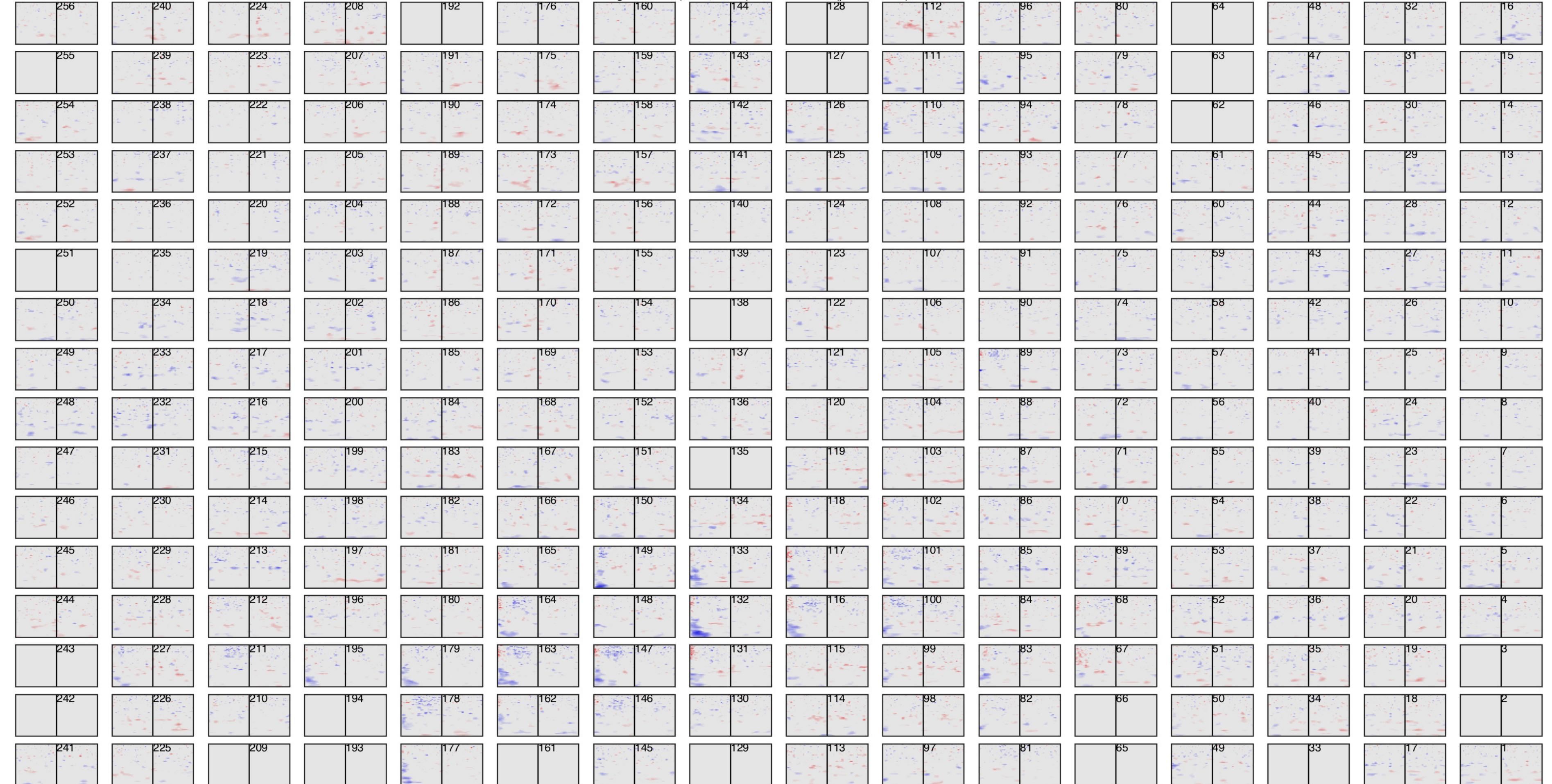




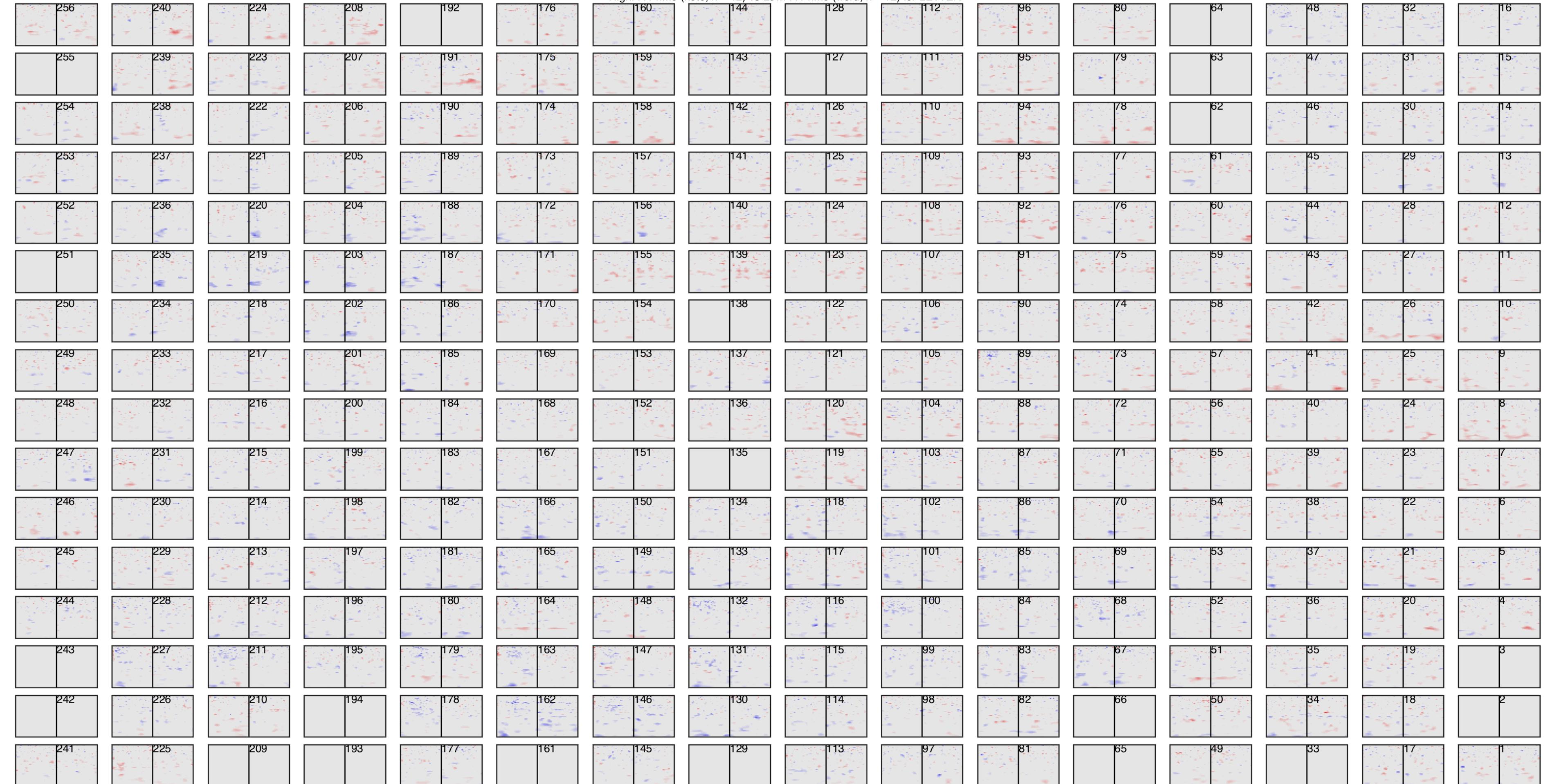
HighFA Prime (effect; n = 10) vs LowFA Prime (picket; n = 11) for CAUSE



