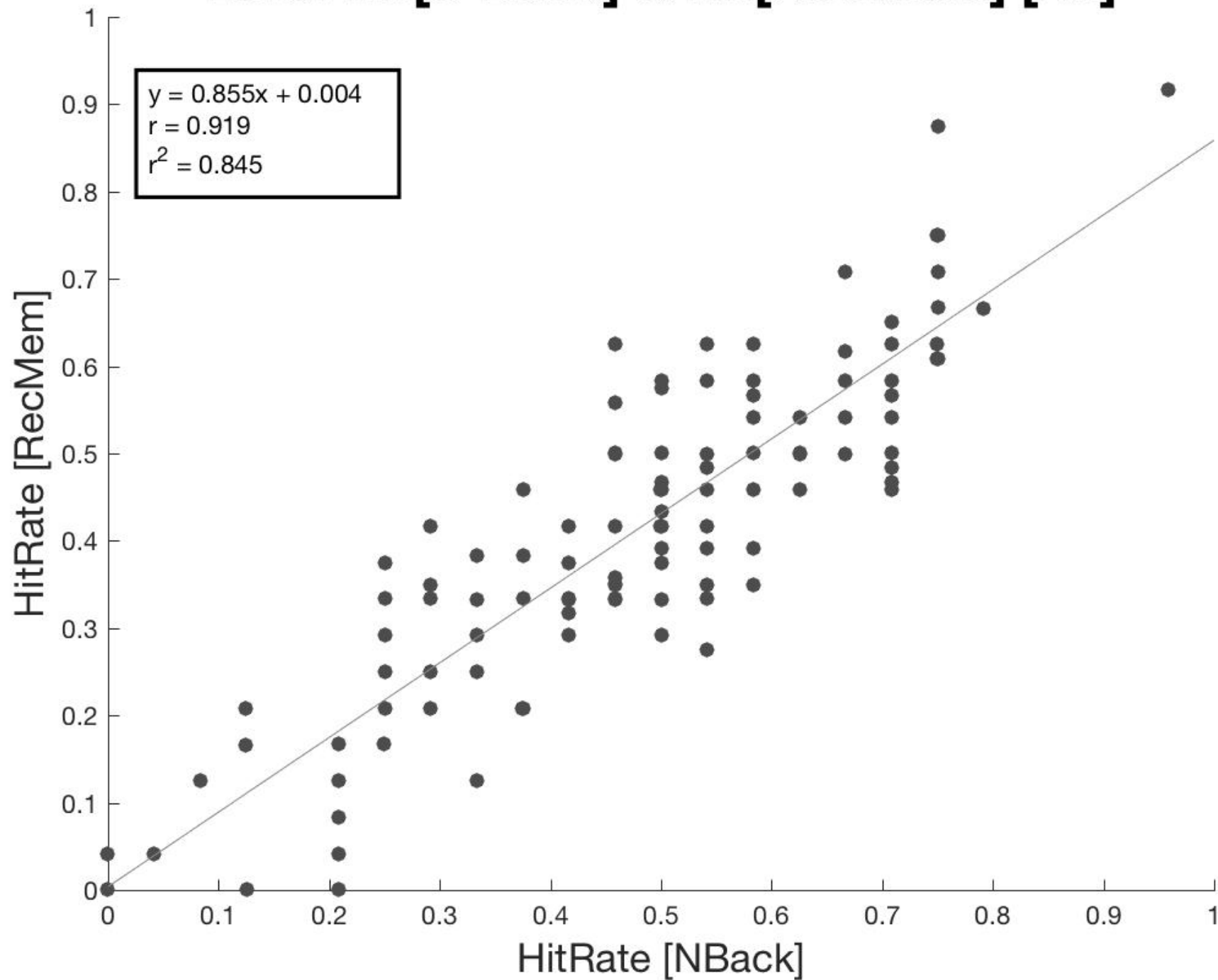
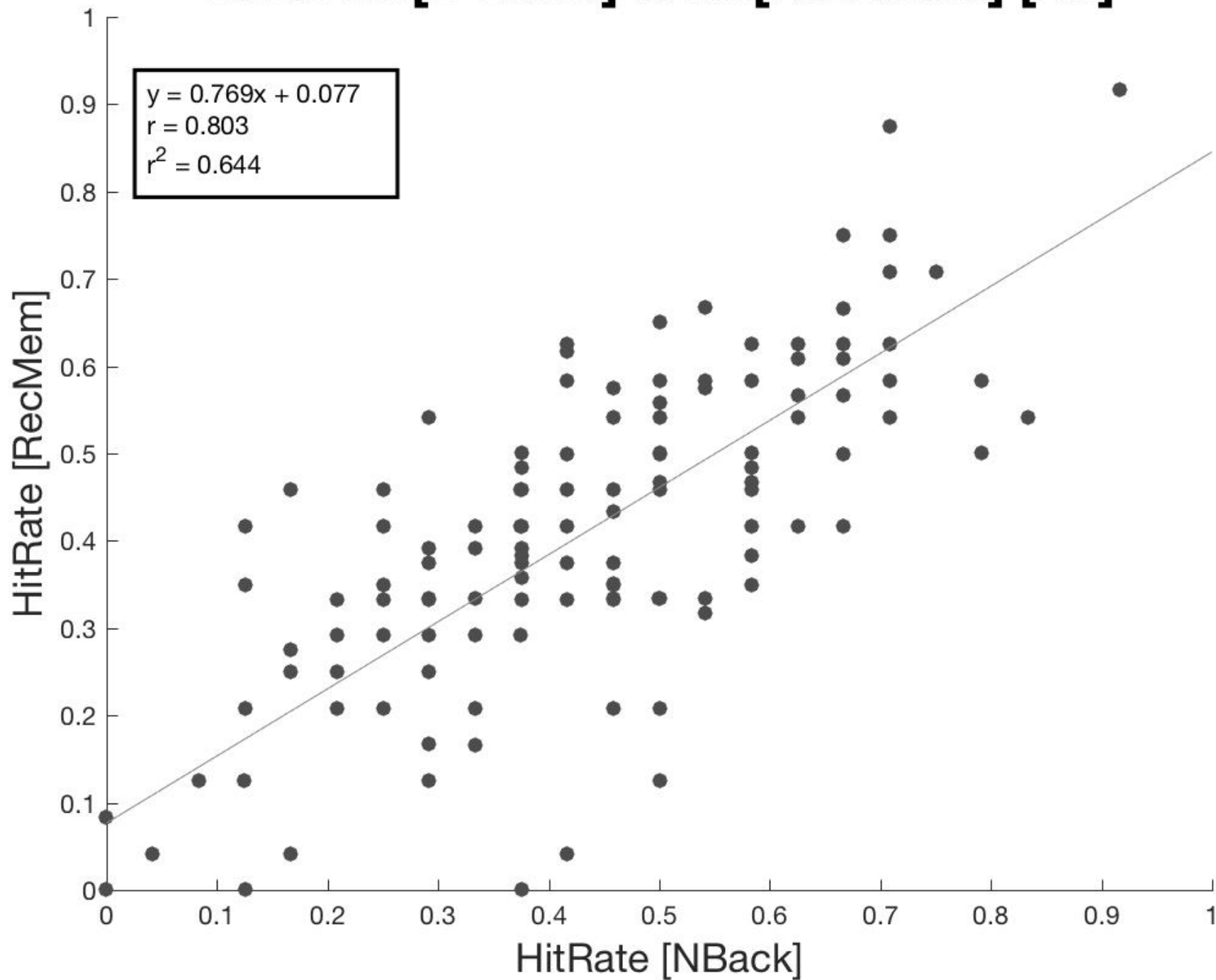


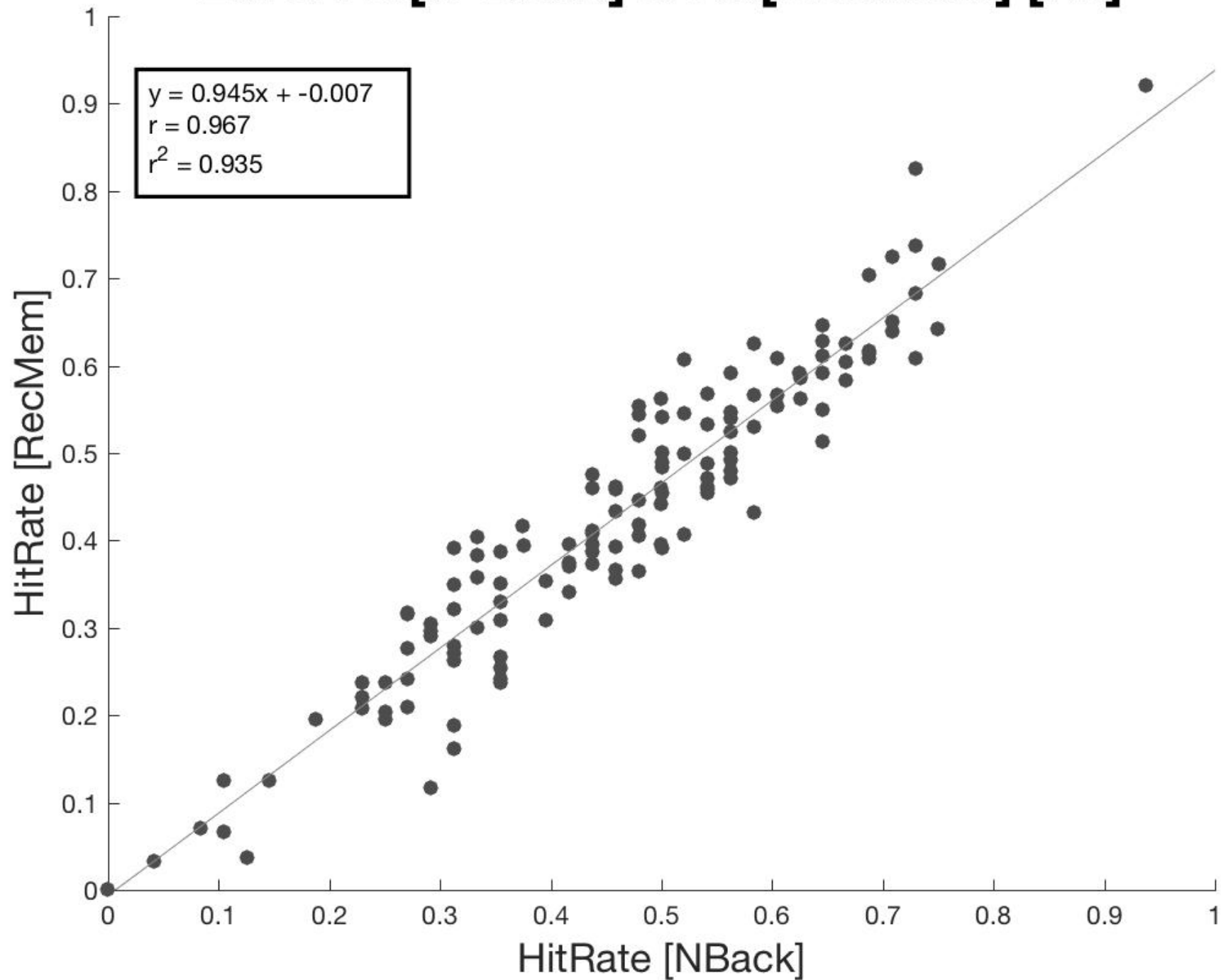
Lure: Hit[0-Back] & Hit[RecMem] [All]



