

Lure Match

+

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Name



Speech



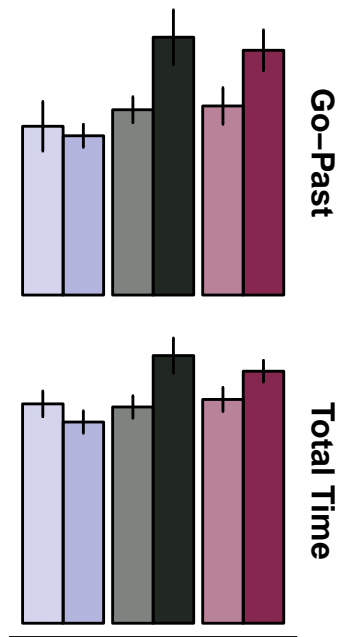
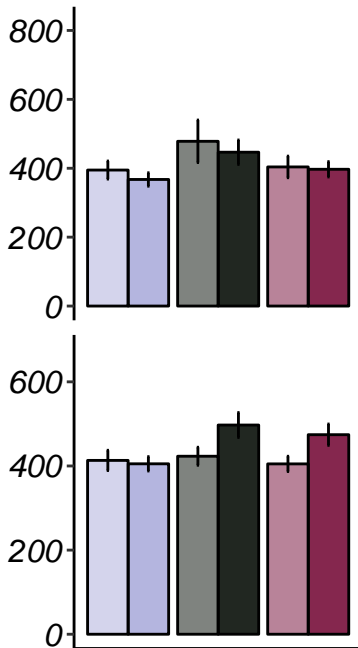
Perception



Reflexive

Spillover

Time (ms)



Go-Past

Total Time