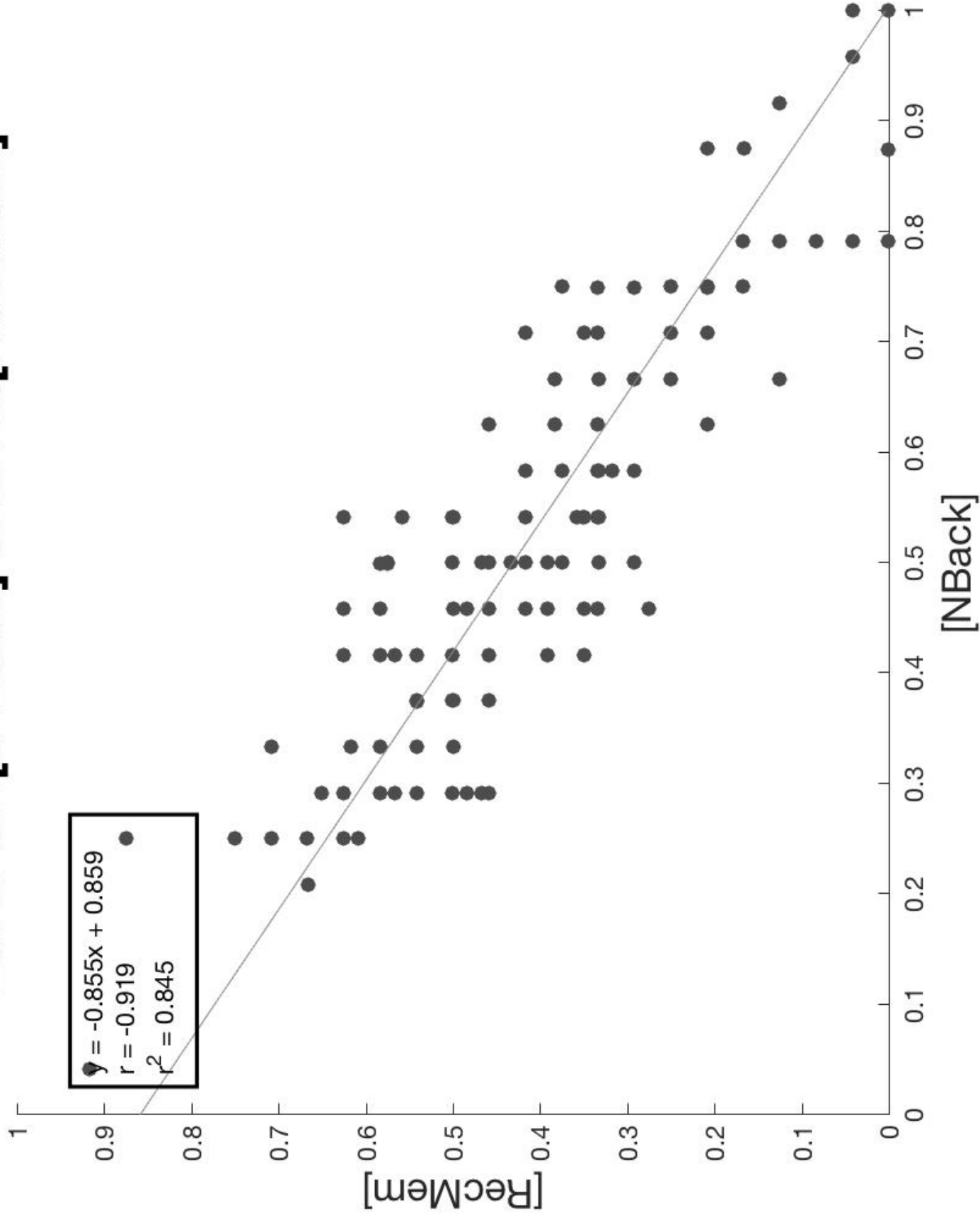
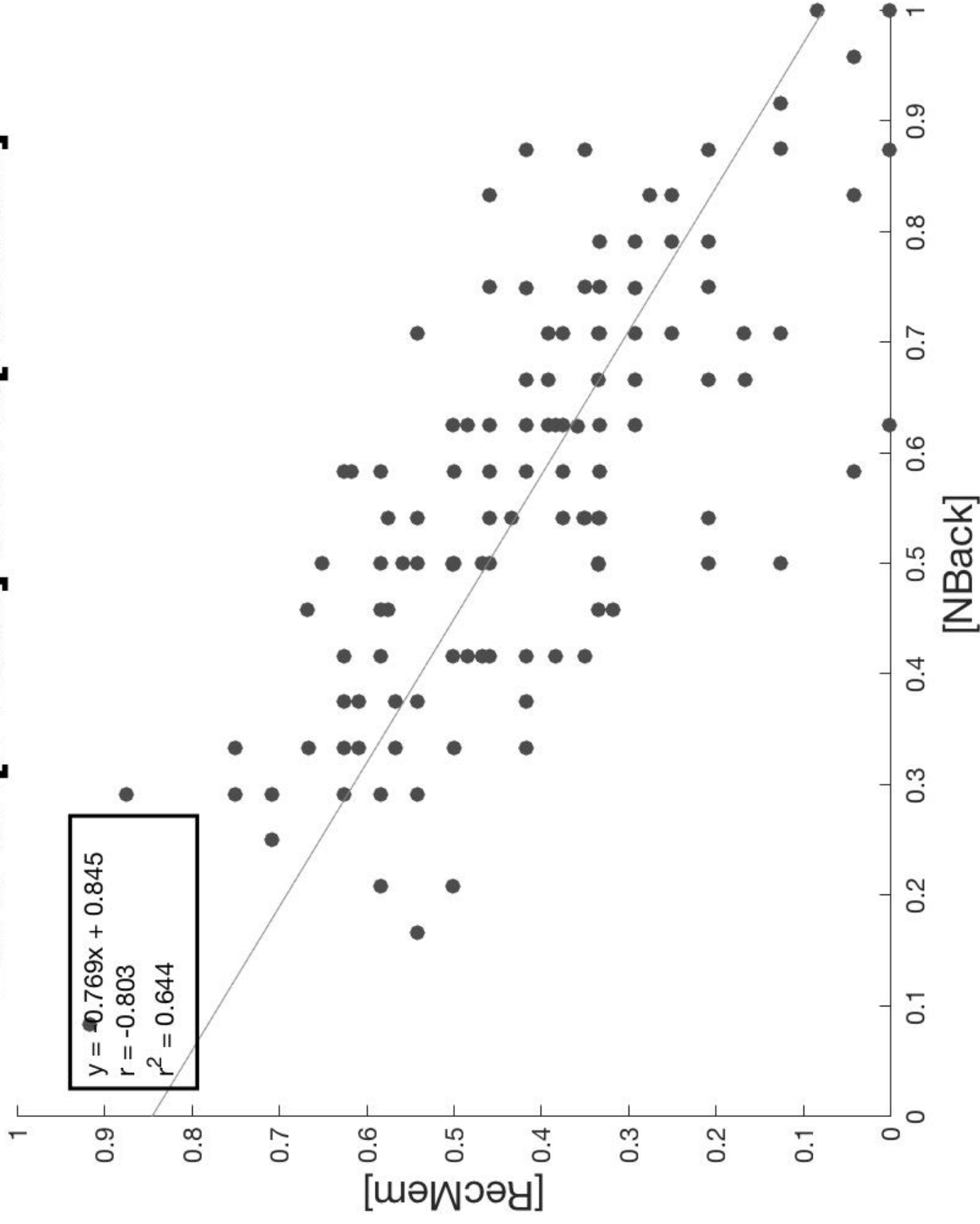


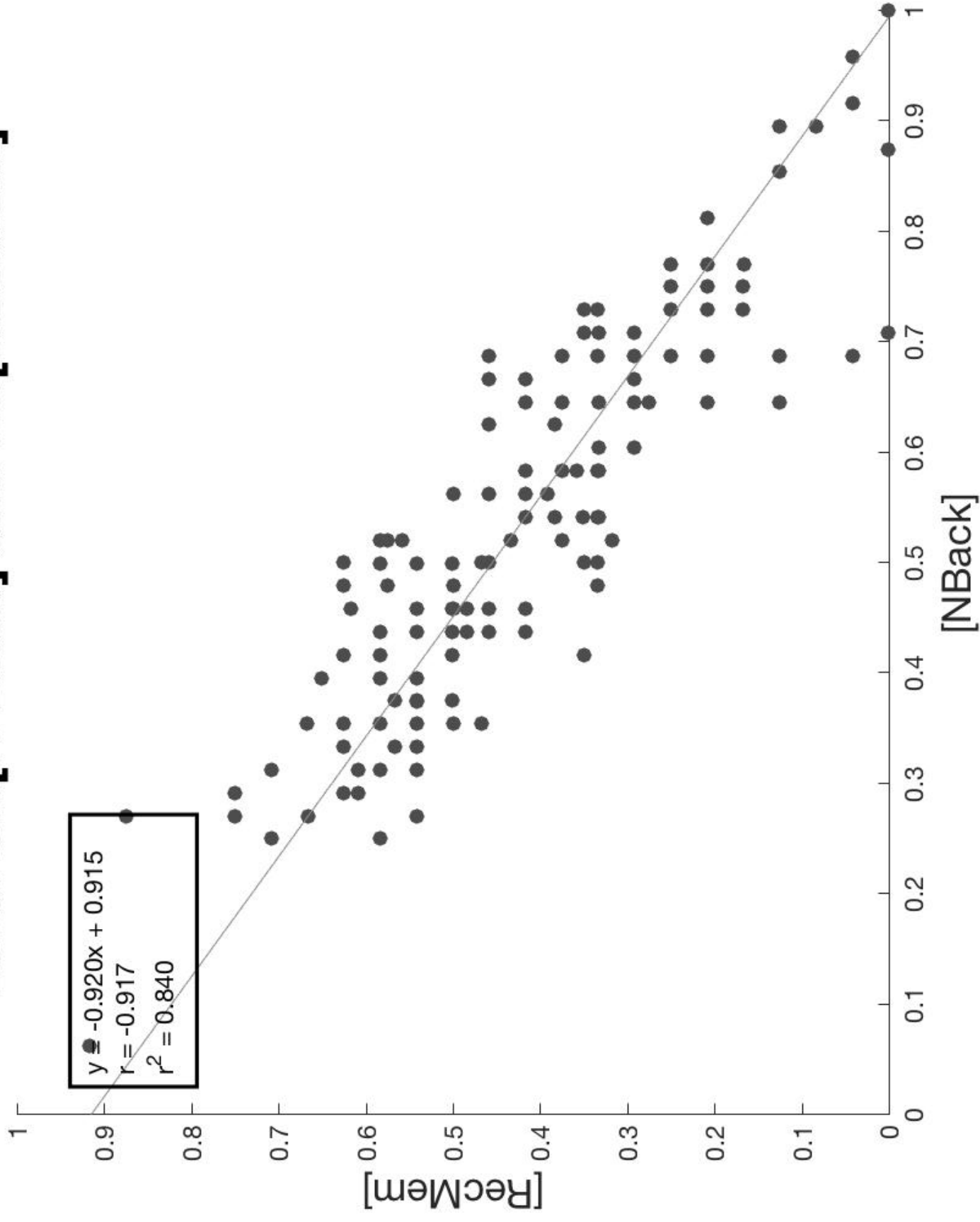
# Lure: CR[0-Back] and Hit[RecMem]



