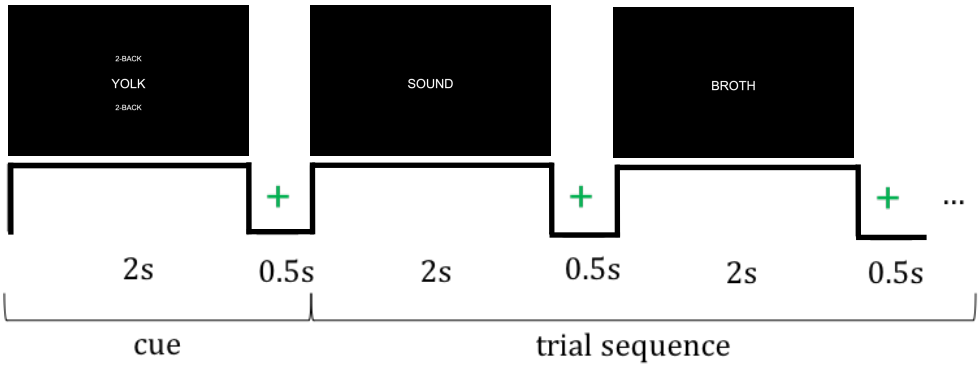
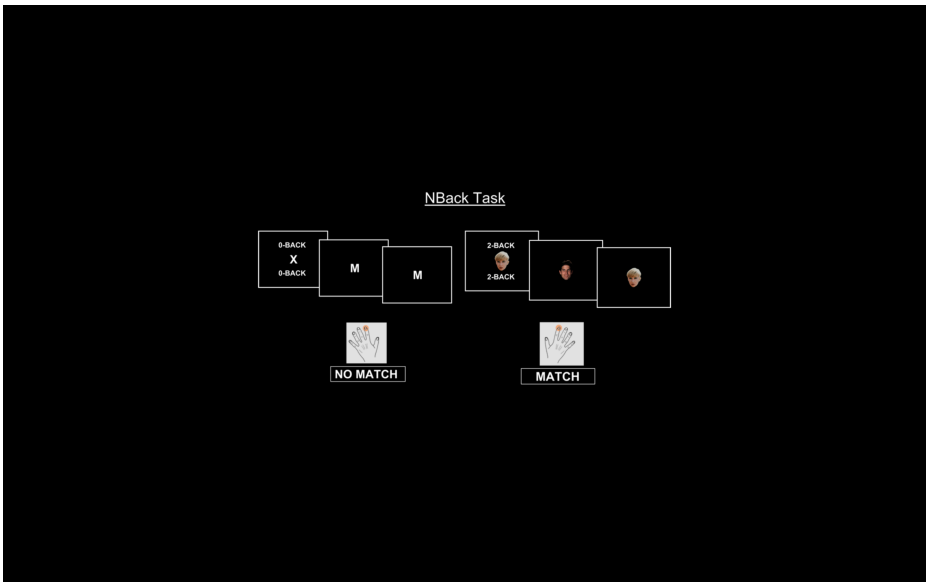
Task	NBACK (v211129)
Duration (s)	284 (plus 10s of reference scans for multi echo, as 'Stay very still' screen shown)
Volume #	284 (12 T1 stabilization)
TR (s)	1.00
Stimuli	**FACES** from HCP **SCENES** from Konkle Lab 'Massive Memory' Scene Image Set (especially images used in scene 'localizer' within Josephs & Konkle 2020 *PNAS*) **LETTERS**: 60pt Ariel font consonants (from 430, uppercase: B, C, D, F, G, H, J, K, L, M, N, P, Q, R, S, T, V, Z) **RHYMES**: 16 10-word lists: all words are 1-syllable; lists are matched for length [4-6 letters, mean = 4.7 for all lists] and frequency [mean = 44.08, range = 0.23 across lists] using the Corpus of Contemporary American English (Davies, 2008), vDecember 2015.]
Task requirements	Participants are instructed to fixate a central, white crosshair for the entire run. - During **2-back blocks**, participants press the right index finger key to indicate a match with the stimulus 2 trials back, or the left index finger key for a non-match. - During **0-back blocks**, participants press the right index finger key to indicate a match with the first (cued) stimulus and the left index finger key for a non-match. - For images and letters, "match" = identical; for rhymes, "match" = rhyming words.
Other task notes	At the beginning of each block, a cue indicates 2-back or 0-back.
# of runs	8
Run creation	Each run features 8 blocks (1 0-back and 1 2-back block per category per run). Each block features a cue and 9 trials, including 2 target ("match") trials and 2 lures (repeated non-targets). Target orders are balanced across 0-back and 2-back blocks across the 4 categories. Targets are equally likely to appear in each position (T2-T9) across and within each run. Lure orders vary (e.g., are not identical within blocks with matching target orders across categories), but lures appear in each position (T2-T9) 16 times each across all runs. Category orders are not repeated across runs, and no categories appear (i.e., as 0-back and 2-back) back-to-back. All four categories are seen before a category is repeated. 0-Back and 2-Back blocks, for each category, appear in each block position (1-8) once across runs (see "Detailed Order" below.)
Possibility of more runs	Would need more stimuli
Design	Each run includes 8 blocks (one per cue-type per category). Each block includes a cue and 9 trials (25s total). 4 fixation periods (15s each) occur throughout a run (after every 2 stimulus blocks). Within a block, between each stimulus, the crosshair is green. During longer fixation periods (15s), the crosshair is white. All stimuli are shown on a black background. Text (for rhymes and letters) is white. **<u>NBACK1</u>** [12s (+)] : 12s (+), 25s(2-Back RHYMES), 25s(0-Back LETTERS) 15s (+), 25s(2-Back FACES), 25s(0-Back SCENES) 15s (+), 25s(2-Back LETTERS), 25s(2-Back SCENES) 15s (+), 25s(0-Back FACES), 25s(0-Back RHYMES) 15s (+)

