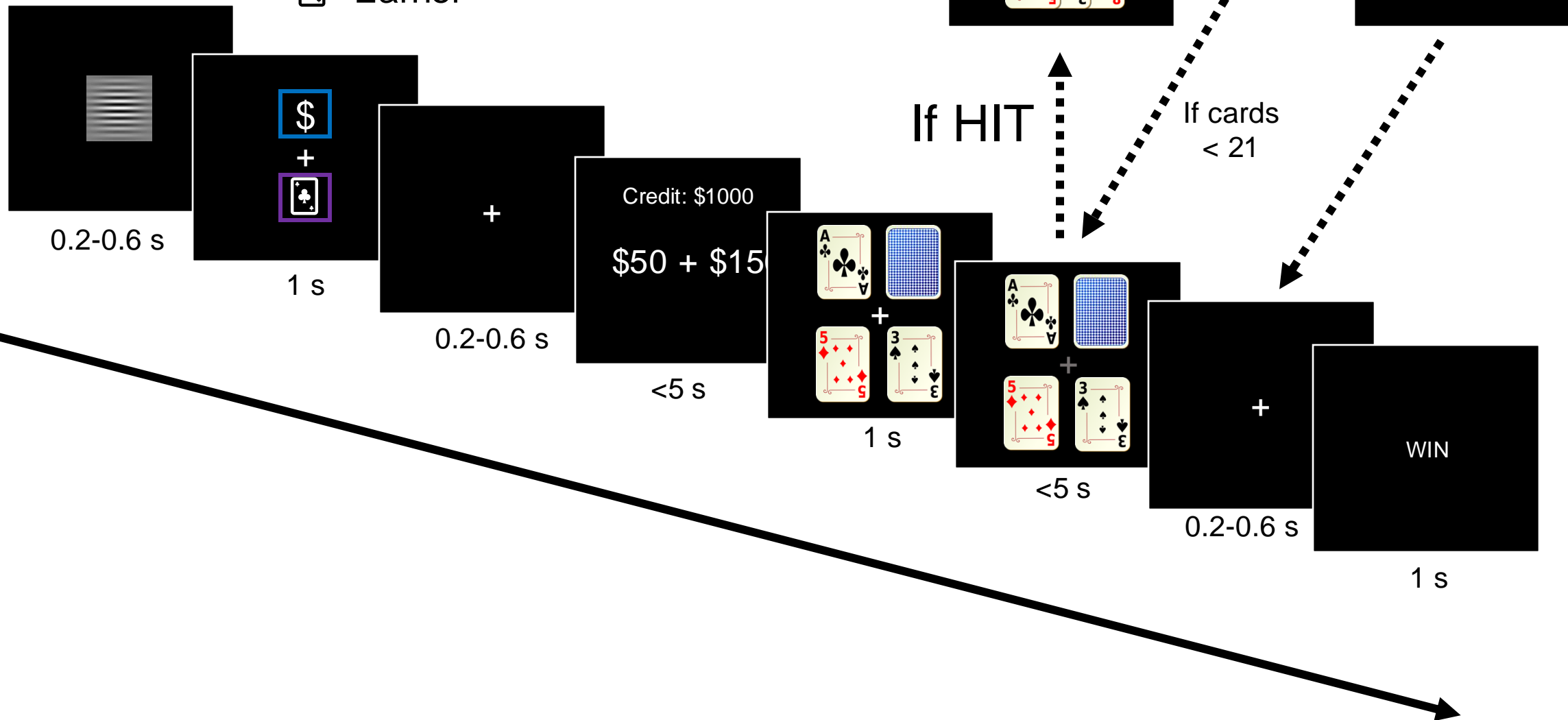
