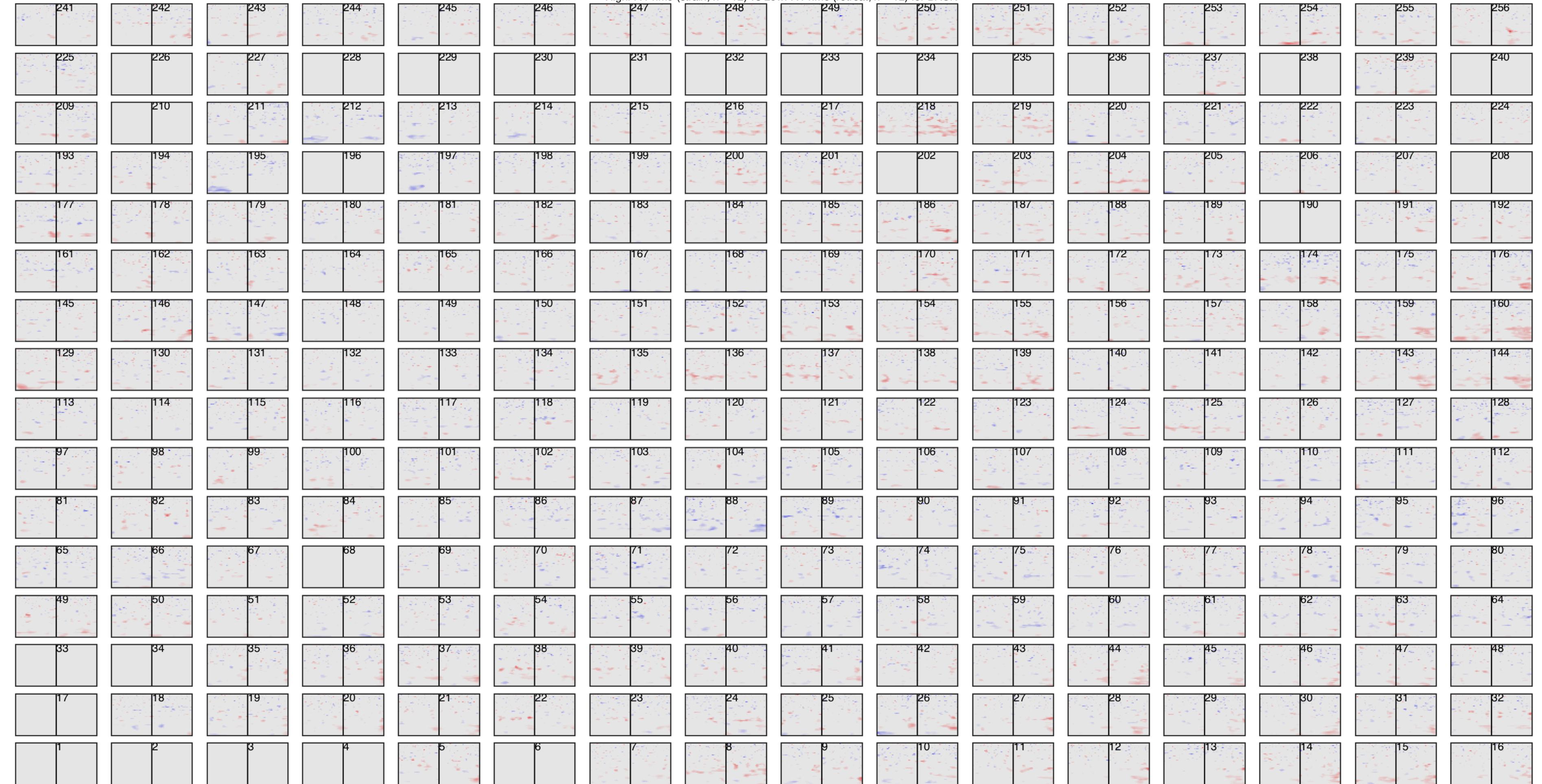
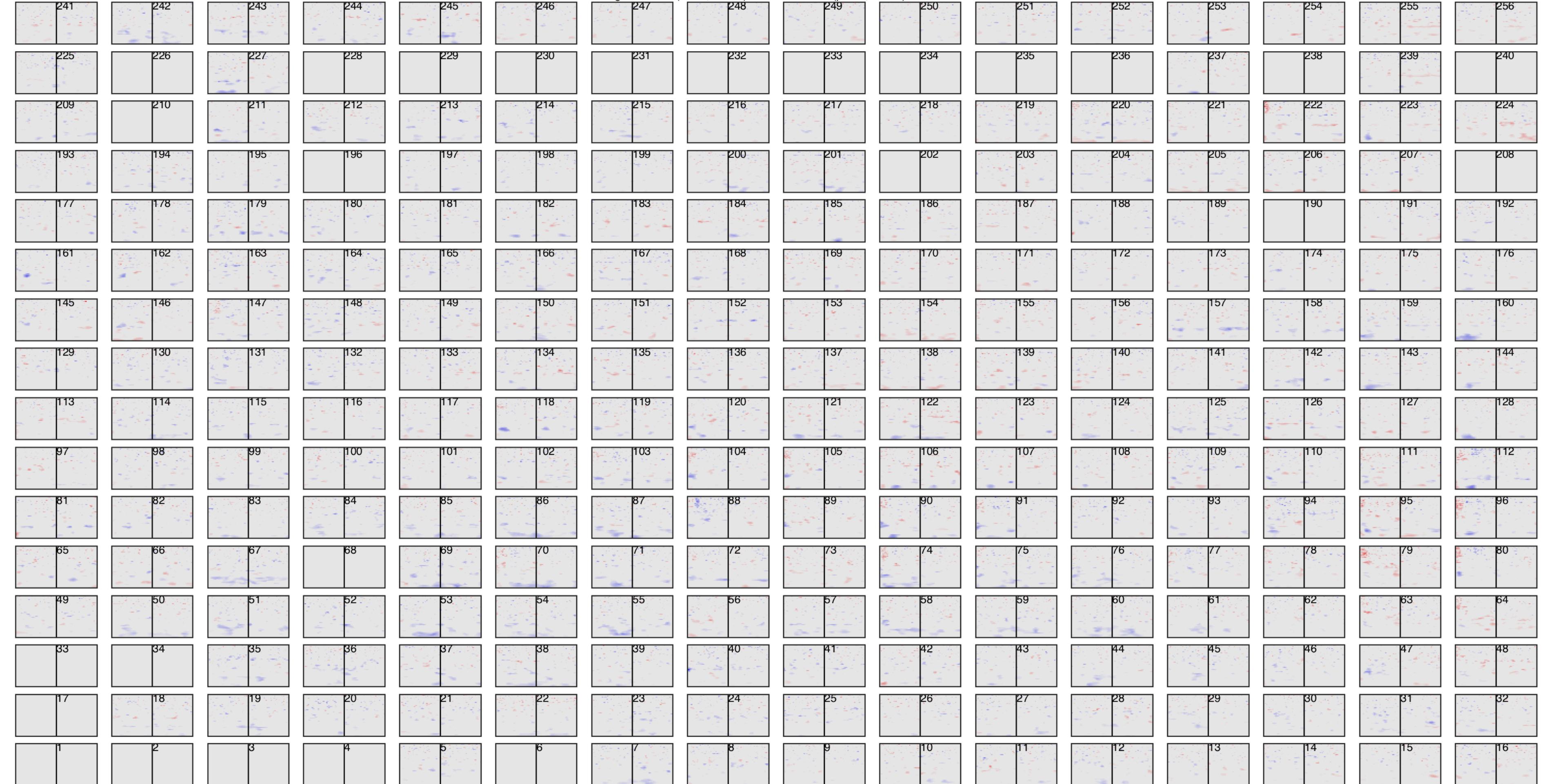




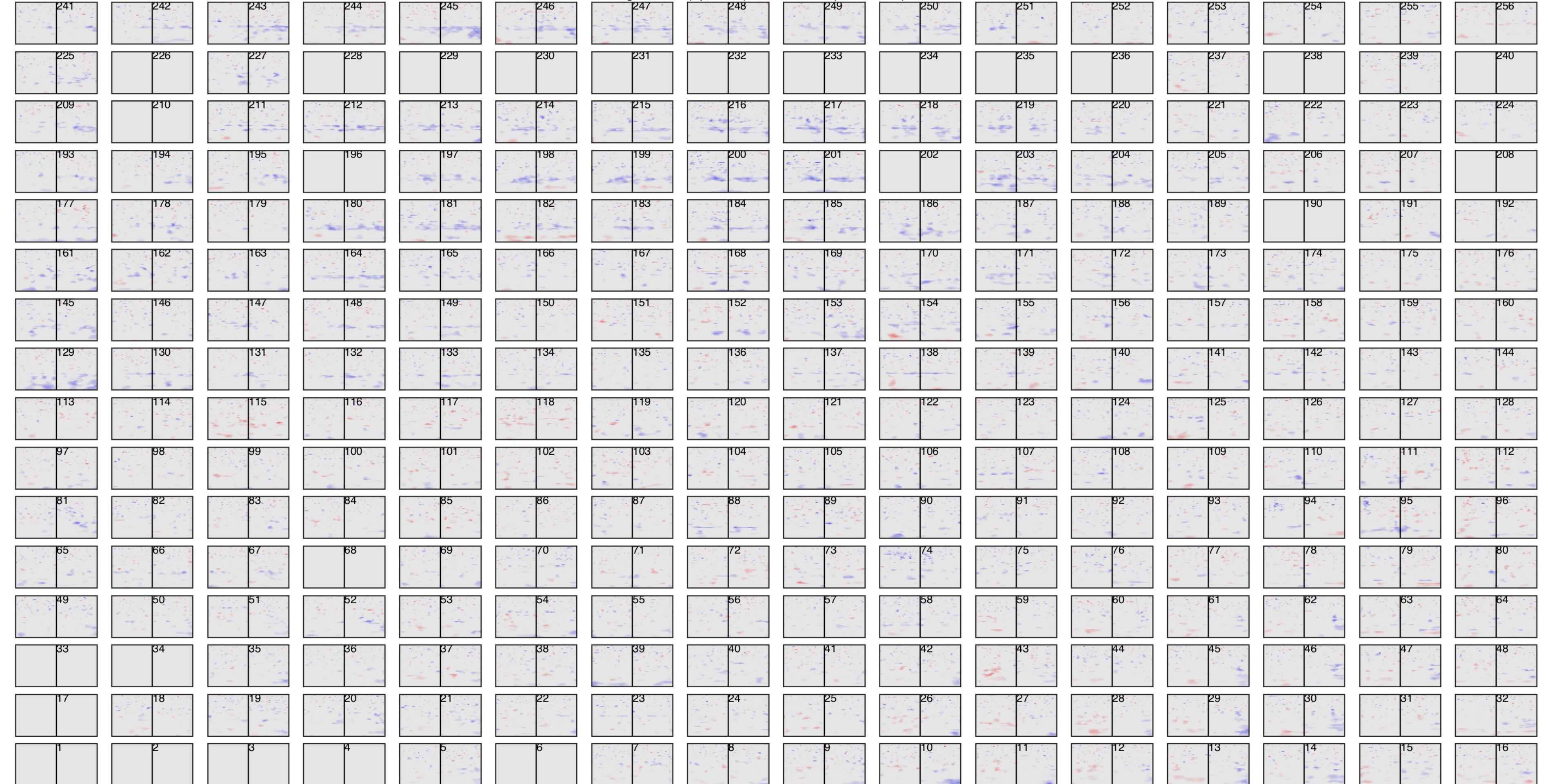
