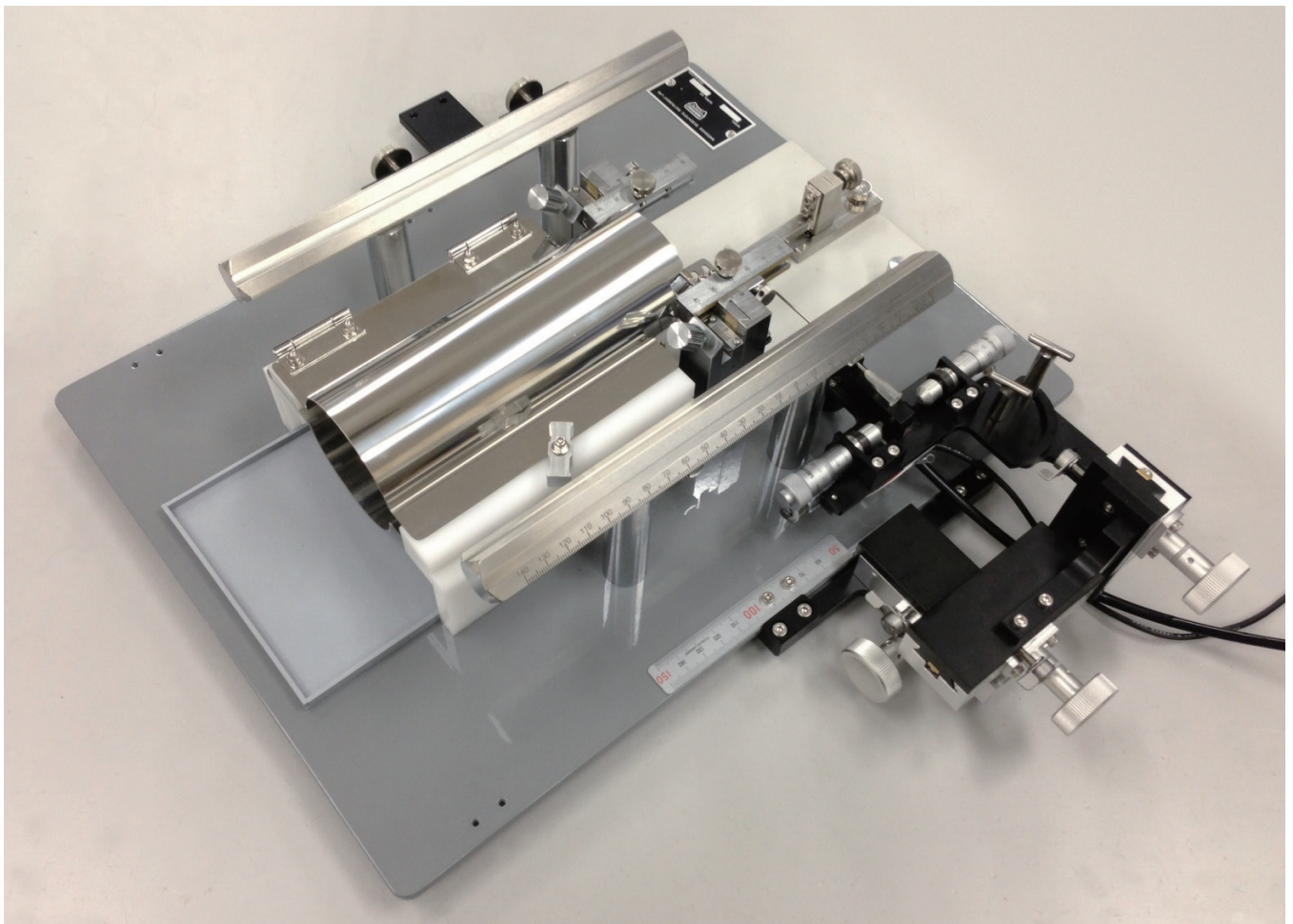


Task Forcer



3days Magic !!