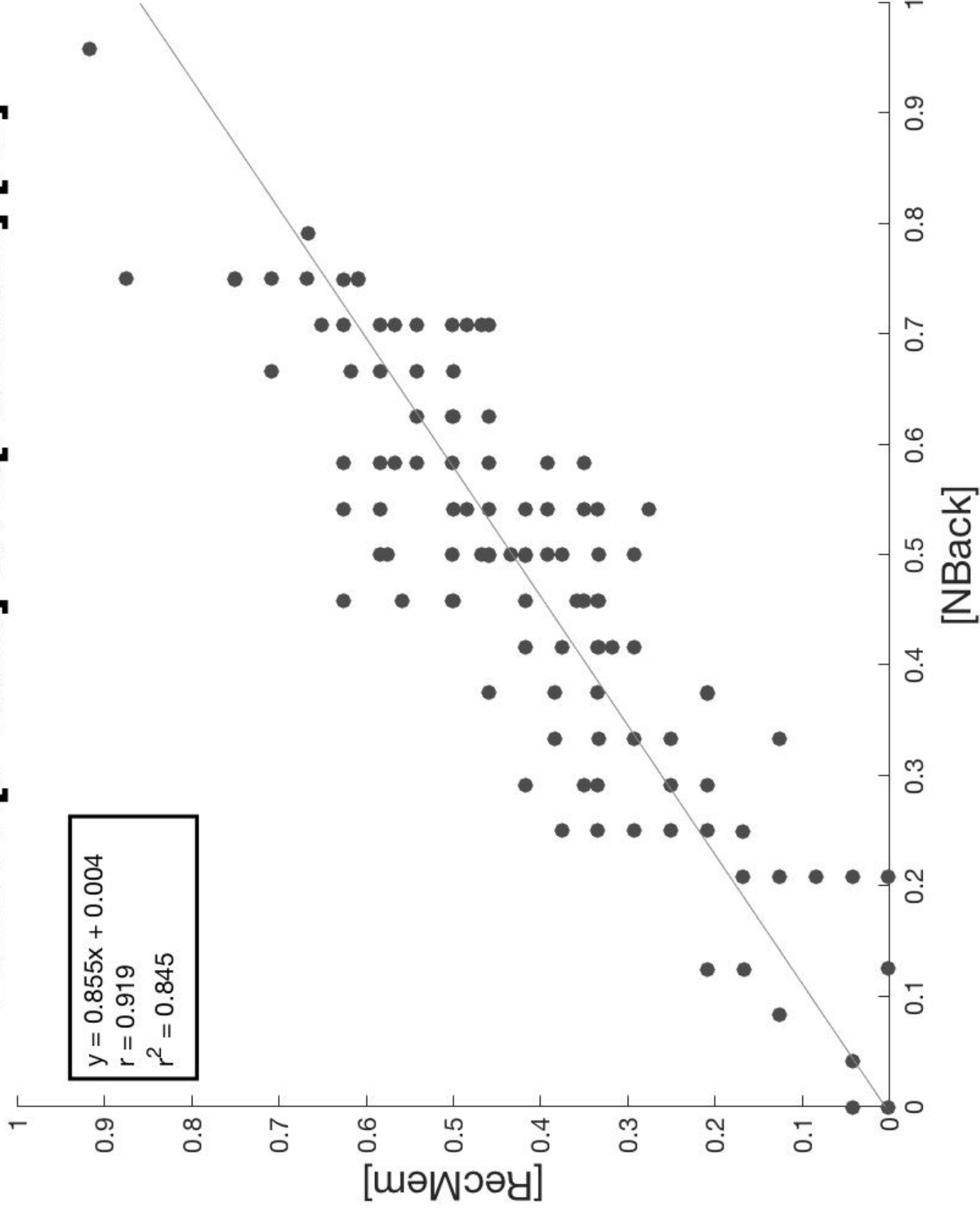
# Lure: CR[2-Back] and Hit[RecMem]



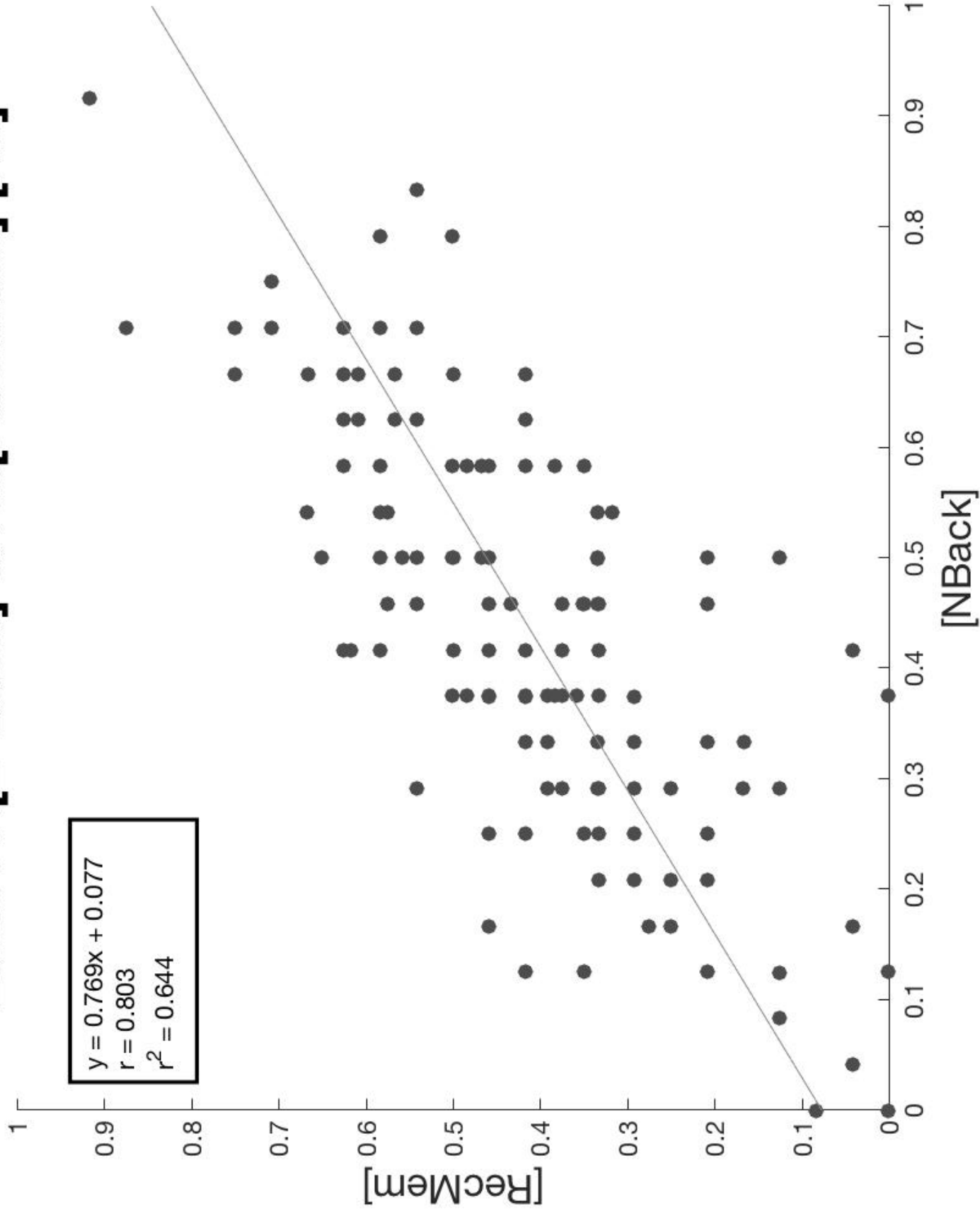
# Lure: CR[N-Back] and Hit[RecMem]



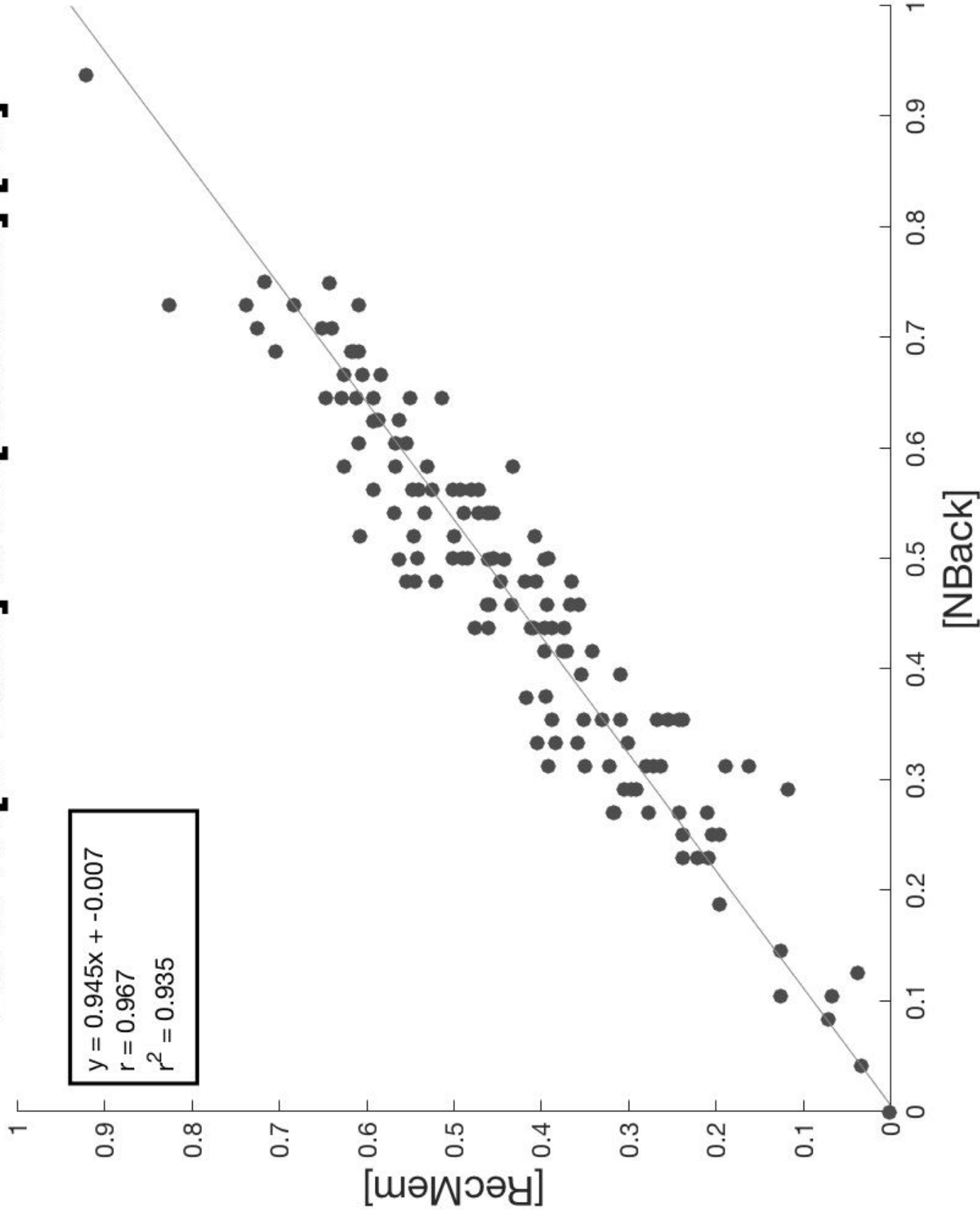
# Lure: FA[0-Back] & Hit[RecMem] [All]



