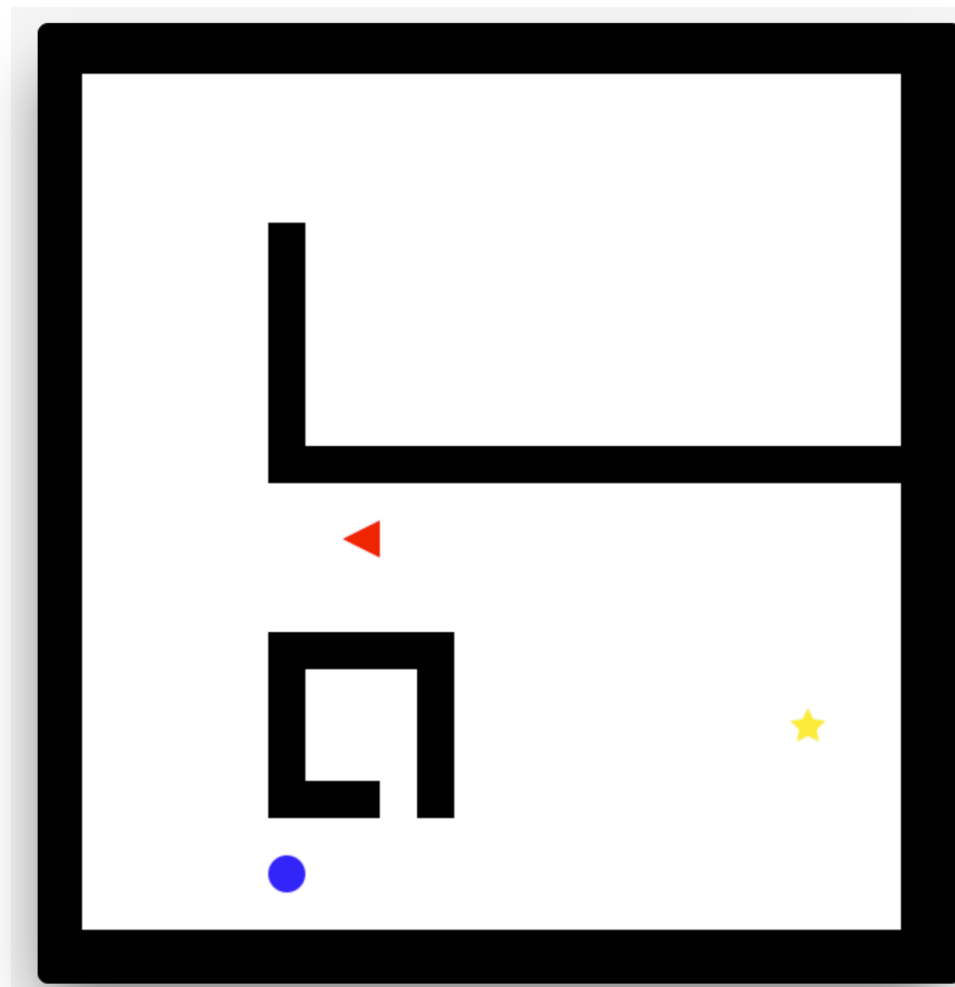
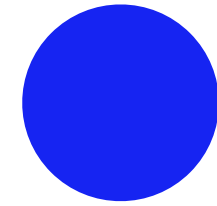


**Please read these
instructions carefully.**

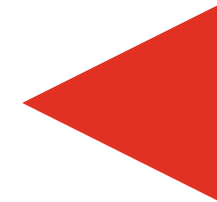
You are going to watch some simple animations of a thief trying to steal a treasure.



