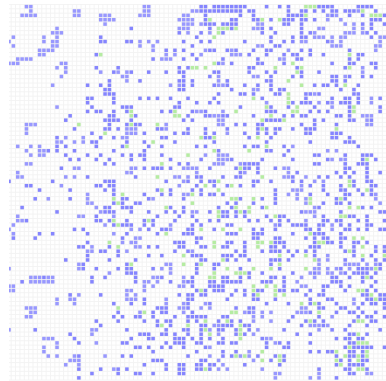


start in small radius

run simulation



grows outwards unboundedly