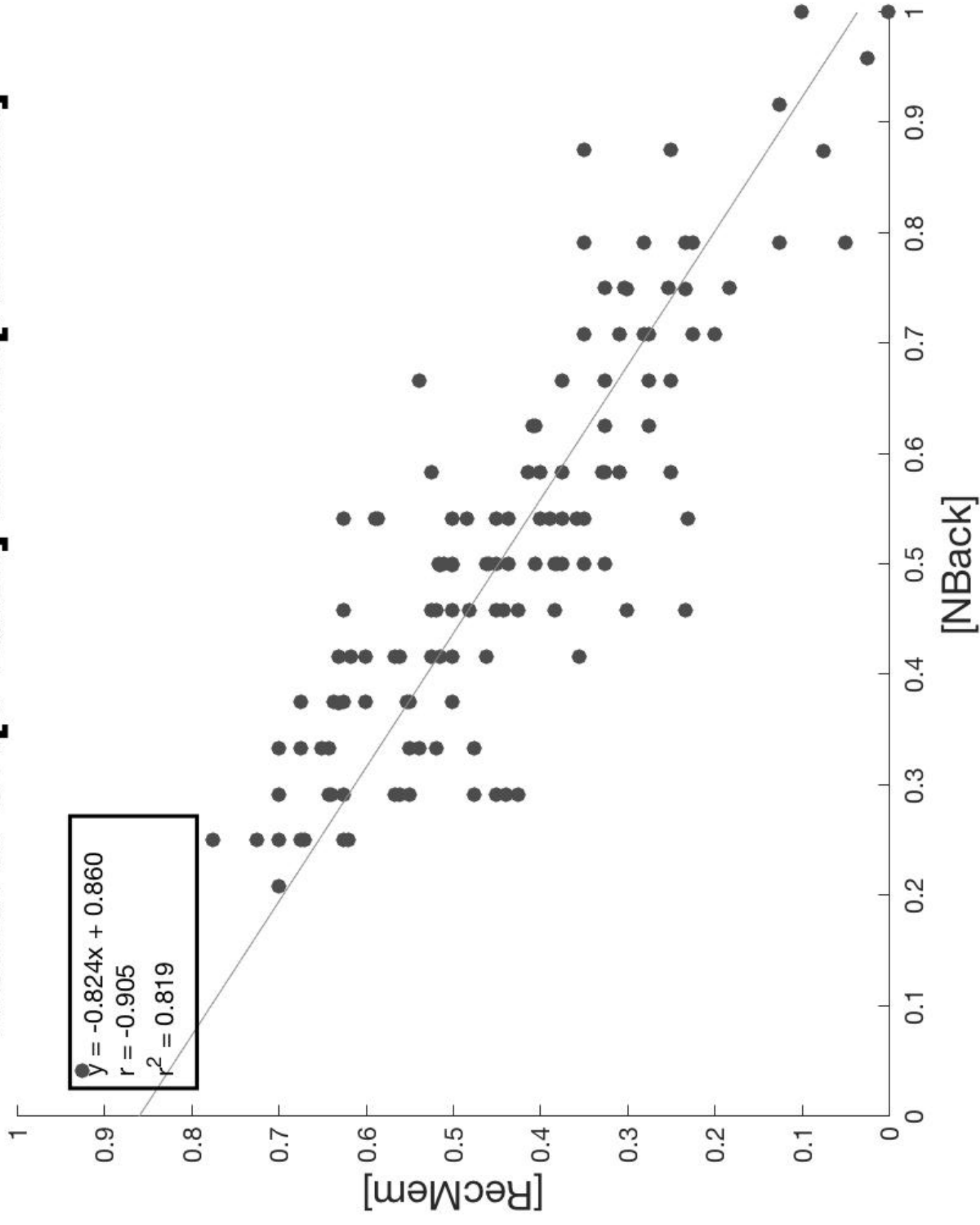
# Lure: FA[2-Back] & Hit[RecMem] [All]



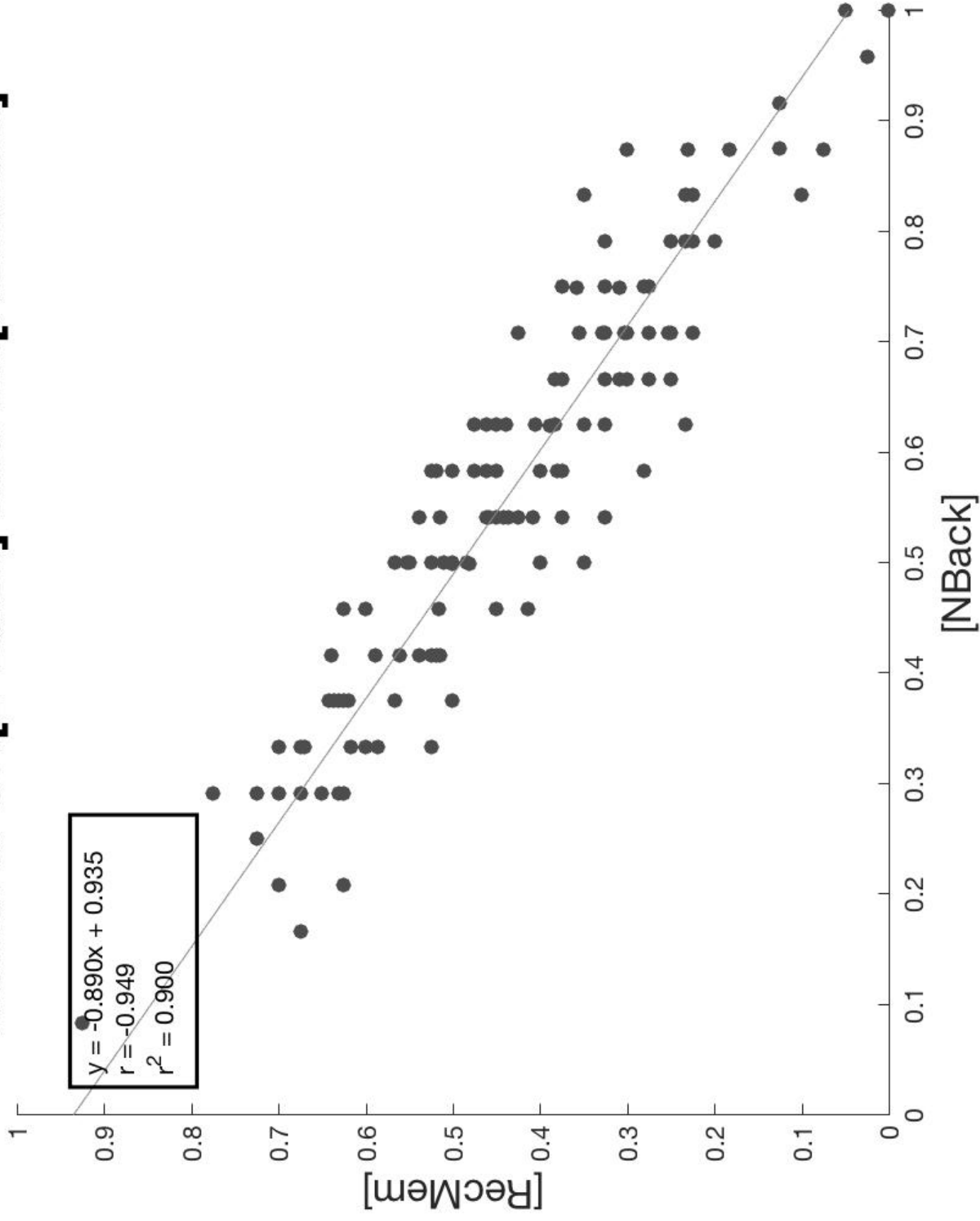
# Lure: FA[N-Back] & Hit[RecMem] [All]