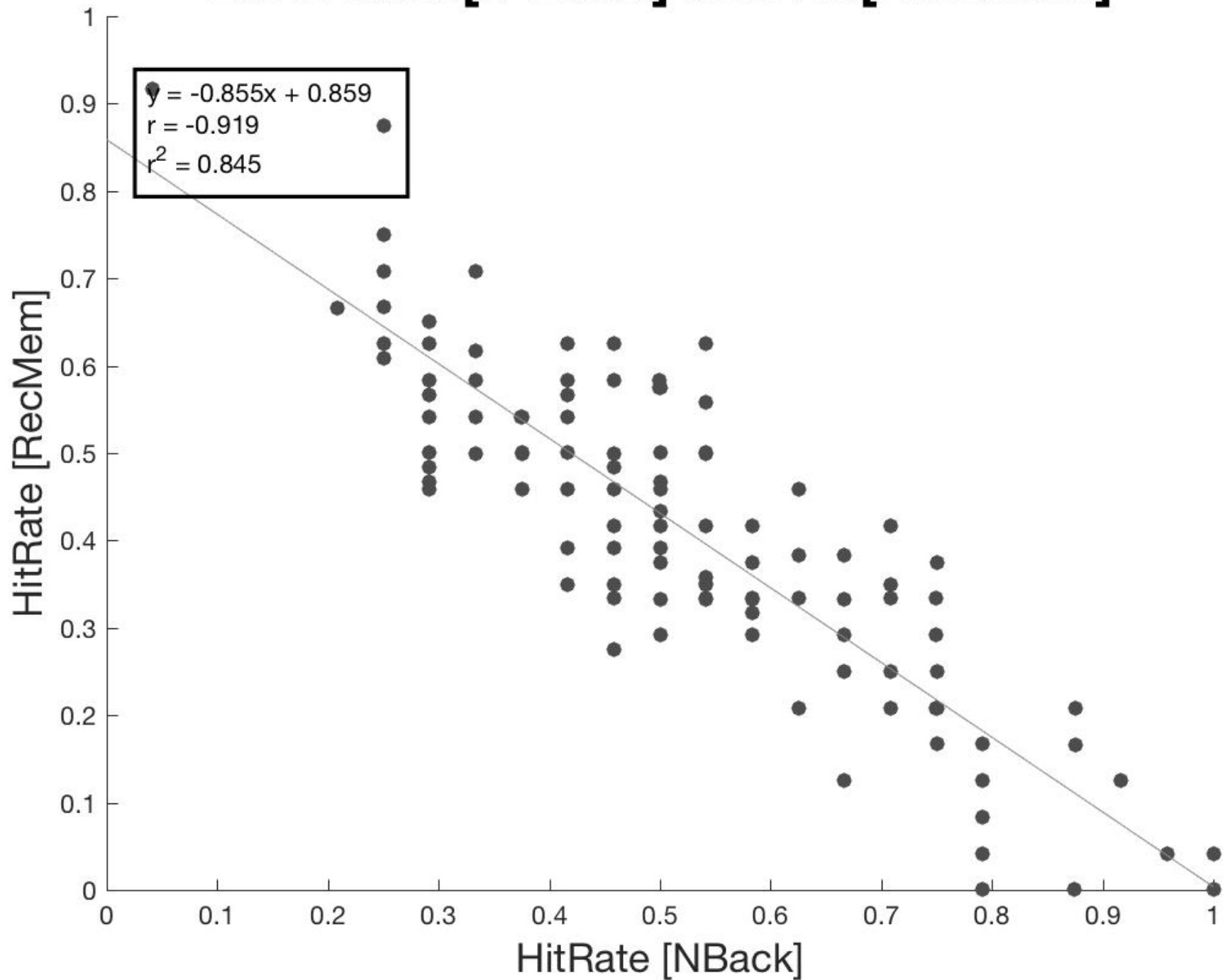
Lure: Hit[2-Back] & Hit[RecMem] [All]



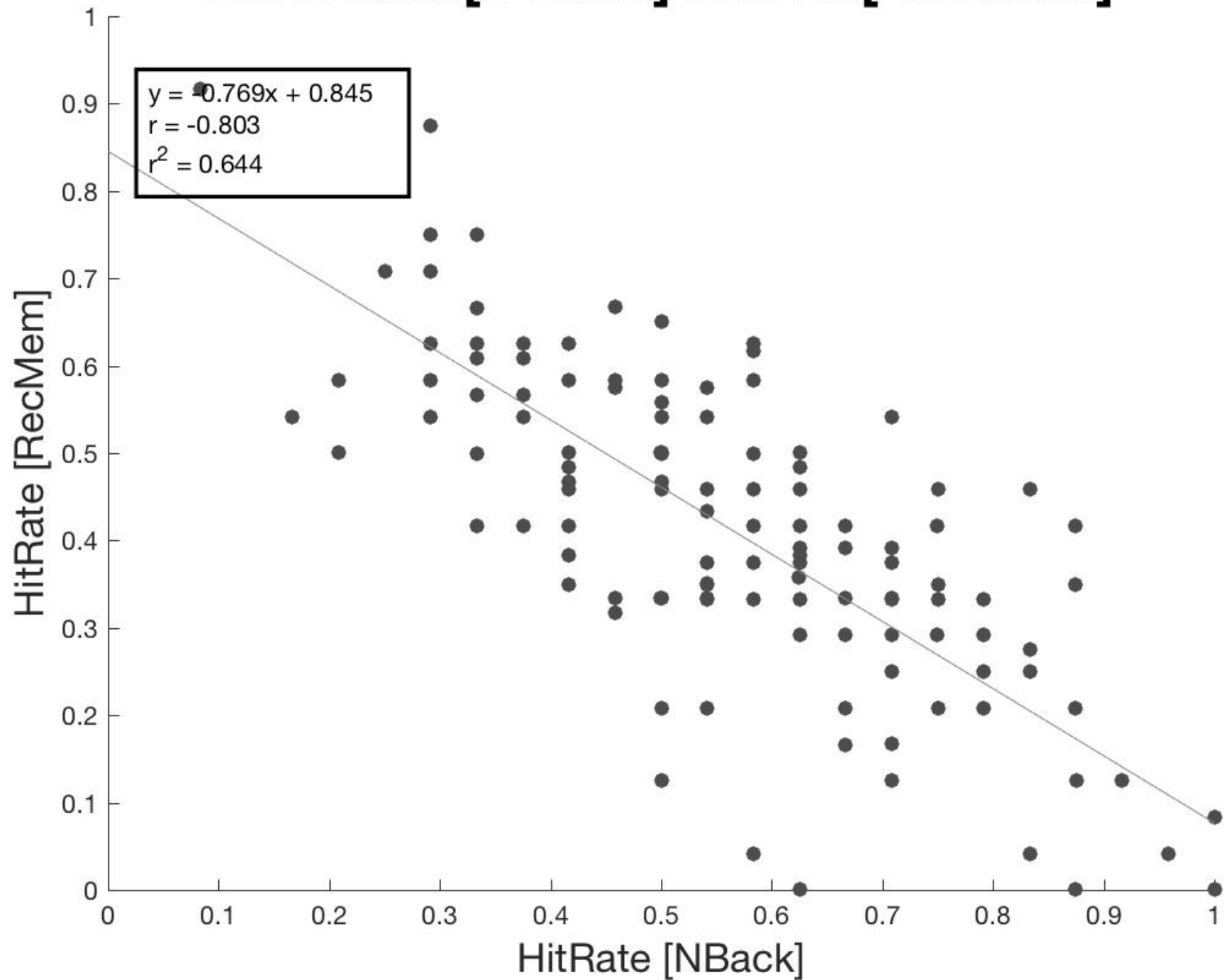
Lure: Hit[N-Back] & Hit[RecMem] [All]



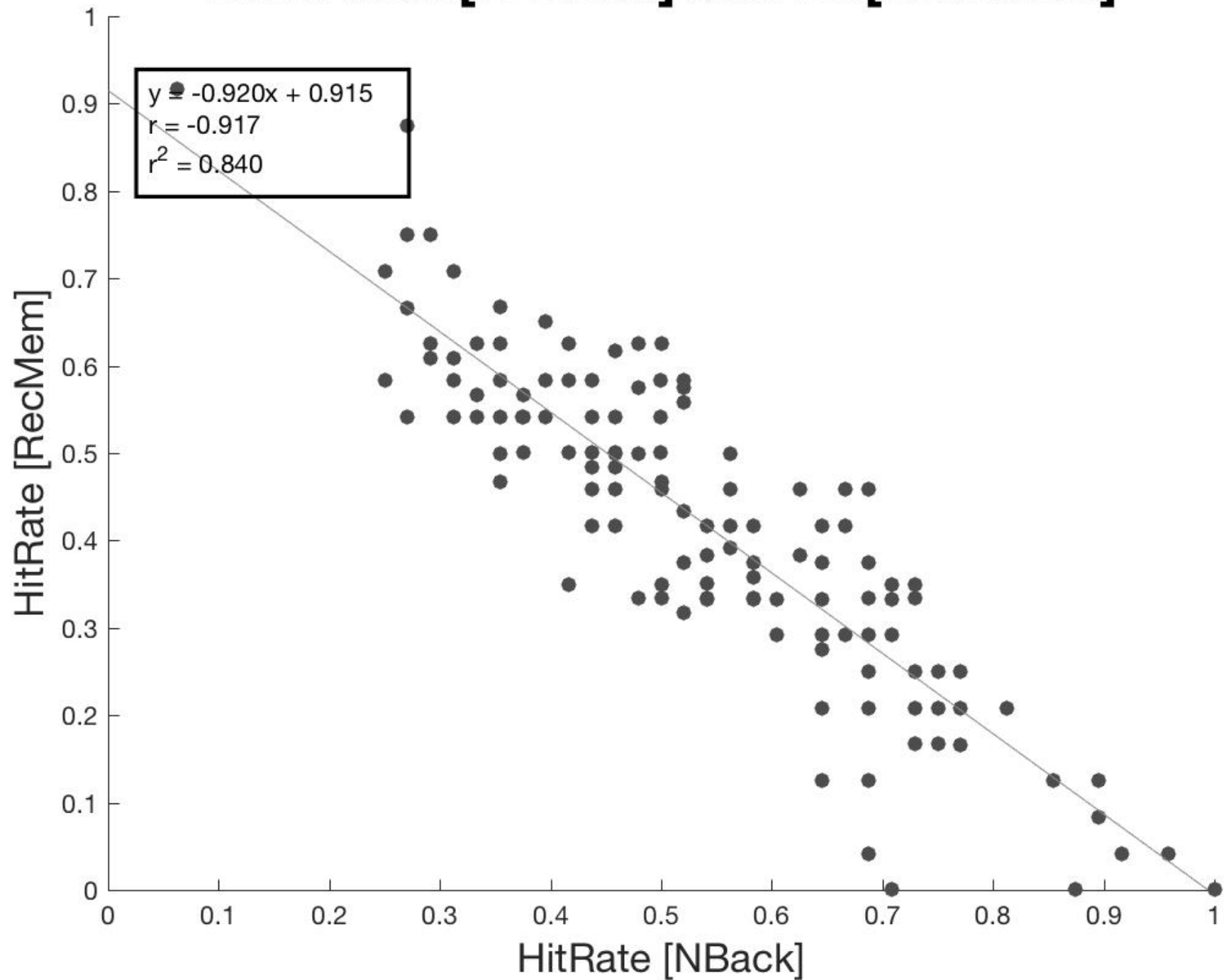
Lure: Miss[0-Back] and Hit[RecMem]



