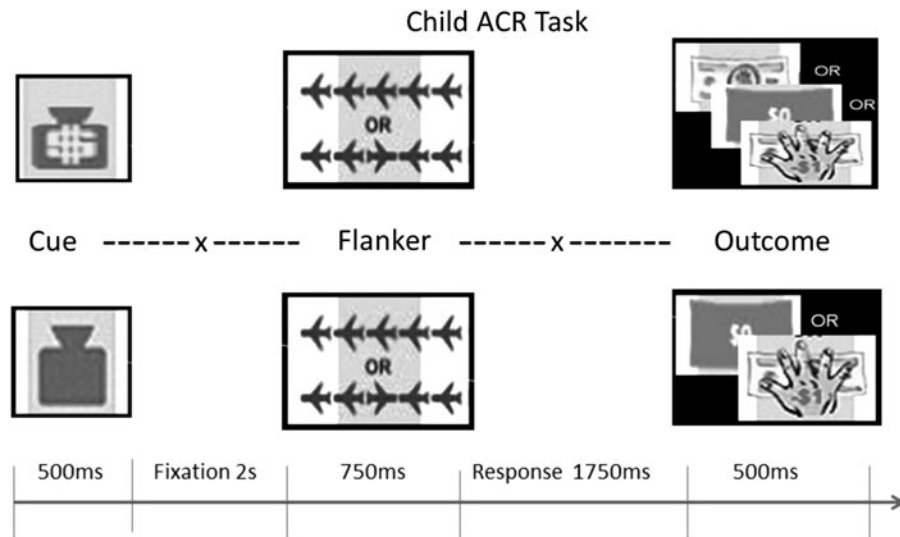


Supplementary Data

Supplementary Materials

The anticipation-conflict-reward task

- (1) Reward trial starts with a presentation of a Reward Cue followed by a Flanker and Reward Outcome that could be a \$1 win (e.g., expected reward), \$0 no-win (unexpected nonreward).
- (2) Nonreward trial starts with a presentation of a Nonreward Cue followed by a Flanker and Reward Outcome of \$0 no-win. Slow and/or incorrect responses elicit a loss of -\$1.



SUPPLEMENTARY FIG. S1. The time duration of the anticipation-conflict-reward (ACR) components.