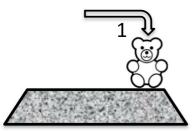
3. Correct Test Trial: No object present when screen is lowered

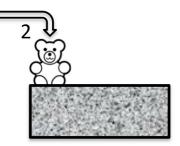
Series 1: Zero Plus One Experiments MANIPULATION OUTCOME EXP 1. Existence Violation - Baseline Condition No object present when screen is lowered 1.Empty Stage: Screen lowered EXP 2. Location Violation Correct object in wrong location EXP 3. Identity Violation 2. Screen raised, then object New object in correct location placed centre stage EXP 4. Location & Identity Violation New object in wrong location 3. Correct Test Trial: Object in the correct location after screen is lowered **Series 2: One Minus One Experiments** EXP 5. Existence Violation - Baseline Condition Object in original location 1.Object Present: Screen then raised EXP 6. Location Violation Object in different location EXP 7. Identity Violation New object in location of original object 2. Object visibly removed from behind screen EXP 8. Location & Identity Violation New object in wrong location

Series 3: One Plus One Experiments

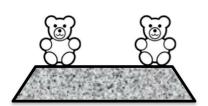
MANIPULATION



1. First Object Placed: Screen then raised



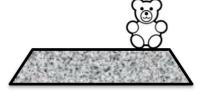
2. Second Object Placed Behind Raised Screen



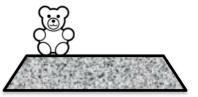
3. Correct Test Trial: Two objects present when screen is lowered

OUTCOME

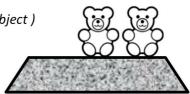
EXP 9. Existence/Number Violation Added object absent



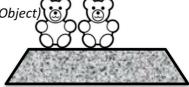
EXP 10. Existence/Number Violation Original object absent



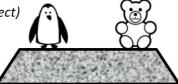
EXP 11. Location Violation (Added Object)
Original object in correct location,
added object in wrong location



EXP 12. Location Violation (Original Object Added object in correct location, original object in wrong location

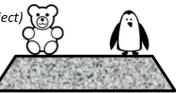


EXP 13. Identity Violation (Added Object) Added object identity change



EXP 14. Identity Violation (Original Object)

Original object identity change



Series 3: One Plus One Experiments Screen First Variations

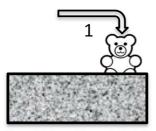
MANIPULATION



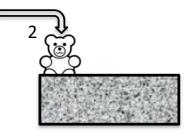
1. Empty Stage: Screen lowered



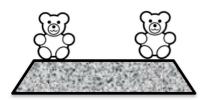
2. Screen Raised



3. First Object Placed Behind Raised Screen



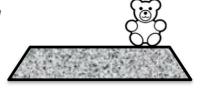
4. Second Object Placed **Behind Raised Screen**



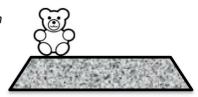
5. Correct Test Trial: Two objects present when screen is lowered

OUTCOME

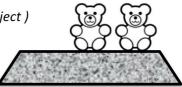
EXP 15. Existence/Number Violation Added object absent



EXP 16. Existence/Number Violation Original object absent



EXP 17. Location Violation (Added Object) Original object in correct location, added object in wrong location

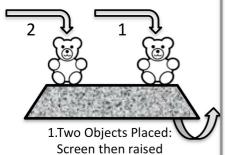


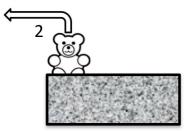
EXP 18. Identity Violation (Added Object) Added object identity change



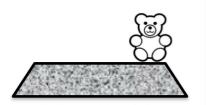
Series 4: Two Minus One Experiments

MANIPULATION





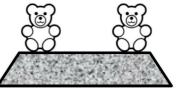
2. Second Object Removed from Behind Raised Screen



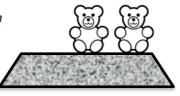
3. Correct Test Trial: Remaining object present when screen is lowered

OUTCOME

EXP 19. Existence/Number Violation Both objects in original locations

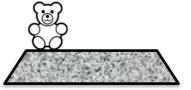


EXP 20. Existence/Number Violation Two objects present but location of removed object is empty



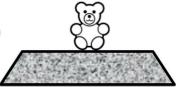
EXP 21. Location Violation

Number correct but occupying location of removed object



EXP 22. Location Violation

Number correct but wrong location



EXP 23. Identity Violation
Correct location, different identity