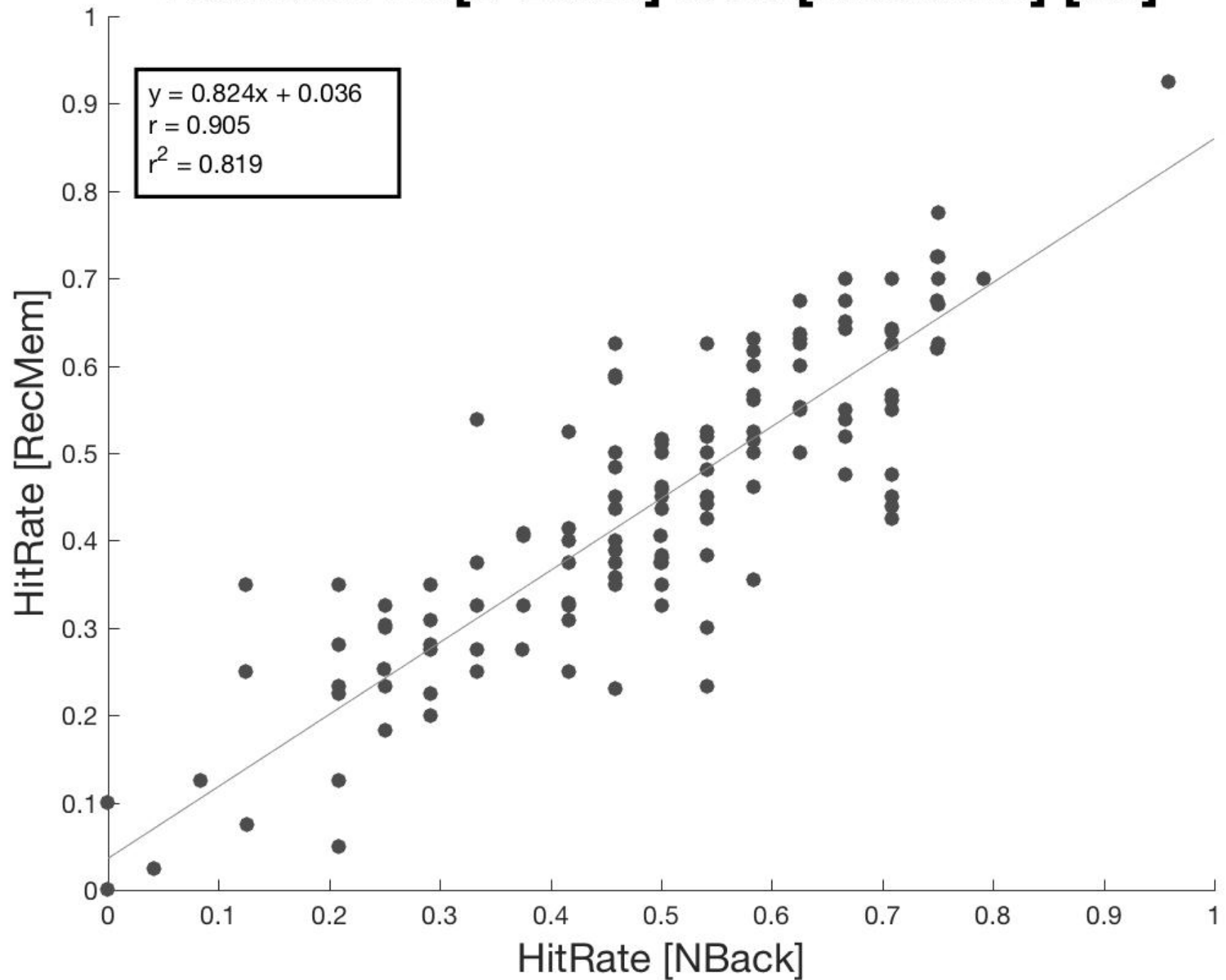
Lure: Miss[2-Back] and Hit[RecMem]



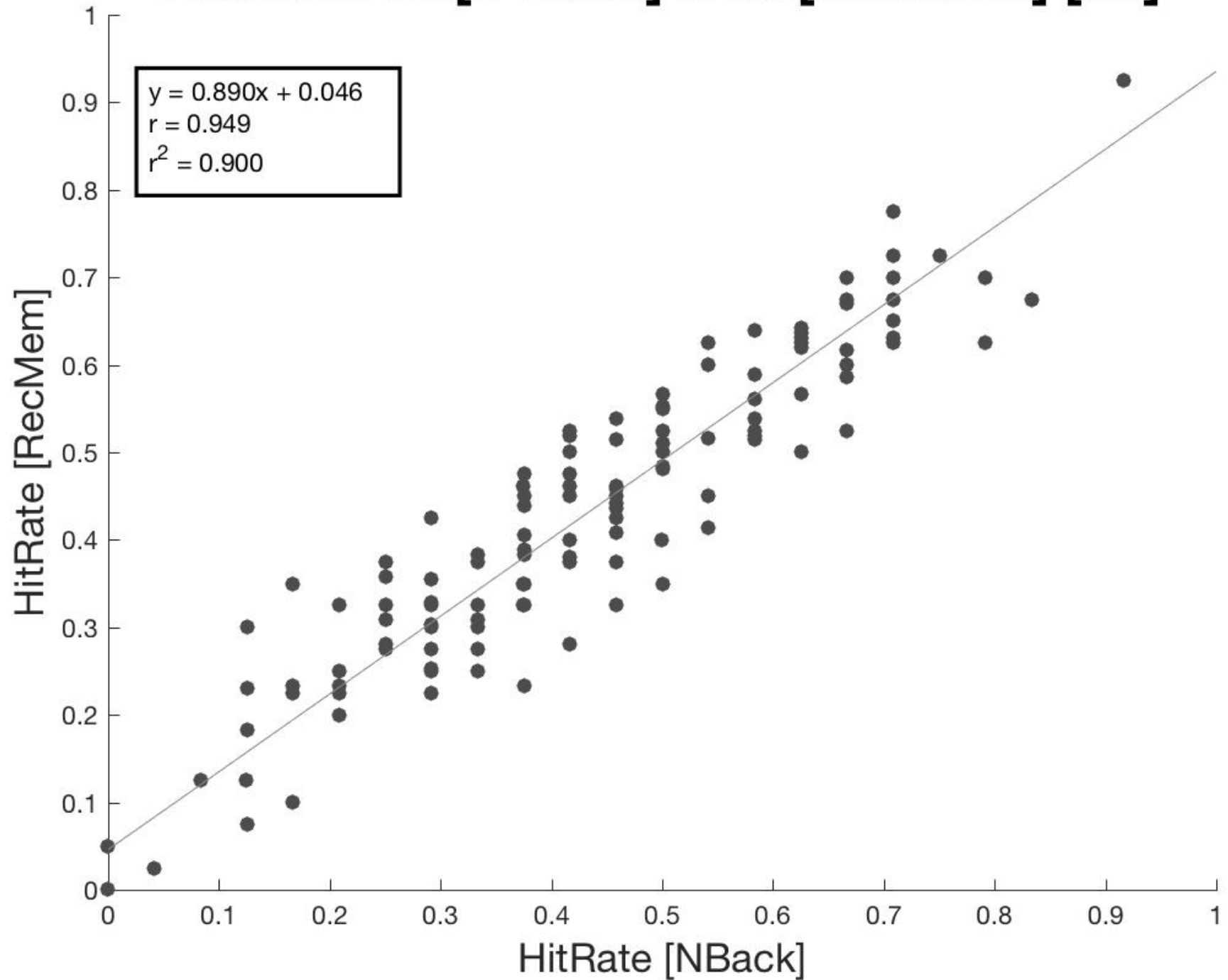
Lure: Miss[N-Back] and Hit[RecMem]



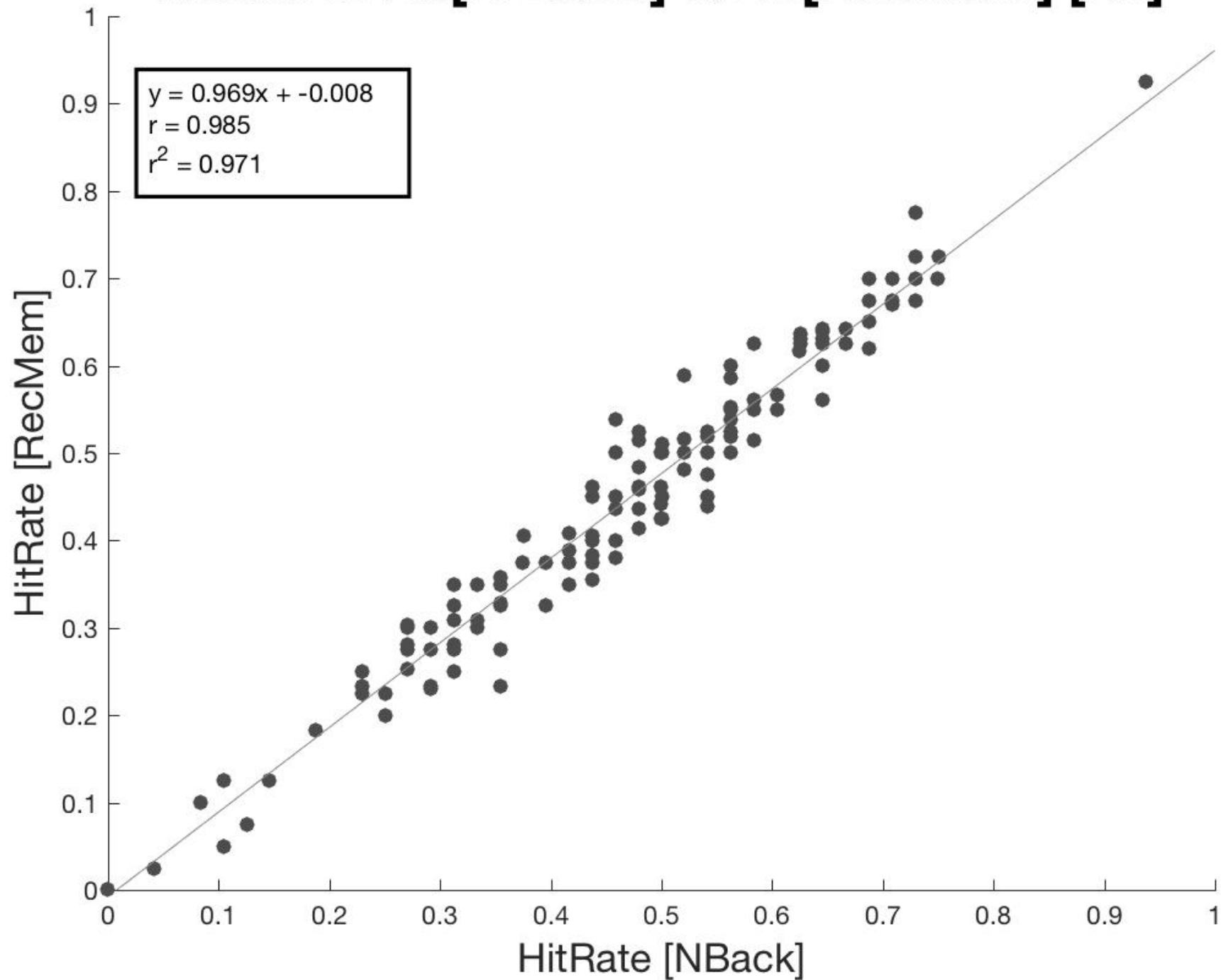
Nonlure: Hit[0-Back] & Hit[RecMem] [All]