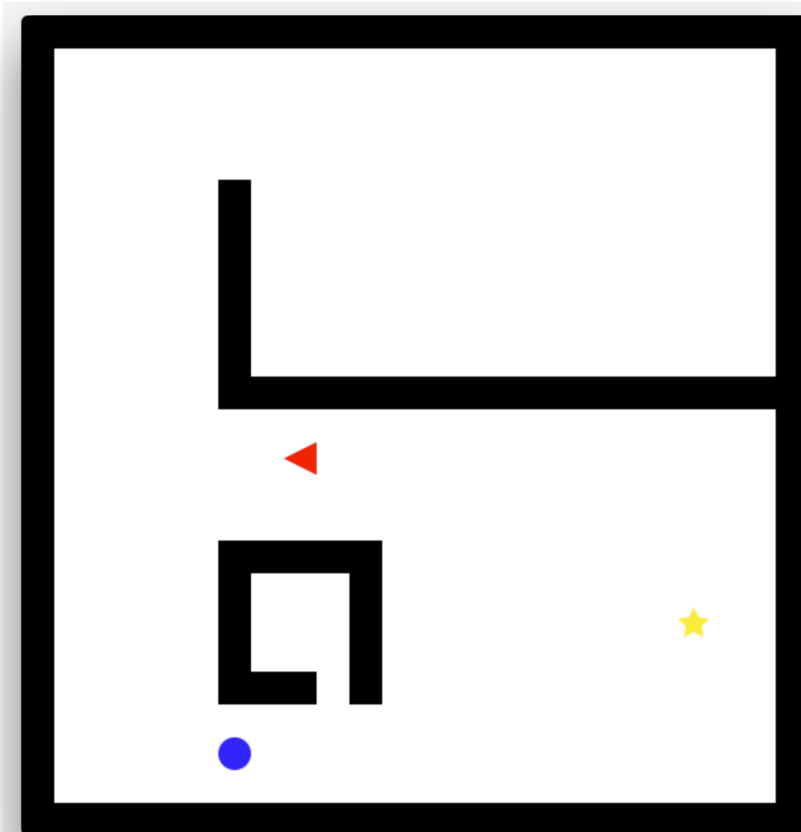
The blue circle is the thief



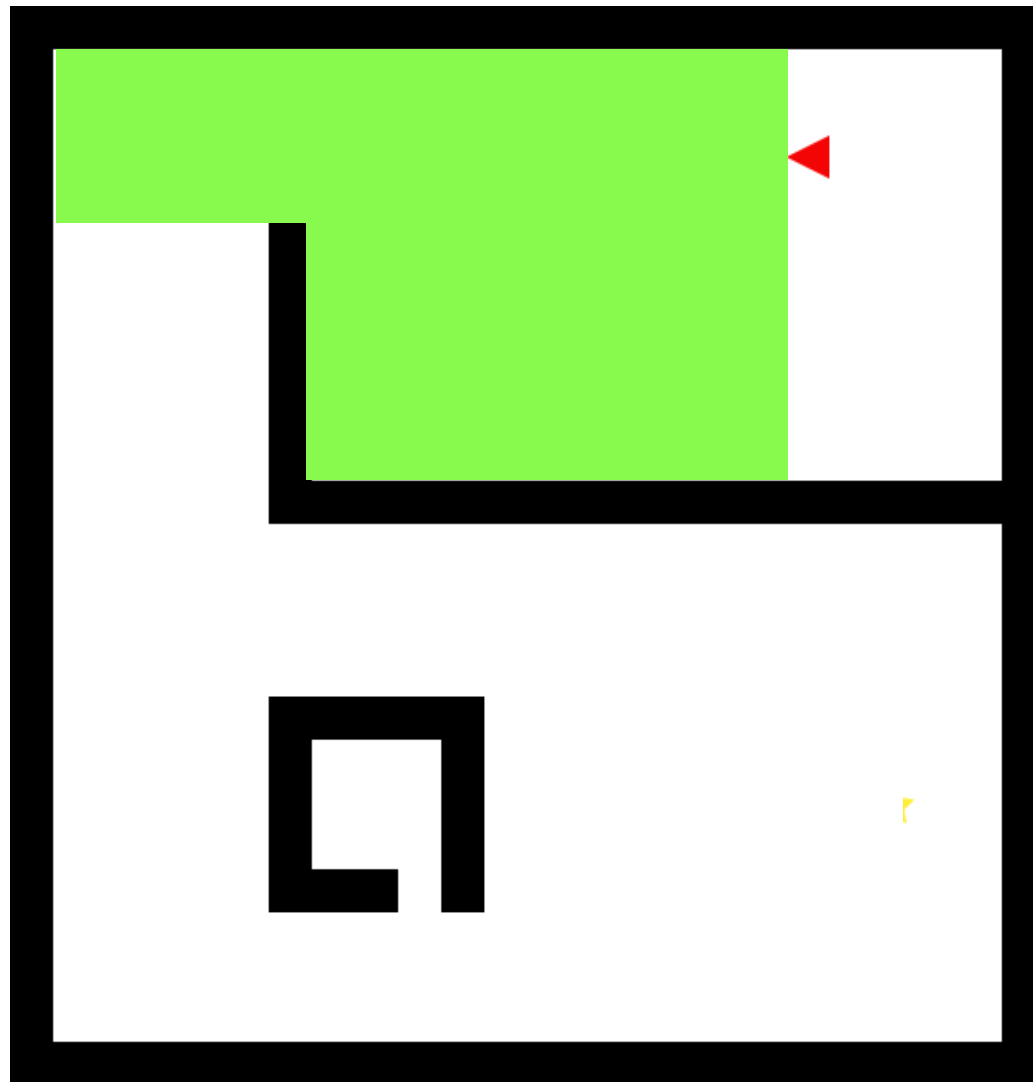
The red triangle is the guard



The gold star is the treasure



The guard can see everything in front of them (indicated in green).



The thief wants to get the treasure.

The guard wants to catch the thief before the thief gets to the treasure.

In each video, you will see a different guard.