## Nonlure: CR[0-Back] and Hit[RecMem]

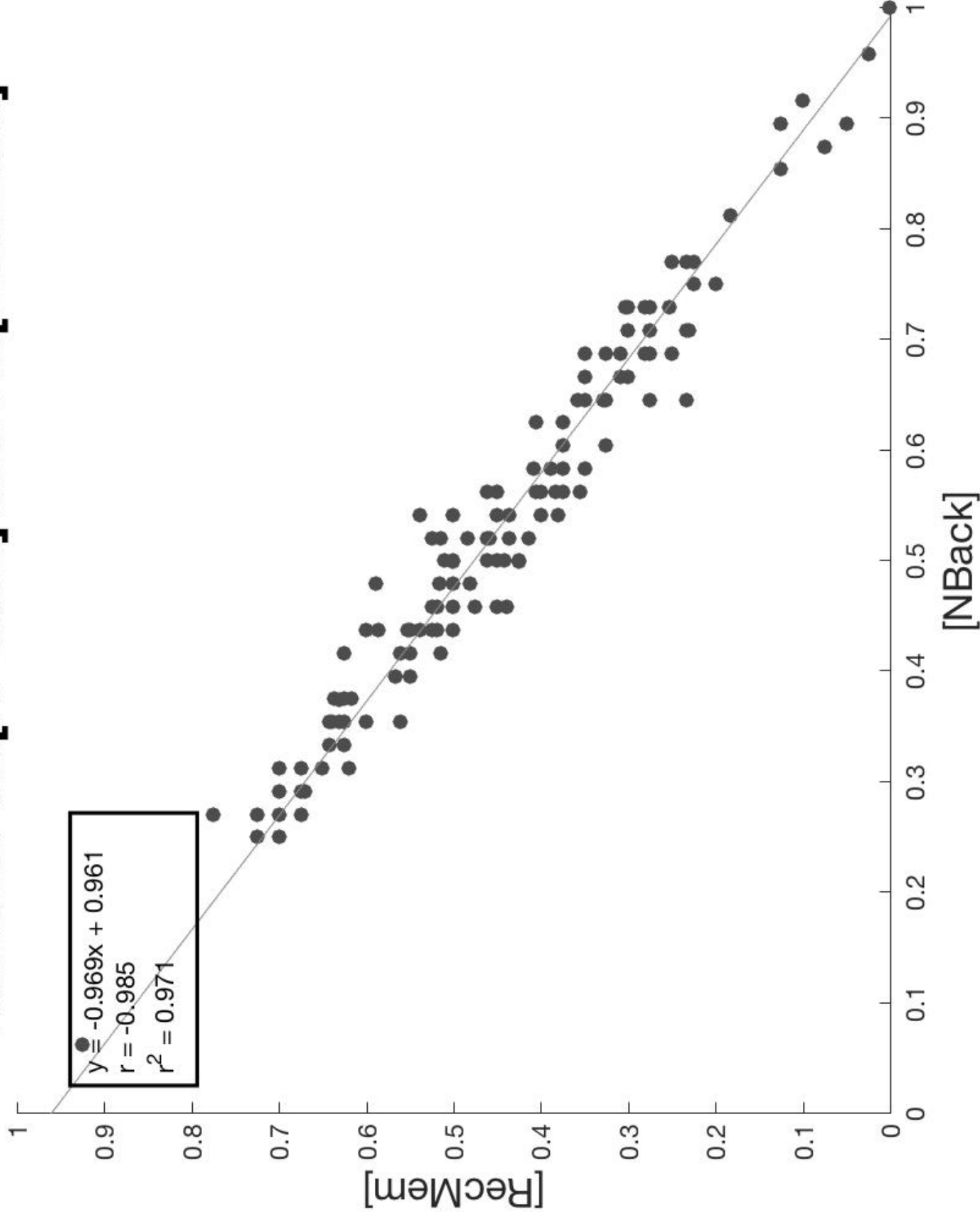


# Nonlure: CR[2-Back] and Hit[RecMem]

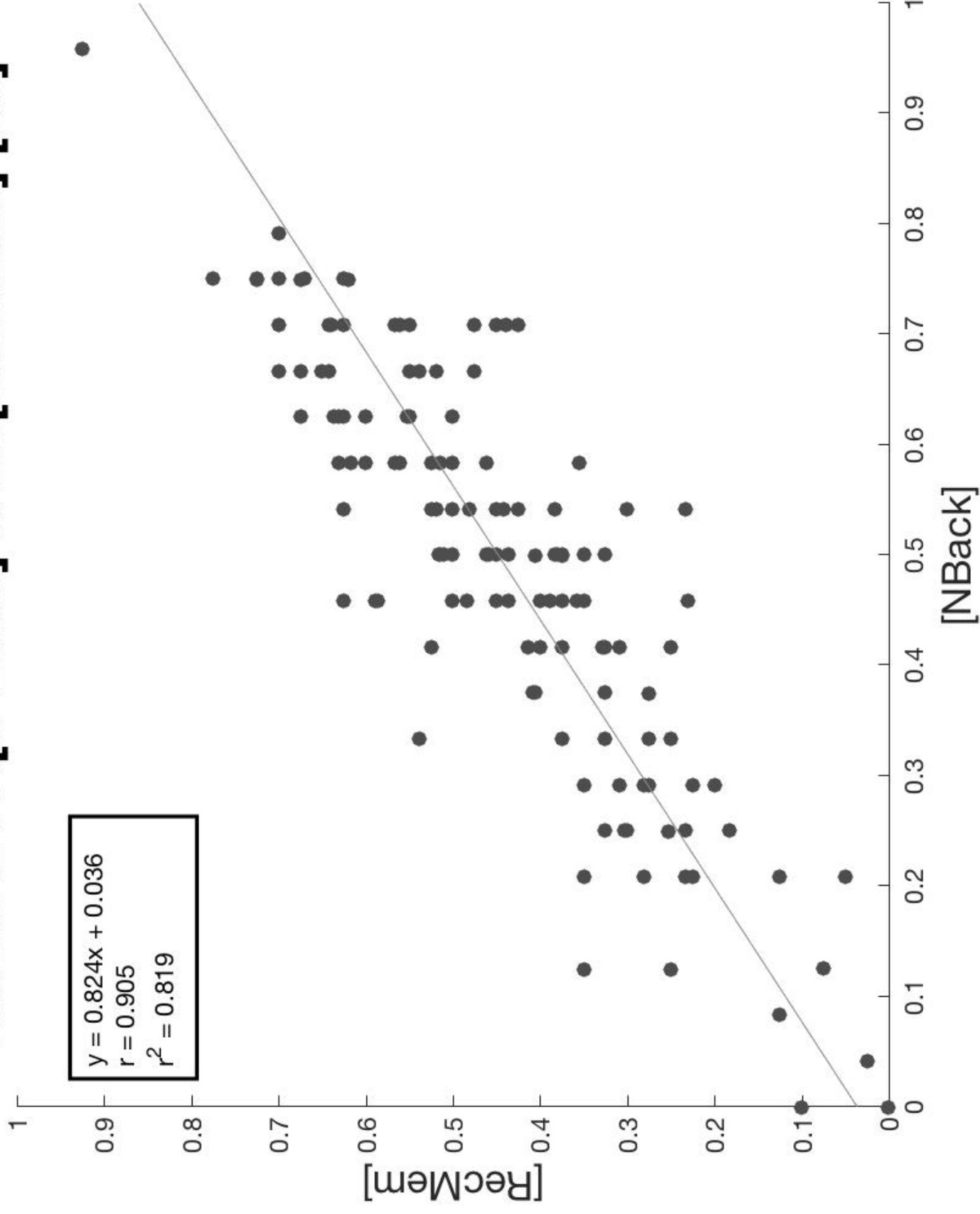




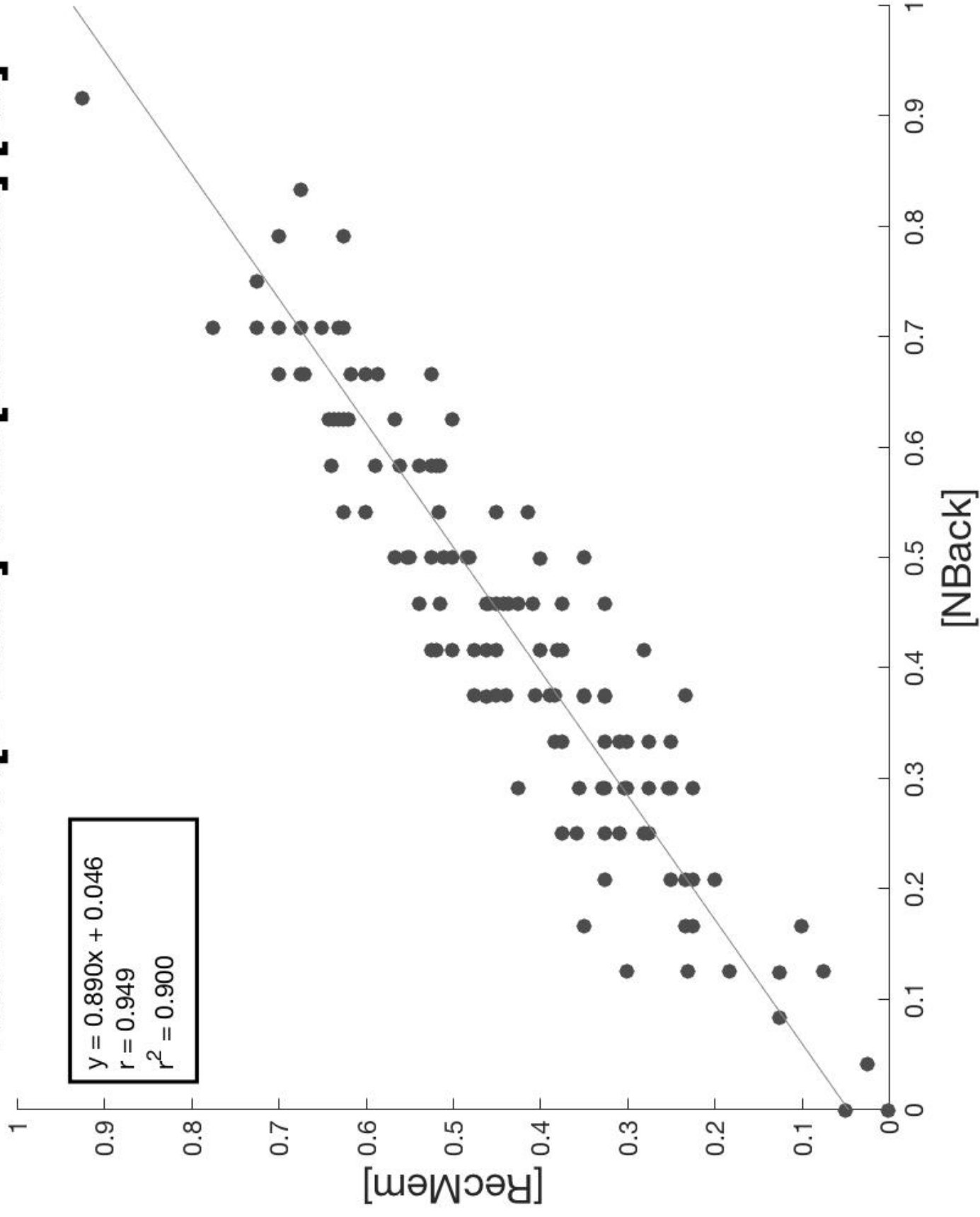
# Nonlure: CR[N-Back] and Hit[RecMem]



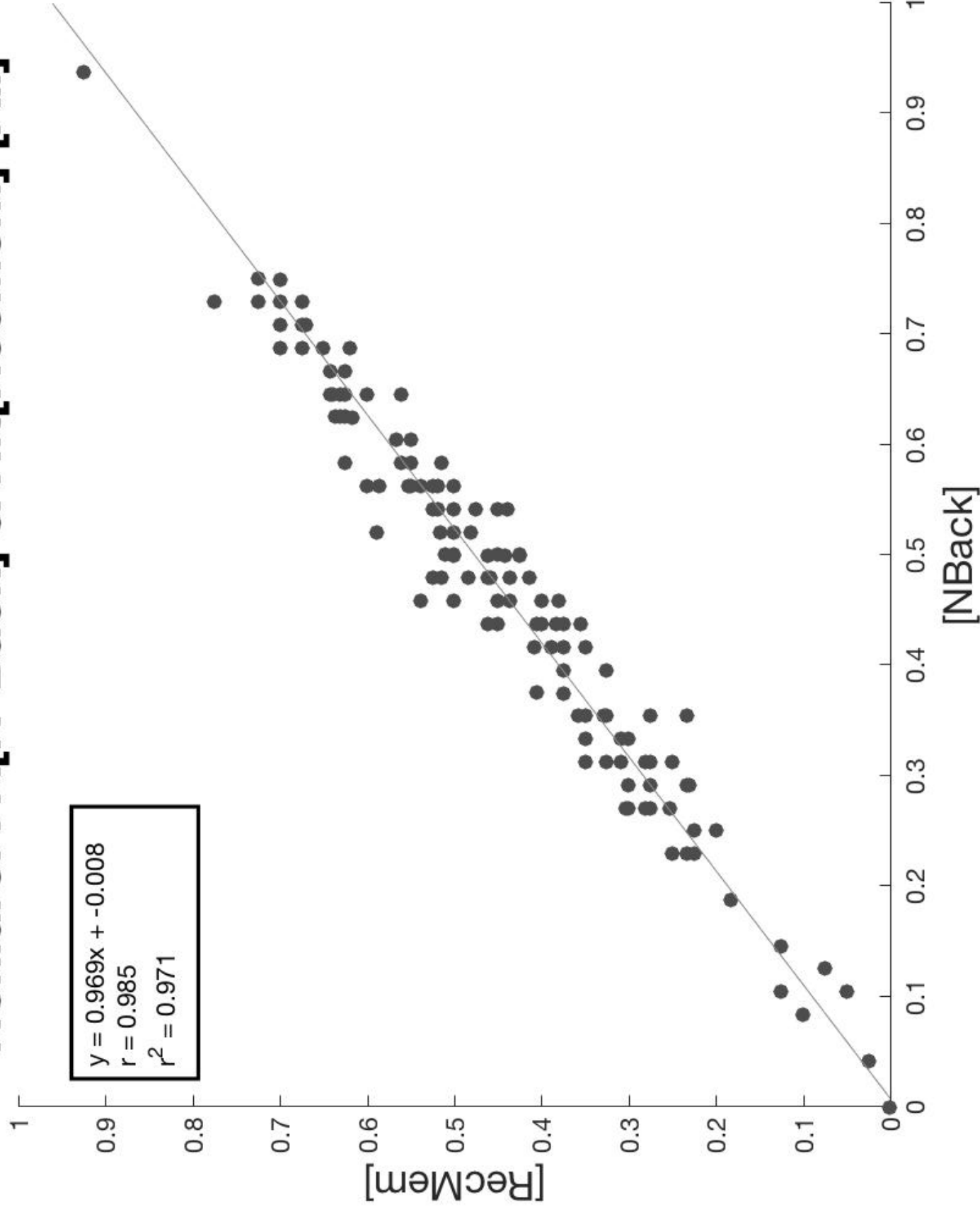
# Nonlure: FA[0-Back] & Hit[RecMem] [All]



