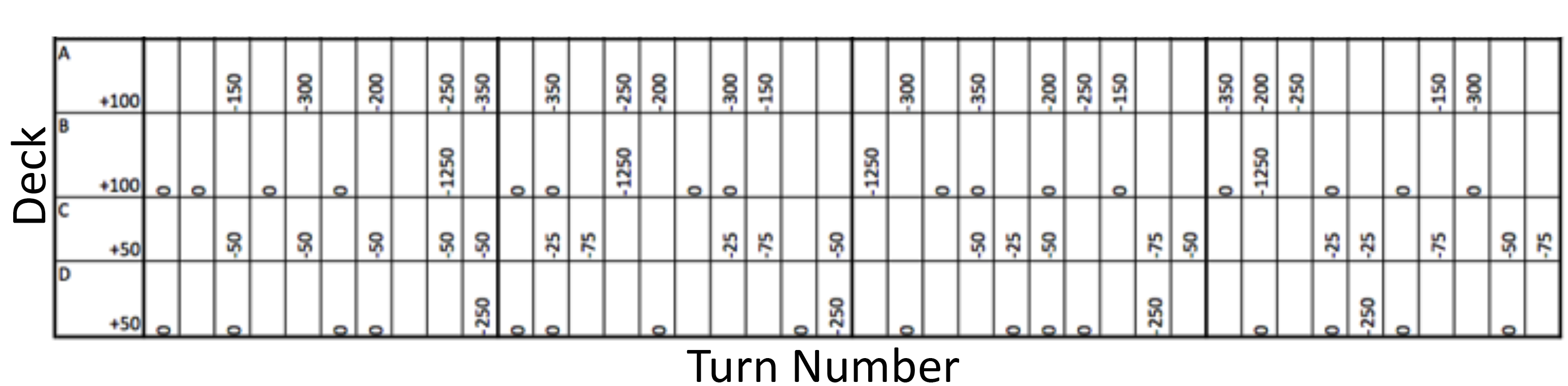
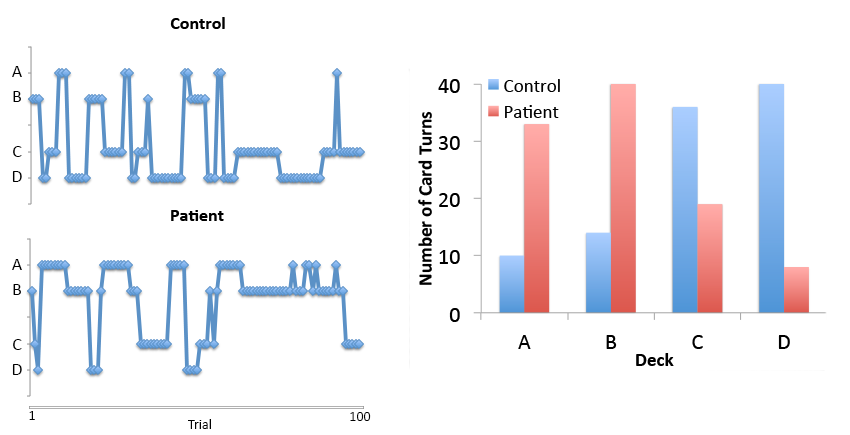
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**Figure 1: Computer reconstruction of the brain of a patient with VMPFC damage.** This patient has bilateral damage to the medial prefrontal cortex, due to surgical resection of a meningioma. Shown here is a 3D reconstruction made from MRI images. Images courtesy of Hanna Damasio.



**Figure 2. Programmed schedule of reward and punishment.** This chart is used by the experimenter to determine the reward and punishment for each card turn. The participant is rewarded with the dollar amount in the first column, and is presented with a punishment based on the schedule detailed in the following columns. Each row represents one deck of cards, either A, B, C, or D. For each card turn from that deck, the participant receives the dollar amount in the first cell. Each column represents the card turn from that deck. For example, the first two turns from deck A have no penalty, then the third turn from deck A has a $150 penalty. There are 40 cards in each deck, each represented by a column in the chart. Since there are 100 turns in the experiment, not all cards from all decks will be used.



**Figure 3. Control subject and patient performance on the Iowa Gambling Task.** In 100 card selections from 4 decks, normal controls made more selections from the good decks (C and D), and were more apt to avoid the bad decks (A and B). In contrast, patients with ventromedial prefrontal cortex damage made more selections from the bad decks (A and B), and avoided choosing from the good decks (C and D).