Even though all of the guards look the same, they may have different abilities.

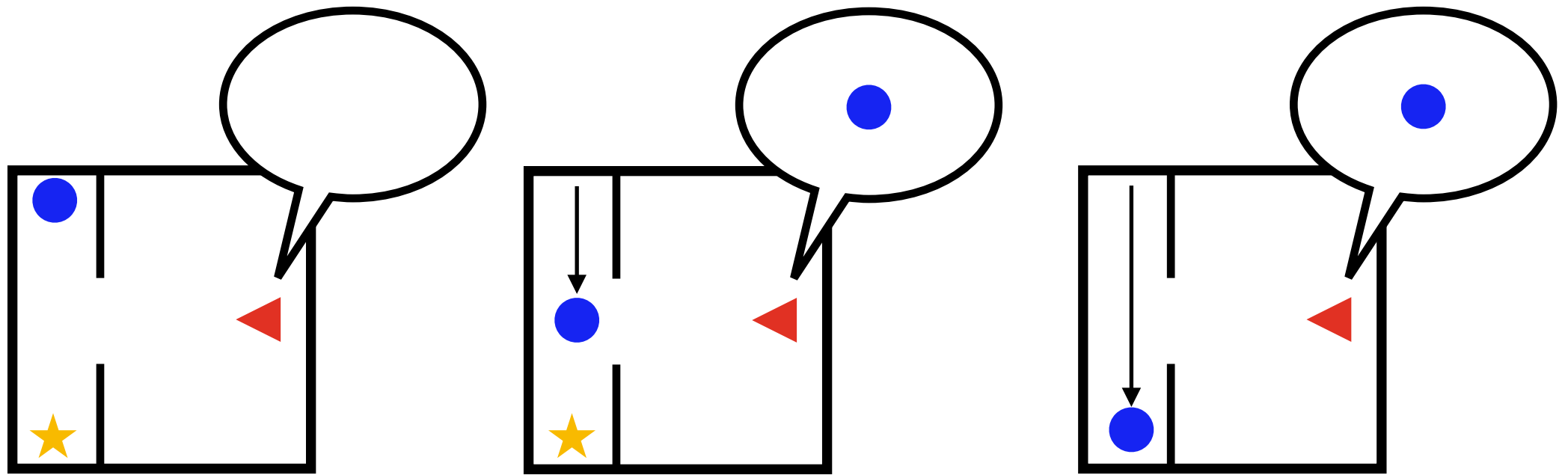
There are five different abilities each guard can have:

1. Ability to think about things they are not actively perceiving.
2. Ability to remember many things.
3. Ability to remember things for a long time.
4. Ability to hear.
5. Ability to predict the thief's destination.