HighFA Prime (strain; n = 12) vs LowFA Prime (retreat; n = 12) for BACK



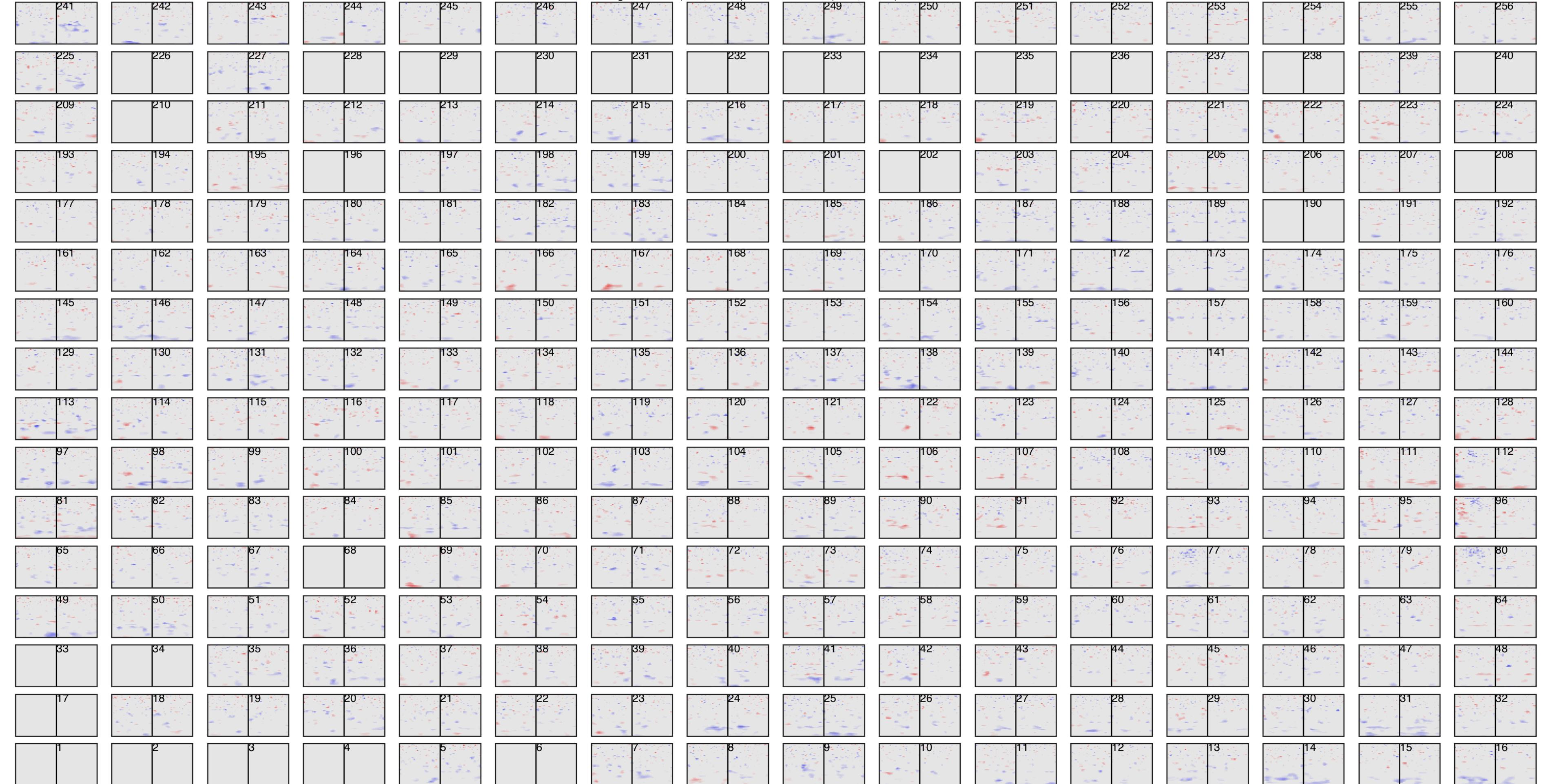
HighFA Prime (effect; n = 