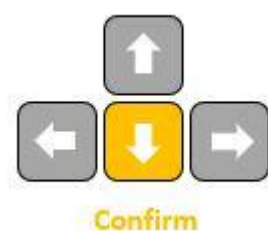


Into the fMRI scanner:



➔ Use the **down arrow** key to **confirm** your choice

During this practice session:



Into the fMRI scanner:



- Remember that there is a **time limit** to respond. Therefore, think about the plausibility during the pair presentation and try to answer **as fast as possible** when the rating scale appears.

Step 3 (Distractor Stage)

Time to show off your mental maths skills!

- You will see a number with odd or even on either side of the image.
- Use the **left** arrow key to indicate that the number is **odd** (a number that is not evenly divisible by 2) and the **right** arrow key to indicate the number is **even** (a number divisible by 2 that generates a remainder of 0).
- This stage will last **60 seconds**

During this practice session:

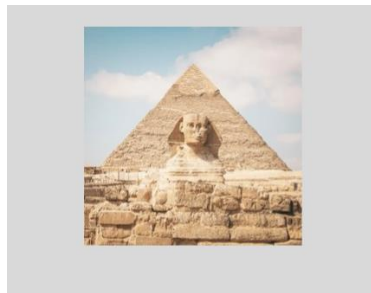


Into the fMRI scanner:



Step 4 (Retrieval Stage)

- This is the part where you use the information that you've just learned during the second stage of the experiment
- Remember! First, an image (cue) will be presented, in this way:



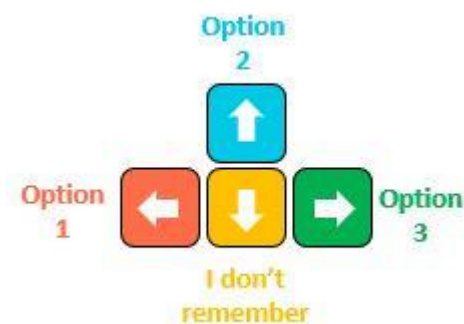
Once the stimulus is presented on the screen, you must think about its associated image during the encoding task. For instance, in this case, you should think of Jennifer Aniston.

You have 5 seconds to think about the answer. After this time, the possible answer options will appear on the screen:



- You have only two seconds to answer. Try to answer as **fast** and **accurately** as possible.
- Once you see the options, use the arrows (or the response button box at the fMRI suite) to select the correct option.
- The options are arranged like the arrows on the keyboard (or the response button box at the fMRI suite)
 - 1 is the **left** arrow key
 - 2 is the **upper** arrow key
 - 3 is the **right** arrow key
 - 4 is the **bottom** arrow key

During this practice session:



Into the fMRI scanner:



- Note also that, as in this case, it is possible to have two different images of the same person/place within the possible options. You should be careful and choose only the one that was paired with the target stimulus.

PLEASE REMEMBER: IF YOU CAN NOT REMEMBER THE ASSOCIATION BEFORE THE OPTIONS WERE PRESENTED ON THE SCREEN, PLEASE PRESS OPTION 4 = DON'T REMEMBER.