	NBACK2 [12s (+)] : 12s (+), 25s(0-Back FACES), 25s(0-Back RHYMES) 15s (+), 25s(2-Back SCENES), 25s(2-Back LETTERS) 15s (+), 25s(2-Back RHYMES), 25s(0-Back SCENES) 15s (+), 25s(2-Back FACES), 25s(0-Back LETTERS) 15s (+) **NBACK3** [12s (+)] : 12s (+), 25s(0-Back LETTERS), 25s(2-Back SCENES) 15s (+), 25s(2-Back RHYMES), 25s(0-Back FACES) 15s (+), 25s(0-Back SCENES), 25s(0-Back RHYMES) 15s (+), 25s(2-Back LETTERS), 25s(2-Back FACES) 15s (+) **NBACK4** [12s (+)] : 12s (+), 25s(2-Back SCENES), 25s(0-Back FACES) 15s (+), 25s(2-Back LETTERS), 25s(0-Back RHYMES) 15s (+), 25s(0-Back LETTERS), 25s(2-Back FACES) 15s (+), 25s(0-Back SCENES), 25s(2-Back RHYMES) 15s (+) **NBACK5** [12s (+)] : 12s (+), 25s(0-Back RHYMES), 25s(2-Back FACES) 15s (+), 25s(0-Back SCENES), 25s(0-Back LETTERS) 15s (+), 25s(2-Back SCENES), 25s(2-Back LETTERS) 15s (+), 25s(2-Back RHYMES), 25s(0-Back FACES) 15s (+) **NBACK6** [12s (+)] : 12s (+), 25s(0-Back SCENES), 25s(2-Back RHYMES) 15s (+), 25s(0-Back LETTERS), 25s(2-Back FACES) 15s (+), 25s(0-Back RHYMES), 25s(0-Back FACES) 15s (+), 25s(2-Back SCENES), 25s(2-Back LETTERS) 15s (+) **NBACK7** [12s (+)] : 12s (+), 25s(2-Back FACES), 25s(2-Back LETTERS) 15s (+), 25s(0-Back RHYMES), 25s(2-Back SCENES) 15s (+), 25s(0-Back FACES), 25s(2-Back RHYMES) 15s (+), 25s(0-Back LETTERS), 25s(0-Back SCENES) 15s (+) **NBACK8** [12s (+)] : 12s (+), 25s(2-Back LETTERS), 25s(0-Back SCENES) 15s (+), 25s(0-Back FACES), 25s(2-Back RHYMES) 15s (+), 25s(2-Back FACES), 25s(0-Back LETTERS) 15s (+), 25s(0-Back RHYMES), 25s(2-Back SCENES) 15s (+)
Trials/Block/Run	80 stimuli per run, 10 in each block: 40 2-back and 40 0-back, 20 per category
Trial timing	Within a block: each stimulus (including cue) is shown for 2s, followed by 0.5s fixation. 

<table>
<tr><td>Randomization</td><td>Not including cues, targets are equally likely to occur in T2-T9 across blocks. All blocks feature 2 targets and 2 lures. Lures are equally likely to occur across T2-T9 when considering all runs (but differ across blocks, including those matched by category target-wise). 4 runs start with 2-back (1 per category) and 4 with 0-back (1 per category).

