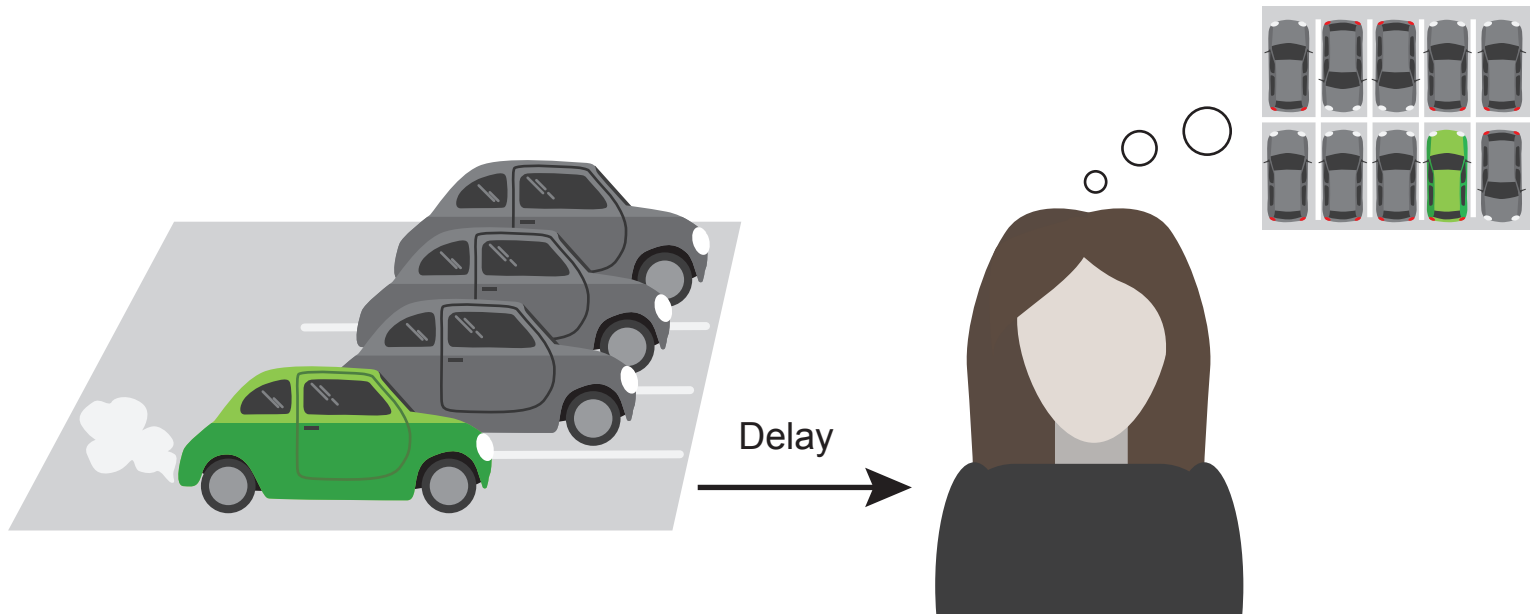
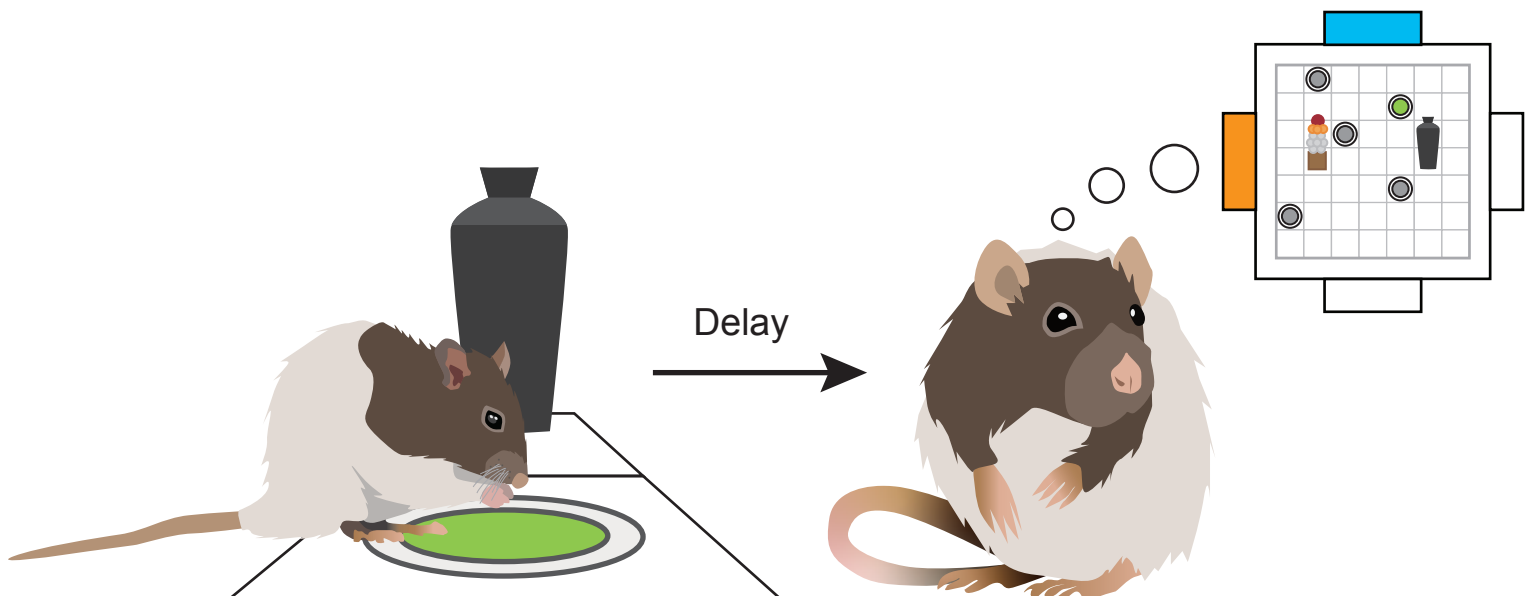
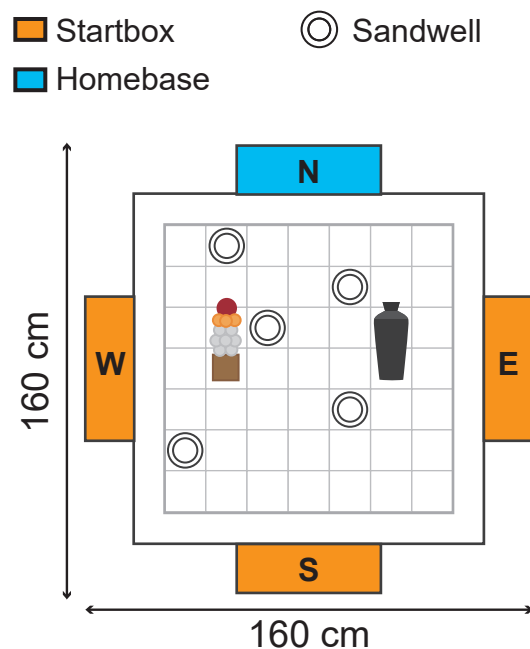
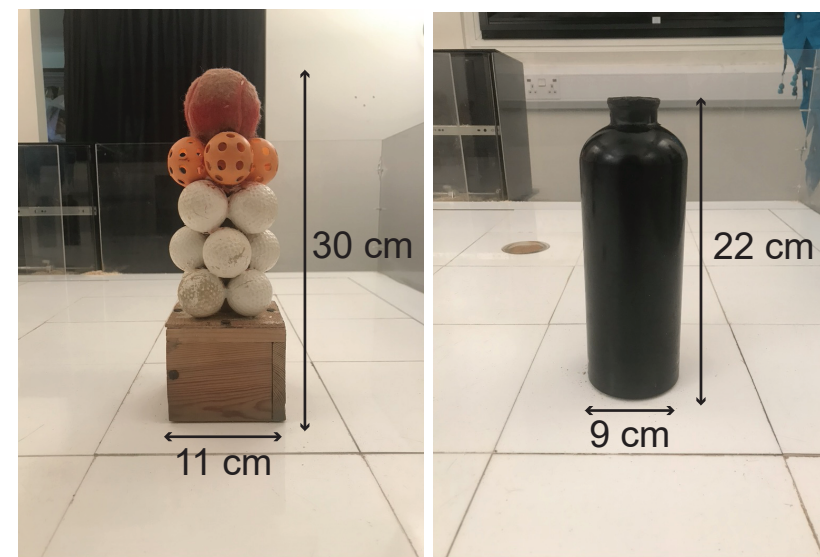