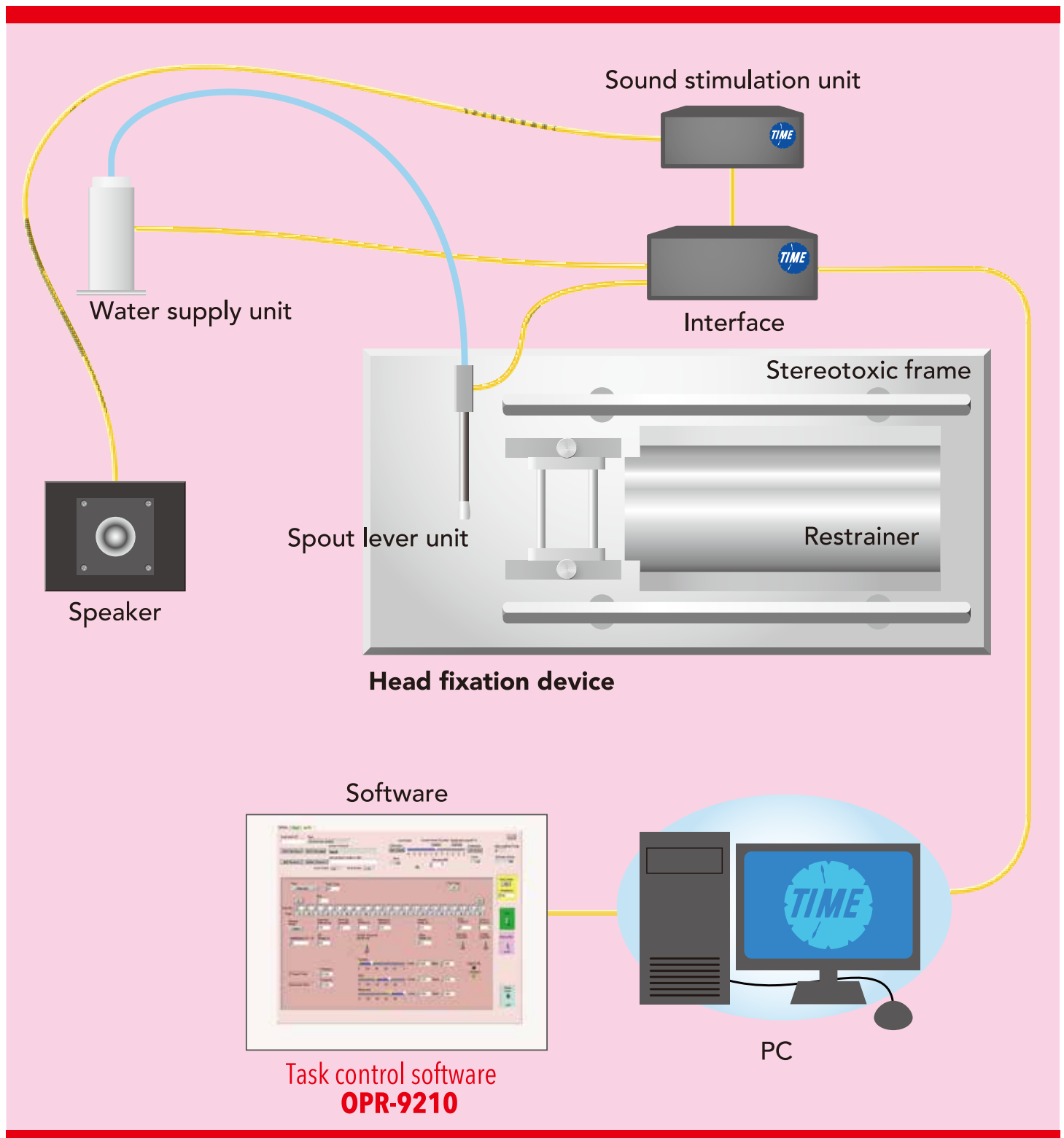


Brain Science Institute
Tamagawa University



**With Task Forcer,
you can start experiments right now.**

- ▶ If you take the correct procedure, stress-free for animal under restriction
- ▶ Learn fast without any waste exploration
- ▶ **Reliable stimulus presentation** (auditory, visual, odor and more)
- ▶ Best for recording neural activity
- ▶ Might be useful for other experiments...





Sound stimulation unit
OPR-8210

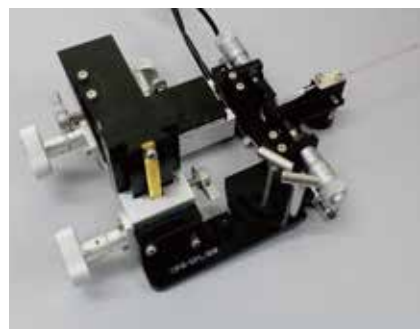


Interface
OPR-1410



Water supply unit 2-5μl
OPR-7300

Components



Spout lever unit
OPR-SPL-RM



Rat restrainer
OPR-3401



Acclimation applicator
OPR-TUBE-R

The diagram illustrates the two-stage process of learning to pull a lever for a reward. The top graph shows 'Holding' (red) and 'Pull' (yellow) actions over time. The bottom graph shows 'Goal' (blue) and 'Drinking' (green) states. The first stage shows a single pull leading to a reward. The second stage shows a sequence of pulls and holds, with a reward occurring after a pull.

The diagram illustrates the two conditions of the experiment: 'Cue' and 'No cue'. The vertical axis represents the state of the lever, with 'Holding' at the top and 'Goal' at the bottom. The horizontal axis represents time. In the 'Cue' condition, a green shaded region indicates the presence of a cue. The lever is held (red bar) for a duration of 1 second ('Hold (1s)'). A red arrow labeled 'Pull' points down, indicating the action taken. A blue drop labeled 'Reward' is shown at the 'Goal' level, and a blue bar labeled 'Drinking' is shown below the goal. In the 'No cue' condition, the lever is held for a duration greater than 1 second ('Hold (> 1s)'). A red arrow labeled 'Pull' points down, indicating the action taken. A blue drop labeled 'Reward' is shown at the 'Goal' level, and a blue bar labeled 'Drinking' is shown below the goal.

The diagram illustrates a two-lever task with two horizontal tracks: 'Holding' (top) and 'Goal' (bottom). A yellow line represents the lever's position over time. The task consists of two trials. In the first trial, the lever is pulled down to the 'Goal' state, then held in the 'Holding' state for 1 second (red bar). A green bar labeled 'Cue (10kHz)' appears during the hold. A red arrow labeled 'Pull' points to the lever's transition to the 'Goal' state. A blue drop labeled 'Reward' is shown in the 'Goal' state, followed by a green bar labeled 'Drinking'. In the second trial, the lever is pulled down to the 'Goal' state, then held in the 'Holding' state for more than 1.8 seconds (red bar). An orange bar labeled 'Cue (4kHz)' appears during the hold. A blue drop labeled 'Reward' is shown in the 'Goal' state, followed by an orange bar labeled 'Drinking'.

[illegible]

References

- manufacturer



<http://www.ohara-time.co.jp>