(A) Simulations without and with high-temperature mortality: region 50 with w=1.0 and V=0.01

Region 50: Abundance for no mortality, w=1., V=0.01

Region 50: Abundance for regular mortality, w=1., V=0.01

Region 50: Evolutionary lag for no mortality, w=1., V=0.01

Region 50: Evolutionary lag for regular mortality, w=1., V=0.01
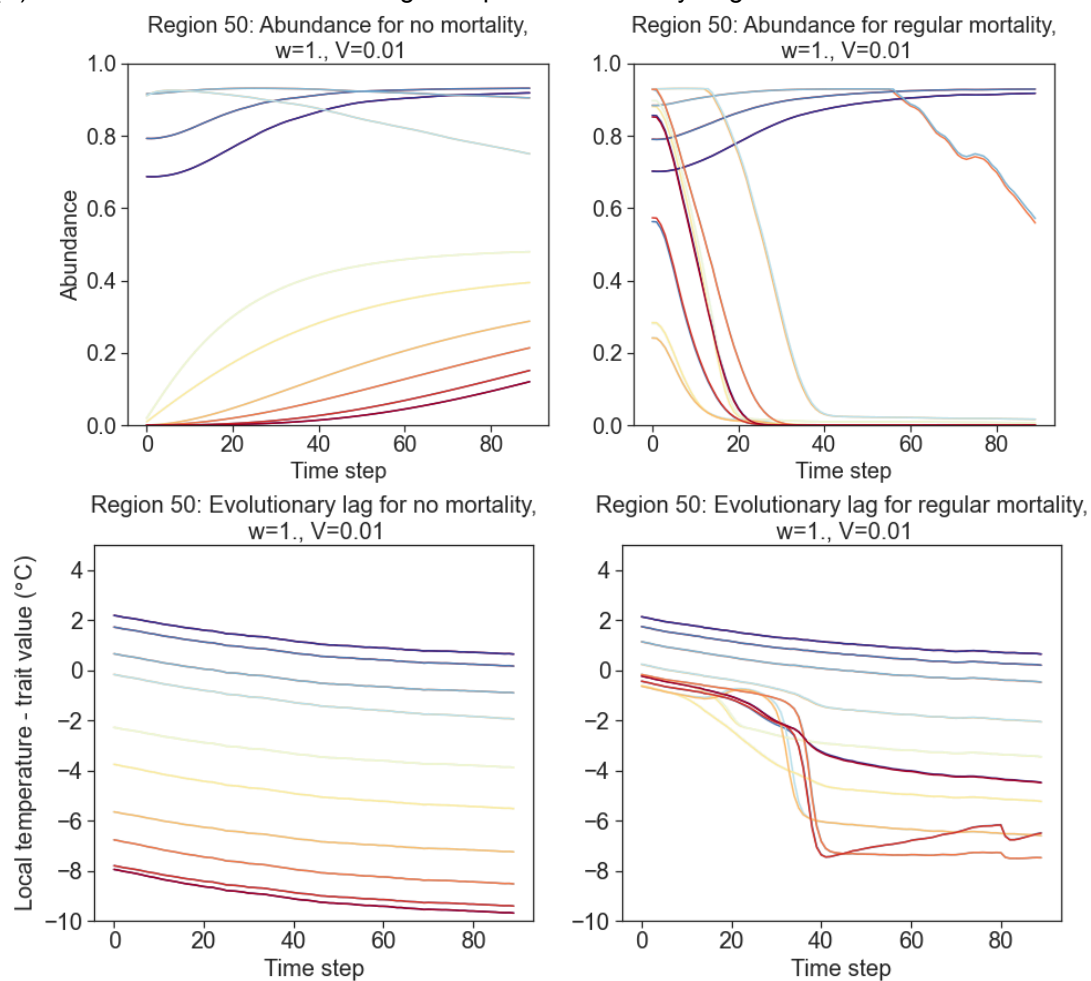
(B) Simulations without and with high-temperature mortality: region 60 with w=1.0 and V=0.01

Region 60: Abundance for no mortality, w=1., V=0.01

Region 60: Abundance for regular mortality, w=1., V=0.01

Region 60: Evolutionary lag for no mortality, w=1., V=0.01

Region 60: Evolutionary lag for regular mortality, w=1., V=0.01