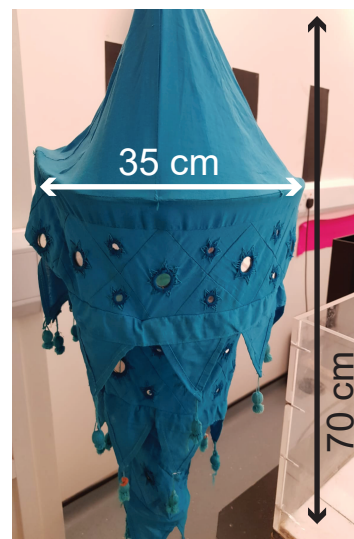
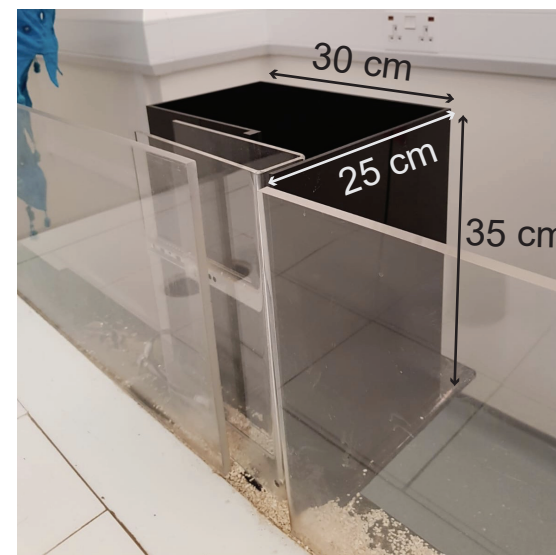
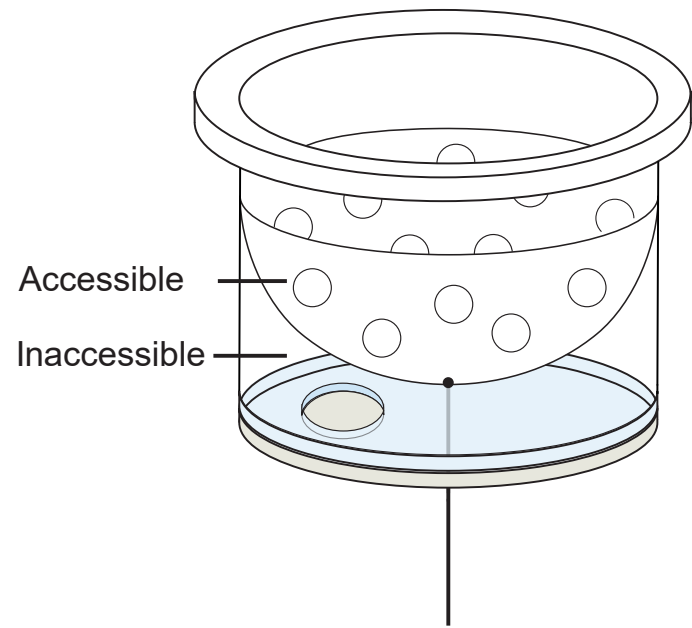