11) vs LowFA Prime (picket; n = 12) for CAUSE



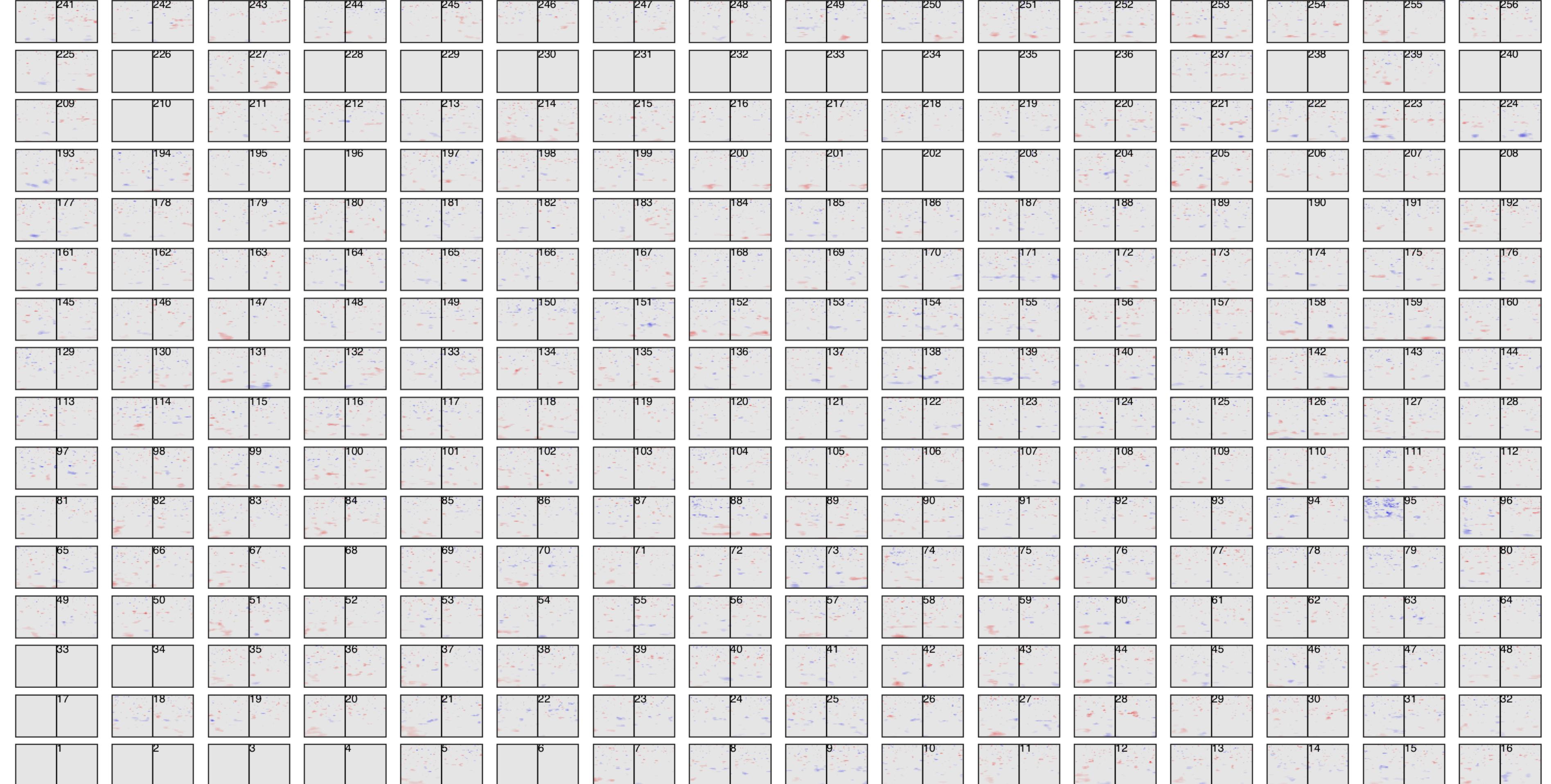
HighFA Prime (dip; n = 12) vs LowFA Prime (chisel; n = 12) for CHIP

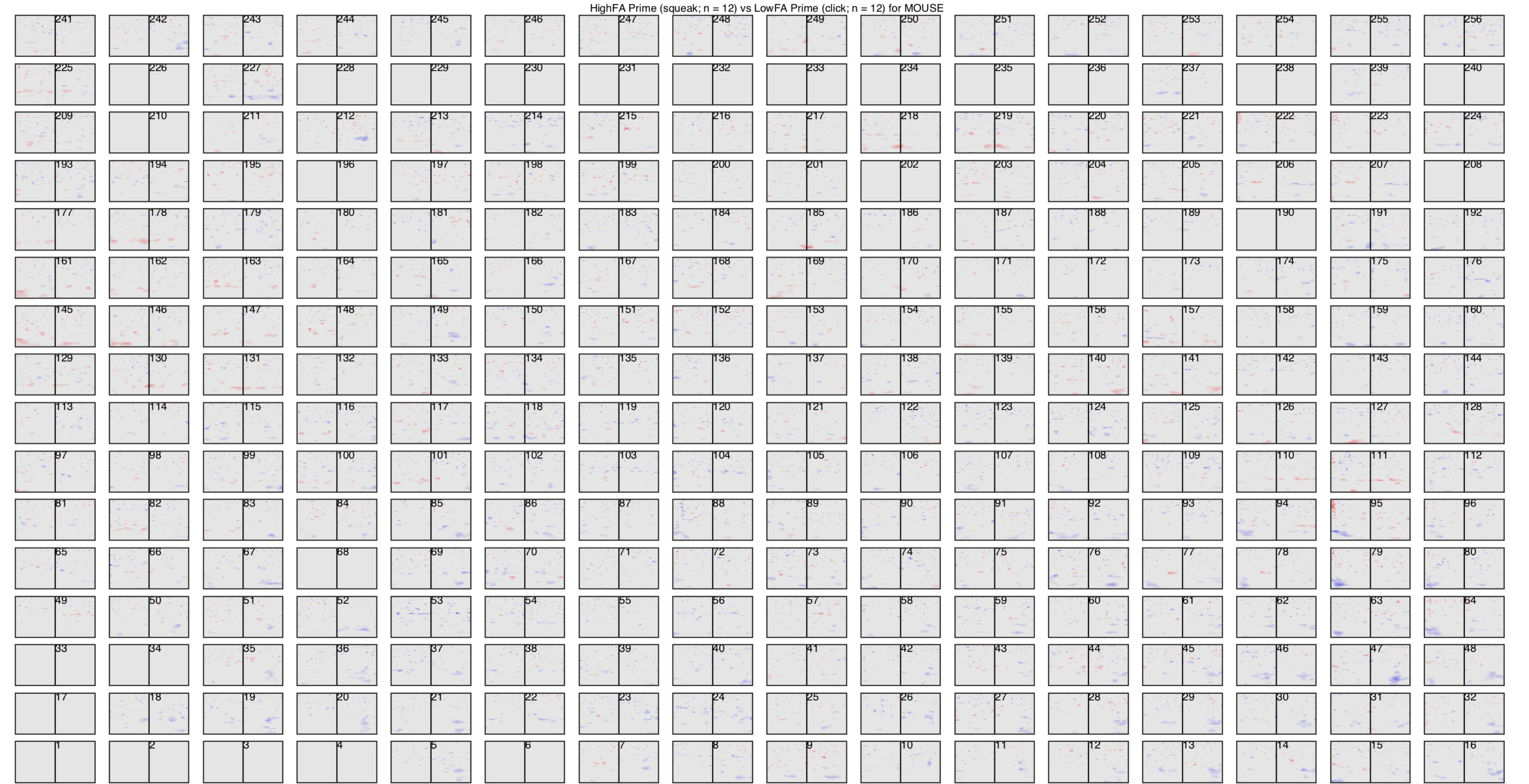


HighFA Prime (note; n = 12) vs LowFA Prime (word; n = 12) for LETTER