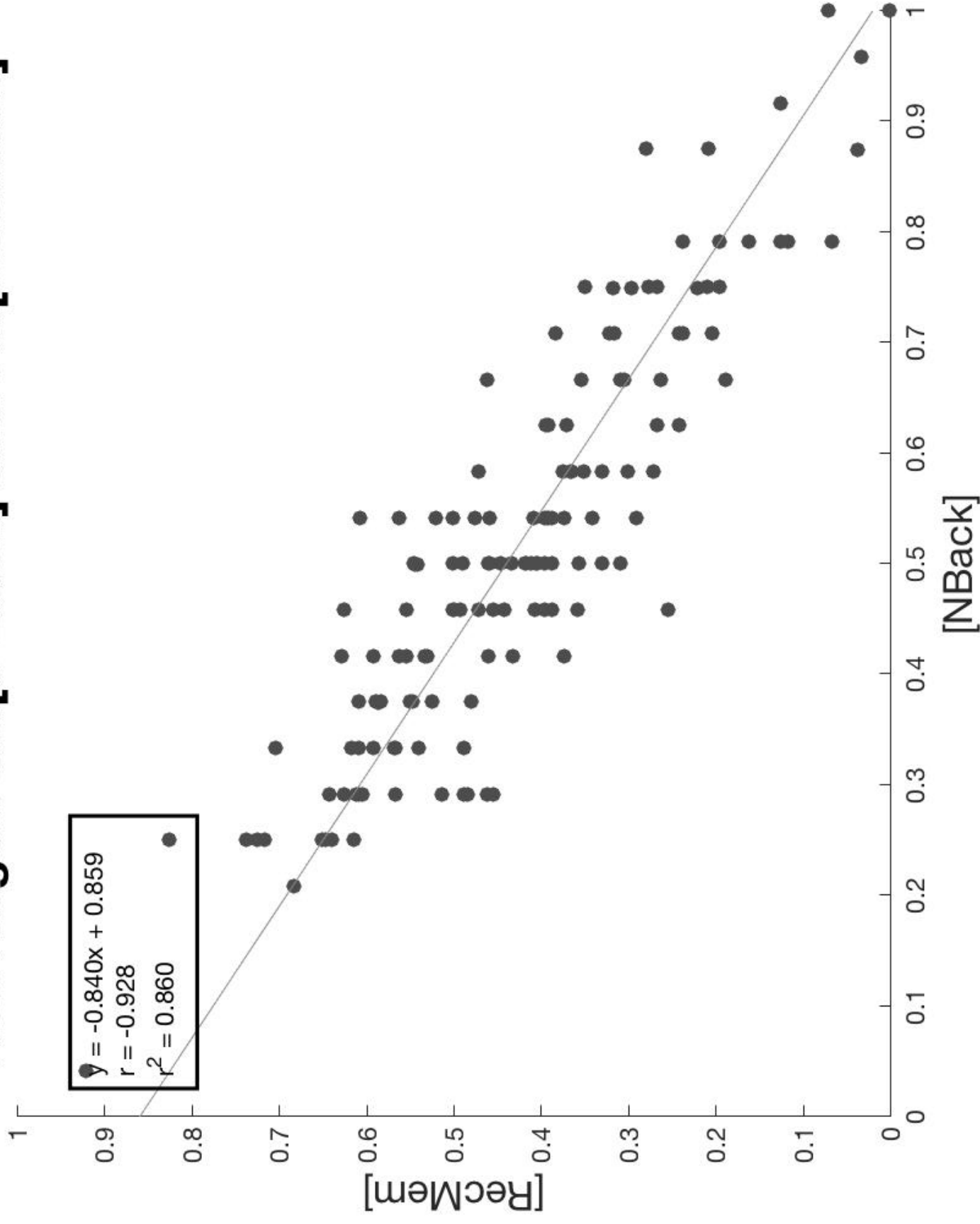
# Nonlure: FA[2-Back] & Hit[RecMem] [All]



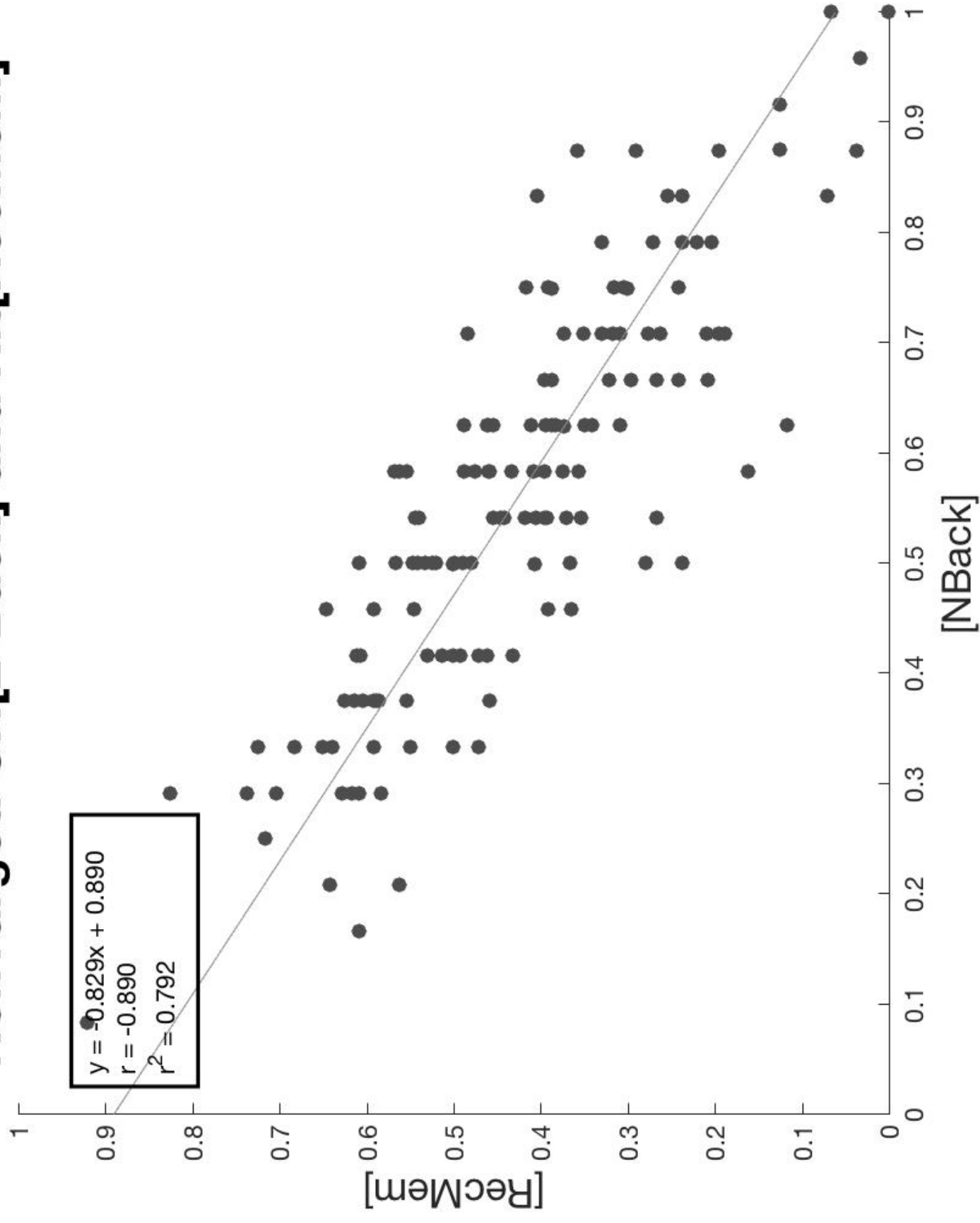
# Nonlure: FA[N-Back] & Hit[RecMem] [All]



