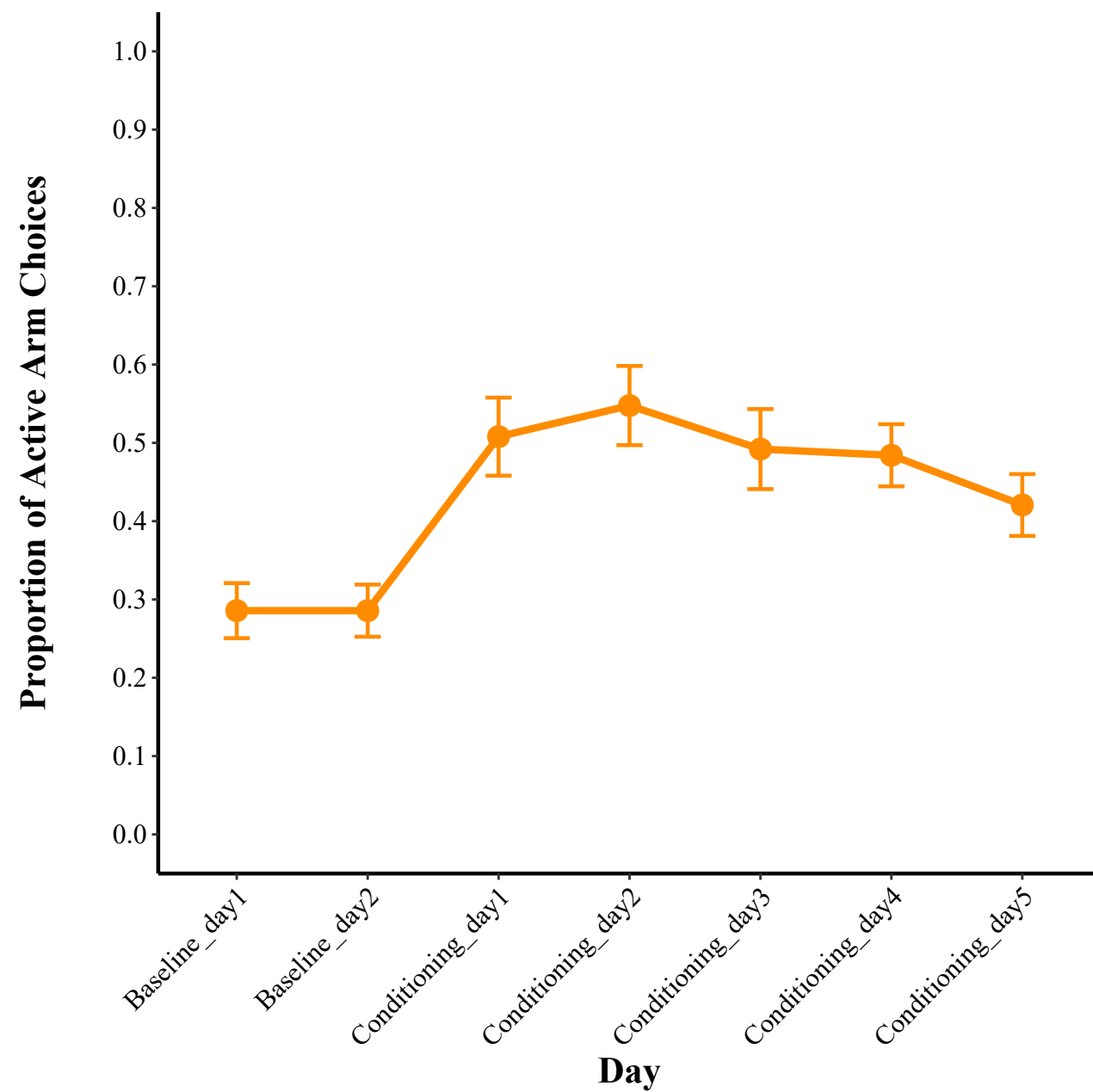


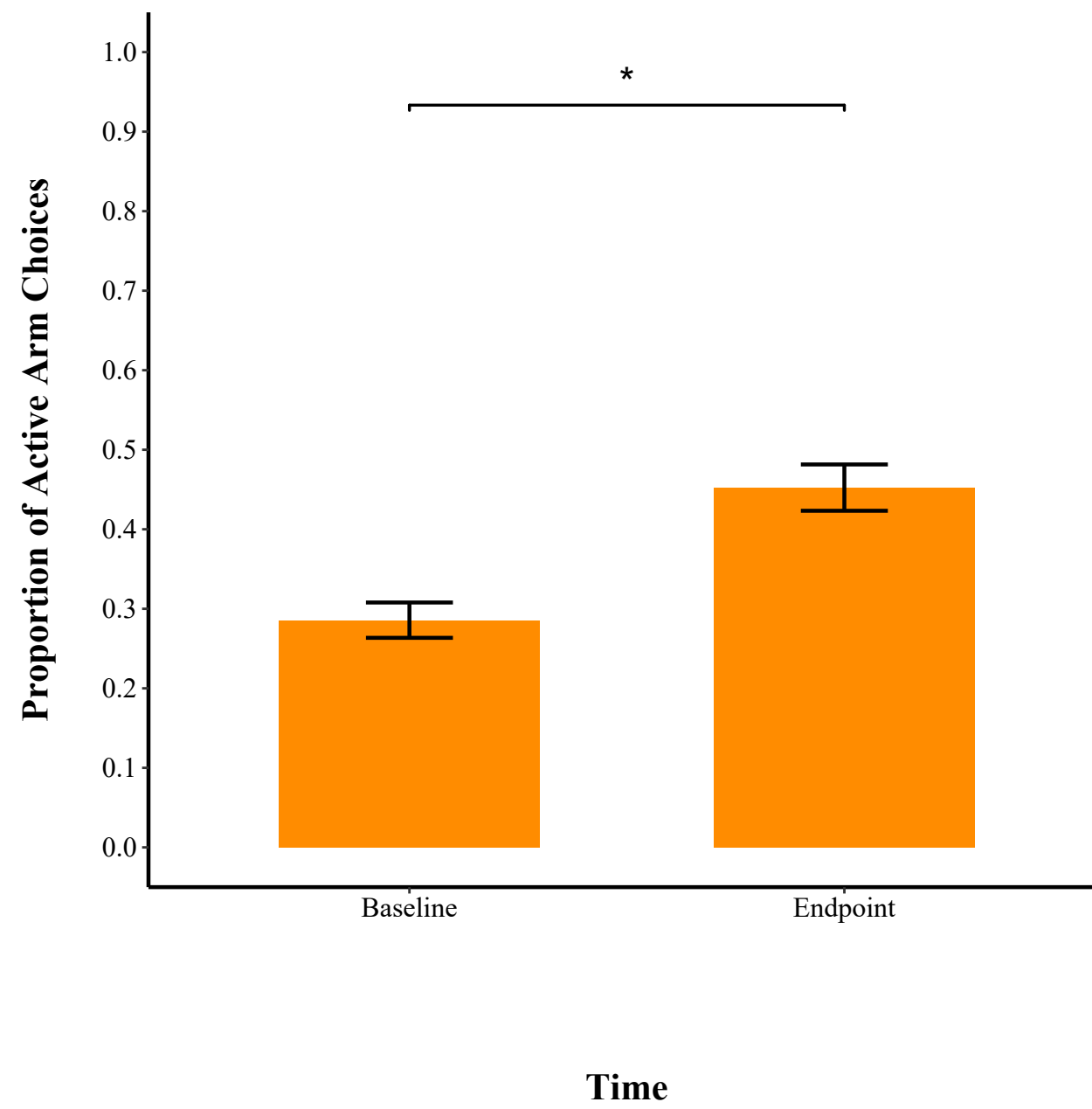
A

Active Arm Preference