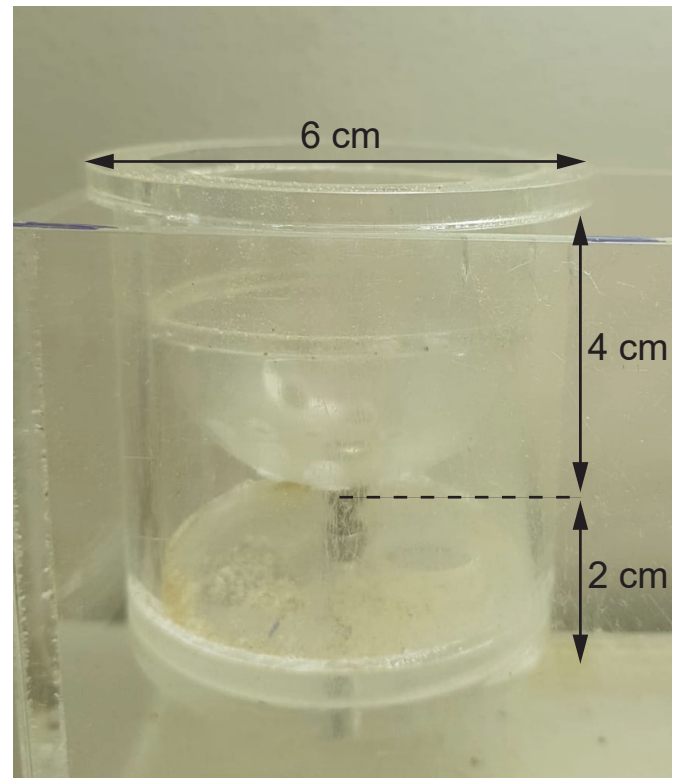
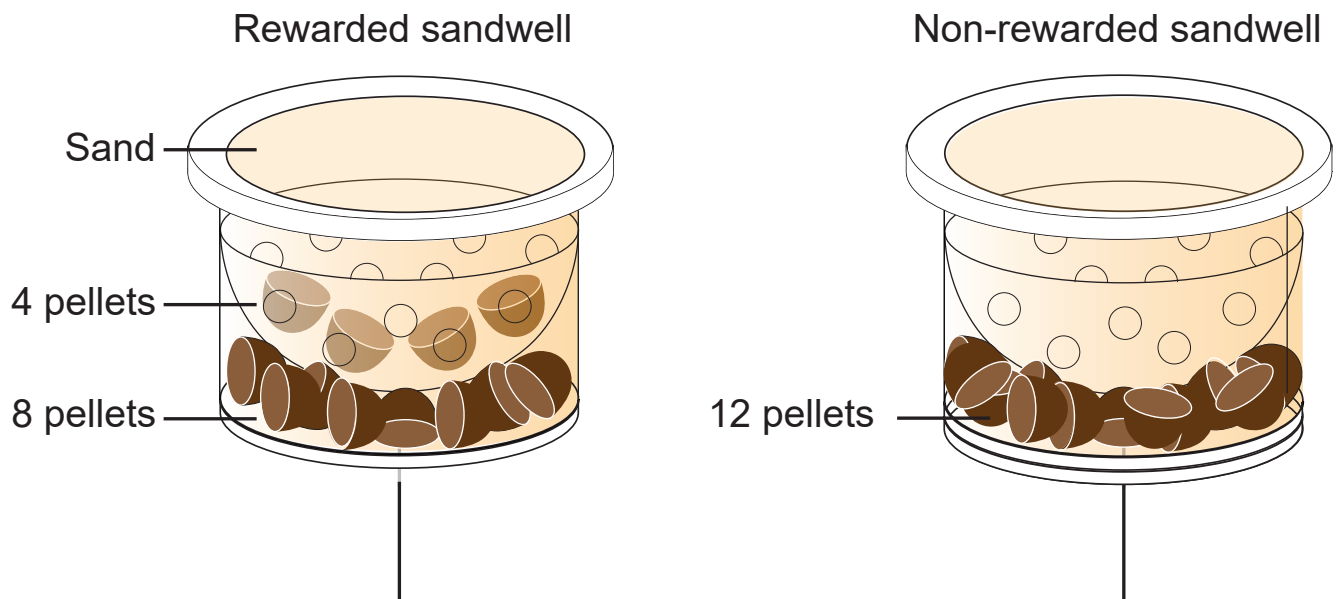
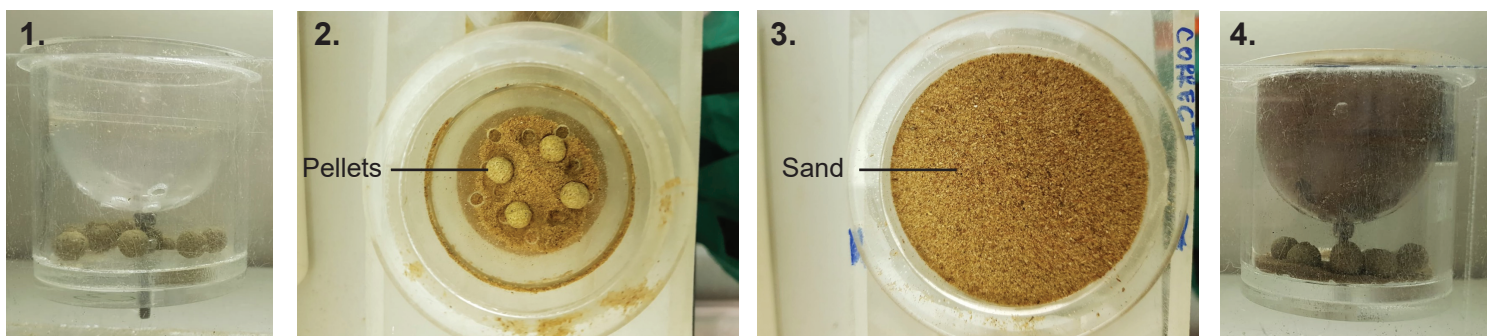
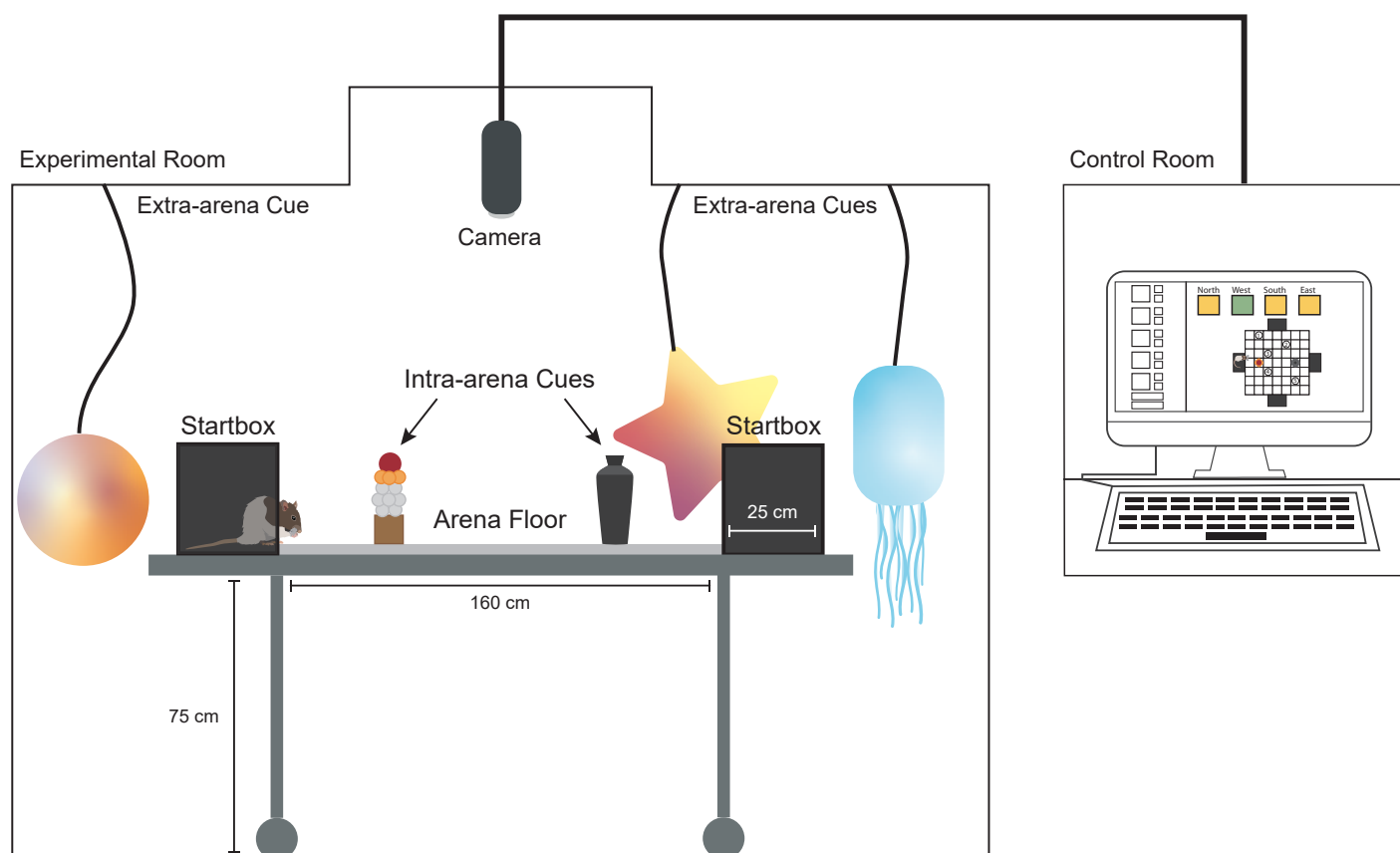