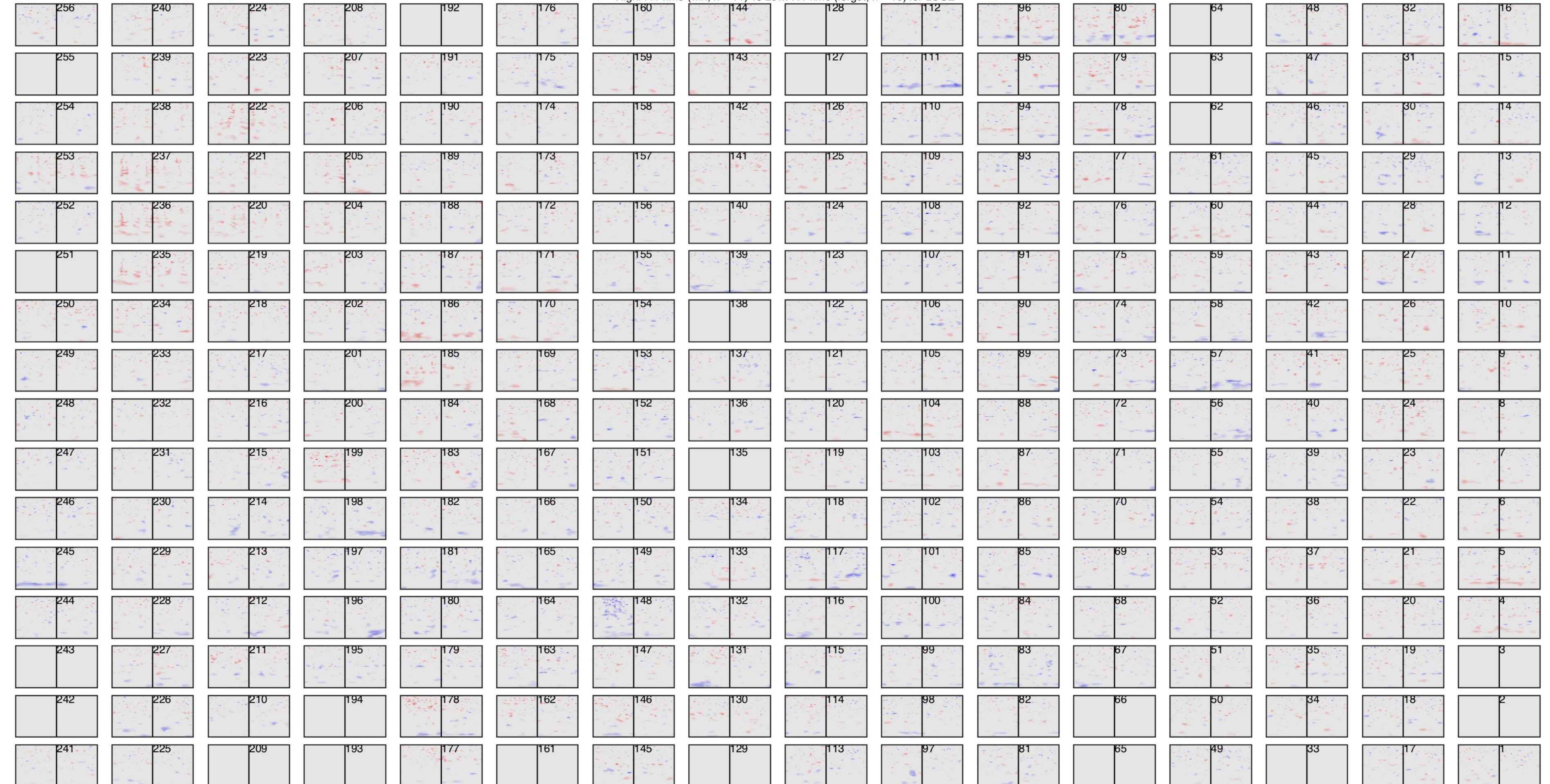
HighFA Prime (dip; n = 11) vs LowFA Prime (chisel; n = 10) for CHIP



