Fixed effects

Y-axis categories (top to bottom):
- Acoustic modality:Visual stimuli:incorrect
- Visual modality:Visual stimuli:incorrect
- VisualModality:Visual stim:NumTurns
- Acoustic modality:Visual stimuli:Game
- Visual modality:Visual stimuli:Game
- VisualStim:MultimodalT1
- Visual stimuli:incorrect
- Acoustic modality:Incorrect
- Visual modality:Incorrect
- Visual stim:NumTurns
- Vocal Modality:NumTurns
- VisualModality:NumTurns
- Acoustic modality:Game^2
- Visual modality:Game^2
- Visual stimuli:Game
- Acoustic modality:Game
- Visual modality:Game
- Acoustic modality:Visual stimuli
- Visual modality:Visual stimuli
- Multimodal T1
- Inorrect
- Number of turns
- Game^2
- Game
- Visual stimuli
- Acoustic modality
- Visual modality
- Intercept

X-axis: Difference (ms), ranging from −5000 to 10000