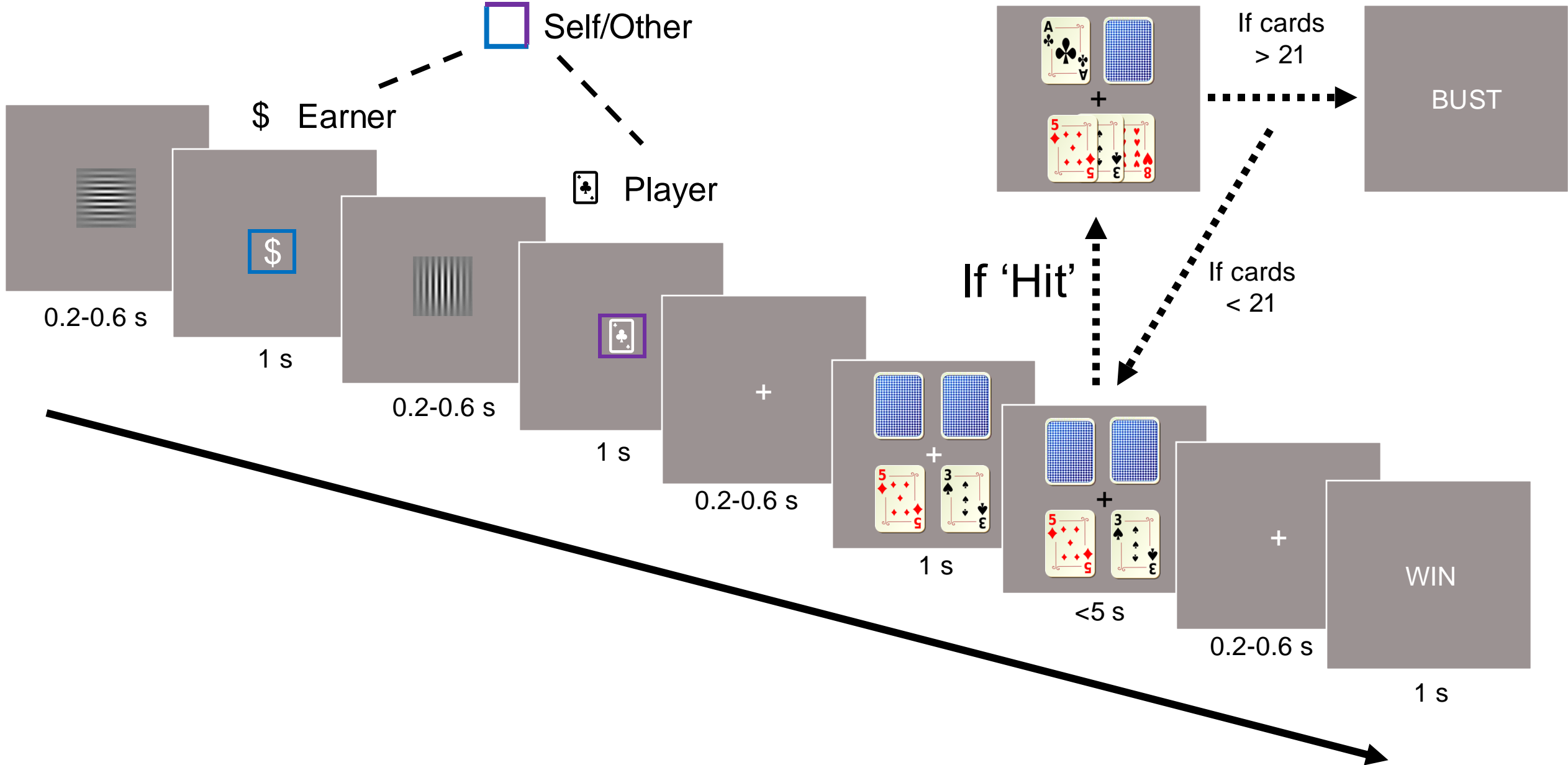