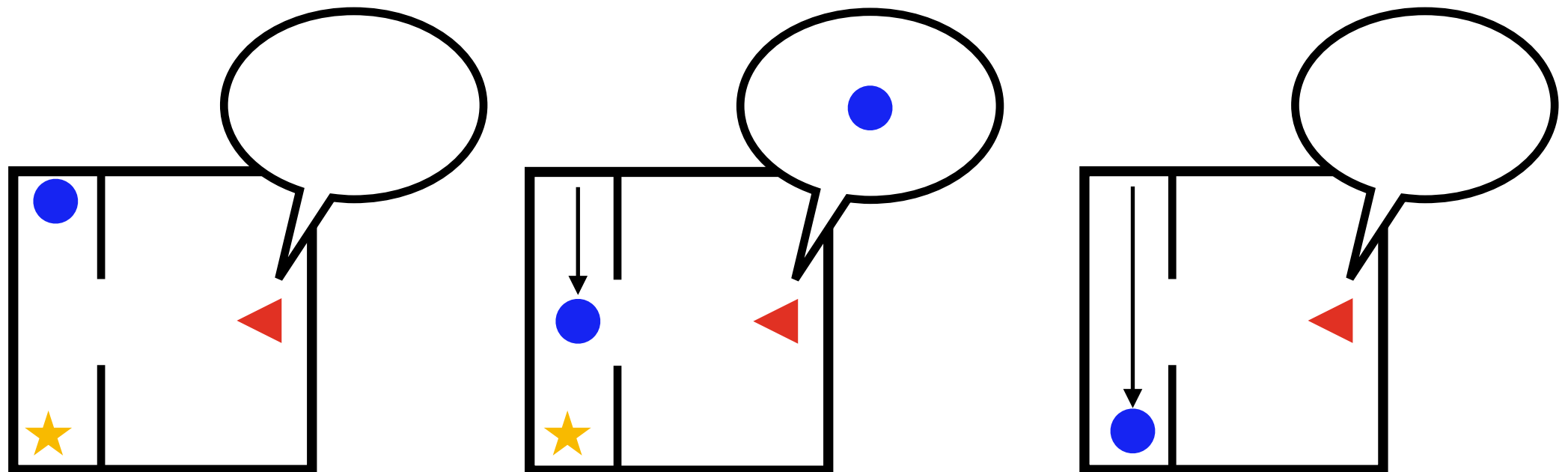
The next slides will explain this in detail...

Ability 1: some guards can only think about things they are actively perceiving.

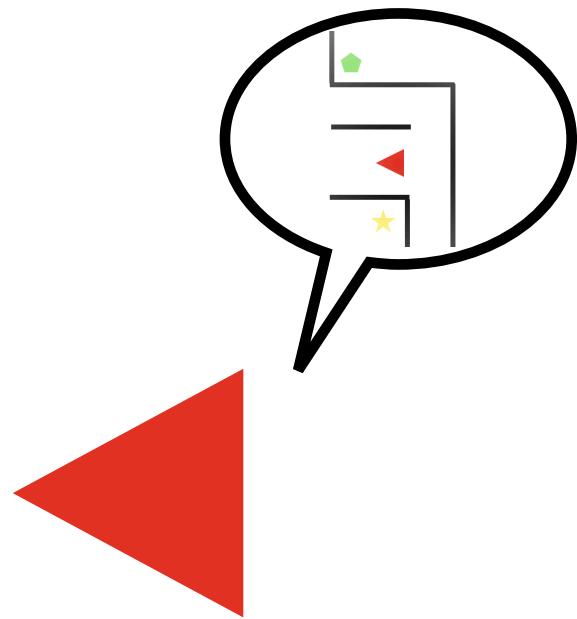
Guard that can think about things they are not actively perceiving:



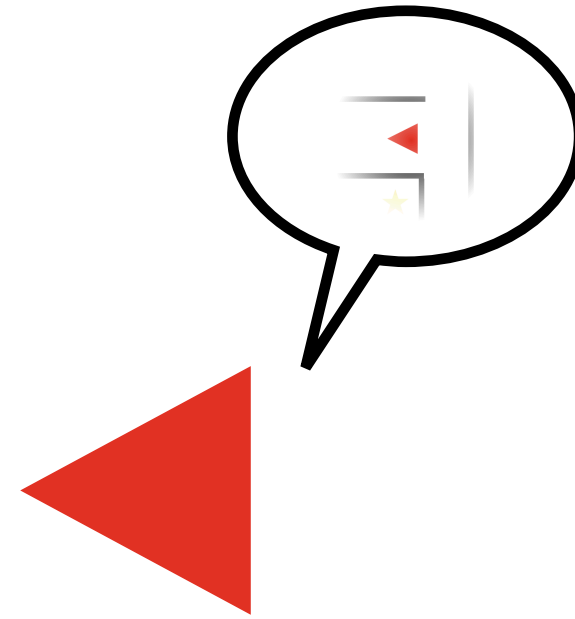
Guard that can only think about things they are actively perceiving:



Ability 2: The guards that can think about things which they are not perceiving, want to go out and search for the thief, but some guards have such low memory that they cannot even think about where they would go or how they would get back.