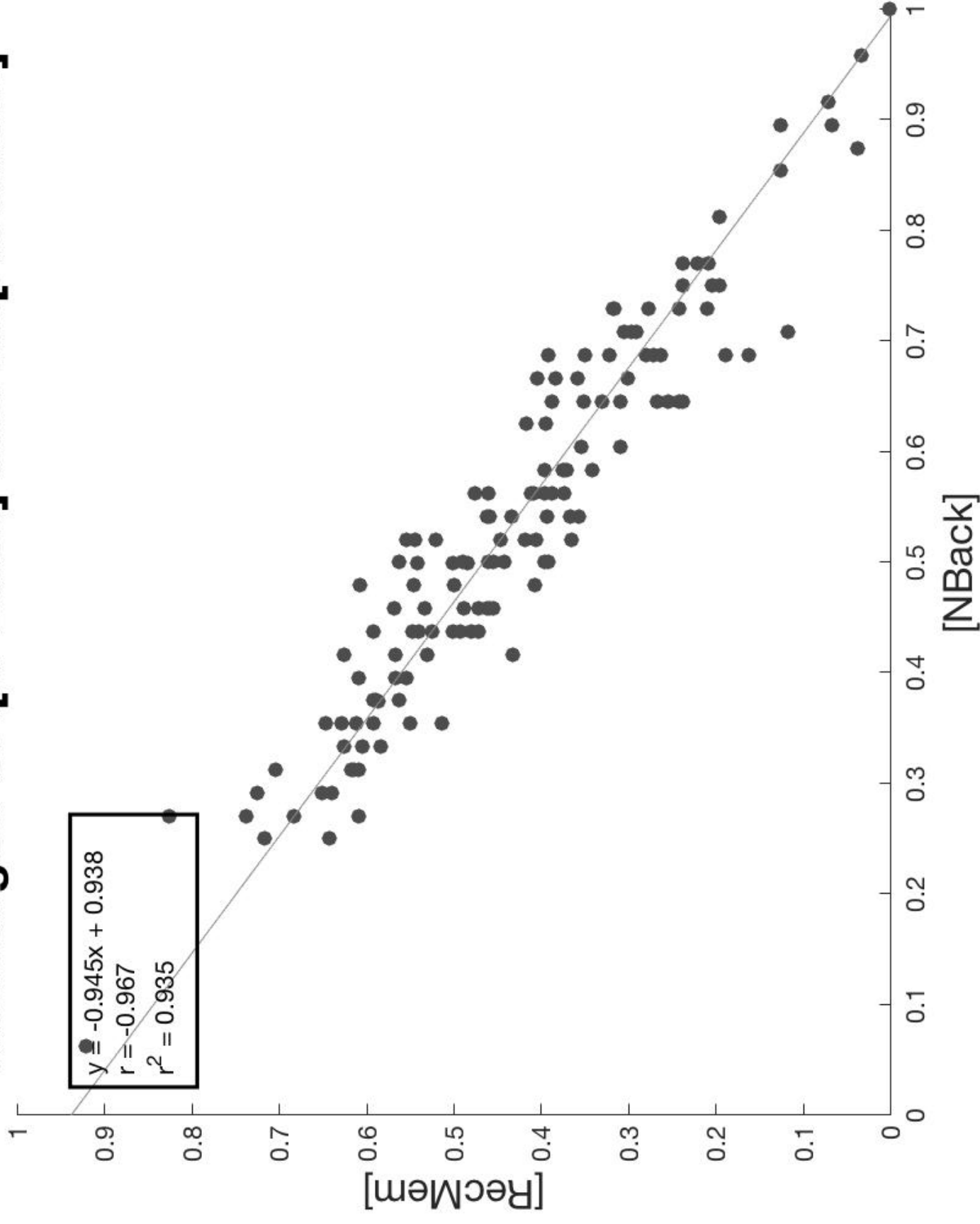
# NonTarget: CR[0-Back] and Hit[RecMem]



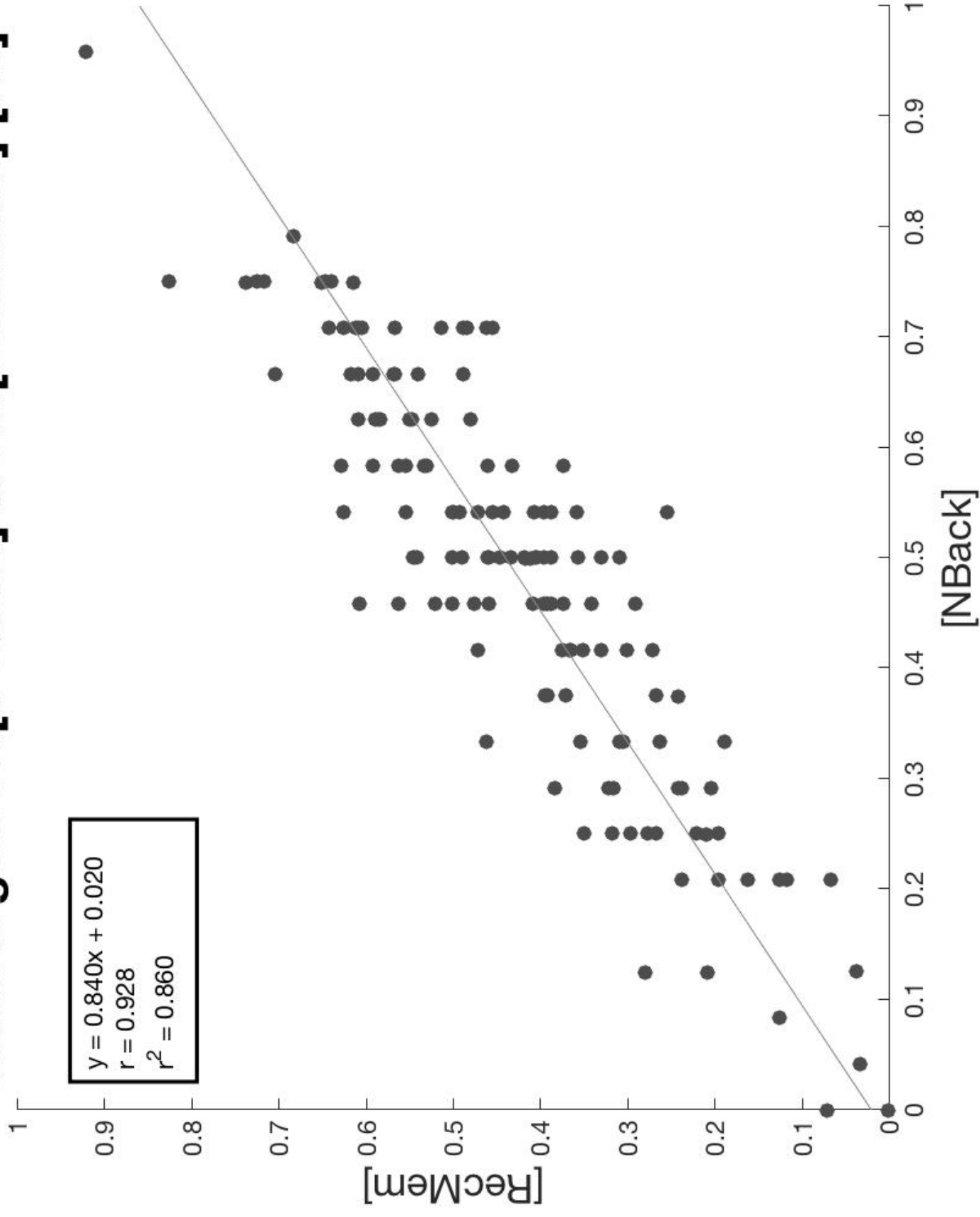
## NonTarget: CR[2-Back] and Hit[RecMem]