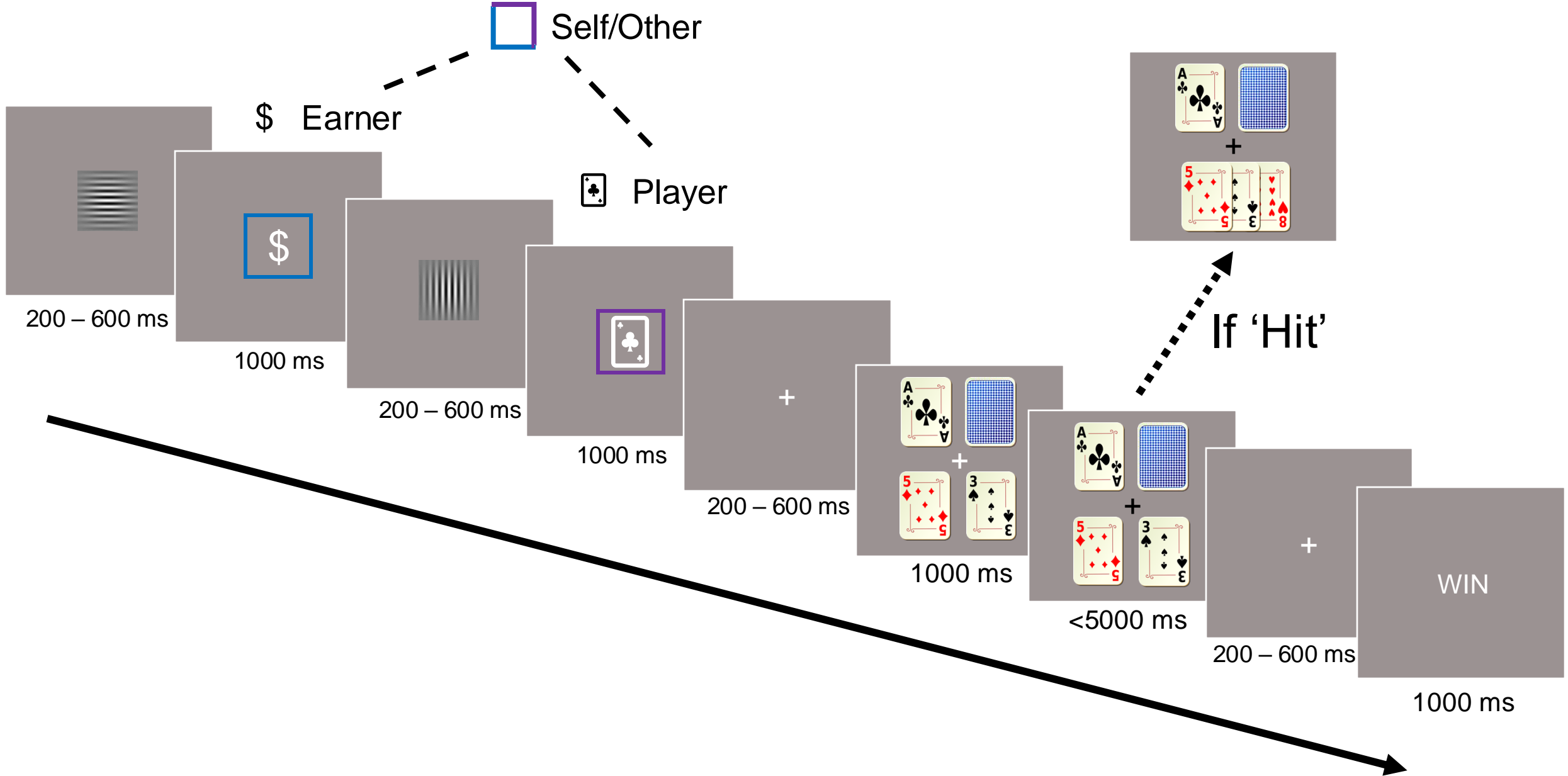


