Supplementary Table S1

Sample of Addenbrooke's Cognitive Examination-Revised (ACE-R) (*Mioshi et al., 2006; Hashimoto, 2010*)

	11usnimoto, 2010)				
Ori	entation/Attention	[Total score 0–18]			
_	Orientation	[Score 0–10]			
	Registration	[Score 0–3]			
	Say: "I'm going to give you three words and I'd like you to				
	repeat after me: 'lemon, key and ball'. After the subject				
	repeats the words, say, 'Try to remember them because I'm				
	going to ask you later." Score only the first trial (repeat	- v			
	• /				
-					
-	Attention & Concentration	[Score 0–5]			
three times if necessary). Register the number of trials Attention & Concentration Memory Recall-(1) Ask: "Which 3 words did I ask you to repeat and remember?" Anterograde Memory Retrograde Memory Recall (2) Recognition Verbal Fluency Letter 'P' and animal Letters Say: "I'm going to give you a letter of the alphabet and I'd		[Total score 0–26]			
	Recall-(1)	[Score 0–3]			
_					
-		[Score 0–7]			
-		[Score 0–4]			
_		[Score 0–7]			
	Recognition	[Score 0–5]			
Ver	bal Fluency	[Total score 0–14]			
	Letter 'P' and animal				
	> Letters	[Score 0–7]			
	like you to generate as many words as you can beginning				
	with that letter, but not names of people or places. Are you	Ļ			
	ready? You've got 1 minute and the letter is 'P'"				
	Animals	[Score 0–7]			
	Say: "Now, can you name as many animals as possible	,			
•	beginning with any letter?"				
Language		[Total score 0–26]			
	Comprehension				
	Show written instruction:	[Score 0–1]			
	"Close your eyes"				
	Three-stage command:	[Score 0–1]			
	"Take the paper in your right hand. Fold the paper in half	,			
-	Put the paper on the floor."				
-	Writing	[Score 0–1]			
-	Repetition	[Score 0–6]			
-	Naming	[Score 0–12]			
-	Comprehension	[Score 0–4]			
	Reading	[Score 0–1]			

Visuospatial		[Total score 0–16]	
Abi	lities		
>	Overlapping pentagons: Ask the subject to copy this diagram:	[Score 0–1]	
>	Wire cube: Ask the subject to copy this drawing (for scoring, see the instruction guide)	[Score 0–2]	
>	Clock: Ask the subject to draw a clock face with numbers and the hands at ten past five. (for scoring, see the instruction guide: circle = 1, numbers = 2, hands = 2 if all	[Score 0–5]	
	correct)	[Score 0–4]	
\triangleright	Ask the subject to count the dots without pointing to them	[Score 0–4]	
	Ask the subject to identify the letters		