# NonTarget: CR[N-Back] and Hit[RecMem]

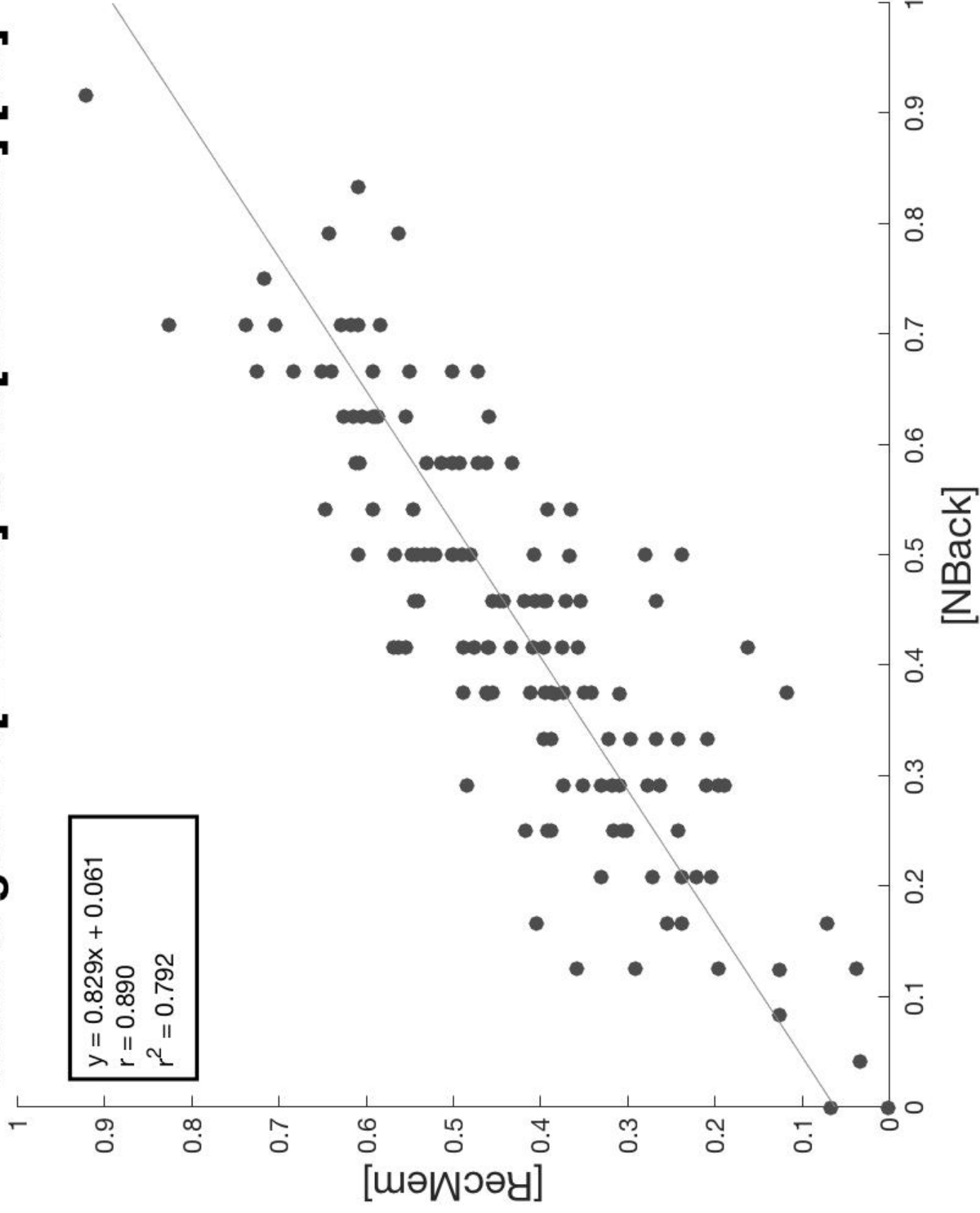


# NonTarget: FA[0-Back] & Hit[RecMem] [All]

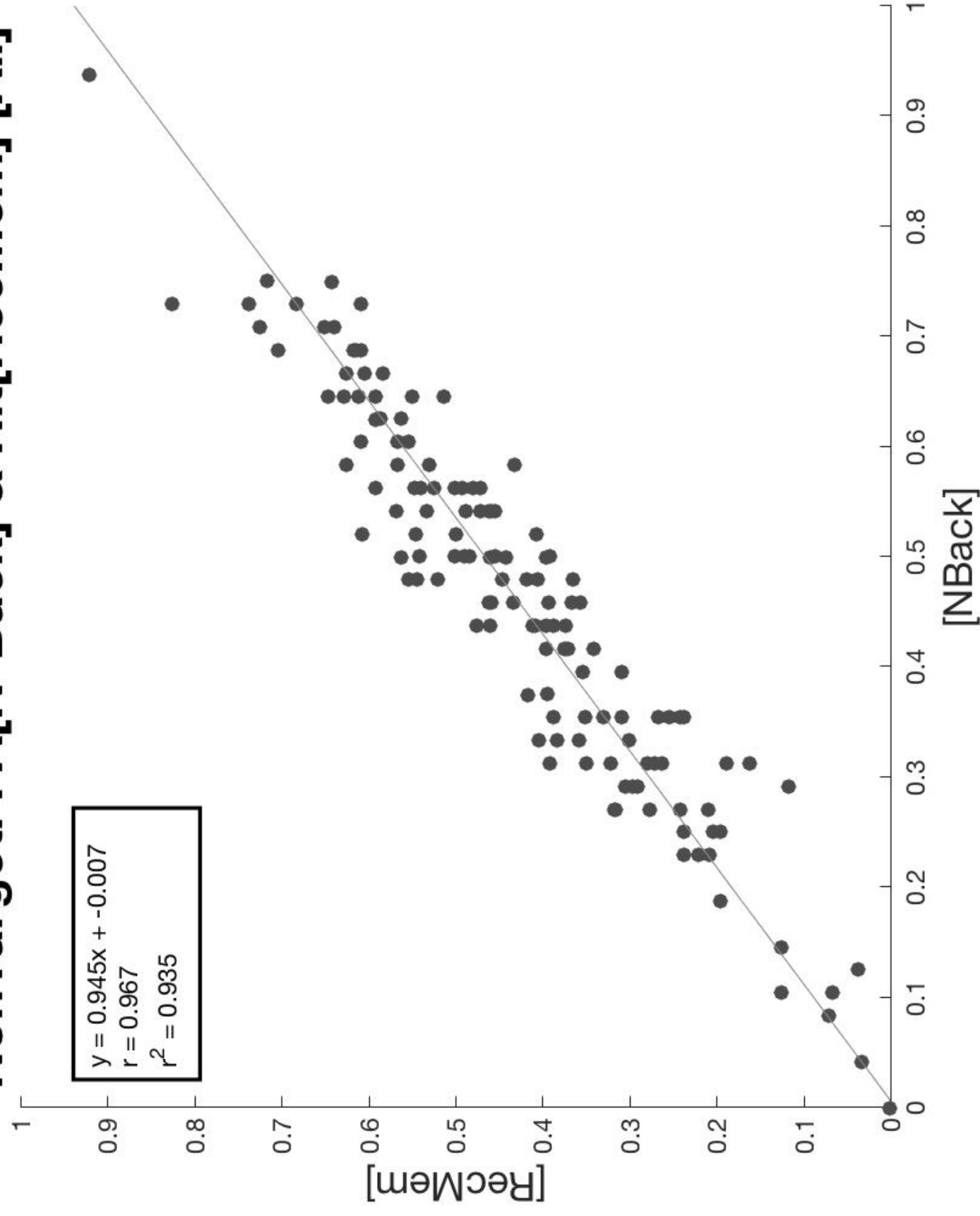




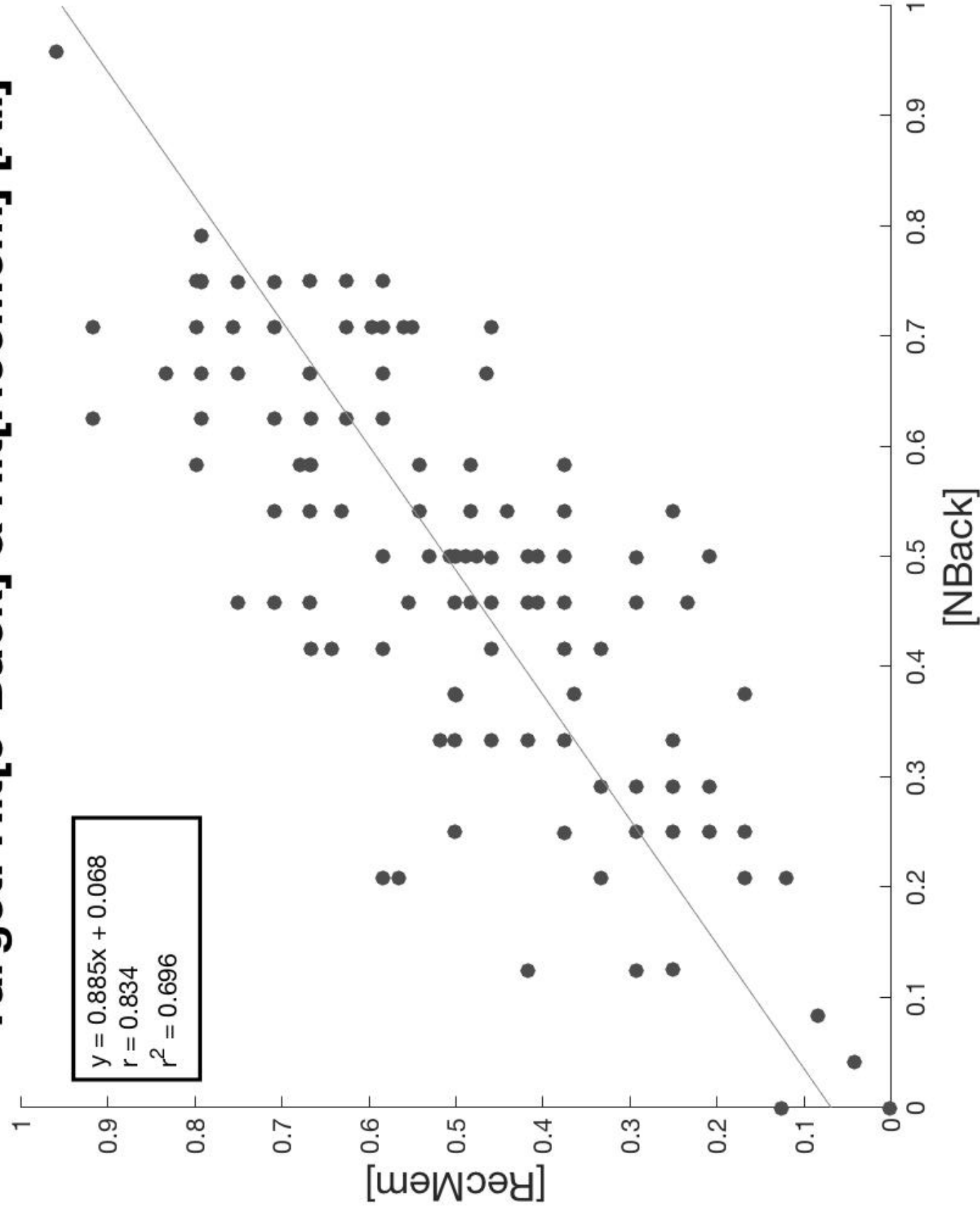
# NonTarget: FA[2-Back] & Hit[RecMem] [All]



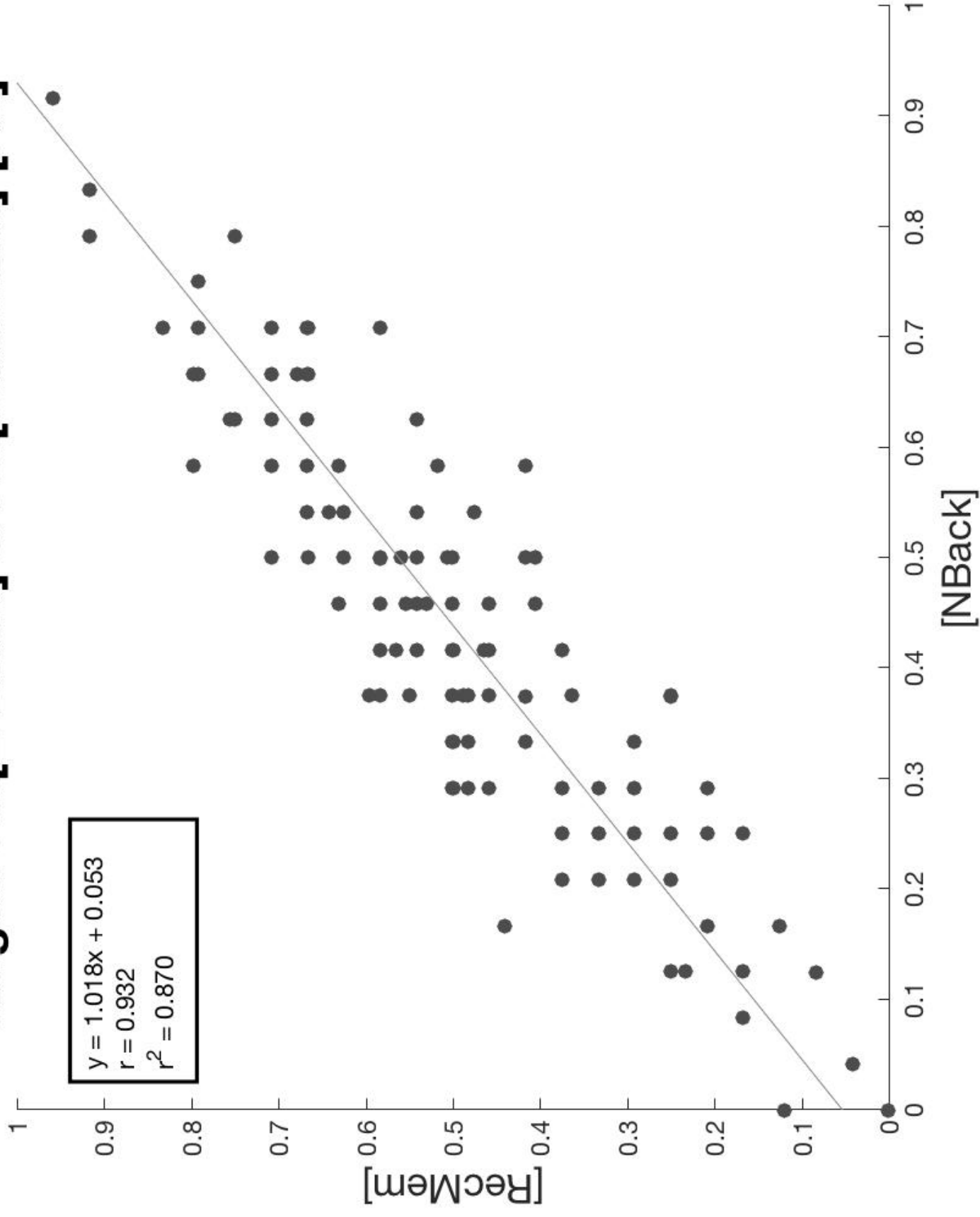
# NonTarget: FA[N-Back] & Hit[RecMem] [All]