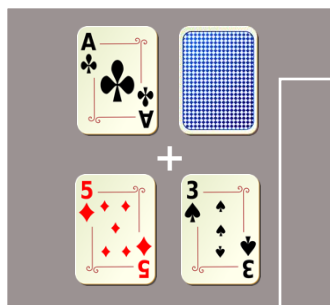
 Self/Other
\$ Player
 Earner



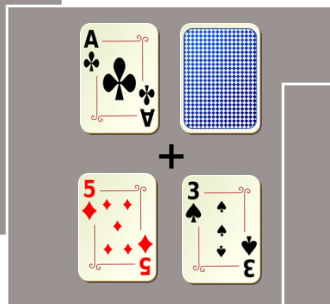




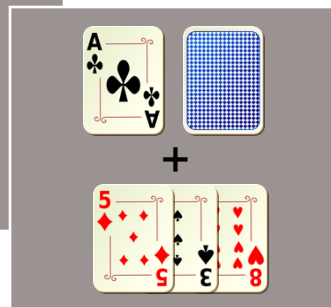
If 'Hit'



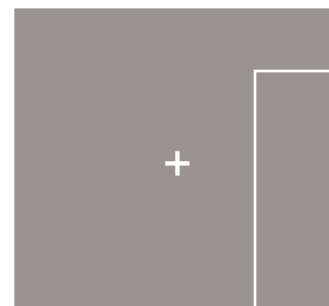
1 s



<5 s



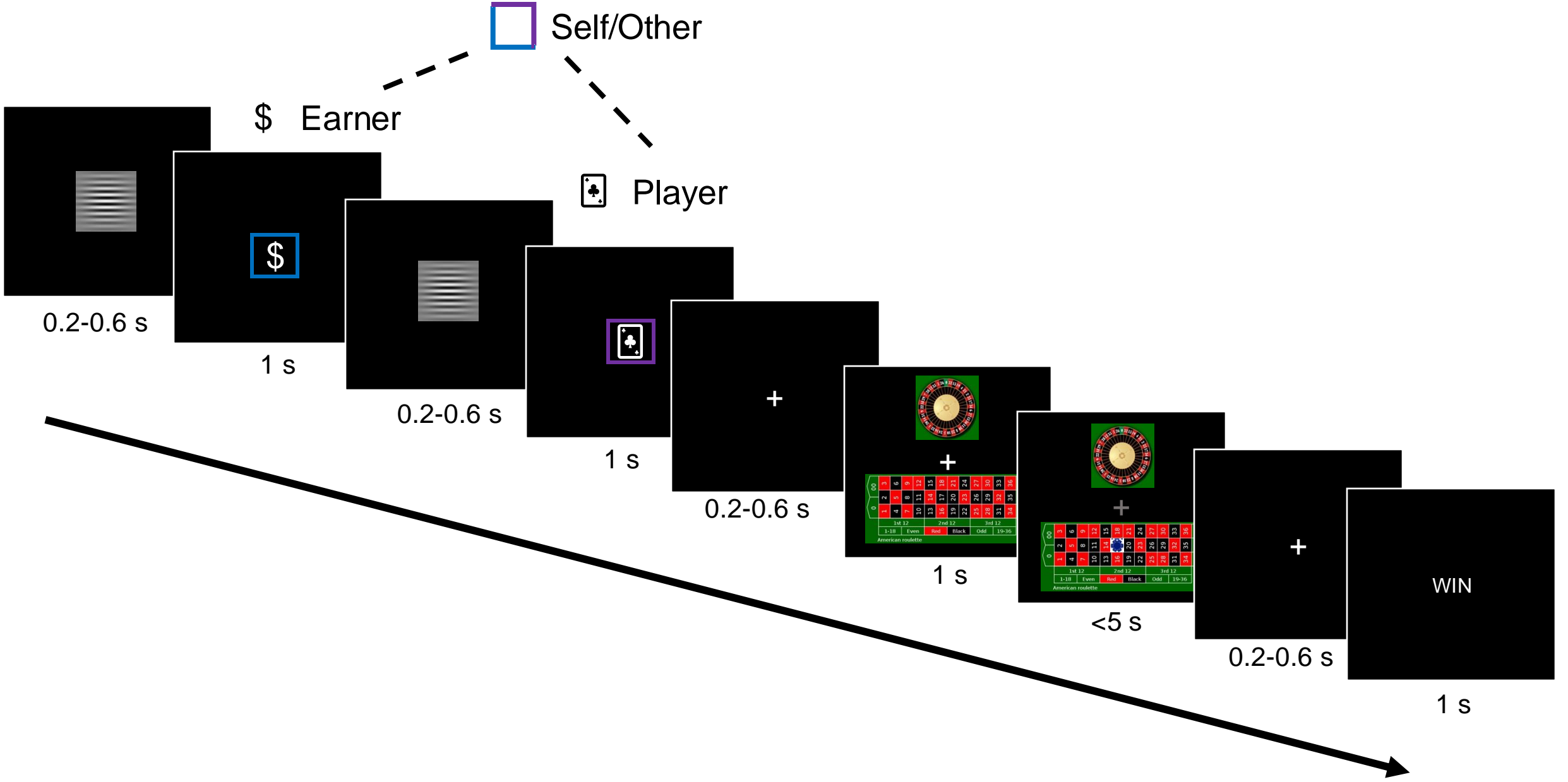
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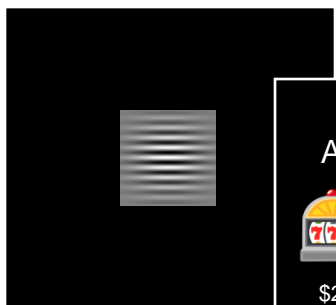


