Terms:  
Rewarding symbols – The symbols that are currently (potentially) rewarded  
Secondary symbols - The symbols that are not directly rewarding, but which will be in the future  
Episode – a number of trials where the same symbols are rewarding / secondary symbols  
Block – a number of episodes without breaks where the rules remain constant

I see 3 potential probability schemes, 1) one with only 4 symbols per block, 2) one with new secondary symbols every episode, 3) and one where the symbols are constant for a few episodes, but not for a whole block.

The problem with 1) is that if the symbols remain constant, people tend to display sticky behavior and just settle for one symbol, even when the reward probability changes.

The problem with 2) is that to get a decent number of trials, there has to be a lot of symbols. It might be overwhelming for the participants to have to constantly face new symbols, some which might look quite alike.

Which is why I will argue that 3) would be a good way to keep the number of different symbols down, but still force people to relearn, at leasùt occasionally.