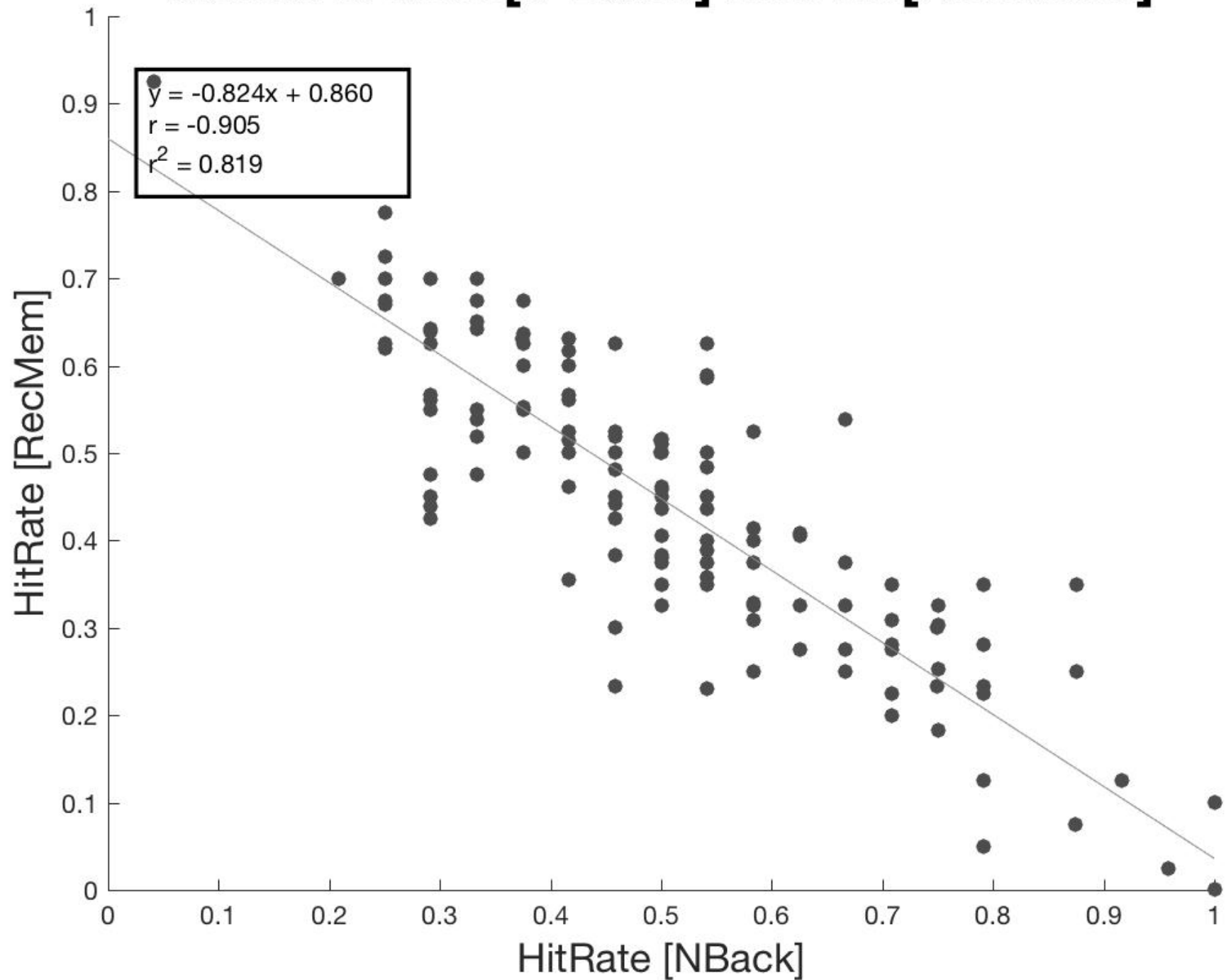
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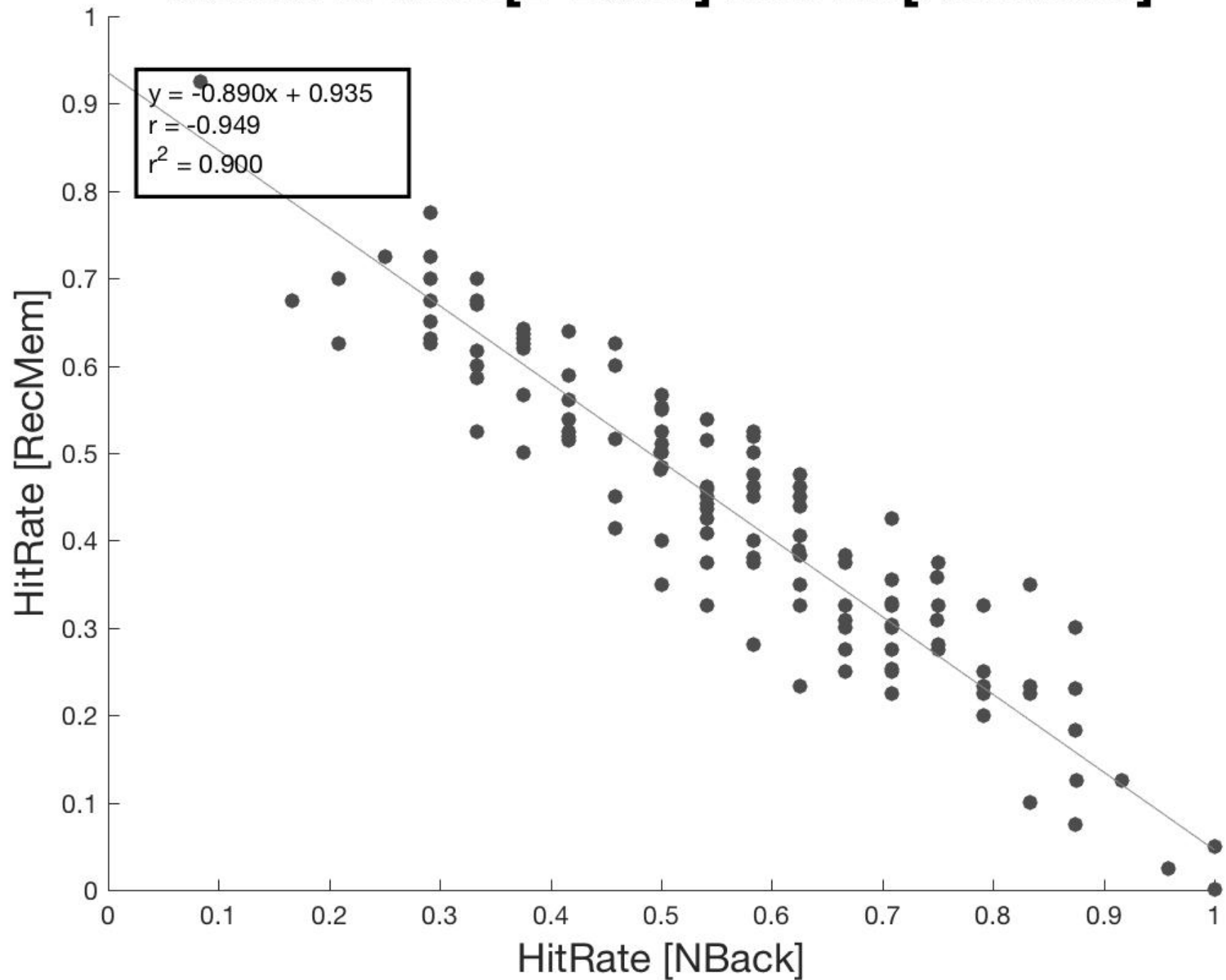
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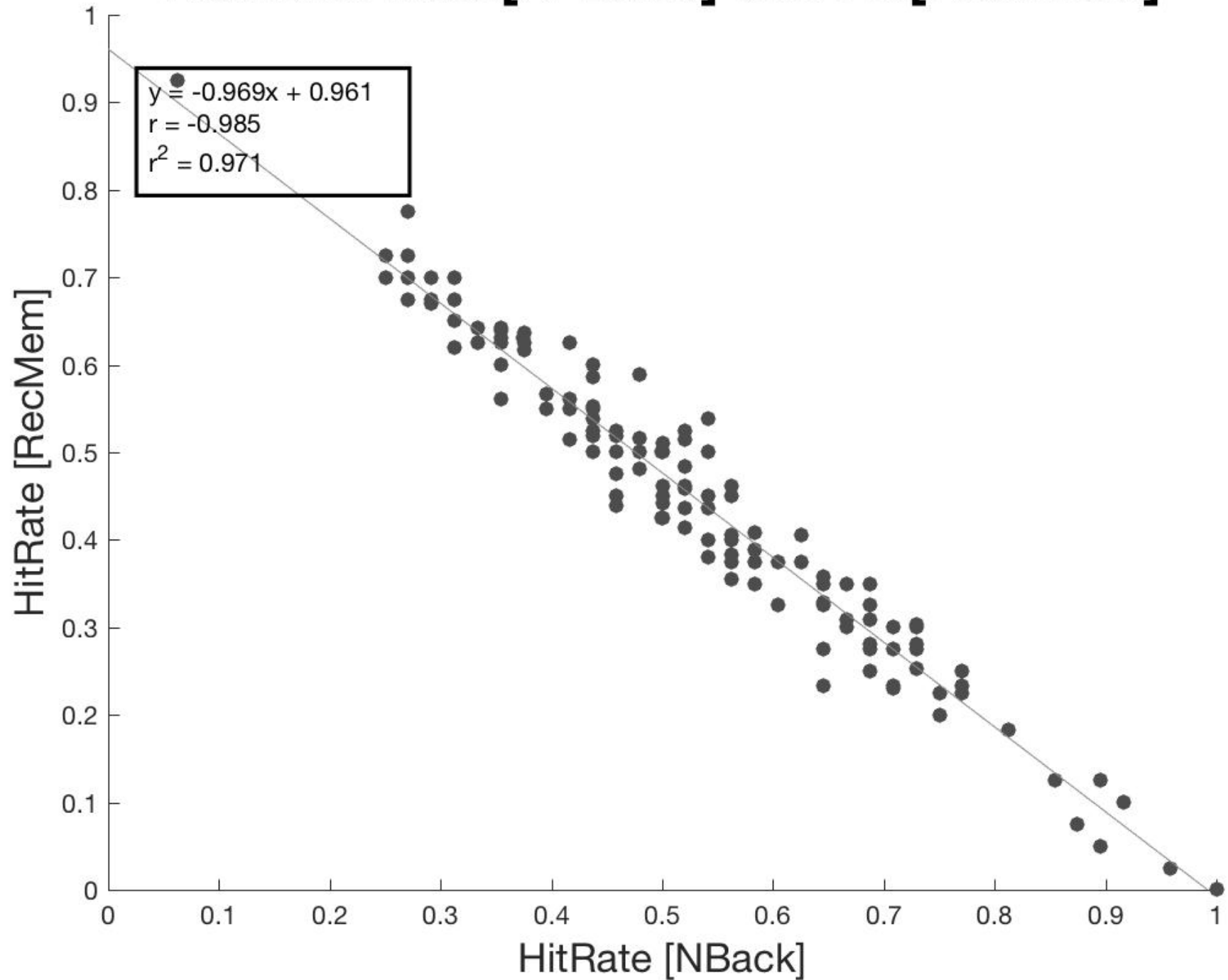
Nonlure: Miss[0-Back] and Hit[RecMem]



