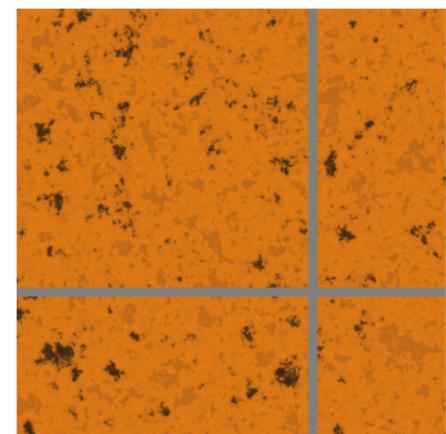
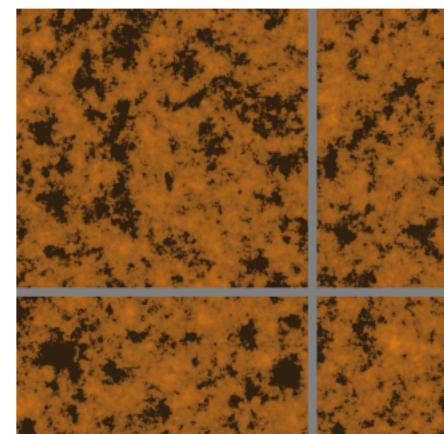
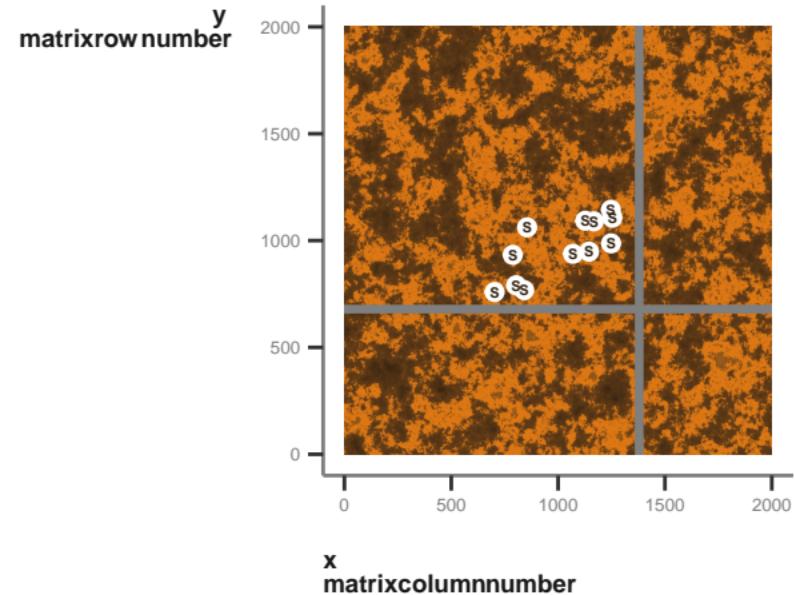


ShelterQuality

ForagingResources

MovementEase



Weighting
(higher values are more likely to be chosen)

