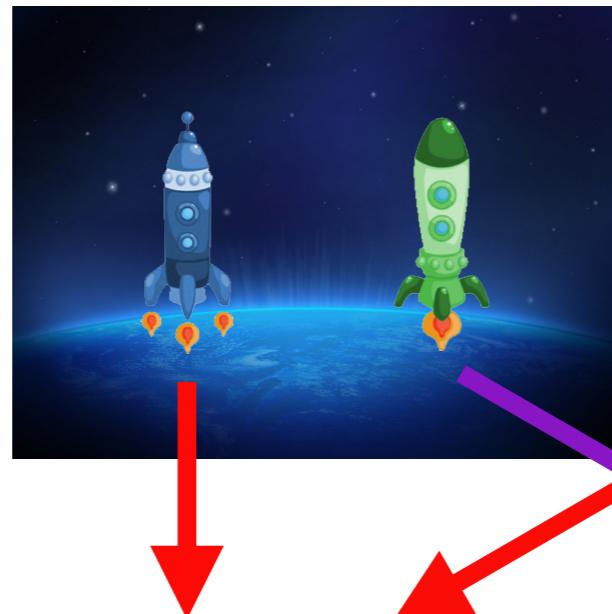
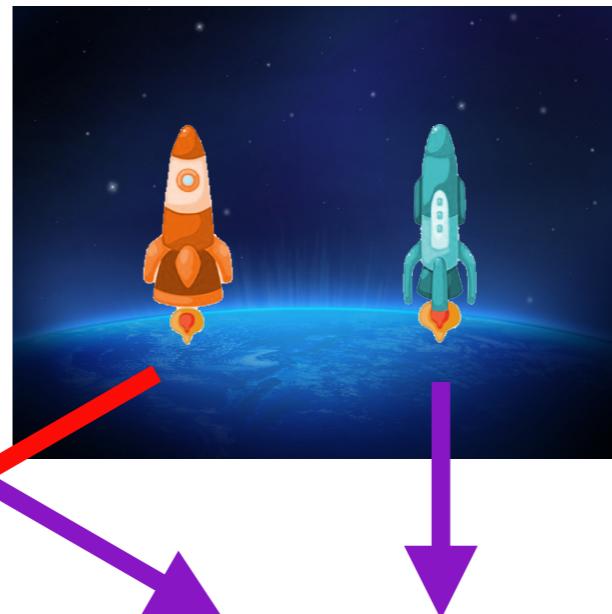


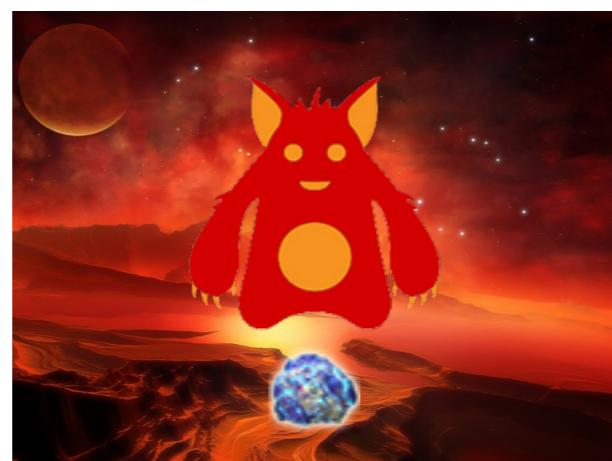
State 1:
L/R randomized



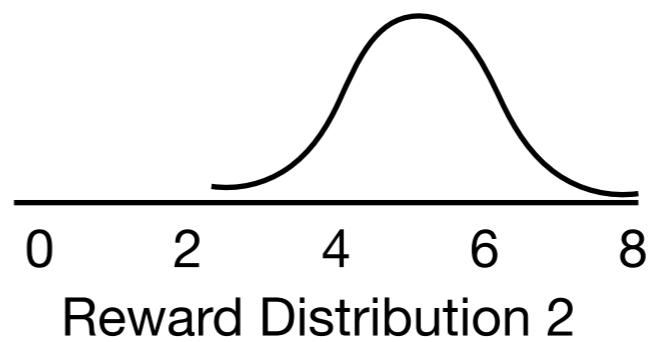
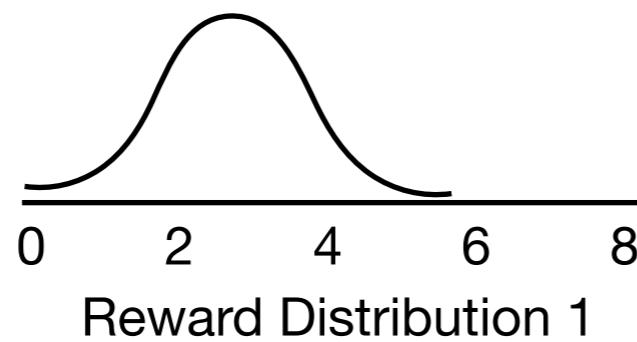
State 2:
L/R randomized