Here, 2-Back blocks are in the darker shade and 0-Back blocks the lighter shade of each category-specific color:
<table>
<tr><th></th><th>BLOCK1</th><th>BLOCK2</th><th>BLOCK3</th><th>BLOCK4</th><th>BLOCK5</th><th>BLOCK6</th><th>BLOCK7</th><th>BLOCK8</th></tr>
<tr><td>NBACK1</td><td>RHYMES-2</td><td>LETTERS-0</td><td>FACES-2</td><td>SCENES-0</td><td>LETTERS-2</td><td>SCENES-2</td><td>FACES-0</td><td>RHYMES-0</td></tr>
<tr><td>NBACK2</td><td>FACES-0</td><td>RHYMES-0</td><td>SCENES-2</td><td>LETTERS-2</td><td>RHYMES-2</td><td>SCENES-0</td><td>FACES-2</td><td>LETTERS-0</td></tr>
<tr><td>NBACK3</td><td>LETTERS-0</td><td>SCENES-2</td><td>RHYMES-2</td><td>FACES-0</td><td>SCENES-0</td><td>RHYMES-0</td><td>LETTERS-2</td><td>FACES-2</td></tr>
<tr><td>NBACK4</td><td>SCENES-2</td><td>FACES-0</td><td>LETTERS-2</td><td>RHYMES-0</td><td>LETTERS-0</td><td>FACES-2</td><td>SCENES-0</td><td>RHYMES-2</td></tr>
<tr><td>NBACK5</td><td>RHYMES-0</td><td>FACES-2</td><td>SCENES-0</td><td>LETTERS-0</td><td>SCENES-2</td><td>LETTERS-2</td><td>RHYMES-2</td><td>FACES-0</td></tr>
<tr><td>NBACK6</td><td>SCENES-0</td><td>RHYMES-2</td><td>LETTERS-0</td><td>FACES-2</td><td>RHYMES-0</td><td>FACES-0</td><td>SCENES-2</td><td>LETTERS-2</td></tr>
<tr><td>NBACK7</td><td>FACES-2</td><td>LETTERS-2</td><td>RHYMES-0</td><td>SCENES-2</td><td>FACES-0</td><td>RHYMES-2</td><td>LETTERS-0</td><td>SCENES-0</td></tr>
<tr><td>NBACK8</td><td>LETTERS-2</td><td>SCENES-0</td><td>FACES-0</td><td>RHYMES-2</td><td>FACES-2</td><td>LETTERS-0</td><td>RHYMES-0</td><td>SCENES-2</td></tr>
</table></td></tr>
<tr><td>Goal</td><td>Targeting frontoparietal control network for 2-back vs. 0-back comparison.
Targeting category-selective cortex for comparisons between categories.</td></tr>
<tr><td>Other Notes</td><td>This NBACK task is an adaptation of the HCP version (Barch et al. 2013 NeuroImage).</td></tr>
</table>

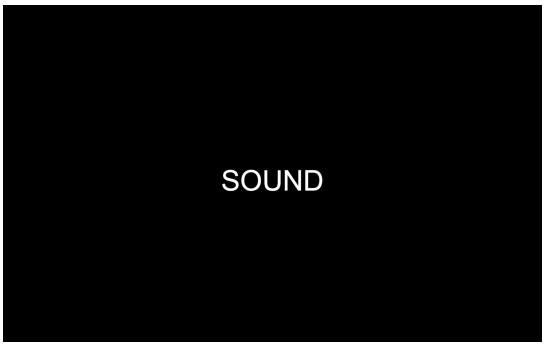
Instruction Screen:



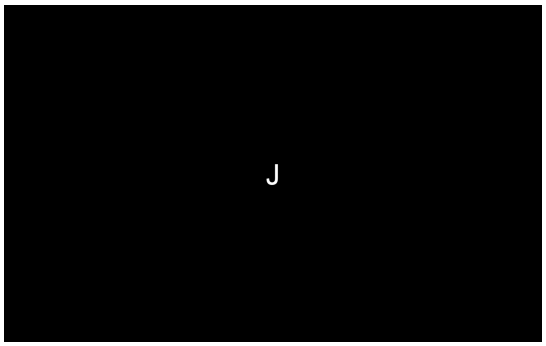
Stay Very Still Screen:

Example Cue:

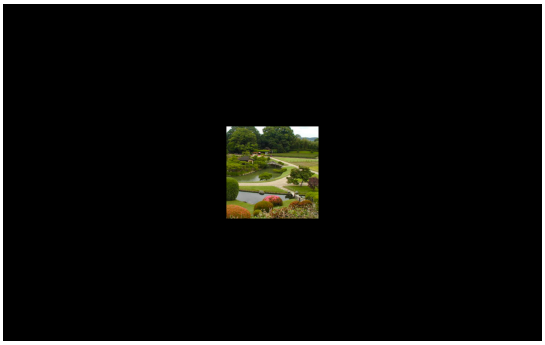
Example RHYME Stimulus:



