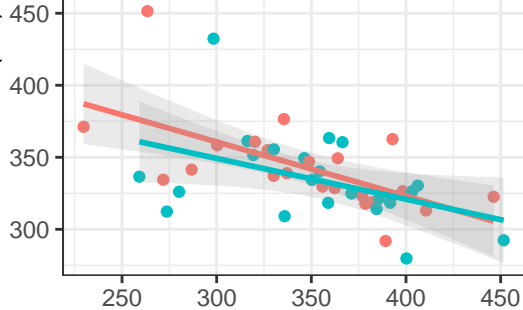
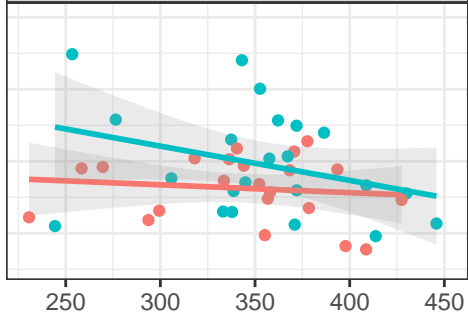


Reaction Time (ms)

Predictive Cue



Unpredictive Cue



Blink Offset to Target Asynchrony (ms)