Stage 1: Earth
2-Arm Bandit
Deterministic

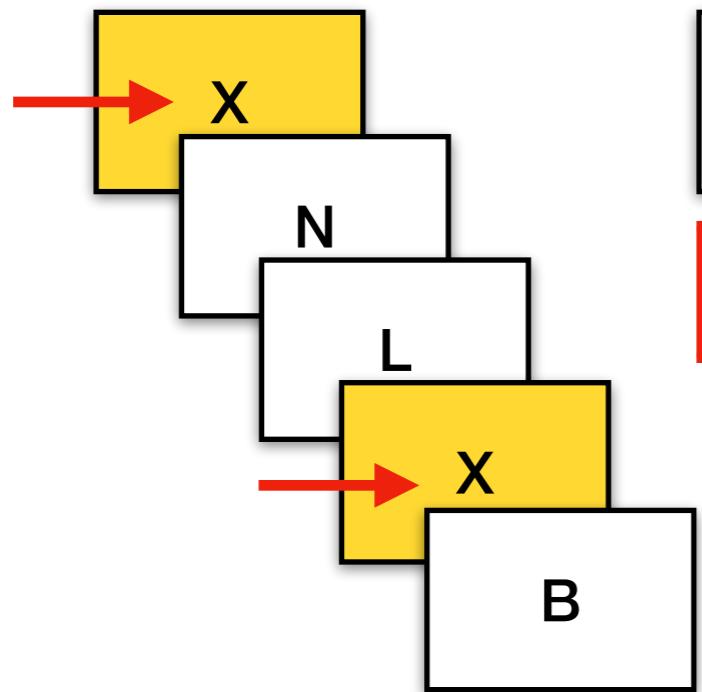


Stage 2: Planet
1-Arm Bandit

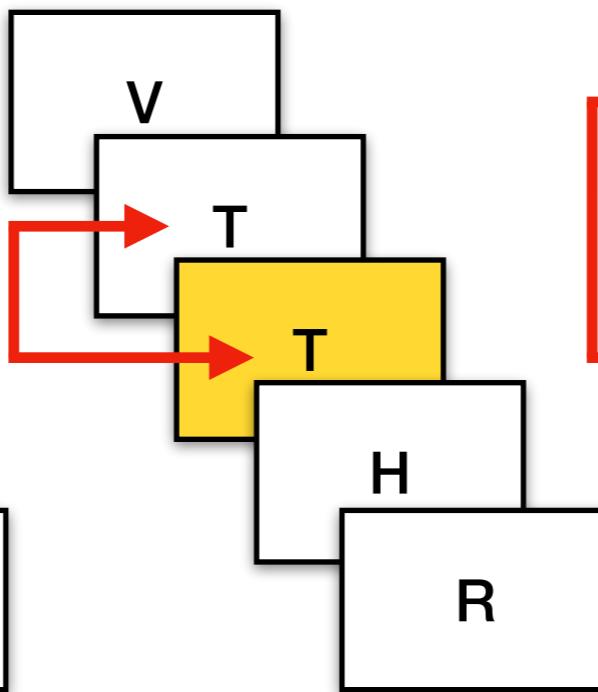


