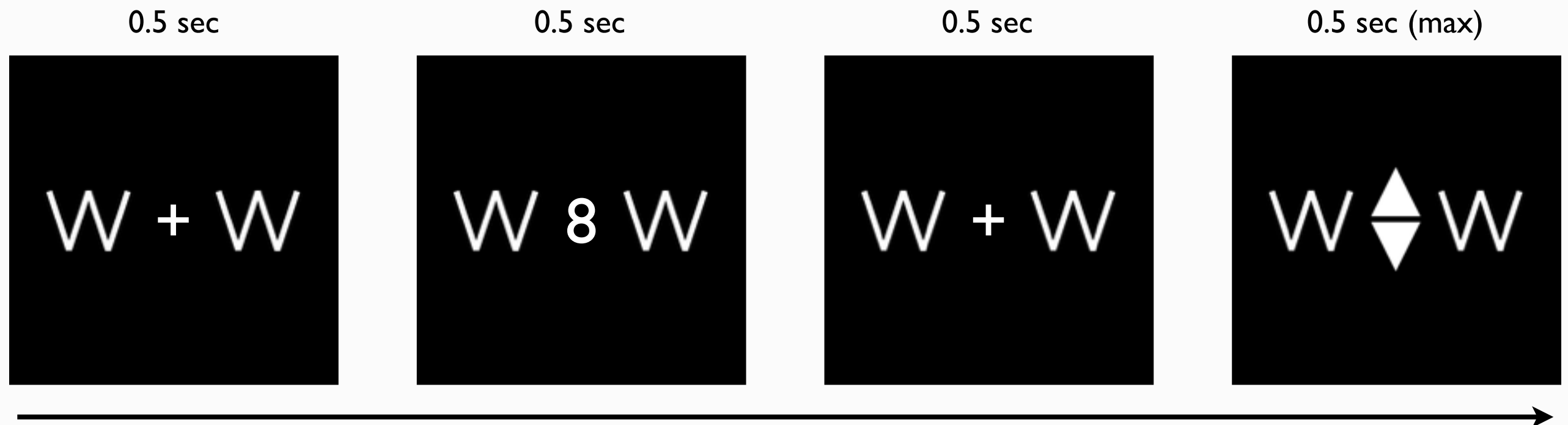


WELCOME TO THIS EXPERIMENT

Press 'n' to see the next instruction screen



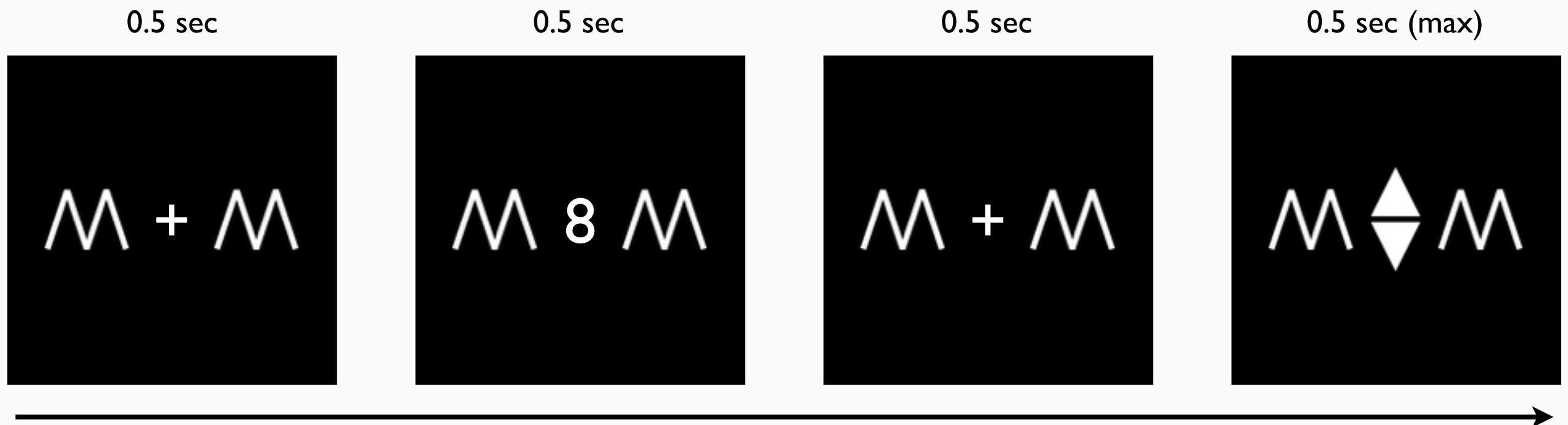
On every trial, you will see a digit appear between two letter cues.

You have to decide whether the number is smaller or larger than 5.

Press the "down arrow" key if it is smaller and the "up arrow" key if it is larger than 5.

However, you cannot immediately respond: you have to wait to press a key until two arrows appear on the screen. They will appear only briefly, so you have to prepare your response in advance. When you see the arrows, you have to execute your planned response as quickly as possible; otherwise, you will be too late, as you can no longer respond once the arrows have disappeared.

Press 'n' to see the next instruction screen; press 'p' to see the previous screen again.



