paired condition

S_1 lever choice
$R = 0$
lever press | no lever press

S_4 (context exposure)
$R = 0$
no pellet consume

S_2 pellet delivery
$R = 0$
pellet consume | no pellet consume

S_3 no reward
$R = 0$

S_5 pleasure
$R = +1$

S_6 illness
$R = -3$