A) Human Everyday Memory: Where did I park my car?**B) Animal Everyday Memory: Where is the food?**

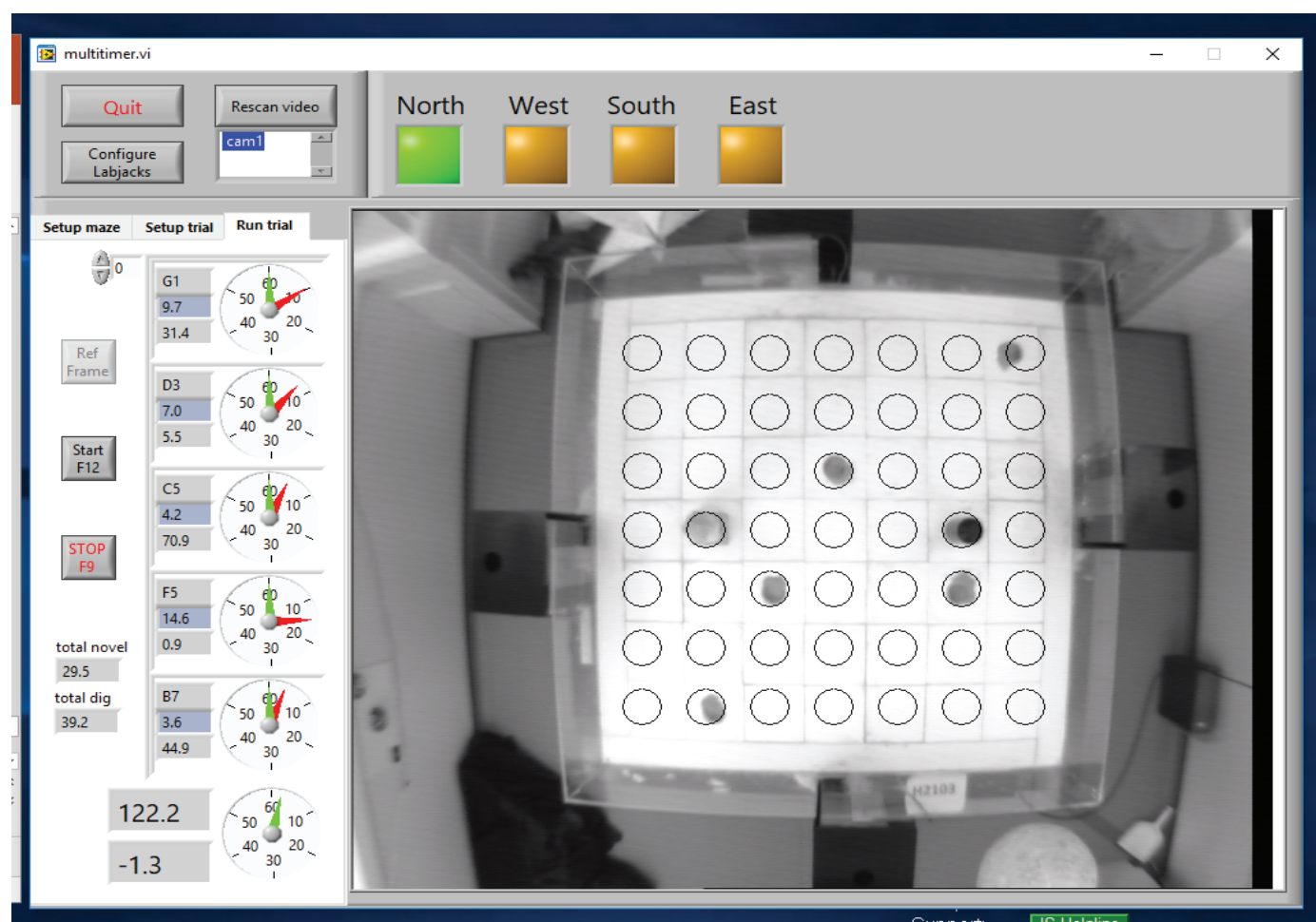
A Event Arena Schematic**B Event Arena****C 3D Intra-arena Cues****D 3D Extra-arena Cues****E Black box**