Throughout Conditioning



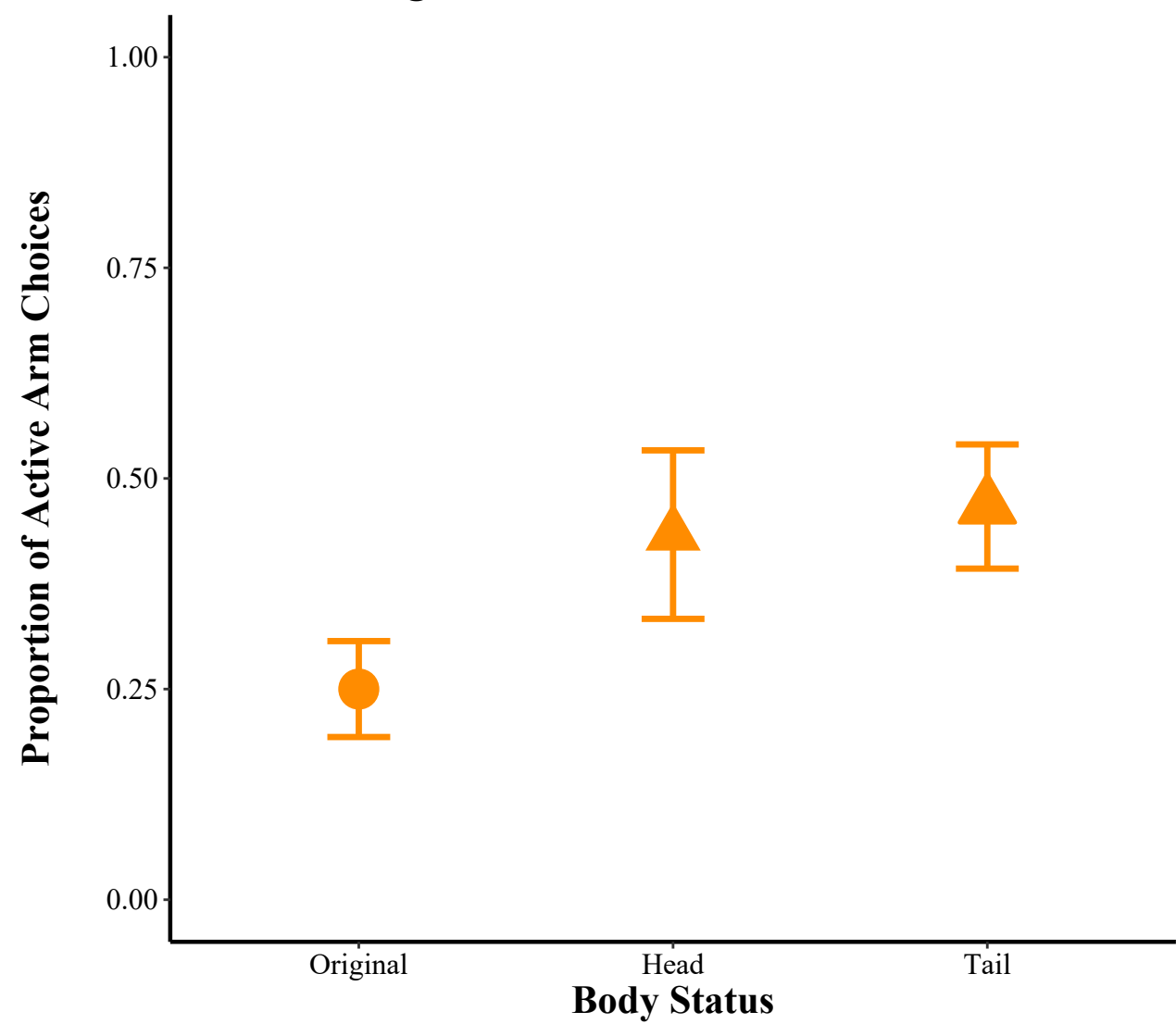
B

Active Arm Choices Before and