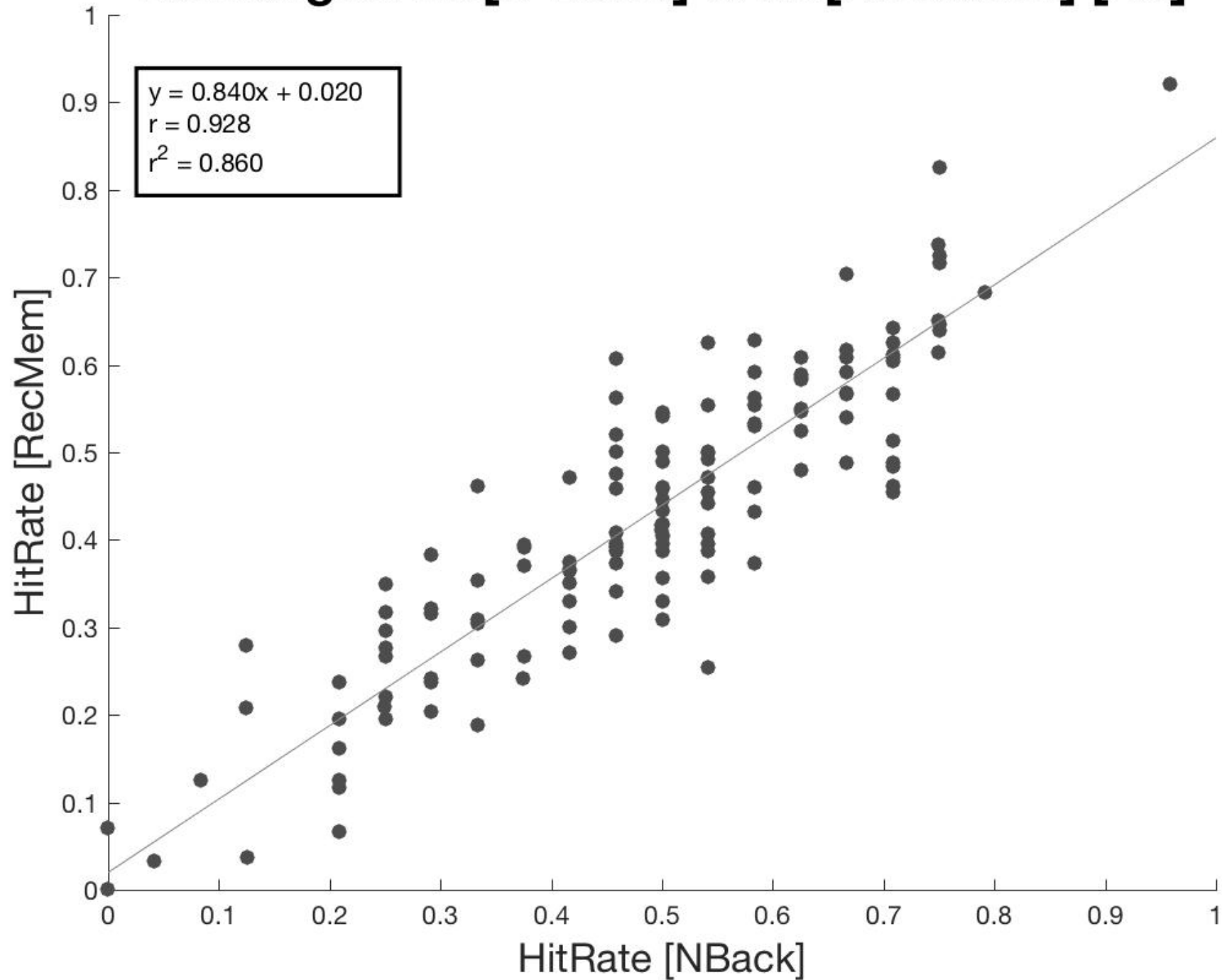
Nonlure: Miss[2-Back] and Hit[RecMem]



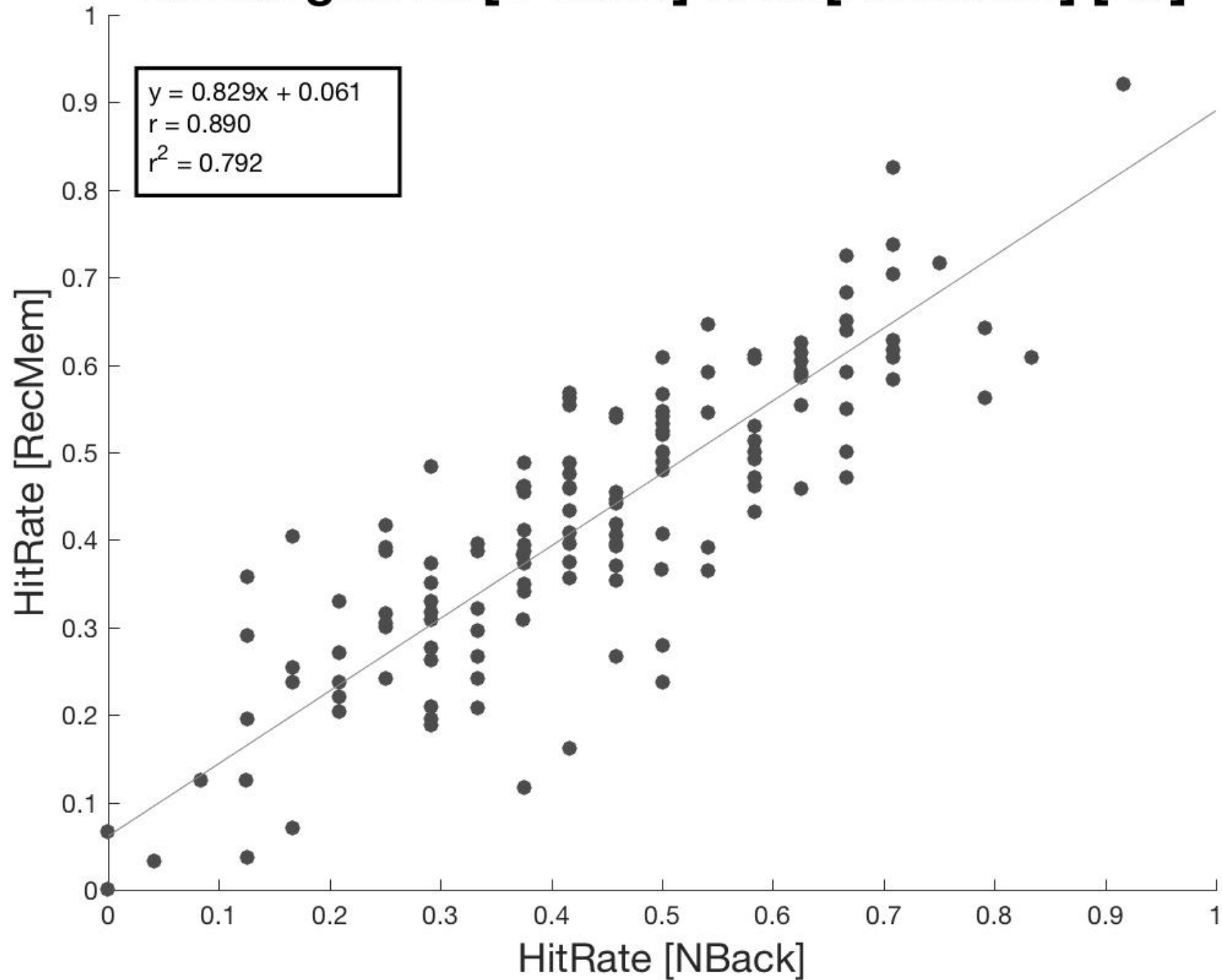
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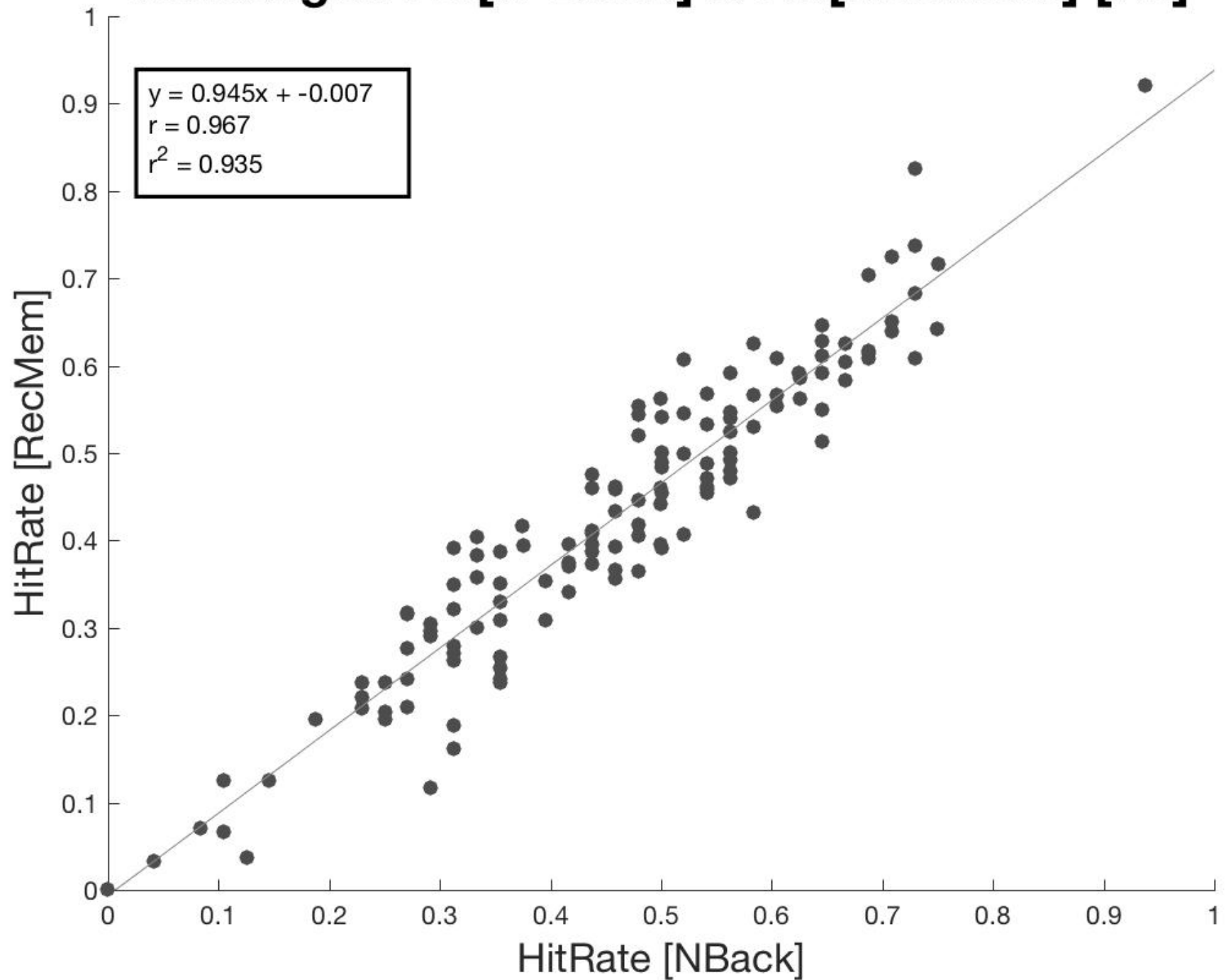
Nontarget: Hit[0-Back] & Hit[RecMem] [All]



