Number of spawners

Generation
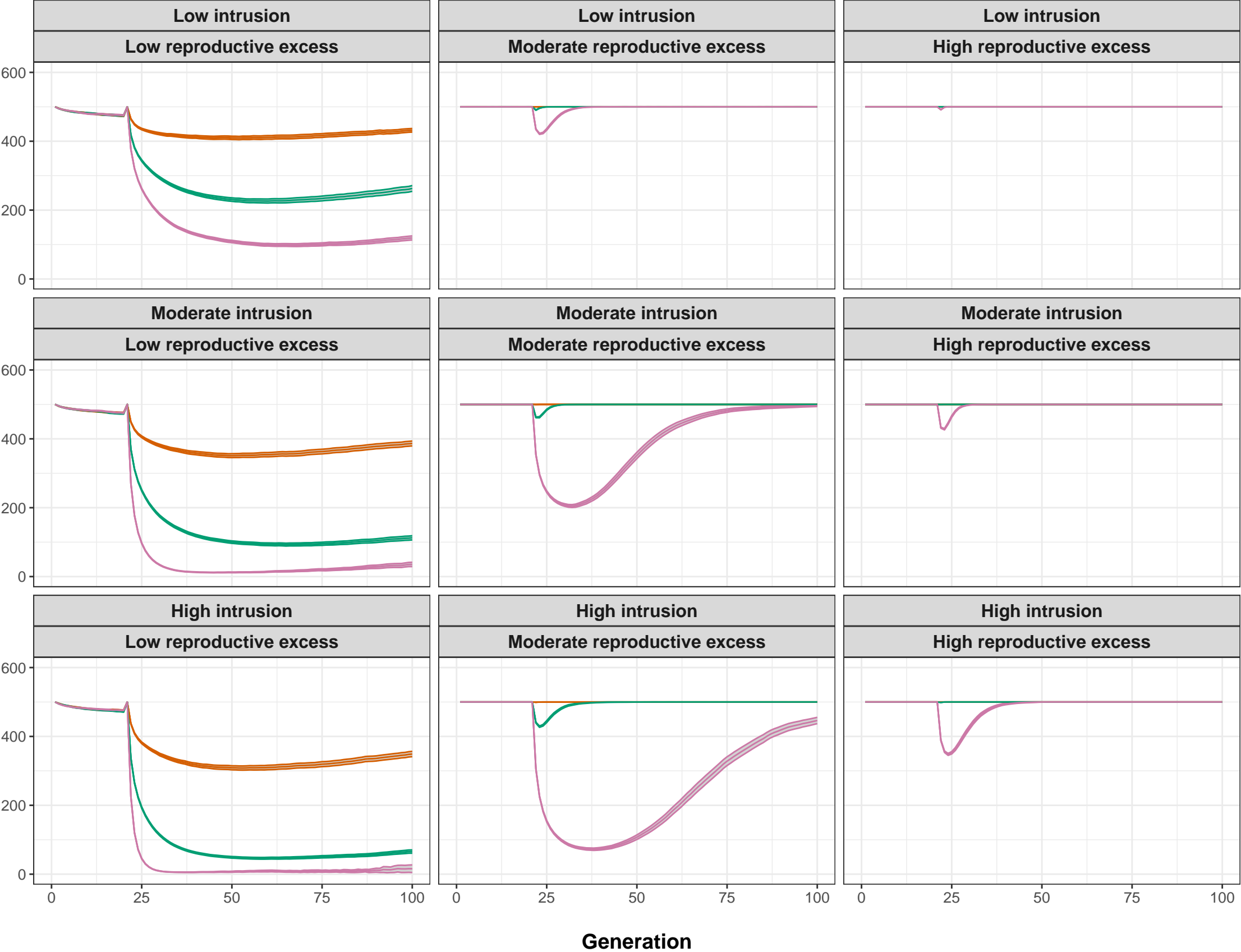
Competitive ability — intruders competitively inferior — intruders competitively equal — intruders competitively superior