After Conditioning



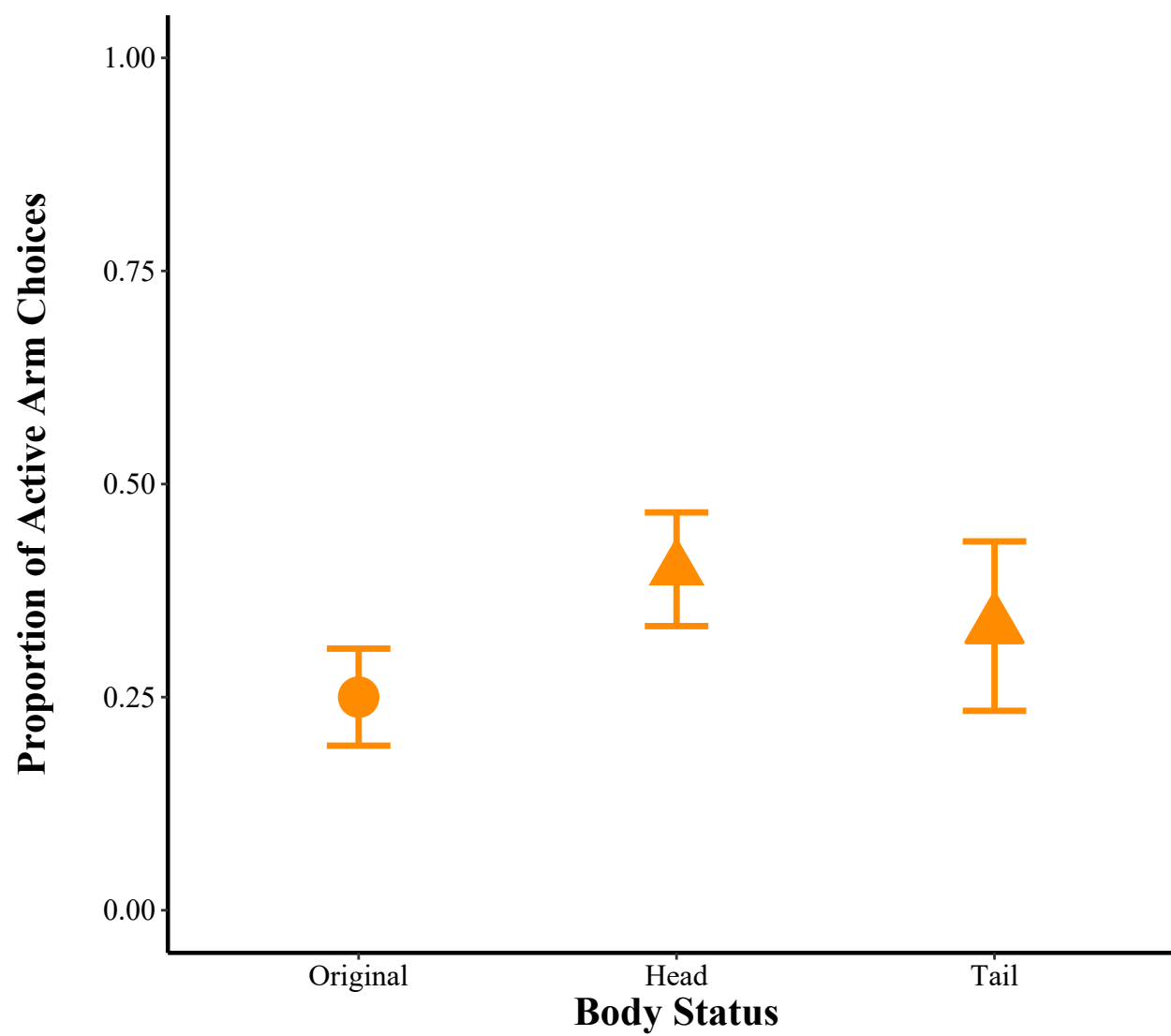
C

Regeneration Active Arm Preference



D

Reinstatement Active Arm Preference



Legend

- Intact Baseline
- ▲ Head Regenerates
- △ Tail Regenerates