0.2-0.6 s

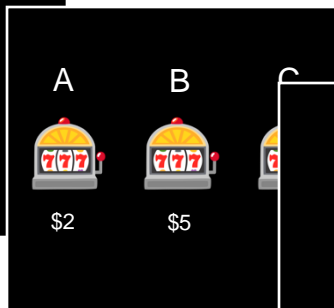


1 s

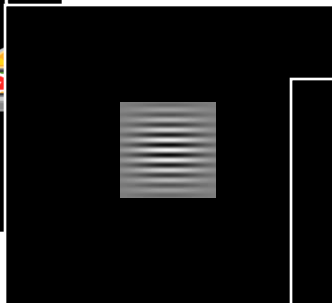




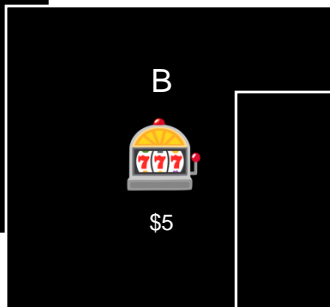
0.2-0.6 s



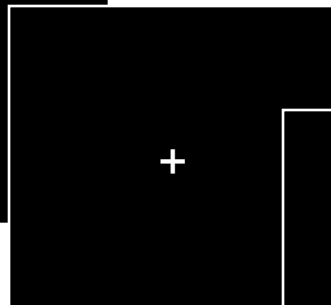
1 s



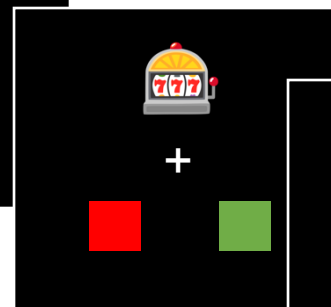
0.2-0.6 s



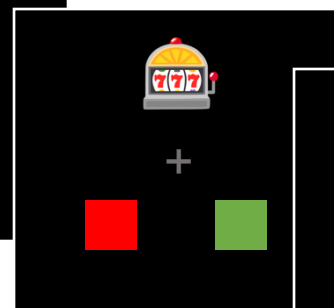
1 s



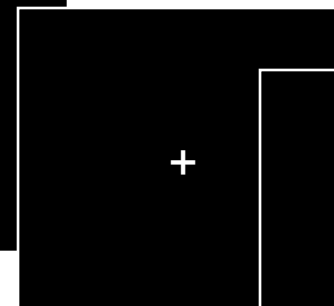
0.2-0.6 s



1 s



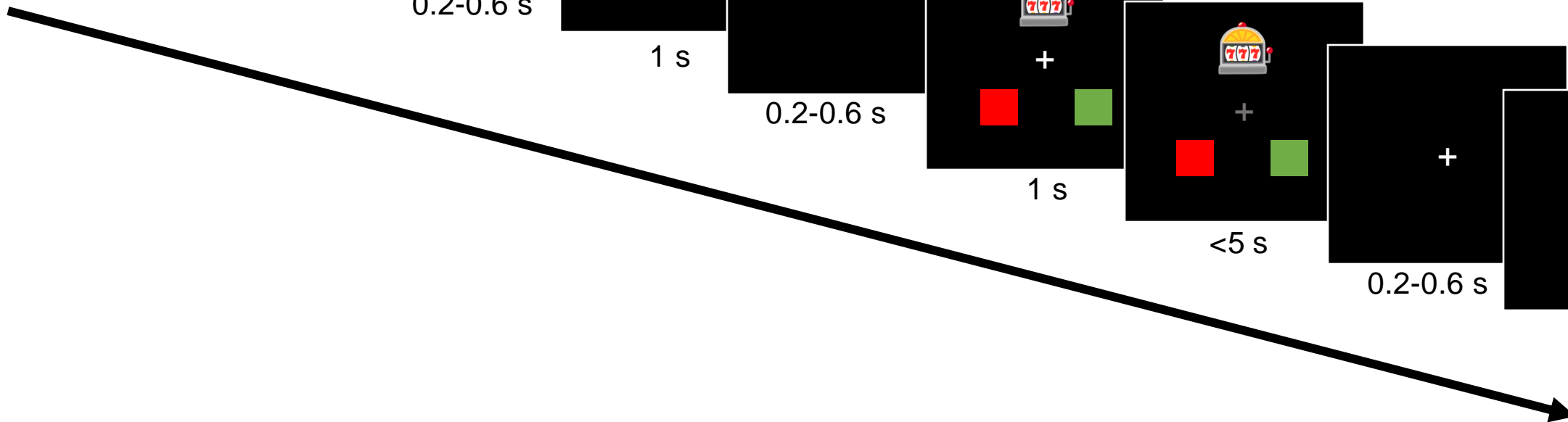
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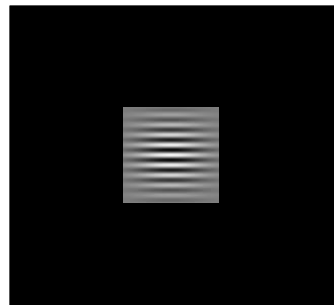