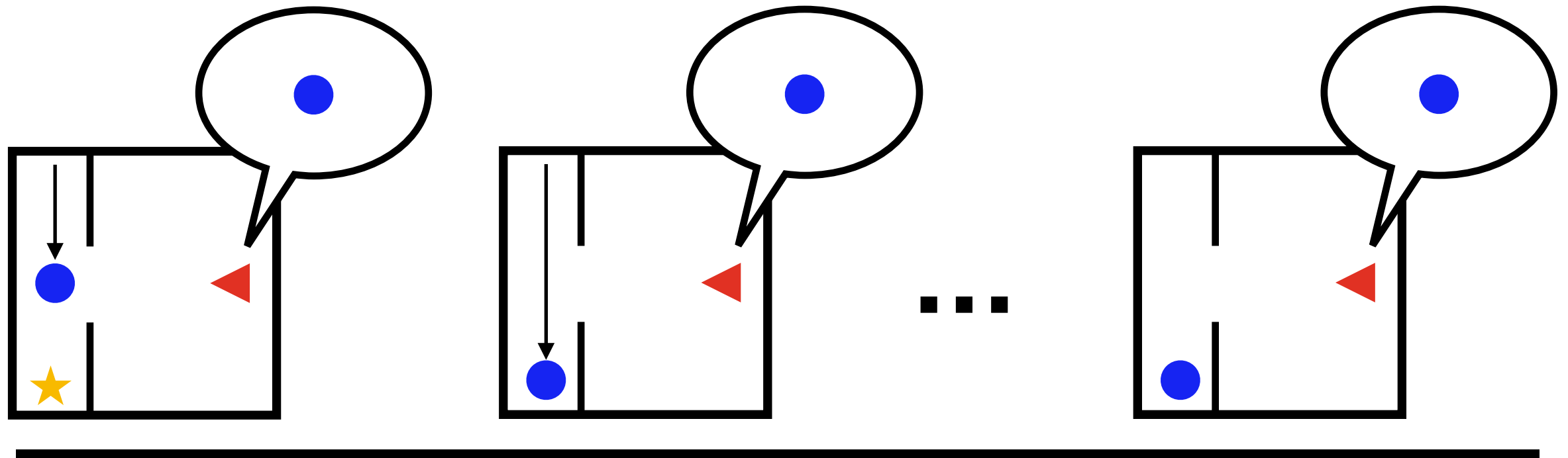
High memory



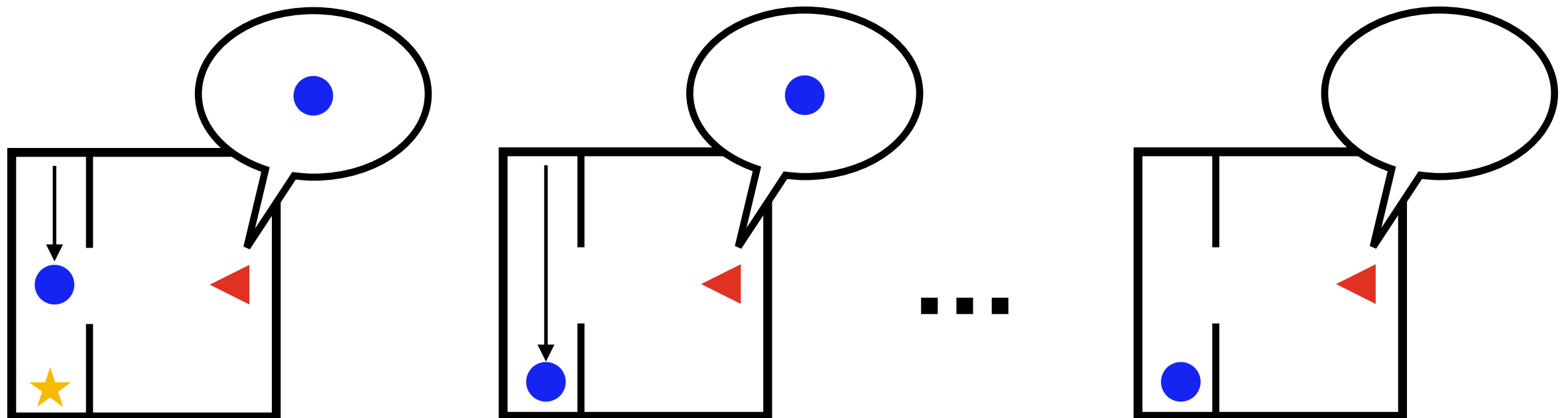
Low memory

Ability 3: among the guards who can remember, some have perfect memories and others forget about the thief after a few seconds.

Guard with perfect memory:

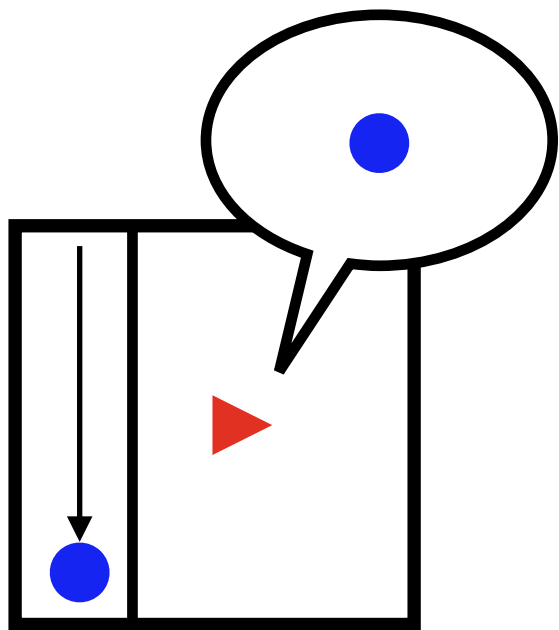


Guard that forgets after a few seconds:

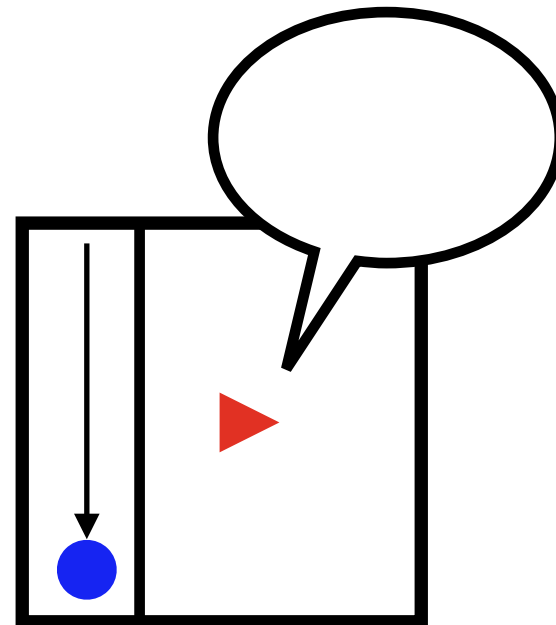


When guards forget, they might return to what they were doing before, but only if they can remember what they were doing.

Ability 4: some guards can only perceive the thief by seeing them. While other guards can hear the thief if they walk nearby.

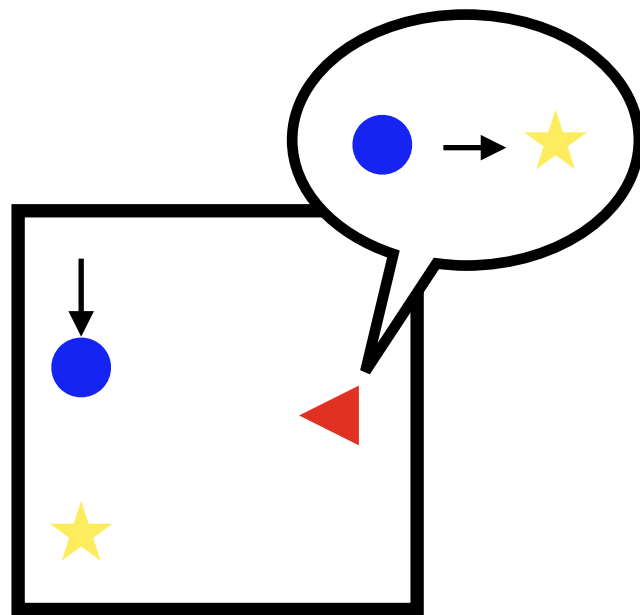


Can hear

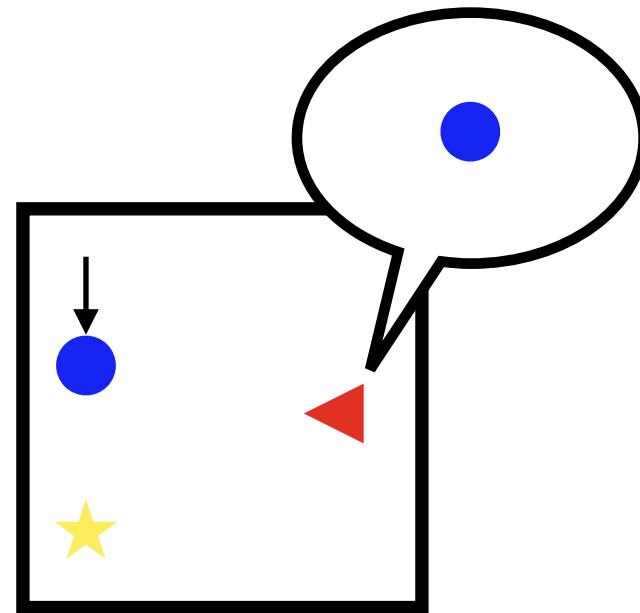


Cannot hear

Ability 5: some guards are able to predict where the thief is going while others are not.



Can predict



Cannot predict

In each trial we will show you a video of the guard trying to catch the thief.

Your task will be to determine what abilities the guard has.

The five questions are:

1. Can the guard think about things they are not actively perceiving?
2. Can the guard remember multiple things?
3. Does the guard forget things after a few seconds?
4. Can the guard hear the thief?
5. Can the guard predict the thief's destination?

