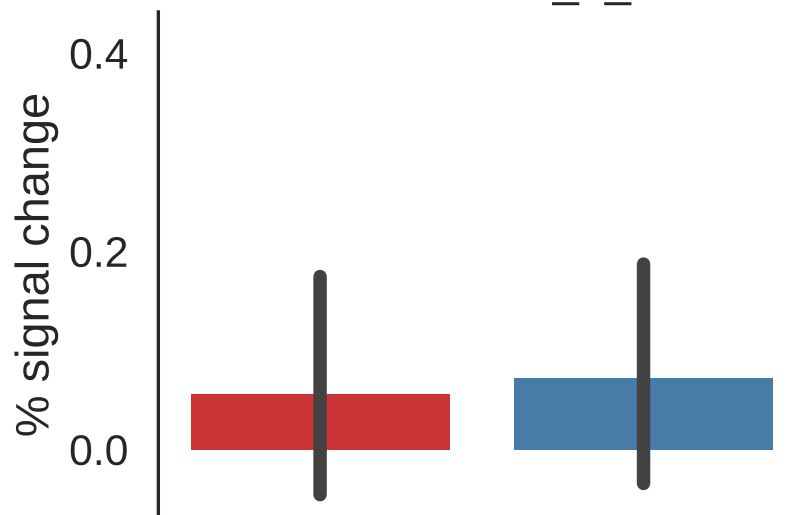
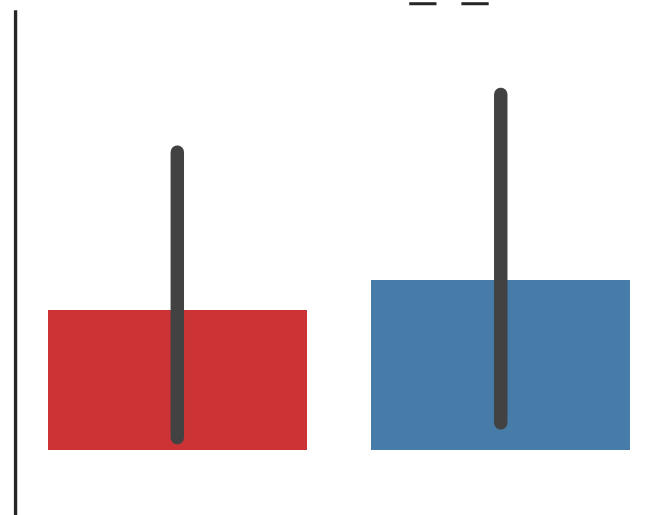


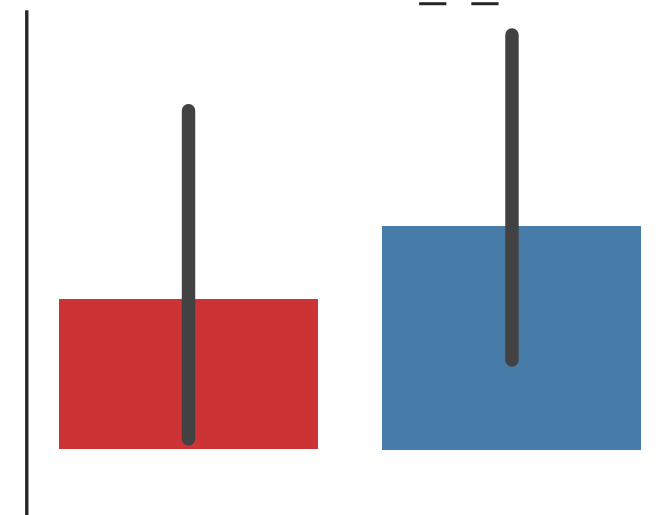
mask = STh_L_A



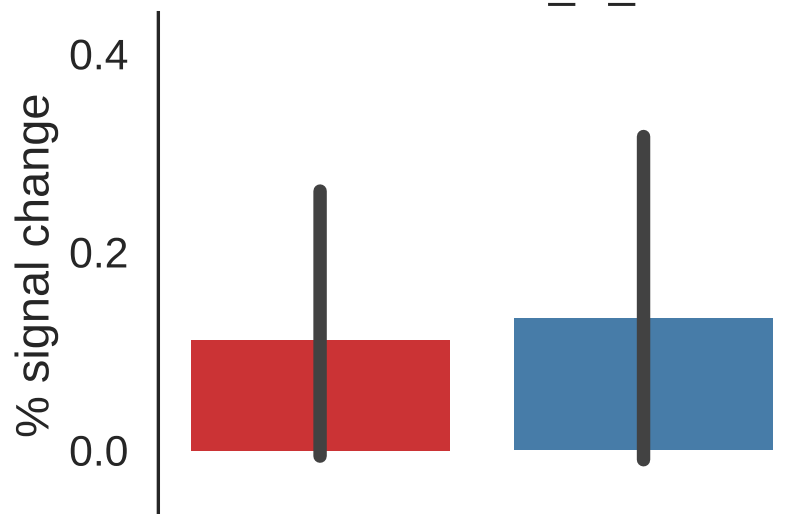
mask = STh_L_B



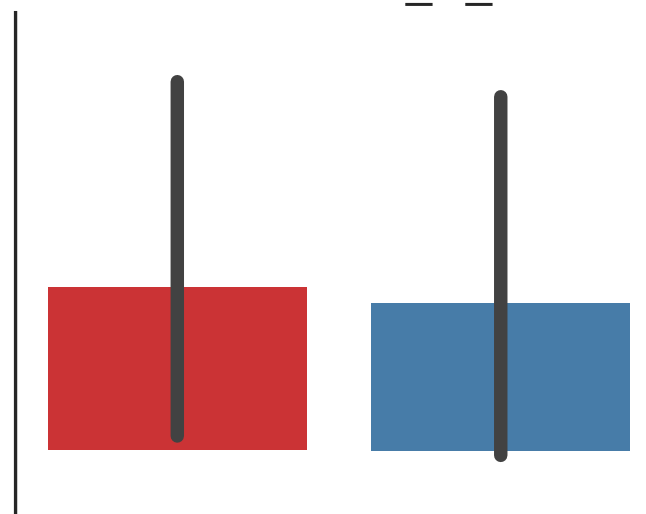
mask = STh_L_C



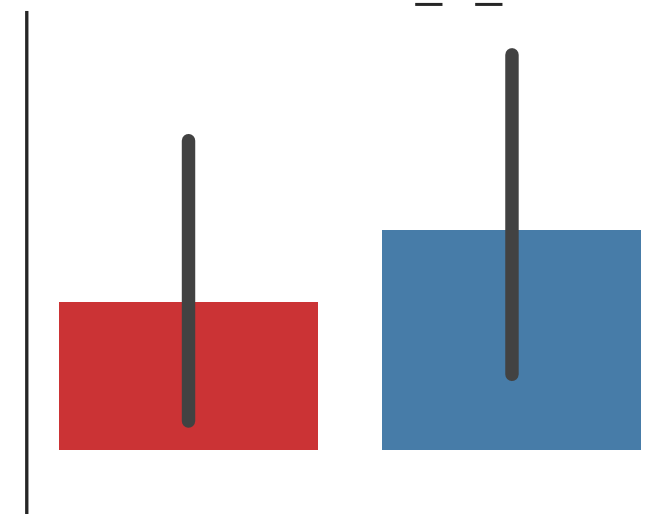
mask = STh_R_A



mask = STh_R_B



mask = STh_R_C



neutral cue

payoff cue

neutral cue

payoff cue

neutral cue

payoff cue