0.2-0.6 s



1 s

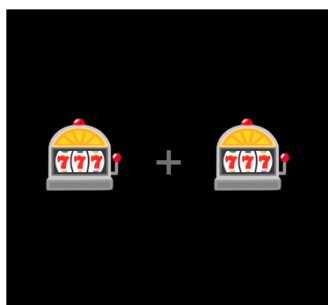




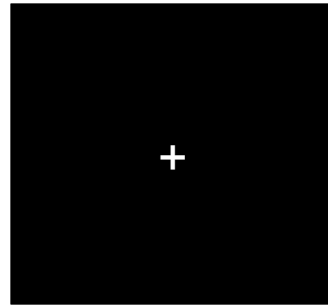
0.2-0.6 s



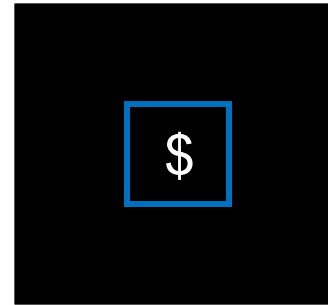
1 s



1 s

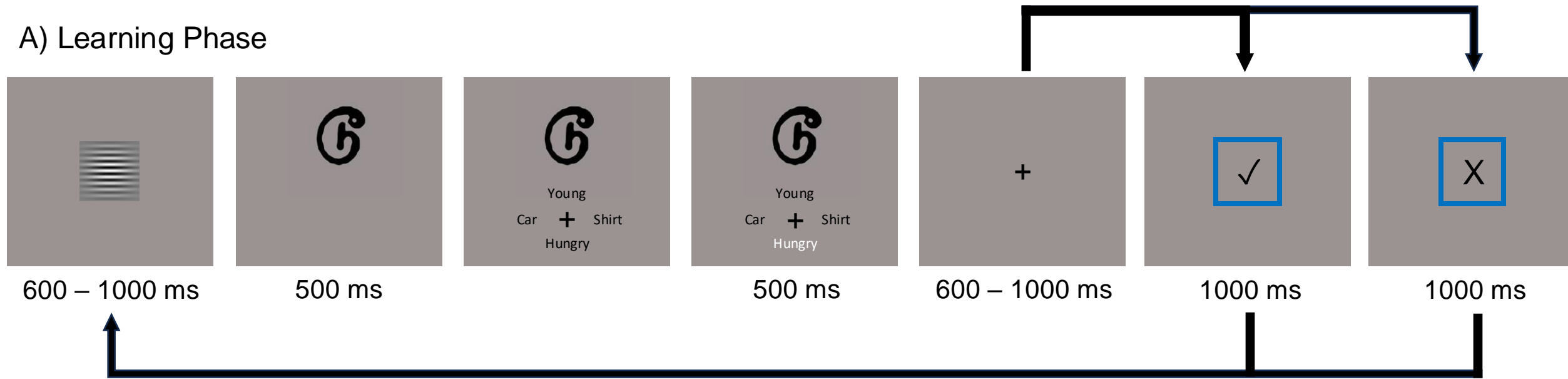


0.2-0.6 s



1 s

A) Learning Phase



B) Retention Test