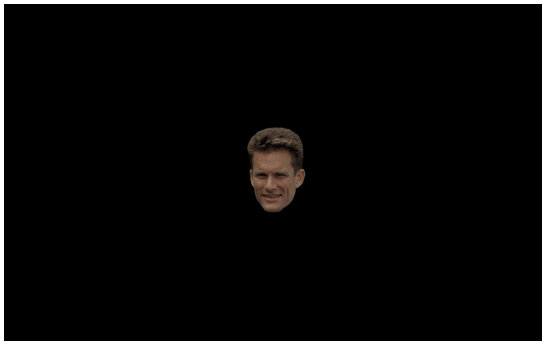
Example LETTER Stimulus:



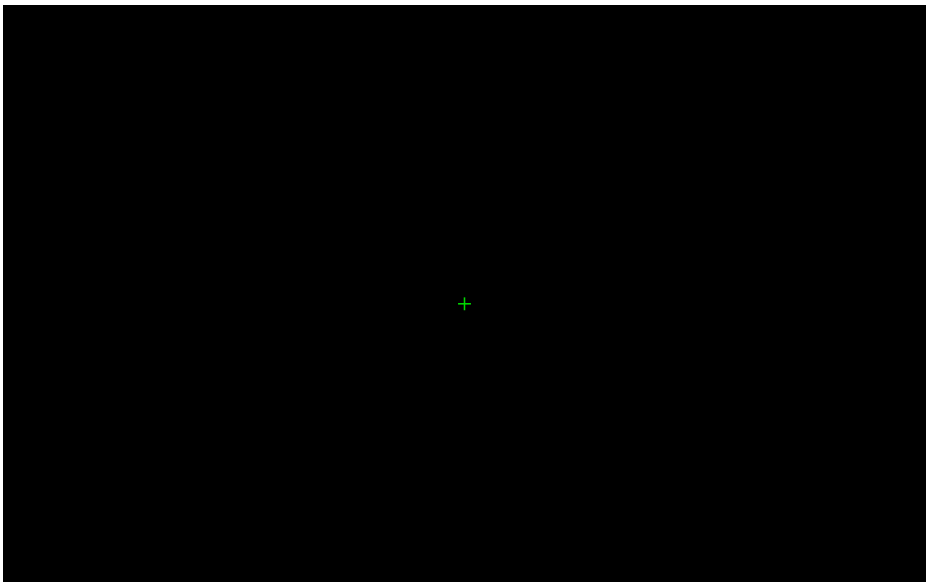
Example SCENE Stimulus:



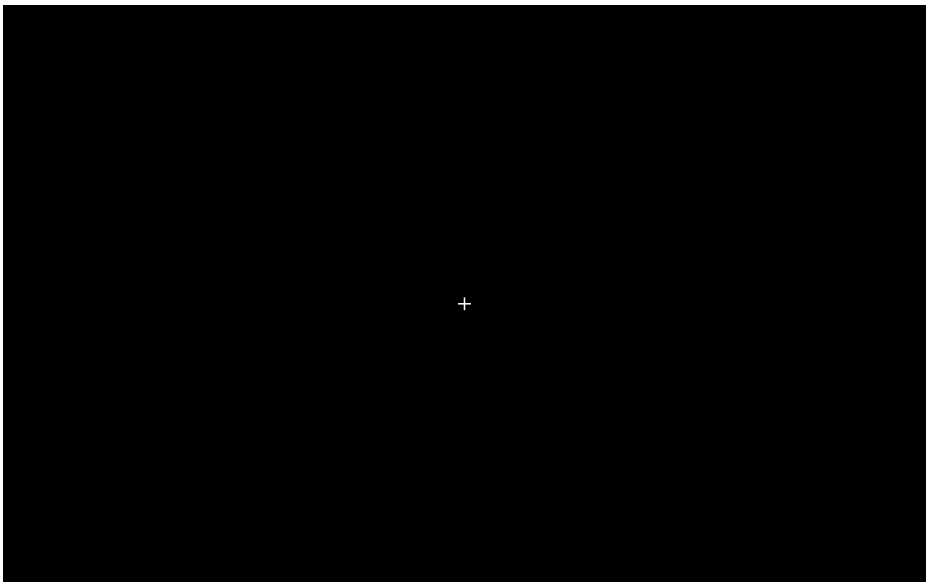
Example FACE Stimulus:



Fixation Screen (between stimuli within a block):



Fixation Screen (15s fixation periods):



Detailed Order:

Time_Start)Cue(s) indicates the start of the cue for each block, after removal of the 12s for T1 stabilization (starting at 0). For T1-T9, 0 = Non-Match, 1 = Match and L = lure. Within a block, trial 1 (T1) starts 2.5s after Time_Start_Cue(s).