Reward Distributions Drift - Gaussian Random Walk

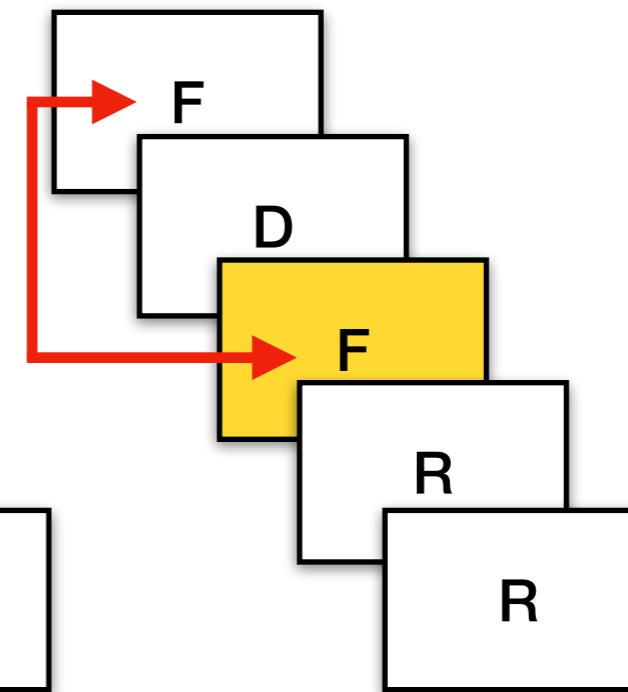
0-Back



1-Back



2-Back

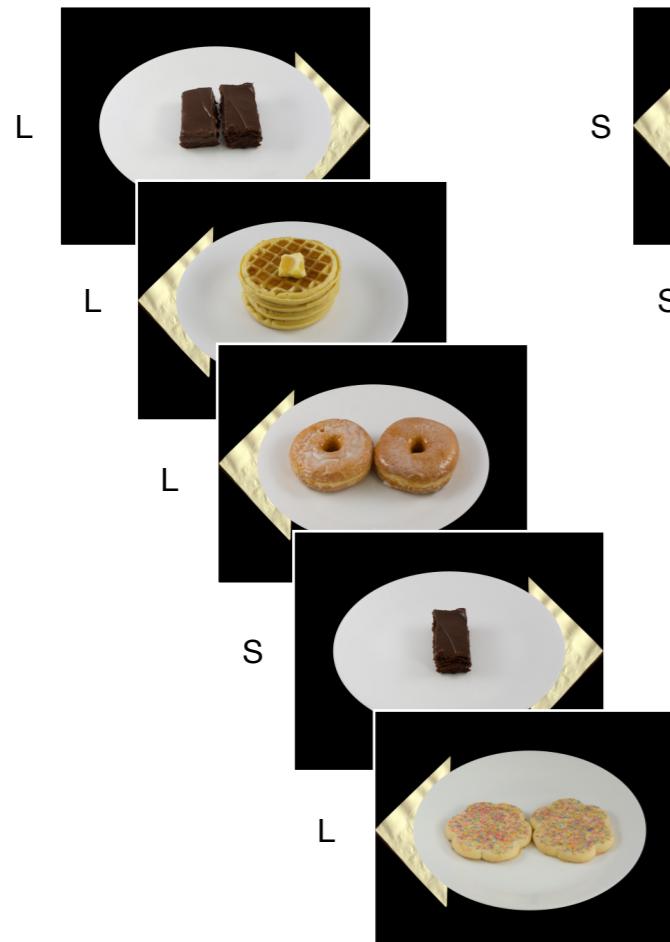