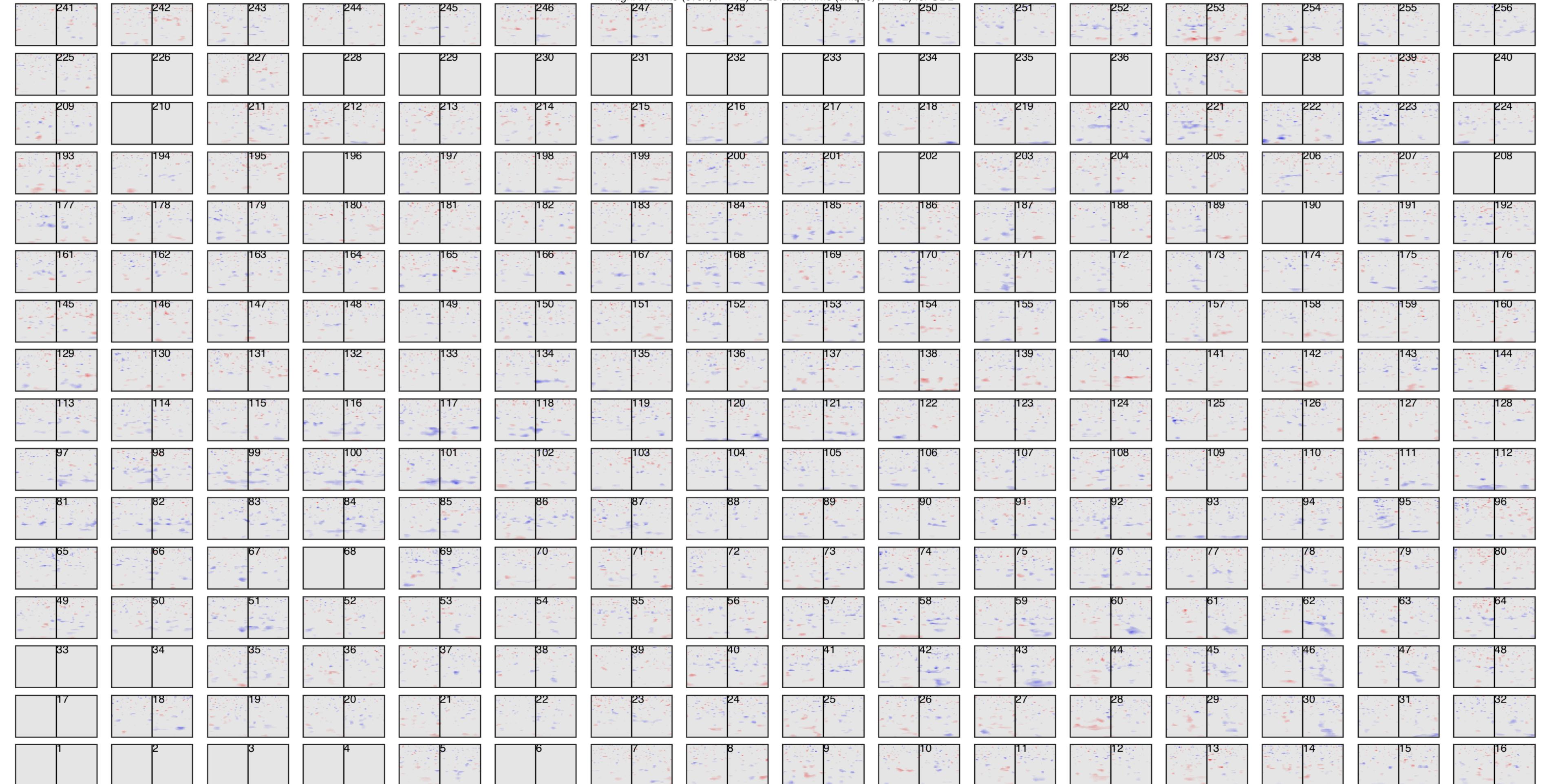


HighFA Prime (win; n = 12) vs LowFA Prime (forget; n = 12) for LOSE

