**Emotional memory discrimination task: stimulus coding cheat sheet**

**The first number of the image name indicates the stimtype and valence:**

1 =negative lure

2=neutral lure

3=positive lure

4= negative repeat

5=neutral repeat

6= positive repeat

7= negative foil

8= neutral foil

9= positive foil

**Lures are split up by similarity and arousal level:**

a=baseline (shown during study phase)

b=low sim low arousal

c=high sim low arousal

d=low sim high arousal

e=high sim high arousal

**Repeats are split up by arousal level:**

Images ending with numbers from 1 to 25 (e.g. 40001) are low arousal, images ending with numbers higher than 25 are high arousal