Stop Signals: 25% trials



High Energy Density

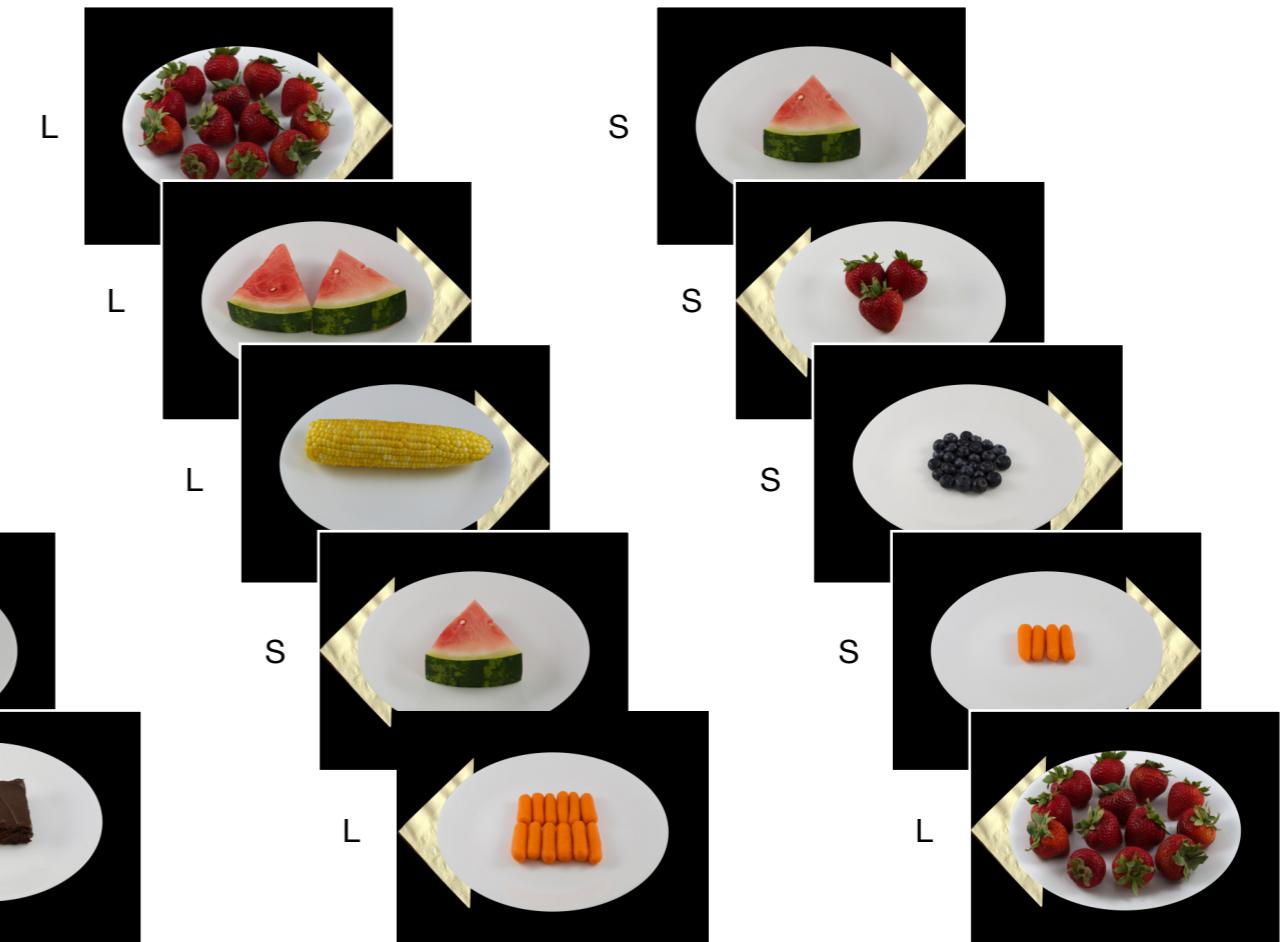
Large Portion



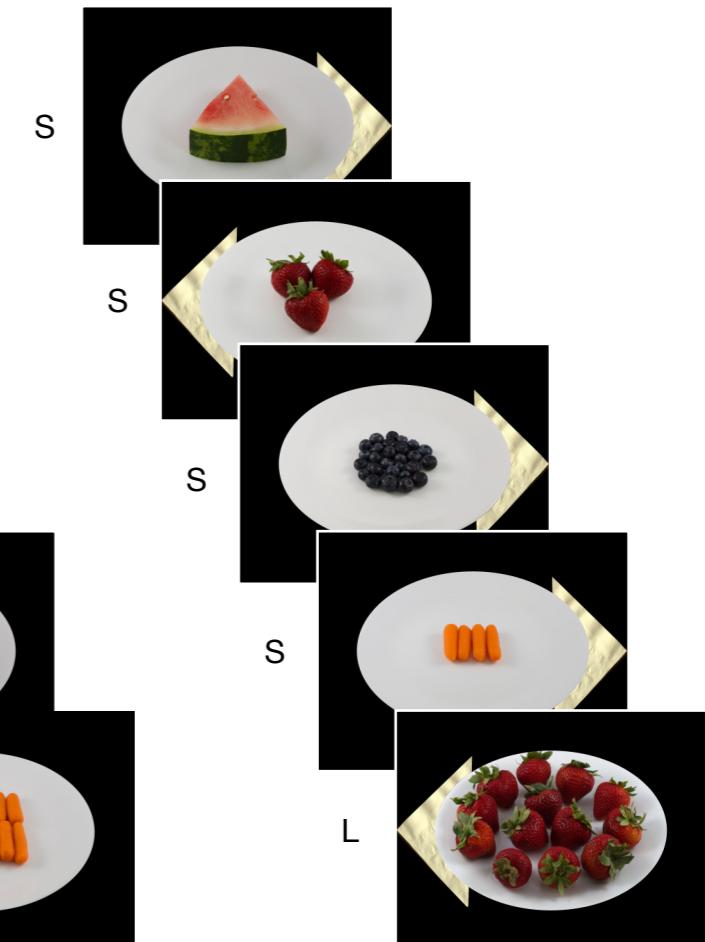
80% Large