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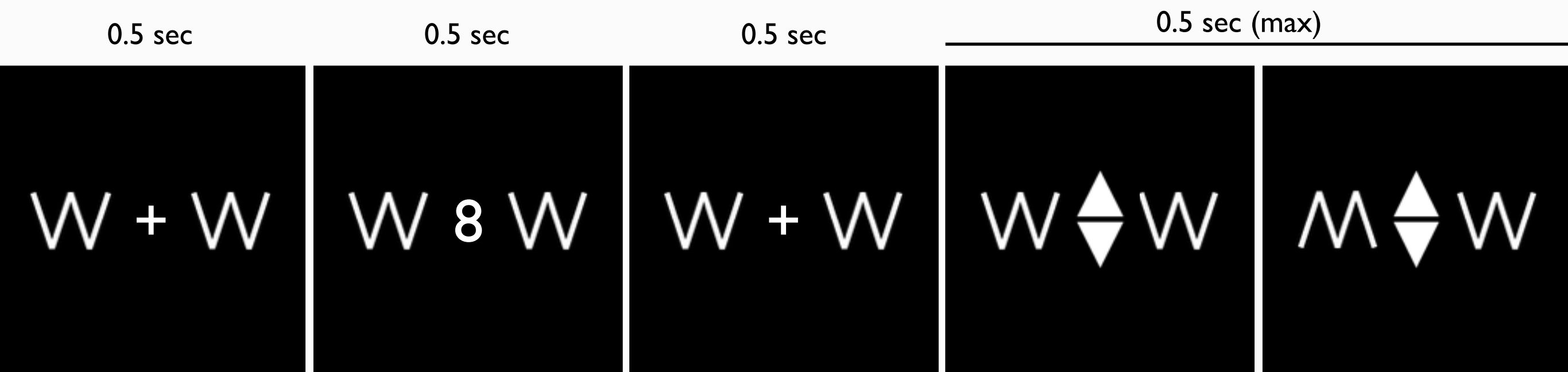
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However, on some trials, one of the letter cues will change after a variable delay (in this example, the left cue changes). When a cue changes, you have to withhold your response to the digit (i.e. the "up" or "down" response). In other words, do not press any key when a letter cue changes.

On approximately half of these stop-signal trials, a cue will change soon after the presentation of the arrows, and you will notice that it is easy to stop your response. On the other half of the signal trials, a cue will change later, and it will become very difficult or even impossible to stop your response.

Note that you should not wait for the stop signal (i.e. the cue change) to occur: if you start waiting for the signal to occur, the program will simply delay the presentation of the signal.

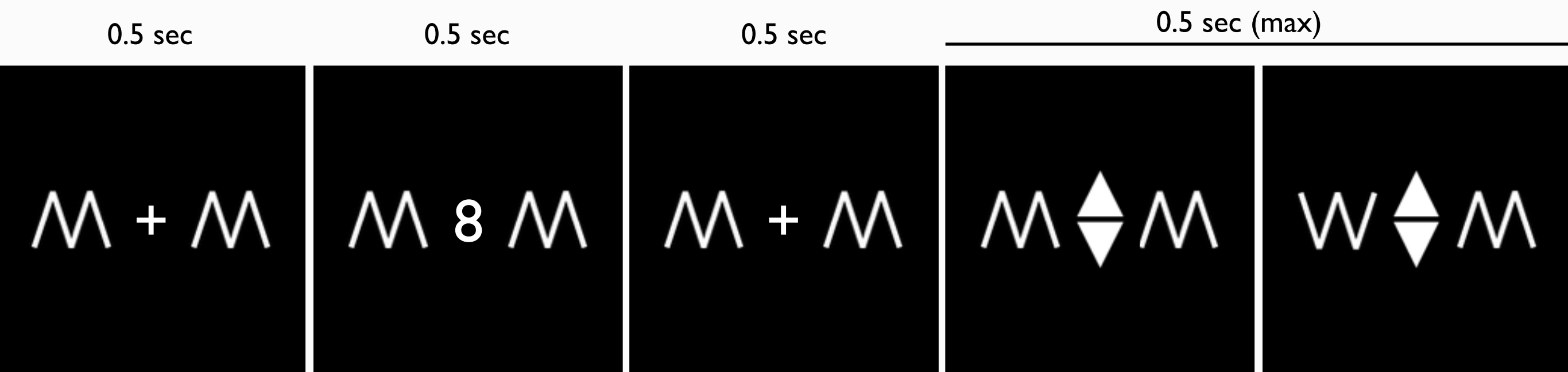


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Press 'n' to see the next instruction screen; press 'p' to see the previous screen again.

It is important that you try to respond as quickly and accurately as possible on all trials.

To summarise, on most trials, you will have to respond to the digit. You can only respond when the arrows appear on the screen and you must press a key before they disappear again.

But on a minority of trials, one of the letter cues flanking the fixation cross will change. On these trials, you must cancel your planned response to the digit.

You will get general feedback after every trial, and a performance overview at the end of each block. There are 8 blocks of 96 trials, and there is a short break after each block.

Press 'n' to start.

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But on a minority of trials, one of the letter cues flanking the fixation cross will change. On these trials, you must cancel your planned response to the digit.

For every stop-signal trial where you successfully stop your response, you will gain 10 points. These points will be added to your balance (start balance = 0 points). At the end of the experiment, the points will be converted into money (100 points = £0.1). Note that the money will only be awarded if overall performance on digit trials is also satisfactory (in other words, if you respond correctly and in time on the majority of trials).

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For every stop-signal trial where you fail to stop your response, you will lose 10 points. These points will be subtracted from your balance (start balance = 2,500 points). At the end of the experiment, the points will be converted into money (100 points = £0.1). Note that the money will only be awarded if overall performance on digit trials is also satisfactory (in other words, if you respond correctly and in time on the majority of trials).

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Press 'n' to start.