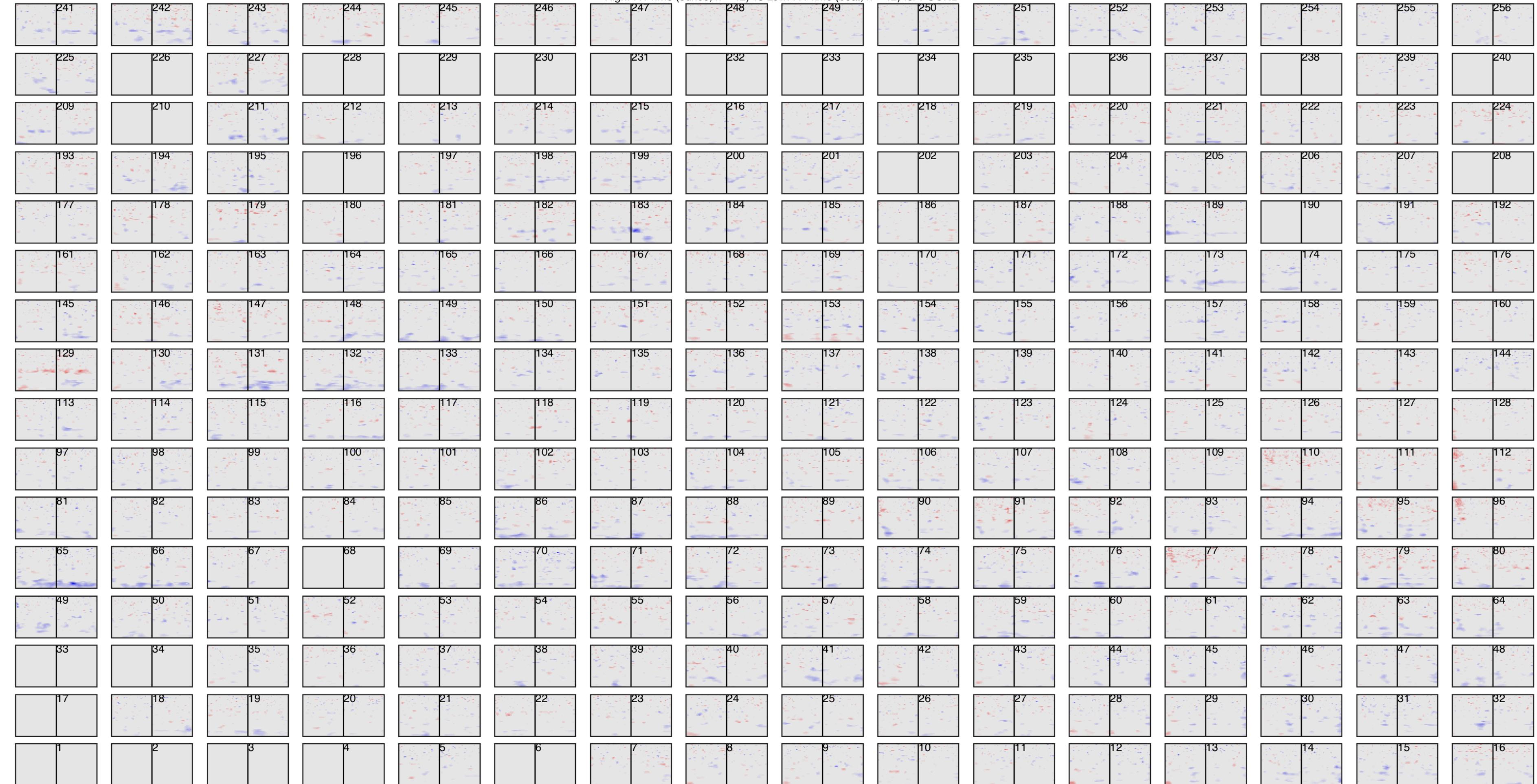


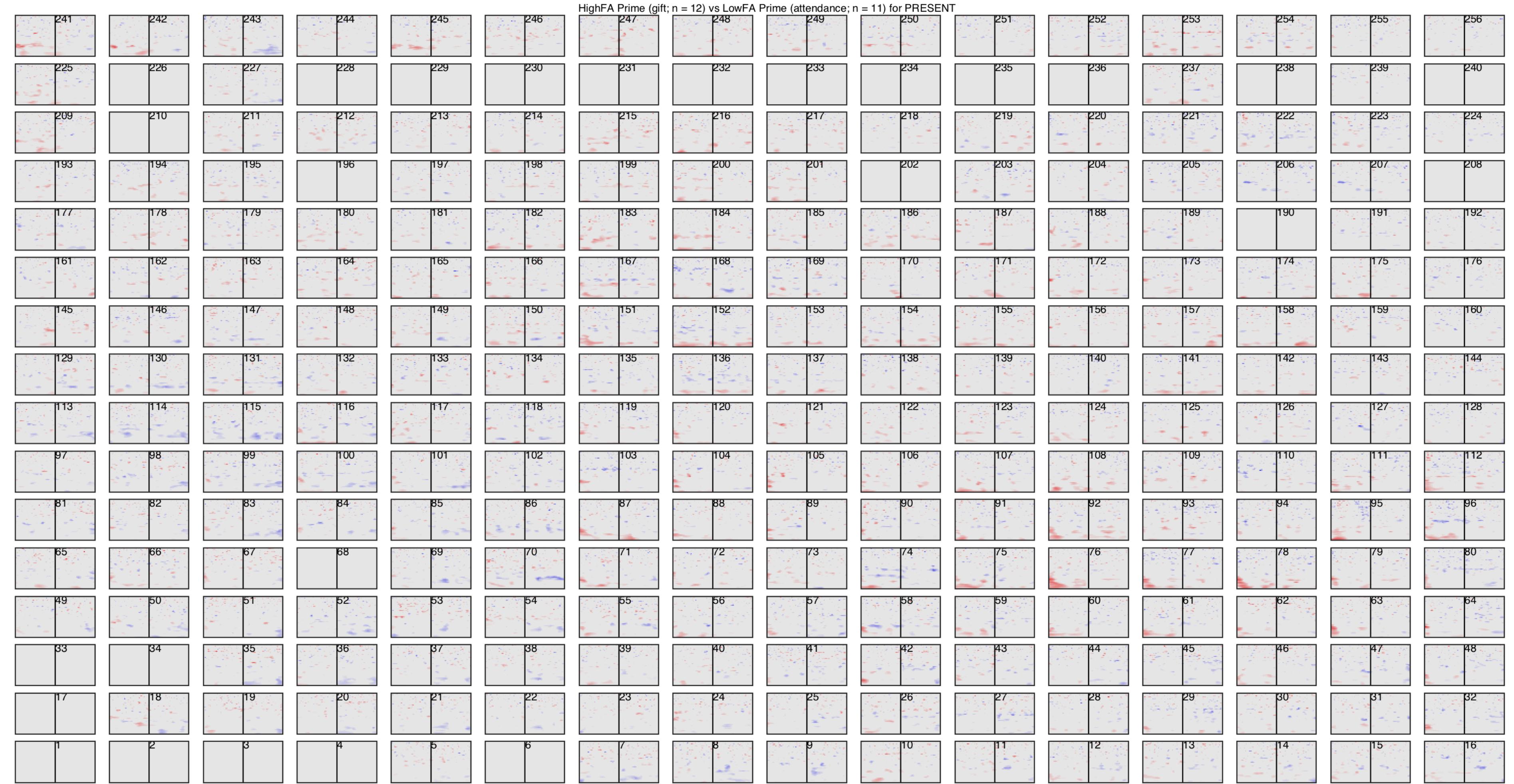


HighFA Prime (even; n = 12) vs LowFA Prime (unique; n = 12) for ODD