A Schematic of an empty sandwell**B Empty sandwell****C Arrangement of pellets in rewarded and non-rewarded sandwells****D Preparation of a rewarded sandwell**

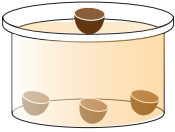
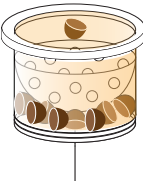
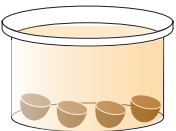
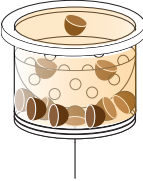
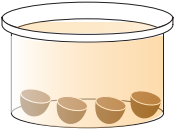
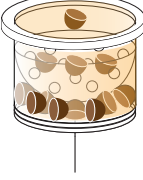
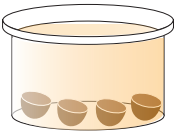
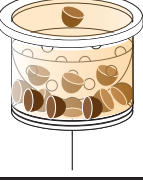
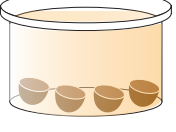
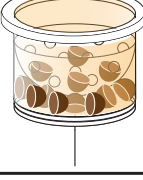
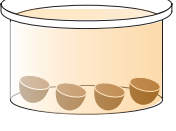
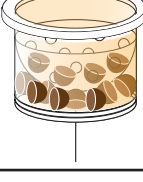
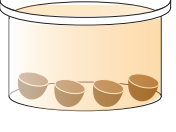
A Event Arena Set-Up (Side View)