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



HighFA Prime (win; n = 11) vs LowFA Prime (forget; n = 10) for LOSE



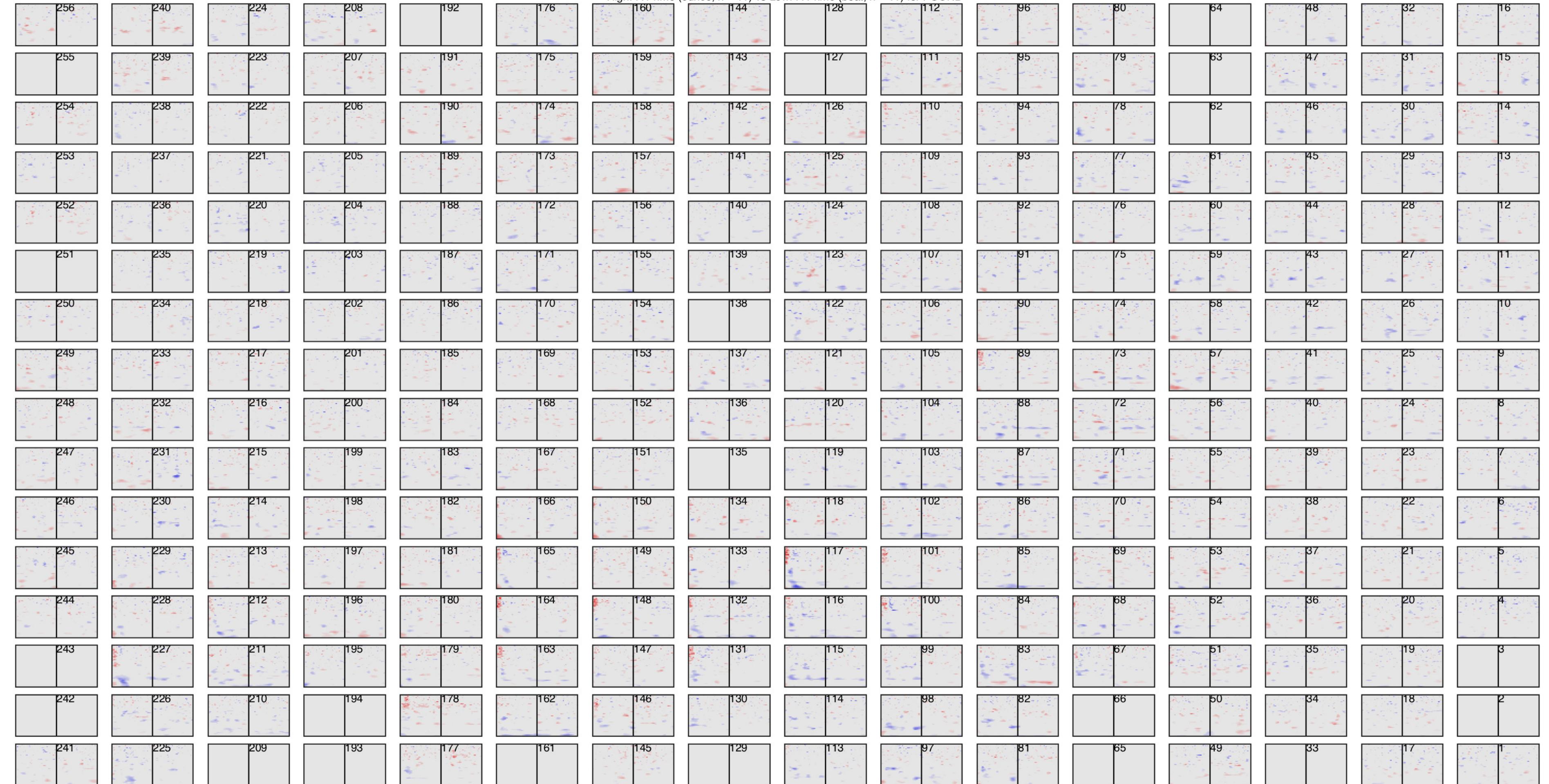
HighFA Prime (squeak; n = 8) vs LowFA Prime (click; n = 11) for MOUSE



HighFA Prime (even; n = 11) vs LowFA Prime (unique; n = 11) for ODD

256	240	224	208	192	176	160	144	128	112	96	80	64	48	32	16
255	239	223	207	191	175	159	143	127	111	95	79	63	47	31	15
254	238	222	206	190	174	158	142	126	110	94	78	62	46	30	14
253	237	221	205	189	173	157	141	125	109	93	77	61	45	29	13
252	236	220	204	188	172	156	140	124	108	92	76	60	44	28	12
251	235	219	203	187	171	155	139	123	107	91	75	59	43	27	11
250	234	218	202	186	170	154	138	122	106	90	74	58	42	26	10
249	233	217	201	185	169	153	137	121	105	89	73	57	41	25	9
248	232	216	200	184	168	152	136	120	104	88	72	56	40	24	8
247	231	215	199	183	167	151	135	119	103	87	71	55	39	23	7
246	230	214	198	182	166	150	134	118	102	86	70	54	38	22	6
245	229	213	197	181	165	149	133	117	101	85	69	53	37	21	5
244	228	212	196	180	164	148	132	116	100	84	68	52	36	20	4
243	227	211	195	179	163	147	131	115	99	83	67	51	35	19	3
242	226	210	194	178	162	146	130	114	98	82	66	50	34	18	2
241	225	209	193	177	161	145	129	113	97	81	65	49	33	17	1

HighFA Prime (ounce; n = 11) vs LowFA Prime (beat; n = 11) for POUND









HighFA Prime (malt; n = 10) vs LowFA Prime (shiver; n = 11) for SHAKE