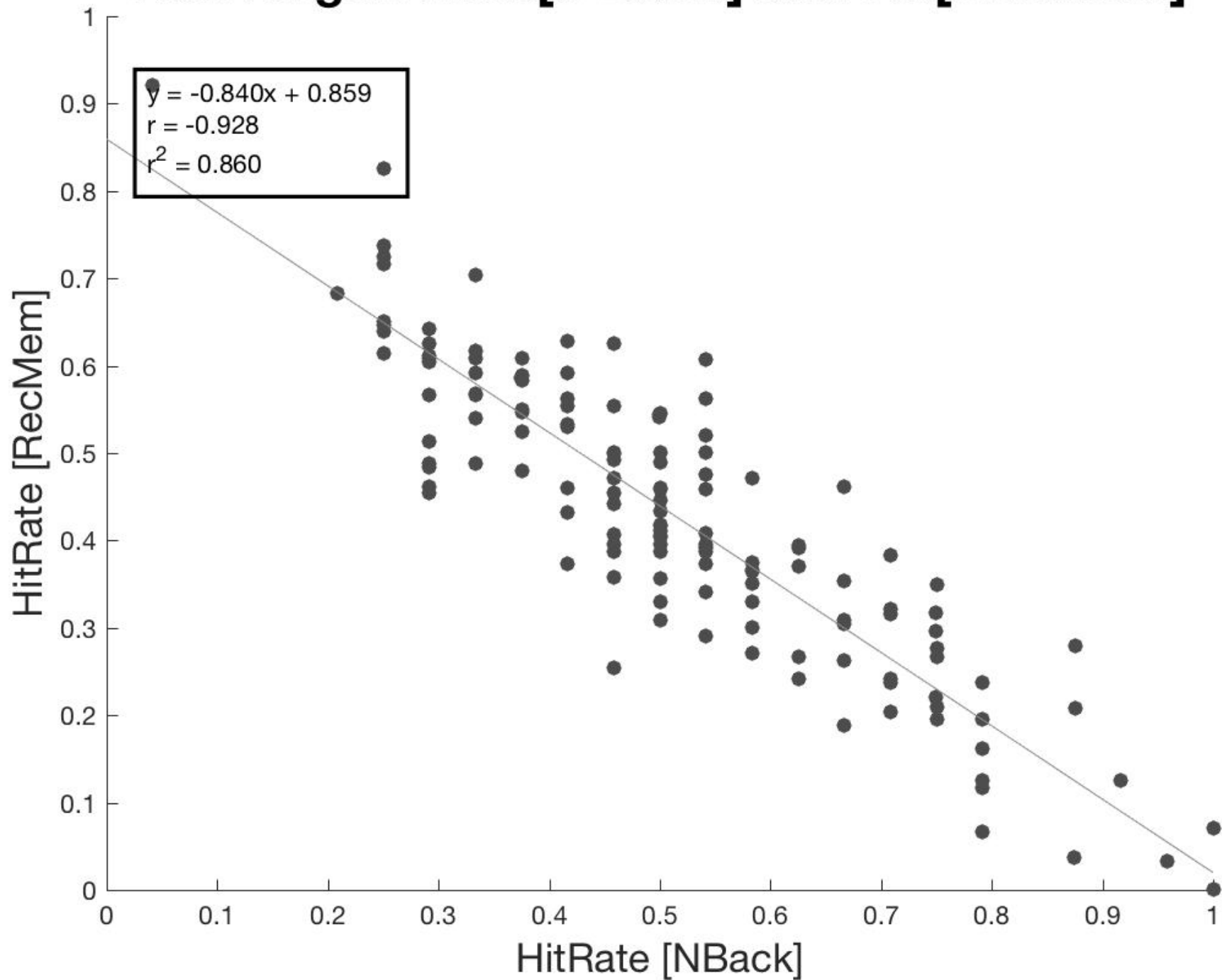
Nontarget: Hit[2-Back] & Hit[RecMem] [All]



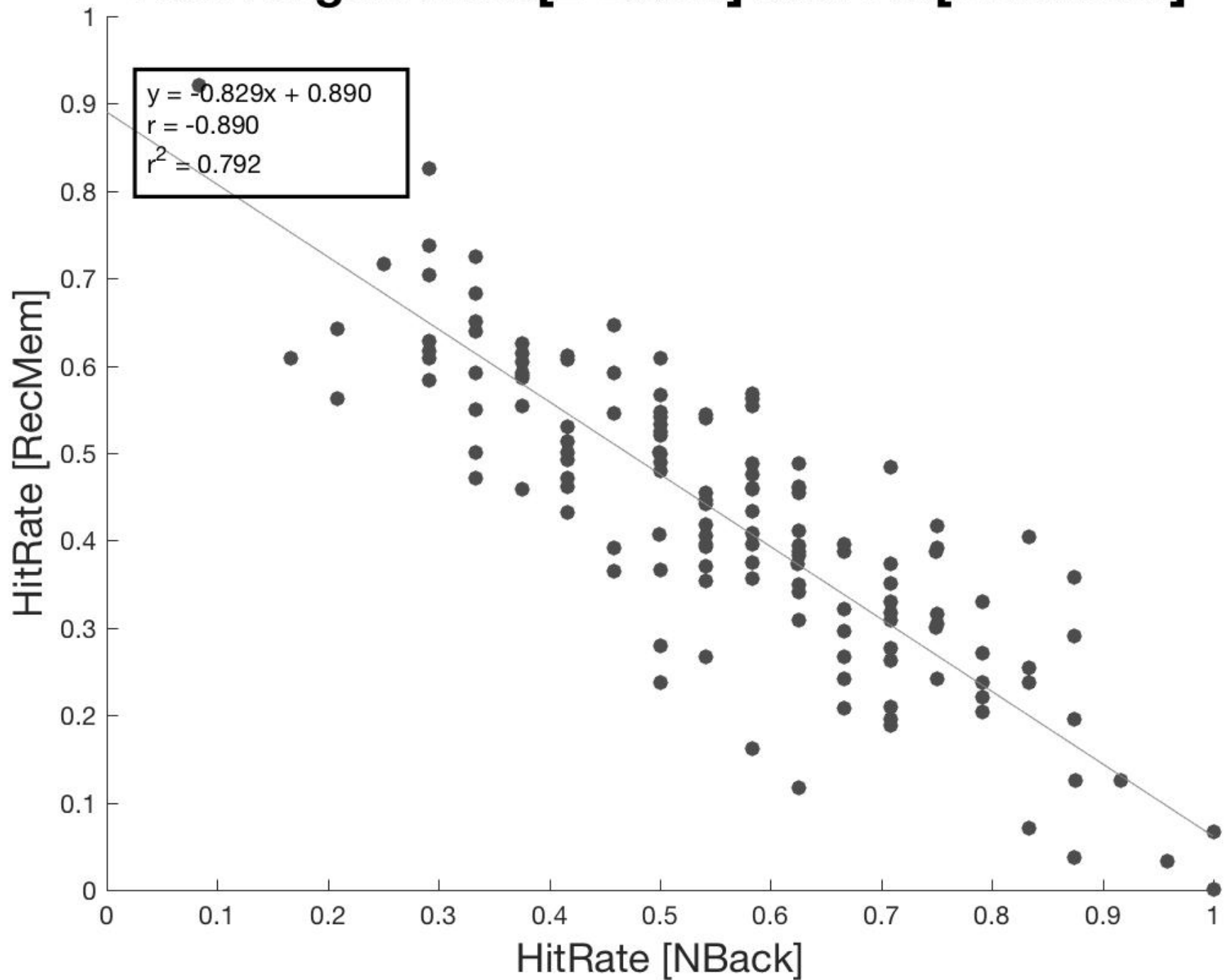
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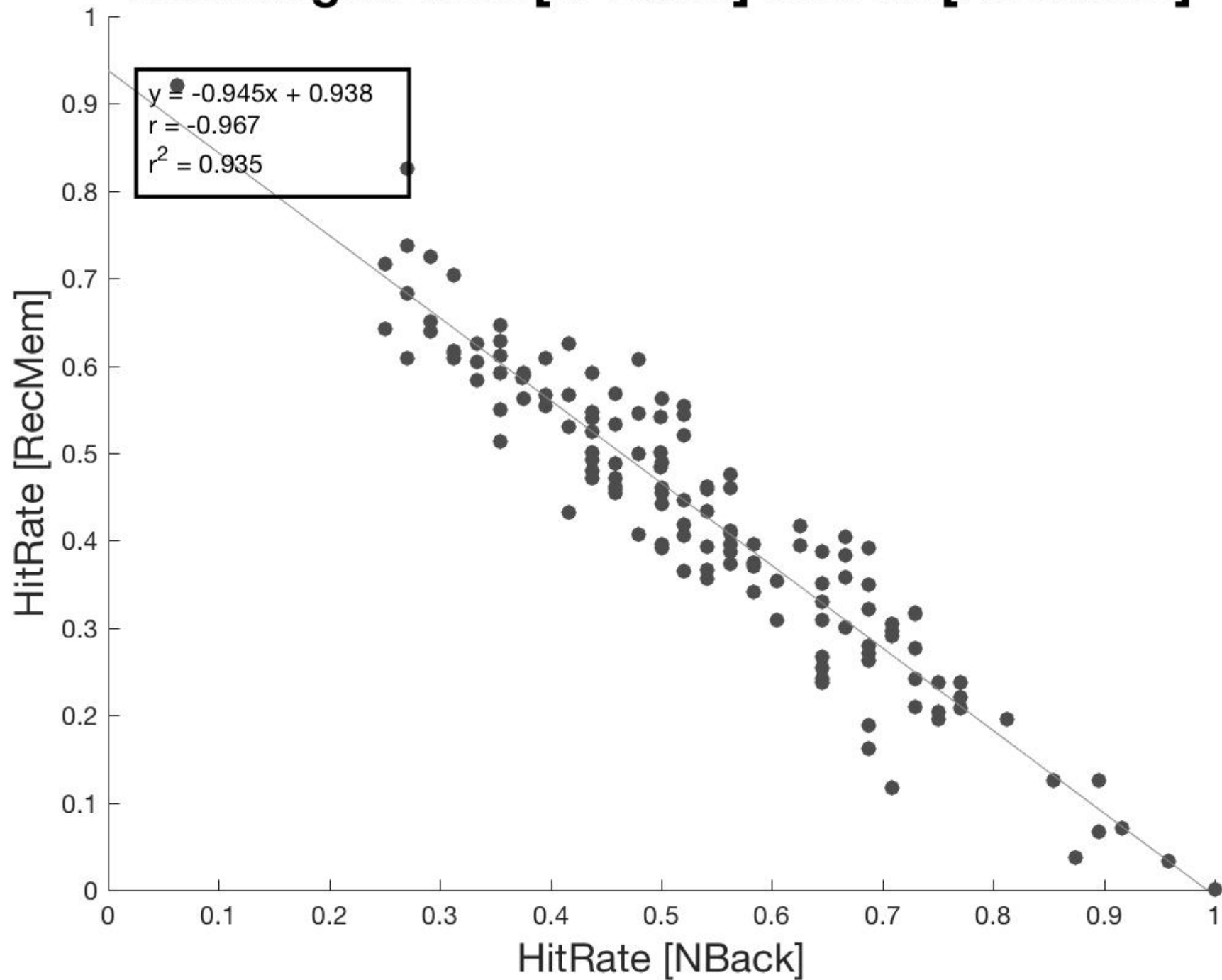
NonTarget: Miss[0-Back] and Hit[RecMem]