Run	Block	Time_Start_Cue(s)	Category_Type	Cue	T1	T2	T3	T4	T5	T6	T7	T8	T9
1	1	12	RHYMES-2	0	0	0	1	0	L	1	0	0	L
1	2	37	LETTERS-0	0	0	1	L	0	L	0	0	1	0
1	3	77	FACES-2	0	0	0	L	1	0	0	1	0	L
1	4	102	SCENES-0	0	0	L	L	0	0	0	1	0	1
1	5	142	LETTERS-2	0	0	1	1	0	L	0	0	0	L
1	6	167	SCENES-2	0	0	0	L	1	L	0	0	0	1
1	7	207	FACES-0	0	0	0	0	0	1	1	0	L	L
1	8	232	RHYMES-0	0	0	0	L	0	1	0	L	1	0
2	1	12	FACES-0	0	0	L	0	1	0	0	L	0	1
2	2	37	RHYMES-0	0	0	L	0	1	L	0	1	0	0
2	3	77	SCENES-2	0	0	0	1	0	L	1	L	0	0
2	4	102	LETTERS-2	0	0	1	L	0	L	0	0	1	0
2	5	142	RHYMES-2	0	0	0	0	L	0	0	1	L	1
2	6	167	SCENES-0	0	0	0	0	L	1	1	0	L	0
2	7	207	FACES-2	0	0	L	0	0	1	L	0	1	0
2	8	232	LETTERS-0	0	0	1	1	0	L	0	0	0	L
3	1	12	LETTERS-0	0	0	0	0	L	0	0	1	L	1
3	2	37	SCENES-2	0	0	L	0	L	1	0	0	1	0
3	3	77	RHYMES-2	0	0	0	0	1	0	L	L	0	1
3	4	102	FACES-0	0	0	0	1	L	0	1	0	L	0
3	5	142	SCENES-0	0	0	0	0	1	0	L	1	0	L
3	6	167	RHYMES-0	0	0	1	L	0	0	L	0	1	0
3	7	207	LETTERS-2	0	0	0	0	L	1	1	L	0	0
3	8	232	FACES-2	0	0	1	1	L	0	L	0	0	0
4	1	12	SCENES-2	0	0	1	1	0	0	0	L	L	0
4	2	37	FACES-0	0	0	0	L	1	0	0	1	0	L
4	3	77	LETTERS-2	0	0	0	0	L	0	0	1	L	1
4	4	102	RHYMES-0	0	0	0	1	0	L	1	0	0	L
4	5	142	LETTERS-0	0	0	0	L	1	0	L	0	0	1
4	6	167	FACES-2	0	0	1	0	0	L	0	L	1	0
4	7	207	SCENES-0	0	0	L	0	L	1	0	0	1	0
4	8	232	RHYMES-2	0	0	L	0	0	1	1	0	L	0
5	1	12	RHYMES-0	0	0	1	1	L	0	0	0	0	L
5	2	37	FACES-2	0	0	0	0	0	1	1	0	L	L
5	3	77	SCENES-0	0	0	0	L	1	L	0	0	0	1
5	4	102	LETTERS-0	0	0	0	0	0	1	L	L	1	0
5	5	142	SCENES-2	0	0	L	L	0	0	0	1	0	1
5	6	167	LETTERS-2	0	0	L	1	0	0	1	0	0	L
5	7	207	RHYMES-2	0	0	L	0	1	L	0	1	0	0
5	8	232	FACES-0	0	0	1	0	0	L	0	L	1	0
6	1	12	SCENES-0	0	0	1	1	0	0	0	L	L	0
6	2	37	RHYMES-2	0	0	0	L	0	1	0	L	1	0
6	3	77	LETTERS-0	0	0	L	0	1	0	0	1	L	0
6	4	102	FACES-2	0	0	0	1	L	0	1	0	L	0
6	5	142	RHYMES-0	0	0	L	0	0	1	1	0	L	0
6	6	167	FACES-0	0	0	0	L	0	L	0	1	0	1
6	7	207	SCENES-2	0	0	1	0	0	0	L	0	1	L
6	8	232	LETTERS-2	0	0	0	L	1	0	L	0	0	1
7	1	12	FACES-2	0	0	0	L	0	L	0	1	0	1
7	2	37	LETTERS-2	0	0	L	0	1	0	0	1	L	0
7	3	77	RHYMES-0	0	0	0	0	1	0	L	L	0	1
7	4	102	SCENES-2	0	0	0	0	L	1	1	0	L	0
7	5	142	FACES-0	0	0	L	0	0	1	L	0	1	0
7	6	167	RHYMES-2	0	0	1	1	L	0	0	0	0	L
7	7	207	LETTERS-0	0	0	L	1	0	0	1	0	0	L
7	8	232	SCENES-0	0	0	1	0	0	0	L	0	1	L
8	1	12	LETTERS-2	0	0	0	0	0	1	L	L	1	0
8	2	37	SCENES-0	0	0	0	1	0	L	1	L	0	0
8	3	77	FACES-0	0	0	1	1	L	0	L	0	0	0
8	4	102	RHYMES-2	0	0	1	L	0	0	L	0	1	0
8	5	142	FACES-2	0	0	L	0	1	0	0	L	0	1
8	6	167	LETTERS-0	0	0	0	0	L	1	1	L	0	0
8	7	207	RHYMES-0	0	0	0	0	L	0	0	1	L	1
8	8	232	SCENES-2	0	0	0	0	1	0	L	1	0	L