B Custom LabView Software (Multitimer)



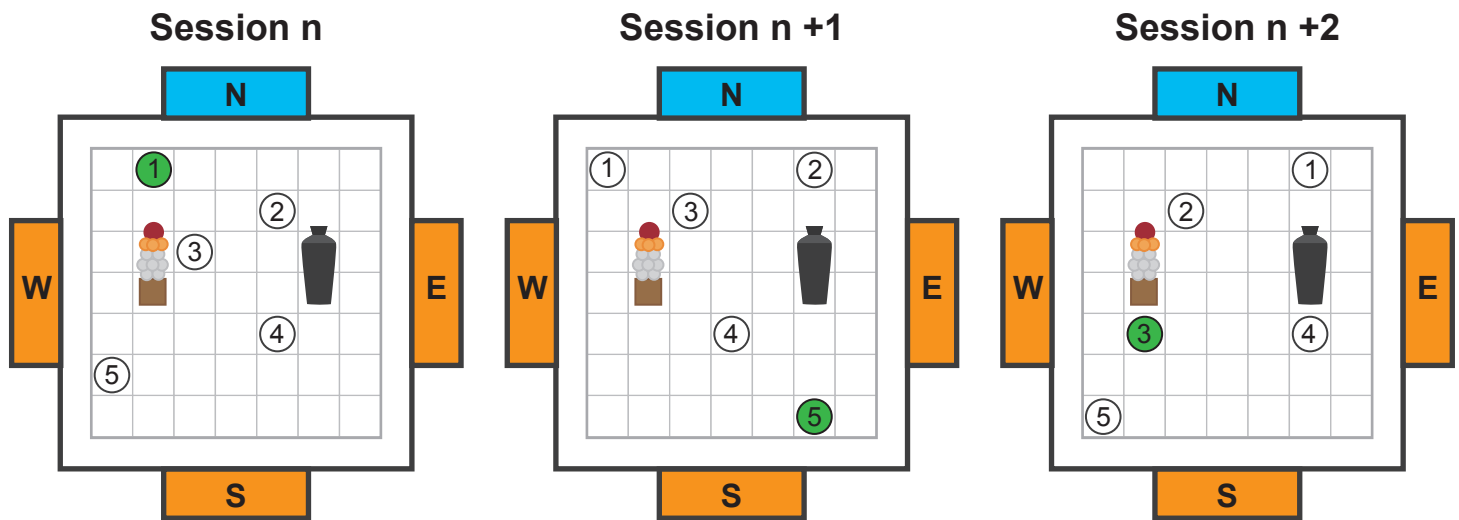
Habituation Sessions Summary

	In Arena				In Single Cage	
Sessions	Start from SB	Eats at	Sandwell		Sandwell	
H1	South	N/A	N/A	N/A	1p top, 3p bottom	
H2	East	SB North	1p top		4p bottom	
H3	West	SB North	1p top, 2p middle		4p bottom	
H4	East	SB North	1p top, 3p middle		4p bottom	
H5	South	SB North	1p top, 3p bottom		4p bottom	
H6	West	SB North	1p middle, 3p bottom		4p bottom	
H7	East	SB North	4p bottom		4p bottom	

A) Rewarded location counterbalanced across sessions

Example: Rat 1

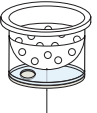
-  Startbox  Sandwell Map Locations (1-5)
 Homebase  Correct Sandwell Location



B) Example of a session's counterbalance table

Session n	Startbox	Rat 1	Rat 2	Rat 3
Encoding 1 (E1)	South	Sandwell Set 1, Well A 1A	2A	3A
Encoding 2 (E2)	East	1B	2B	3B
Recall Choice (C1)	West	2C	3C	1C
Rewarded Location		2	4	3
Near/Far from C1 SB		Far	Near	Near

C) Sandwell sets

	Wells				
	A	B	C	D	E
Set 1	Set 1, Well A 1A	1B	1C	1D	1E
Set 2	Set 2, Well A 2A	2B	2C	2D	2E
Set 3	Set 3, Well A 3A	3B	3C	3D	3E