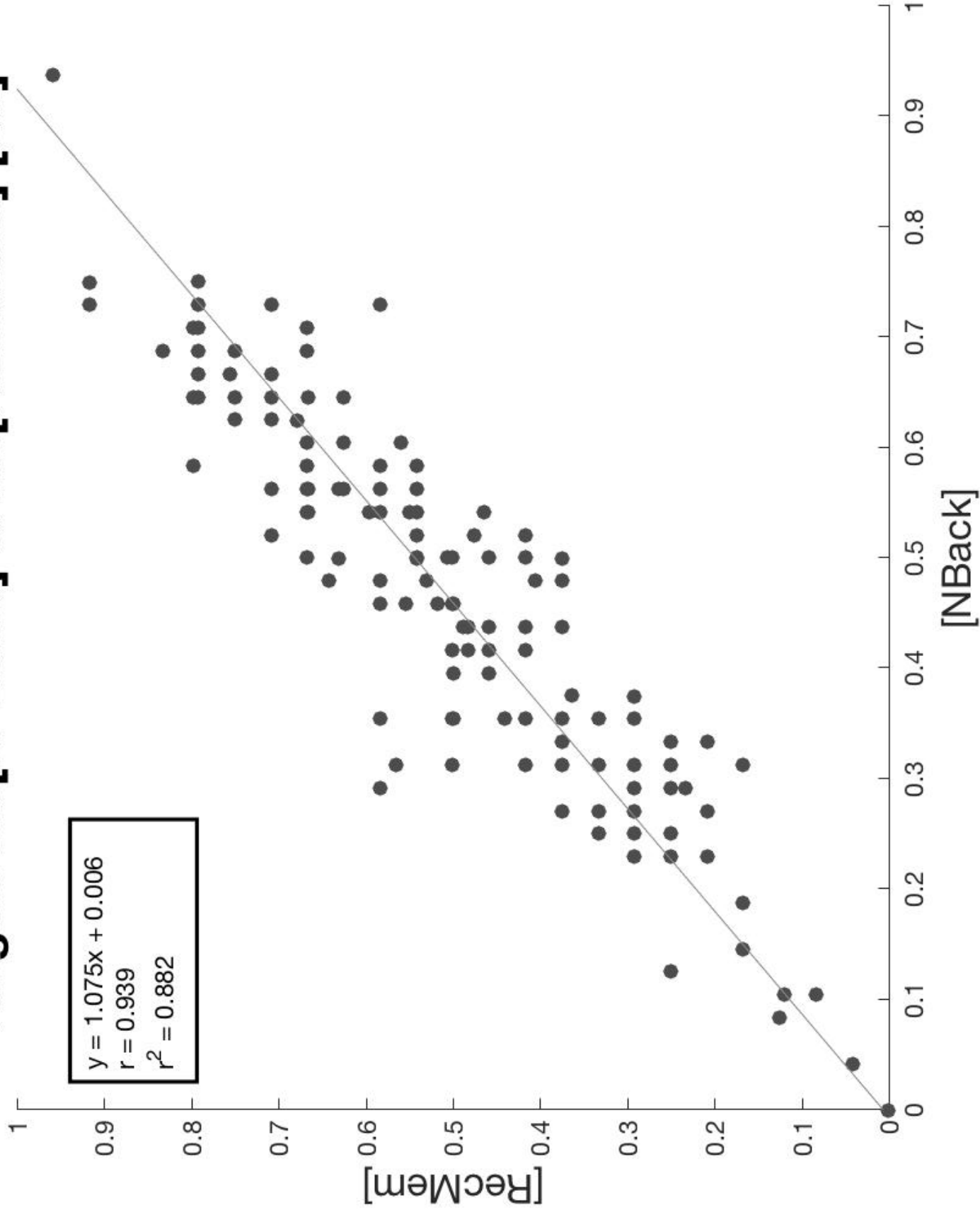
# Target: Hit[0-Back] & Hit[RecMem] [All]



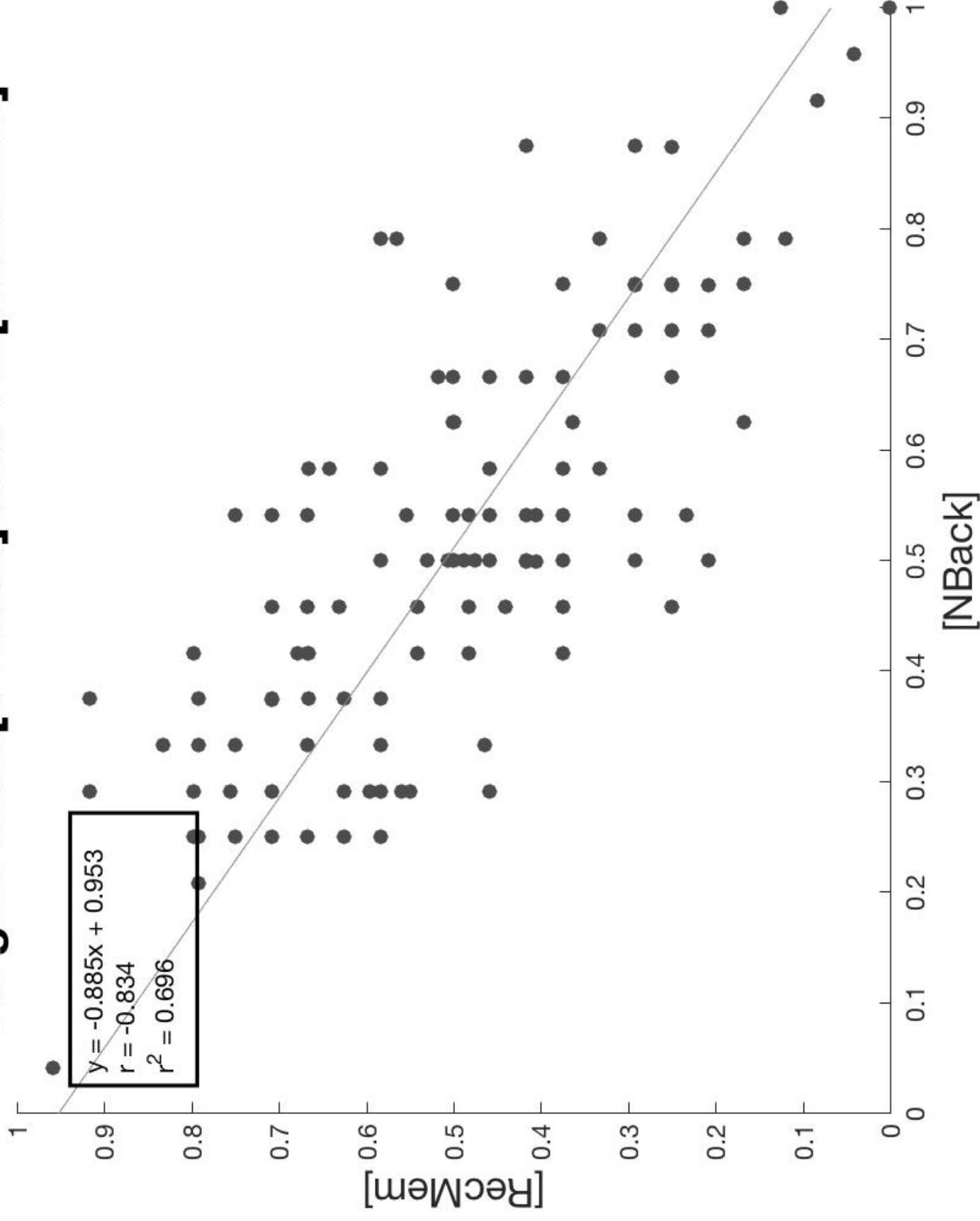
# Target: Hit[2-Back] & Hit[RecMem] [All]



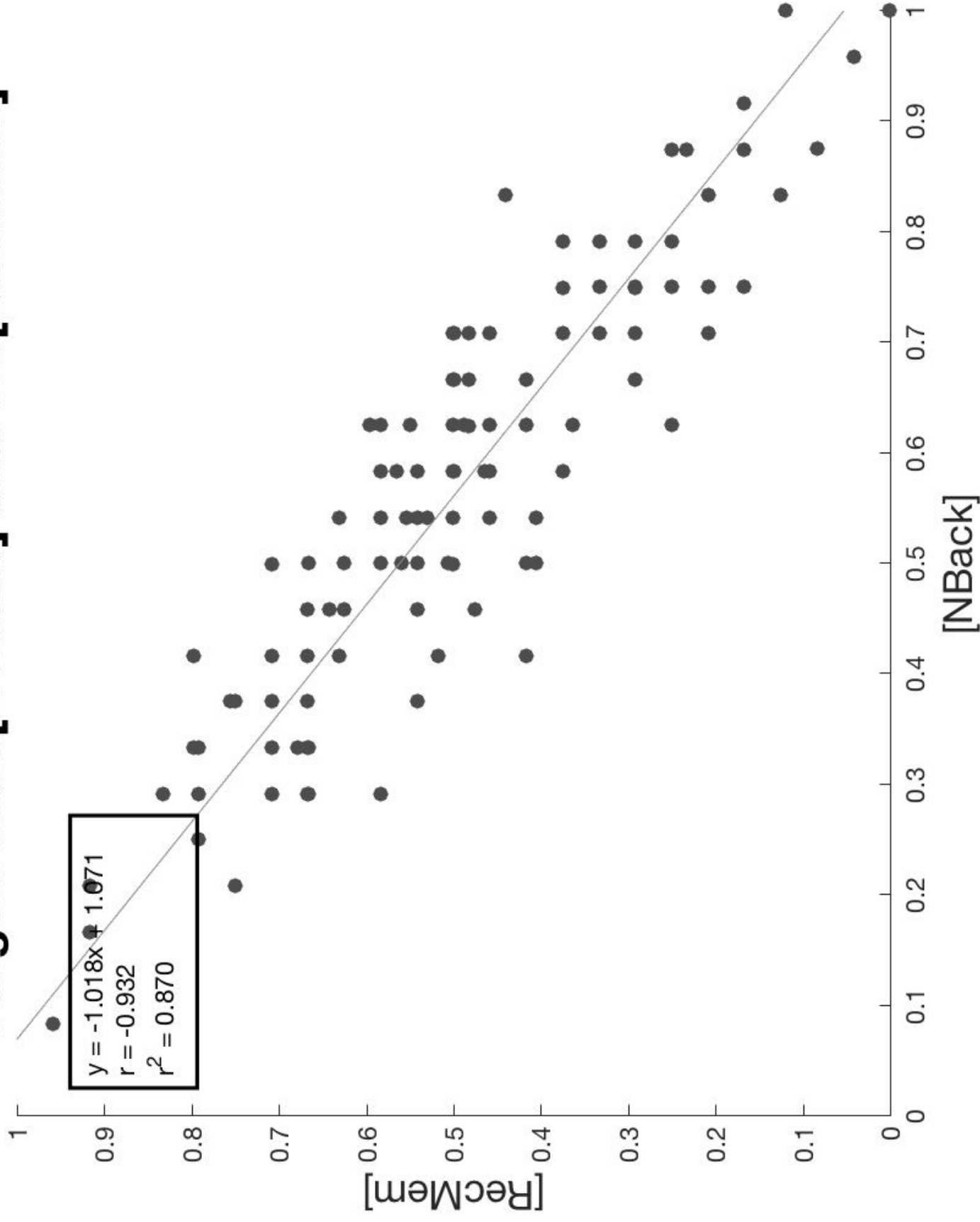
# Target: Hit[N-Back] & Hit[RecMem] [All]



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



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



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

