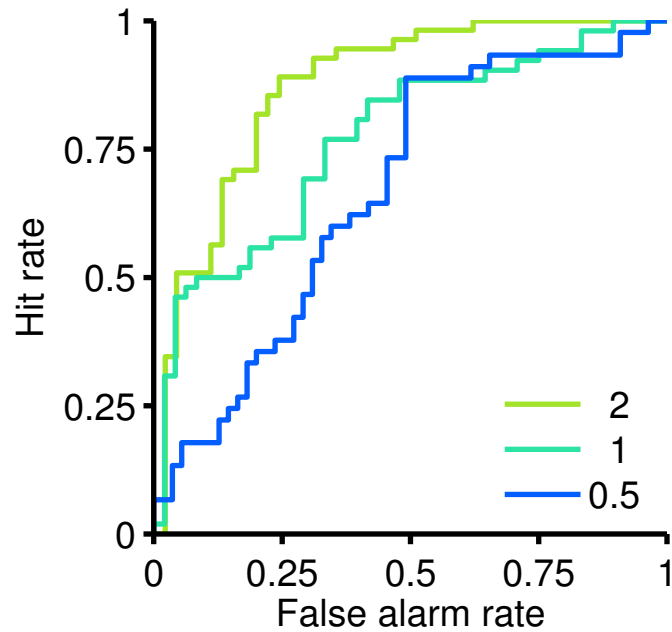


Target/Distracter similarity



Set size effects