A Experimental Protocol: Main Training

Encoding trials - 1 SW

2 trials from different SB and return to Homebase

- 

 Rewarded
- 

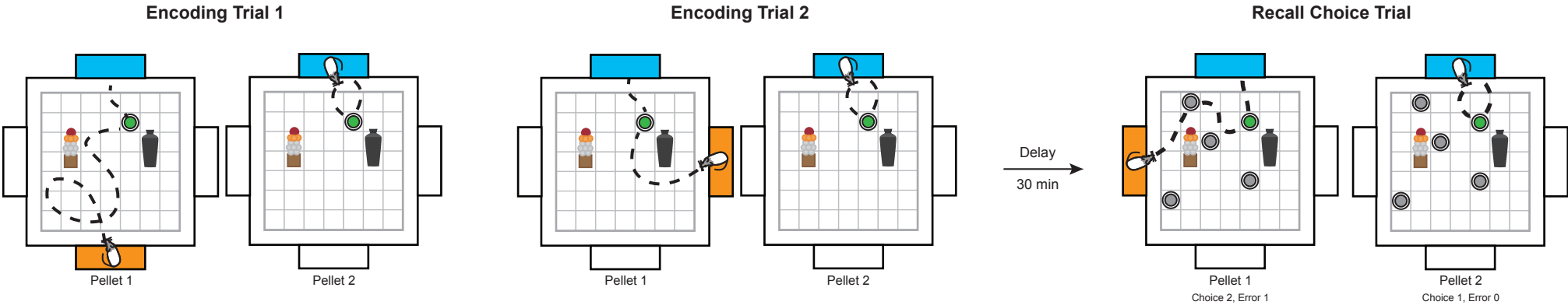
 Startbox
- 

 Animal's Path
- 

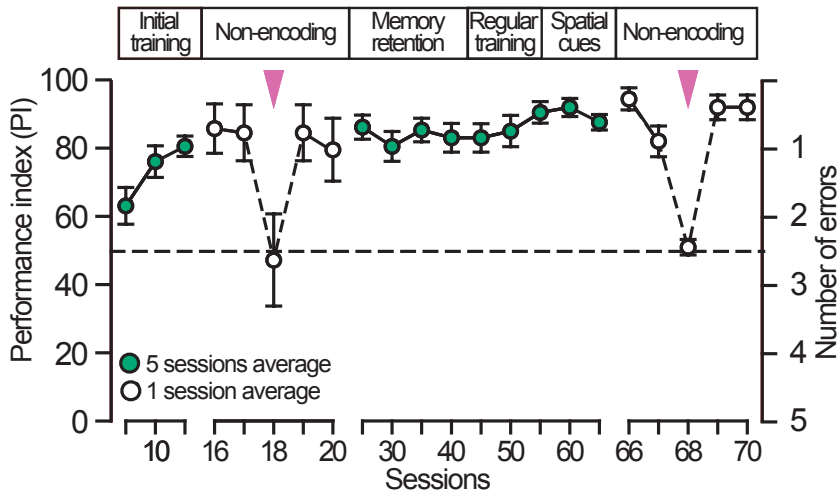
 Non-rewarded
- 

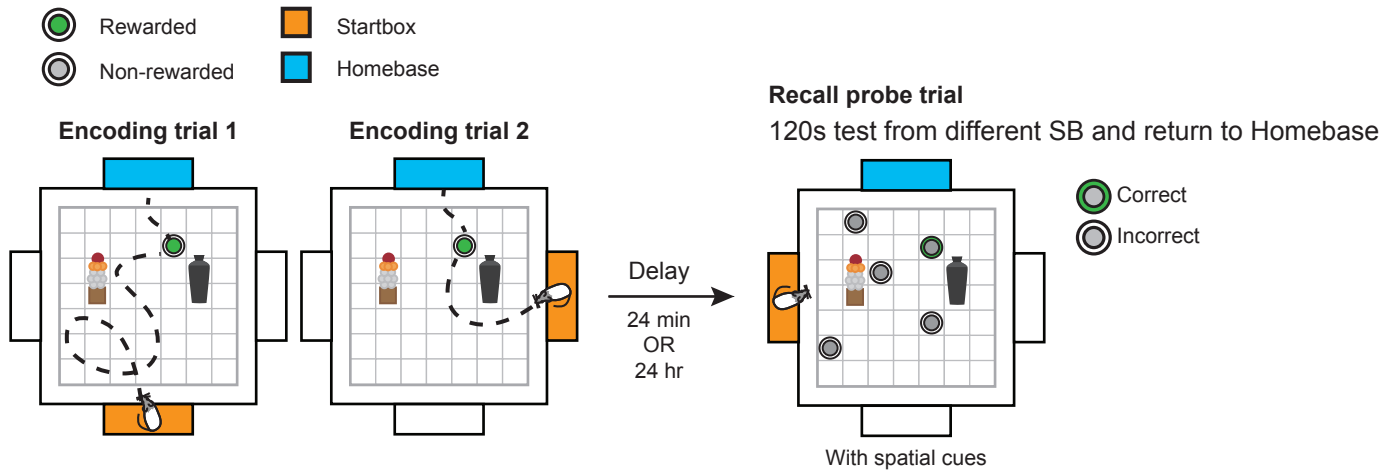
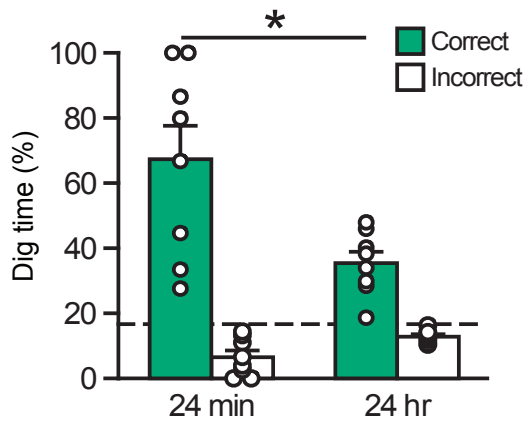
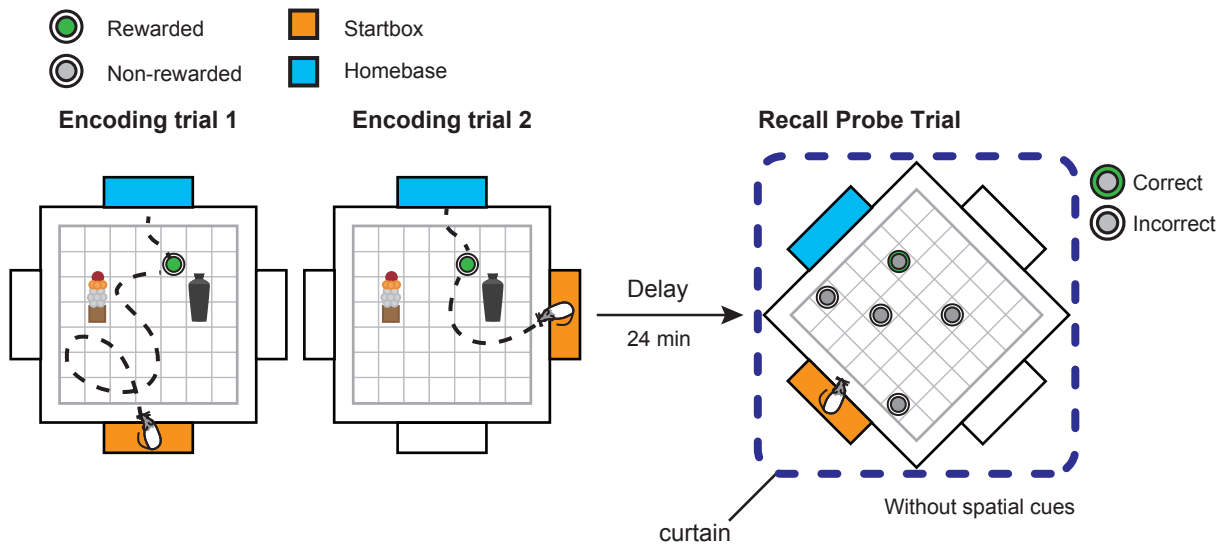
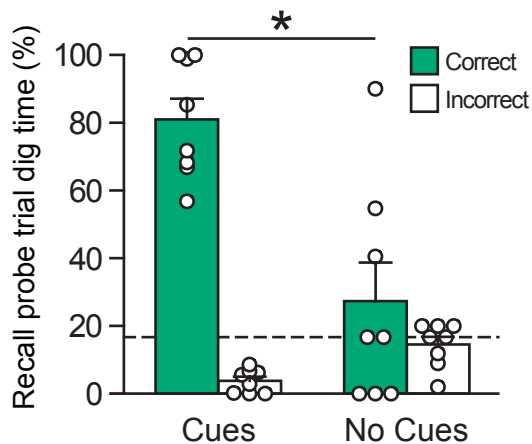
 Homebase