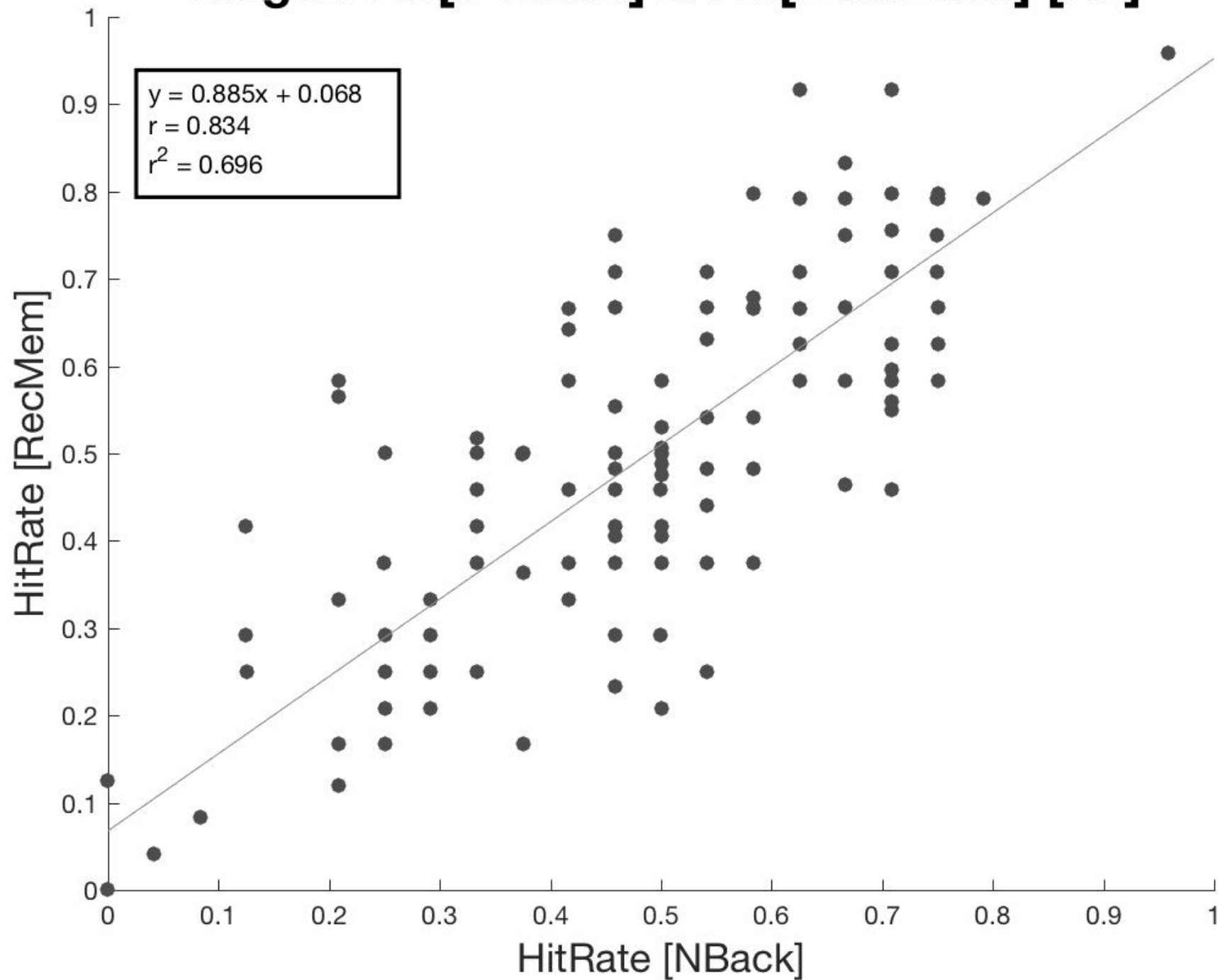
NonTarget: Miss[2-Back] and Hit[RecMem]



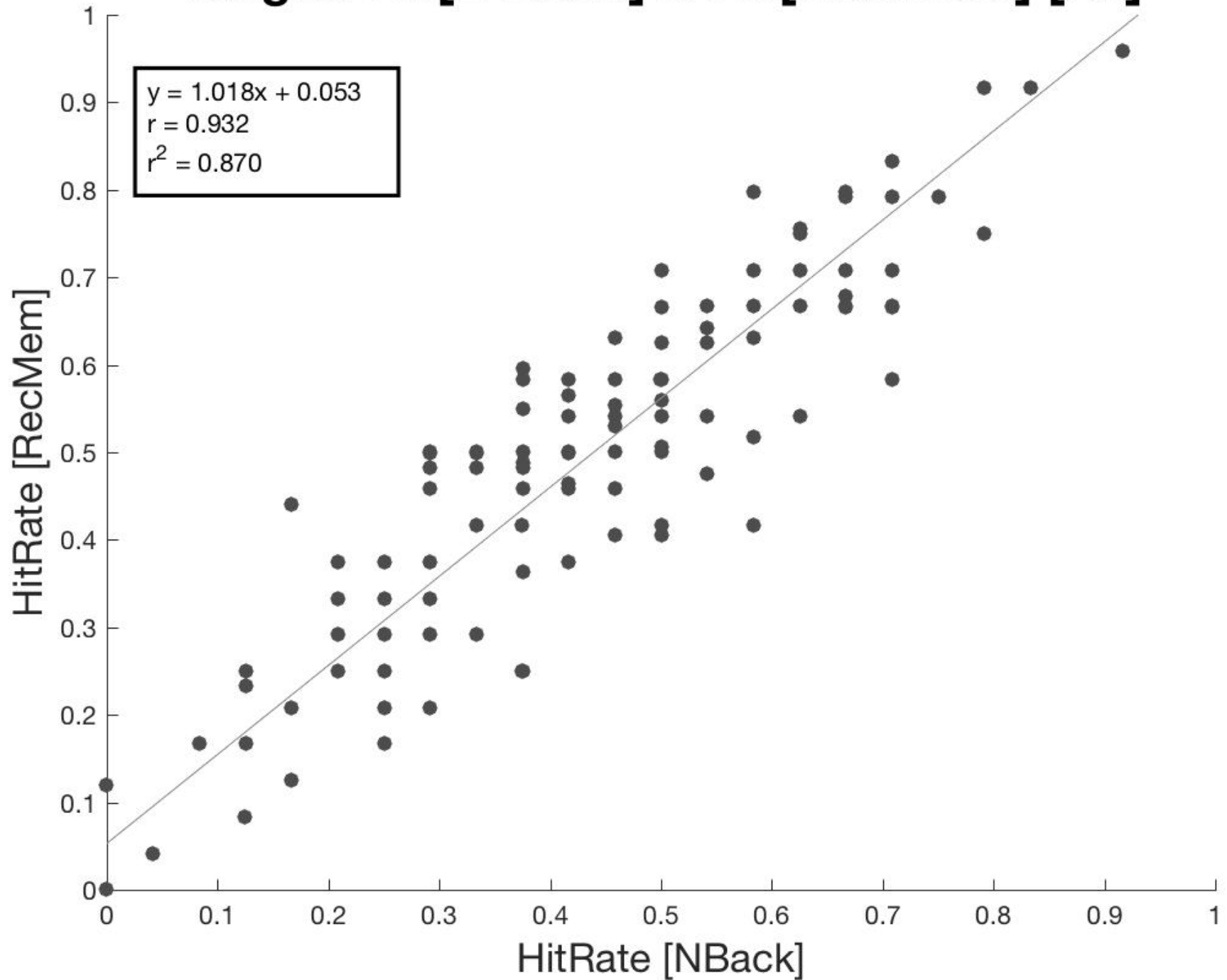
NonTarget: Miss[N-Back] and Hit[RecMem]