Detailed Order - Stimuli:

Letters and words are shown as listed (i.e., capitalized). Face and scene details below correspond to the image files within “Supporting Files/Images” for the NBACK task.

RUN	BLOCK	Time_Start_Cue(s)	CATEGORY	CUE	T1	T2	T3	T4	T5	T6	T7	T8	T9
1	1	12	RHYMES-2	YOLK	SOUND	BROTH	GROUND	VASE	GRACE	PACE	BLOUSE	LUMP	FOLK
1	2	37	LETTERS-0	H	B	H	B	R	R	V	J	H	P
1	3	77	FACES-2	FC_009_M5.png	FC_010_F5.png	FC_011_M6.png	FC_009_M5.png	FC_011_M6.png	FC_012_F6.png	FC_013_M7.png	FC_012_F6.png	FC_014_F7.png	FC_014_F7.png
1	4	102	SCENES-0	04-home-office-	HPIM0350.jpg	HPIM0350.jpg	HPIM0350.jpg	a9_causawymui	airport_IMG_08:	barn1.jpg	04-home-office-	beach_39_09_fli	04-home-office-(
1	5	142	LETTERS-2	S	M	S	M	H	S	F	G	T	T
1	6	167	SCENES-2	forest_34_18_al	Grocery_Store_1	popo11.jpg	forest_34_18_al	popo11.jpg	popo11.jpg	N457068.jpg	kitchen077.jpg	canal.jpg	kitchen077.jpg
1	7	207	FACES-0	FC_002_F1.png	FC_003_M2.png	FC_004_F2.png	FC_005_M3.png	FC_006_F3.png	FC_002_F1.png	FC_002_F1.png	FC_007_M4.png	FC_003_M2.png	FC_005_M3.png
1	8	232	RHYMES-0	FRAME	CROWN	LIMB	CLOWN	COMB	GAME	WASTE	HASTE	SHAME	GRASS
2	1	12	FACES-0	FC_015_M8.png	FC_016_F8.png	FC_016_F8.png	FC_037_M19.png	FC_015_M8.png	FC_020_F10.png	FC_038_F19.png	FC_020_F10.png	FC_044_F22.png	FC_015_M8.png
2	2	37	RHYMES-0	FRIGHT	PLATE	FATE	MARK	HEIGHT	DARK	MILK	SPITE	SCENT	SILT
2	3	77	SCENES-2	19960031.jpg	AA016769.jpg	amphitheater.jpg	AA016769.jpg	bar1231gallery.jj	amphitheater.jpg	bar1231gallery.jj	bar1231gallery.jj	jam_up_cave.jpg	swamp.jpg
2	4	102	LETTERS-2	Z	F	Z	Z	V	F	D	M	D	K
2	5	142	RHYMES-2	MOSS	WINK	FLASK	THIGH	SAUCE	TREAT	BULB	STREET	DRINK	MEAT
2	6	167	SCENES-0	warehouse9-2-1	ranch.jpg	par87.jpg	BXP0031956_P.jj	par87.jpg	warehouse9-2-1	warehouse9-2-1	boston255.jpg	boston255.jpg	08082003_aisle.j
2	7	207	FACES-2	FC_043_M22.png	FC_052_F26.png	FC_052_F26.png	FC_039_M20.png	FC_050_F25.png	FC_039_M20.png	FC_043_M22.png	FC_093_M47.png	FC_043_M22.png	FC_097_M97.png
2	8	232	LETTERS-0	P	C	P	P	R	R	F	G	T	C
3	1	12	LETTERS-0	K	S	C	T	T	F	G	K	G	K
3	2	37	SCENES-2	127_5818.jpg	arcade.jpg	arcade.jpg	build849.jpg	127_5818.jpg	build849.jpg	CYP0101072_P.jj	patio.jpg	CYP0101072_P.jj	streetcambrimg_
3	3	77	RHYMES-2	BLOCK	FENCE	NAIL	WEALTH	SALE	STRING	KING	JAIL	COUCH	TAIL
3	4	102	FACES-0	FC_098_F100.pn	FC_099_M98.pn	FC_100_F101.pn	FC_098_F100.pn	FC_099_M98.pn	FC_101_M100.p	FC_098_F100.pn	FC_102_F103.pn	FC_102_F103.pn	FC_078_F39.png