Retrieve 2 pellets per trial (one pellet by one pellet)



B Main Training Performance



A Experimental Protocol: Recall Probe Test**B Recall Probe Test Results: 24 min vs 24 hr delay****C Recall Probe Test Without Intra- and Extra-Arena Cues****D Recall Probe Test: With vs Without arena cues**

Experimenters: _____ **LUX:** _____

Lat. 1: latency to dig in correct well; Lat. 2: latency to retrieve food; Ent. Arena: latency to enter the arena from startbox (1st pellet) or homebase (2nd pellet).

Rat-No.: _____

Encoding Trials

	Location	SB	Ent. Arena	Lat1	Lat 2	Eats@	Time
E1-1st			0				
E1-2nd							
E2-1st			0				
E2-2nd							

Recall Choice/ Probe Trial **Time:**

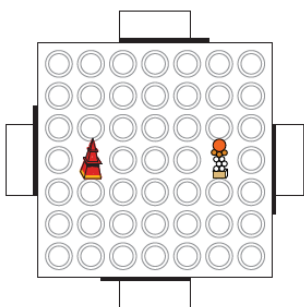
	Location	SB	Ent. Arena	Lat1	Lat 2	Eats@	Order	Choice
C1-1			0					
C1-2								

Additional **Time:**

	Location	SB		Lat1	Lat 2	Eats@	Order	Choice
			0					

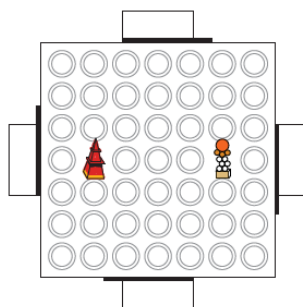
Encoding 1

Pellet 1



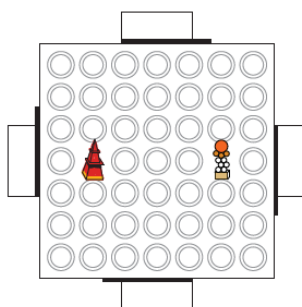
Encoding 2

Pellet 1



Recall Choice

Pellet 1



For Probe Trial Use Only

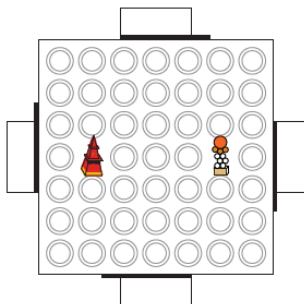
Trial Duration: 60s

Location	Dig Time	Latency
L1		
L2		
L3		
L4		
L5		

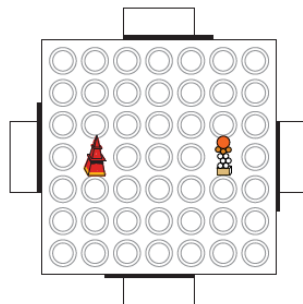
Trial Duration: 120s

Location	Dig Time	Latency
L1		
L2		
L3		
L4		
L5		

Pellet 2



Pellet 2



Pellet 2

