**UPN Stimuli and Task:**

The beginning of each trial of the main runs consisted of a 200-ms fixation cue, reminding participants to focus their gaze on the center of the screen. A centrally-positioned image (negative, neutral, or positive; 4.5° x 4.5°) was then presented for 1000-ms, followed immediately by another centrally-positioned image for the same duration. This was a passive viewing task where participants were instructed only to pay attention to the images. The task was designed without button-press responses in order to better minimize motion, and because previous research has demonstrated that motor responses can lead to brain activity in regions of interest to our study. To help ensure that participants would pay attention to the task, participants were told beforehand that there would be a subsequent performance-based task that would involve determining whether an image displayed on a screen was from the current task or a new image. Participants were also advised that since answering correctly would lead to a financial reward, it would be in their best interest to pay attention during the current task. At the end of each trial a 2-6 second variable delay period blank screen was presented before continuing to the next trial, with the average delay period being 3.5 seconds. In total there were six main runs presented. Eight separate versions of the task were created, which presented the images in different orders.

Each picture category (negative, neutral, positive) consisted of 216 pictures, and there were 54 trials for each main run, resulting in 108 images presented per run. There were six conditions based on the images pairings: neutral-neutral, positive-positive, negative-negative, positive-neutral/neutral-positive, negative-neutral/neutral-negative, and positive-negative/negative-positive. Each condition was presented nine times for each of the main runs, and the conditions were randomized such that no more than two image pairs of the same condition would be presented adjacently. The images were employed from the International Affective Picture System (Lang, Bradley, & Cuthbert, 1997) and online searches. The images used were selected based on our criteria for the categories of our images. Negative images consisted of bodily injury and mutilation, but did not involve such excessive gore that would make it difficult for participants to realize what was being presented. Neutral images consisted of a person or persons either acknowledging the camera or performing a simple task. To prevent these images from being interpreted as pleasant, we excluded images where the person or background/environment appeared attractive. Positive images consisted of heterosexual couples engaging in sexual intercourse and were designed to elicit a pleasant experience. All images were inspected in Adobe Photoshop (Adobe Systems, CA) to ensure proper dimensions (400 x 400 pixels) and resolution (72 pixels/inch). The presentation of stimuli and collection of data was administered using PsychoPy software (University of Nottingham, UK).

Prior to starting the main runs, participants were shown 24 “practice” images (8-negative, 8-neutral, 8-positive), resulting in each condition being presented twice. This practice was given to ensure that participants were aware of the types of images they would view during the main runs. If participants felt uncomfortable during this practice phase they could request to stop the experiment. The presentation of this practice was not randomized so participants all saw the images in the same order. Physiological data was collected during the entirety of the experiment with two Galvanic Skin Responses (GSR) electrodes using BioPac hardware (BioPac Systems, Inc, CA), which were attached to the ring and little fingers of participants’ left hand. Participants were asked to take a deep breath to help ensure the electrodes were properly attached and collecting data.