20% Small

Low Energy Density

Large Portion

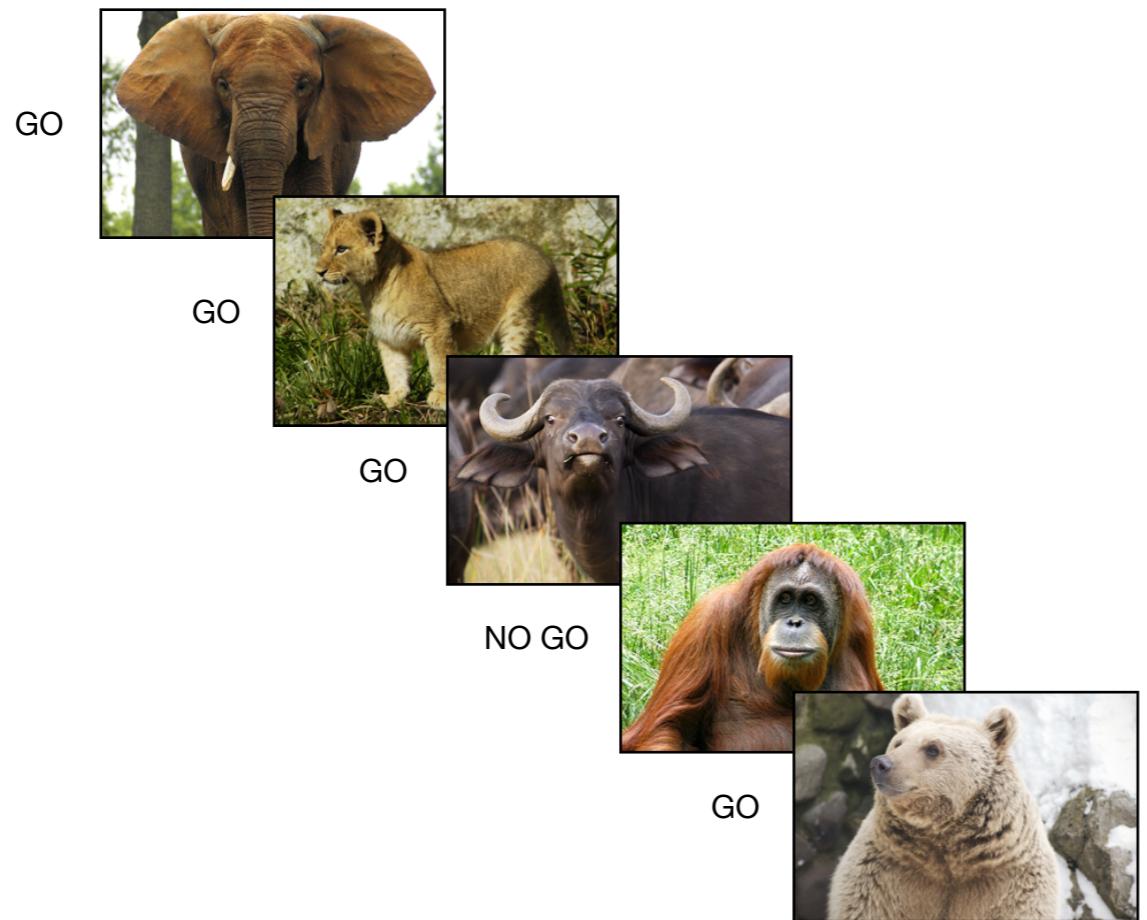


Small Portion



20% Large
80% Small

Go-NoGo



80% Go
20 % NoGo