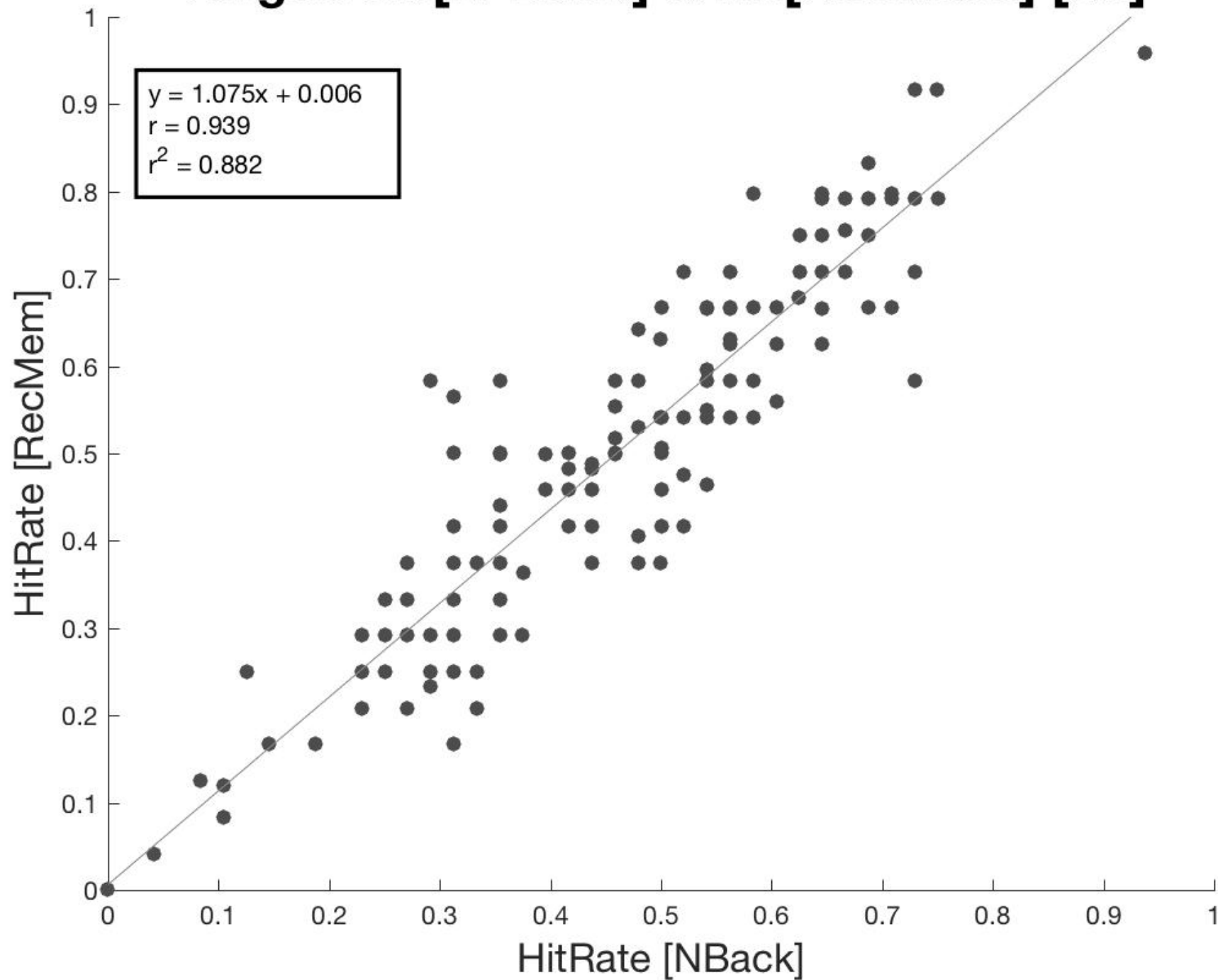
Target: Hit[0-Back] & Hit[RecMem] [All]



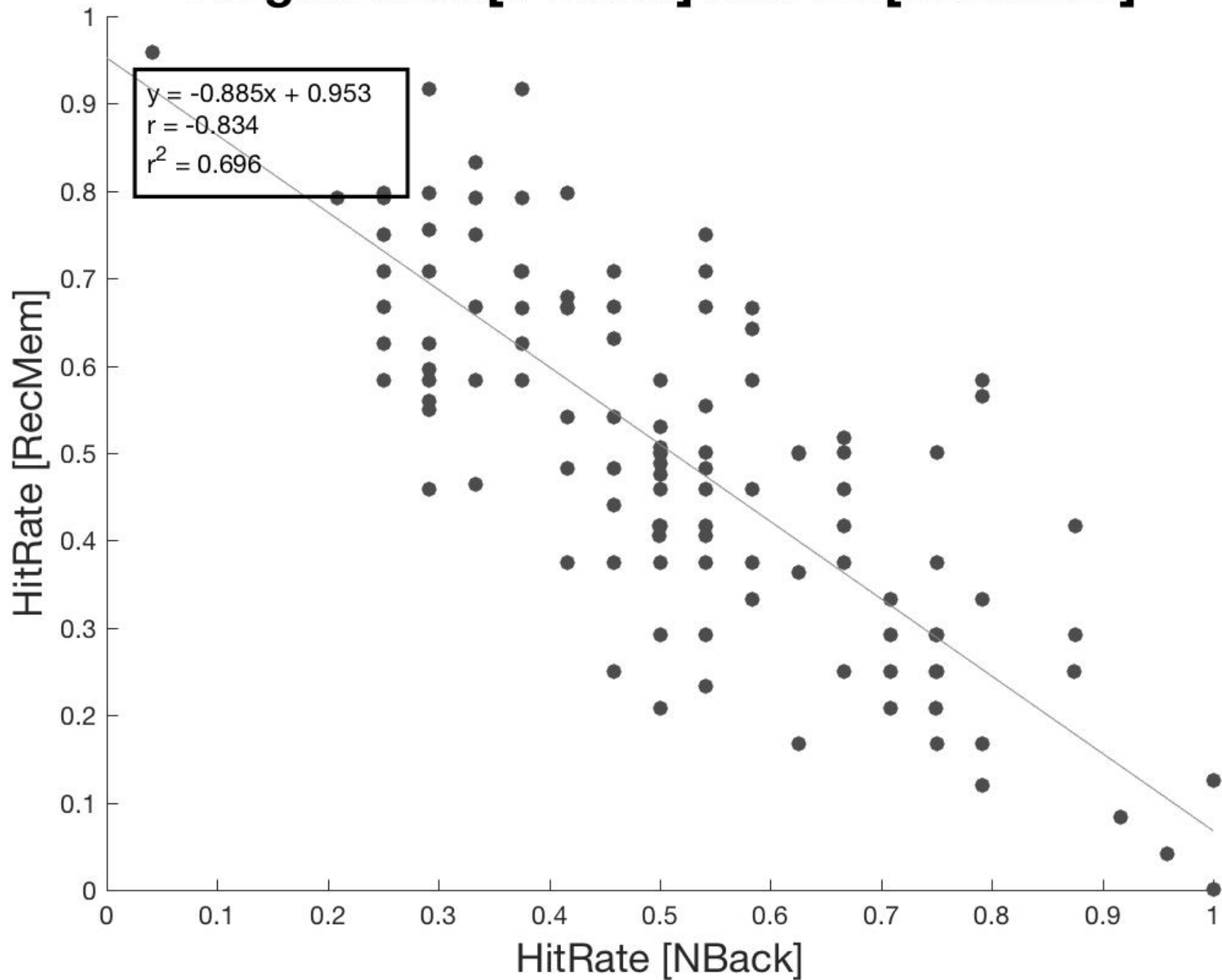
Target: Hit[2-Back] & Hit[RecMem] [All]



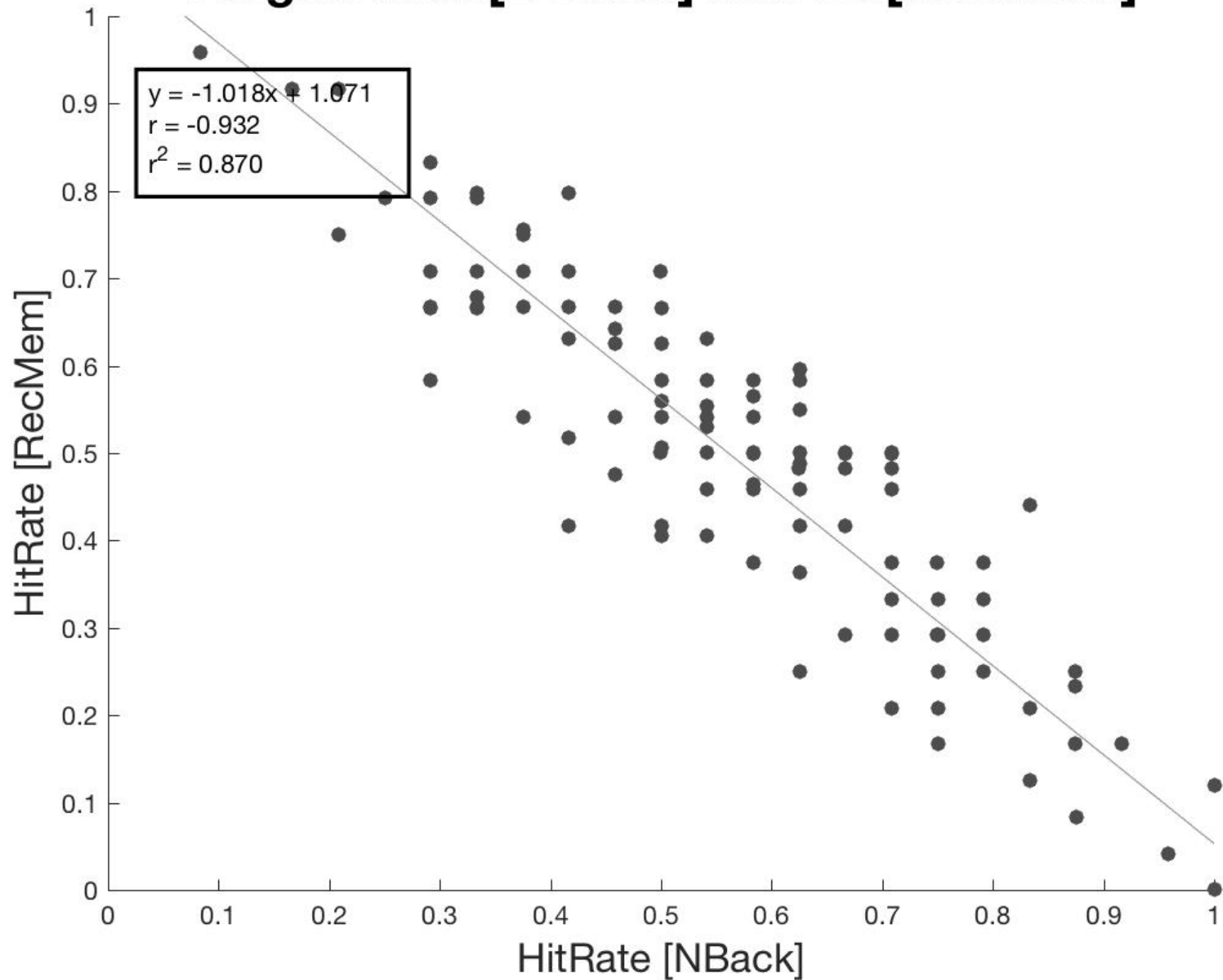
Target: Hit[N-Back] & Hit[RecMem] [All]



Target: Miss[0-Back] and Hit[RecMem]



Target: Miss[2-Back] and Hit[RecMem]



Target: Miss[N-Back] and Hit[RecMem]