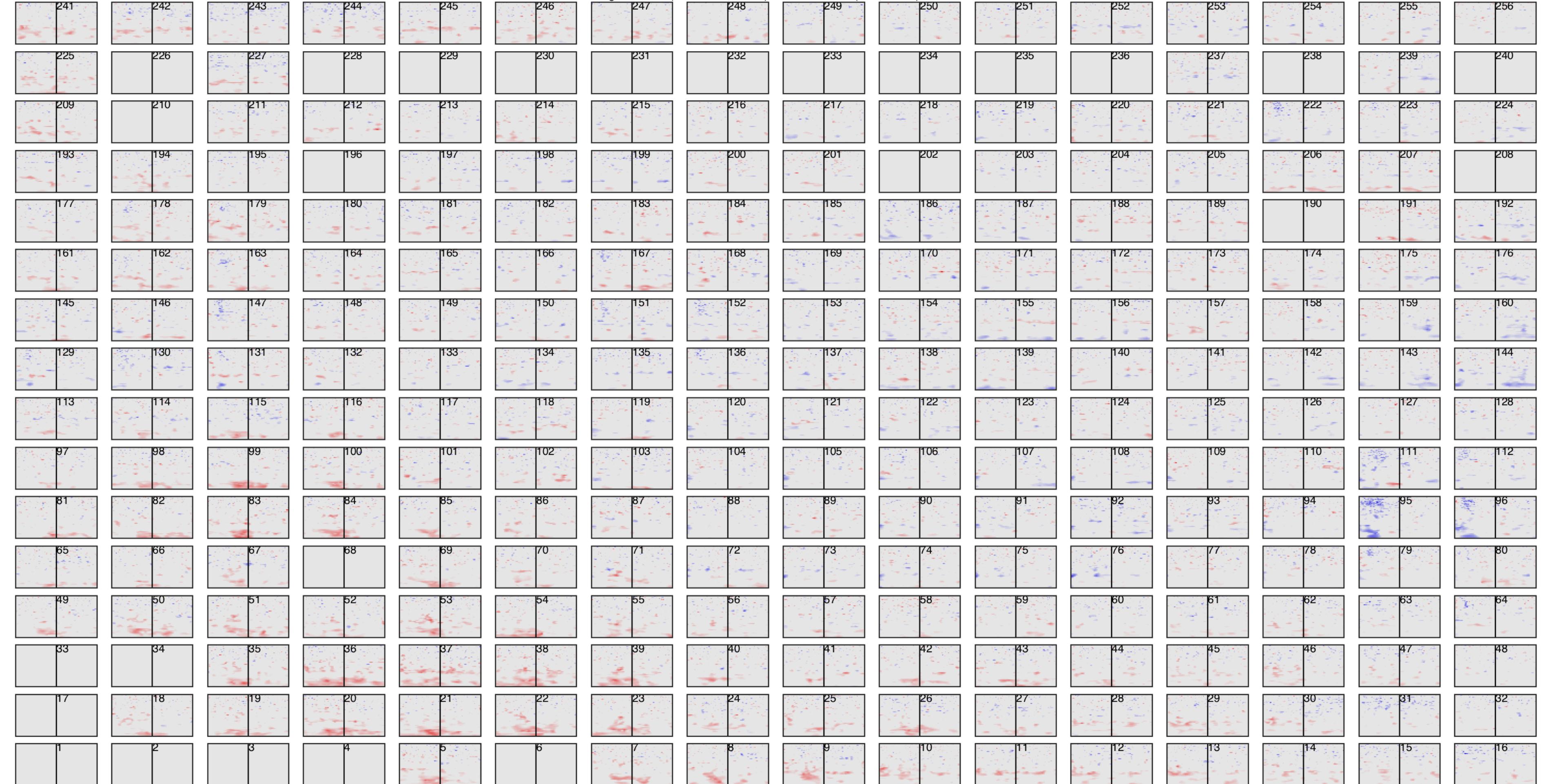
HighFA Prime (ounce; n = 12) vs LowFA Prime (beat; n = 12) for POUND







HighFA Prime (reservation; n = 12) vs LowFA Prime (thrift; n = 12) for SAVE



HighFA Prime (malt; n = 12) vs LowFA Prime (shiver; n = 12) for SHAKE