3	5	142	SCENES-0	racestadium.jpg	room391.jpg	circustent.jpg	calanques_01_1:	racestadium.jpg	A683023.jpg	calanques_01_1:	racestadium.jpg	at_01_6b_5490_	A683023.jpg
3	6	167	RHYMES-0	TRAY	FORM	SPRAY	STORM	LEAGUE	SOCK	FLOCK	GREED	CLAY	TRACK
3	7	207	LETTERS-2	Q	V	M	Q	V	Q	V	M	F	B
3	8	232	FACES-2	FC_080_F40.png	FC_083_M42.pn	FC_080_F40.png	FC_083_M42.pn	FC_083_M42.pn	FC_084_F42.png	FC_084_F42.png	FC_085_M43.pn	FC_086_F43.png	FC_087_M44.png
4	1	12	SCENES-2	stadium.jpg	familyroom22.jp	stadium.jpg	familyroom22.jp	bar_mg_6239.jp	TreehouseWinte	land616.jpg	bar_mg_6239.jp	TreehouseWinte	seaport_pan2.jpg
4	2	37	FACES-0	FC_018_F9.png	FC_019_M10.pn	FC_022_F11.png	FC_022_F11.png	FC_018_F9.png	FC_024_F12.png	FC_025_M13.pn	FC_018_F9.png	FC_027_M14.pn	FC_024_F12.png
4	3	77	LETTERS-2	P	T	H	C	C	L	J	L	H	L
4	4	102	RHYMES-0	TWIST	WARMTH	STAGE	LIST	FLEA	KNEE	GIST	STAND	FLUKE	BRAND
4	5	142	LETTERS-0	B	F	G	F	B	M	M	Z	J	B
4	6	167	FACES-2	FC_028_F14.png	FC_029_M15.pn	FC_028_F14.png	FC_031_M16.pn	FC_032_F16.png	FC_029_M15.pn	FC_033_M17.pn	FC_031_M16.pn	FC_033_M17.pn	FC_034_F17.png
4	7	207	SCENES-0	basketballcourt.j	HHParkPlayGrou	HHParkPlayGrou	insidebus.jpg	HHParkPlayGrou	basketballcourt.j	island7785.jpg	metro.jpg	basketballcourt.j	dining005.jpg
4	8	232	RHYMES-2	PHRASE	EAST	PRIEST	DEAL	GLOOM	HEEL	TOMB	WREATH	MEAL	FEUD
5	1	12	RHYMES-0	DREAM	TREND	STEAM	BEAM	BEND	TRUTH	PLOT	PRIDE	CHANCE	KNOT
5	2	37	FACES-2	FC_035_M18.pn	FC_036_F18.png	FC_040_F20.png	FC_041_M21.pn	FC_042_F21.png	FC_041_M21.pn	FC_042_F21.png	FC_045_M23.pn	FC_045_M23.pn	FC_040_F20.png
5	3	77	SCENES-0	okayama_koraku	roomscan9.jpg	firestation.jpg	roomscan9.jpg	okayama_koraku	firestation.jpg	balcony.jpg	casino.jpg	countryside_01_	okayama_koraku
5	4	102	LETTERS-0	P	M	R	C	D	P	M	C	P	L
5	5	142	SCENES-2	c_final.jpg	bibliotheque_ph	bibliotheque_ph	c_final.jpg	church.gif	city5.jpg	coffeeshop.jpg	city5.jpg	ruisseau67.jpg	city5.jpg
5	6	167	LETTERS-2	B	S	S	S	J	H	J	F	Q	H
5	7	207	RHYMES-2	TRICK	STEAK	CAKE	FLOOD	LAKE	BRICK	MONTH	STICK	NECK	BRAID
5	8	232	FACES-0	FC_046_F23.png	FC_047_M24.pn	FC_046_F23.png	FC_049_M25.pn	FC_051_M26.pn	FC_049_M25.pn	FC_053_M27.pn	FC_053_M27.pn	FC_046_F23.png	FC_054_F27.png
6	1	12	SCENES-0	urban1003.jpg	Gewaechshaus_j	urban1003.jpg	urban1003.jpg	FreeFoto_forest	cscseats.jpg	Site_View_0321	Site_View_0321	FreeFoto_forest	20070623_empty
6	2	37	RHYMES-2	BREEZE	SHIELD	DARE	HAIR	HOST	SHARE	FORK	GHOST	CORK	SKIRT
6	3	77	LETTERS-0	G	M	M	H	G	B	S	G	S	K
6	4	102	FACES-2	FC_055_M28.pn	FC_056_F28.png	FC_057_M29.pn	FC_056_F28.png	FC_055_M28.pn	FC_058_F29.png	FC_055_M28.pn	FC_059_M30.pn	FC_059_M30.pn	FC_060_F30.png
6	5	142	RHYMES-0	NEST	MOON	SPOON	FRIEND	SCREW	TEST	QUEST	CRAMP	NOON	LUNGE
6	6	167	FACES-0	FC_061_M31.pn	FC_062_F31.png	FC_063_M32.pn	FC_063_M32.pn	FC_064_F32.png	FC_062_F31.png	FC_065_M33.pn	FC_061_M31.pn	FC_066_F33.png	FC_061_M31.pn
6	7	207	SCENES-2	gaststaette5.jpg	fie32.jpg	gaststaette5.jpg	Courtroom.jpg	16-corridor.jpg	mountain09.jpg	mountain09.jpg	soccerfield.jpg	mountain09.jpg	16-corridor.jpg
6	8	232	LETTERS-2	Z	R	B	Z	B	F	F	N	C	N
7	1	12	FACES-2	FC_073_M37.pn	FC_074_F37.png	FC_075_M38.pn	FC_075_M38.pn	FC_076_F38.png	FC_074_F37.png	FC_077_M39.pn	FC_074_F37.png	FC_079_M40.pn	FC_074_F37.png
7	2	37	LETTERS-2	H	S	S	P	S	T	J	T	P	L
7	3	77	RHYMES-0	SCORN	QUEEN	CLIFF	SMOKE	THORN	ZONE	SCENE	STONE	VOTE	CORN
7	4	102	SCENES-2	DVP4968001_P.j	camping_at_big	MVC-107S.jpg	hospital061113_	camping_at_big	hospital061113_	camping_at_big	FAN2000064_P.j	DVP4968001_P.j	classroom-001.jp
7	5	142	FACES-0	FC_067_M34.pn	FC_068_F34.png	FC_068_F34.png	FC_069_M35.pn	FC_070_F35.png	FC_067_M34.pn	FC_069_M35.pn	FC_071_M36.pn	FC_067_M34.pn	FC_072_F36.png
7	6	167	RHYMES-2	TOLL	GUESS	SOUL	PRESS	MESS	SHRIMP	NOSE	SUITE	SQUAD	PROSE
7	7	207	LETTERS-0	Z	L	L	Z	B	J	Z	R	N	R
7	8	232	SCENES-0	beach_06_24_fli	Grocery Store 1.j	beach_06_24_fli	field_52_13_flic	Garage.jpg	sLobby22.jpg	Grocery Store 1.j	scr-golf11-4-30-l	beach_06_24_fli	sLobby22.jpg
8	1	12	LETTERS-2	G	R	J	K	H	K	G	R	G	N
8	2	37	SCENES-0	CCP0014018_P-1	AT-01-4A-1890-:	volleyballcourt.jp	CCP0014018_P-1	city4.jpg	city4.jpg	CCP0014018_P-1	volleyballcourt.jp	bureau-peinture.	crique_08_08_ya
8	3	77	FACES-0	FC_092_F46.png	FC_094_F47.png	FC_092_F46.png	FC_092_F46.png	FC_094_F47.png	FC_095_M48.pn	FC_095_M48.pn	FC_096_F48.png	f100.bmp	f101.bmp
8	4	102	RHYMES-2	SCORE	SNOW	FLOOR	SHORE	DOUBT	CHILL	FLOW	DOLL	DOUGH	NOTCH
8	5	142	FACES-2	FC_081_M41.pn	FC_082_F41.png	FC_082_F41.png	FC_088_F44.png	FC_082_F41.png	FC_089_M45.pn	FC_090_F45.png	FC_090_F45.png	FC_091_M46.pn	FC_090_F45.png
8	6	167	LETTERS-0	T	K	P	L	P	T	T	L	C	M
8	7	207	RHYMES-0	STAIN	FAULT	SCRIPT	LENGTH	SALT	SPINE	CHIN	GAIN	SKIN	PAIN
8	8	232	SCENES-2	DemoGarden_lg	CBP1033875_P.jj	crique_09_08_ya	n457041.jpg	crique_09_08_ya	Warehouse1.jpg	DemoGarden_lg	Warehouse1.jpg	WindsorPalms-tr	CBP1033875_P.jj