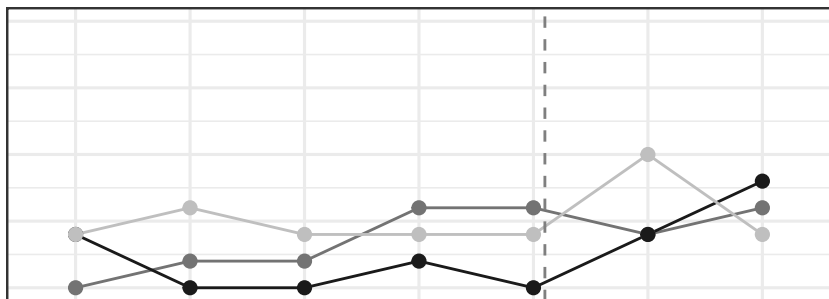
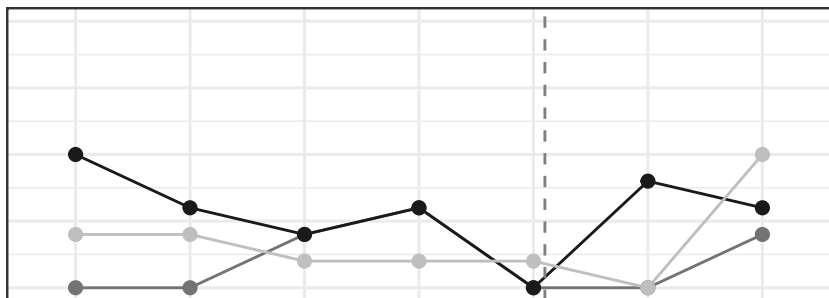


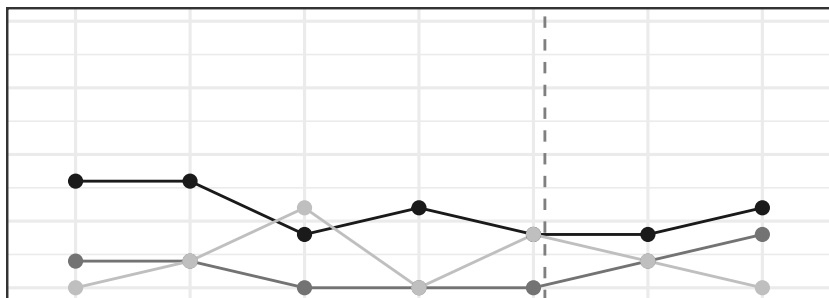
Cold/Low



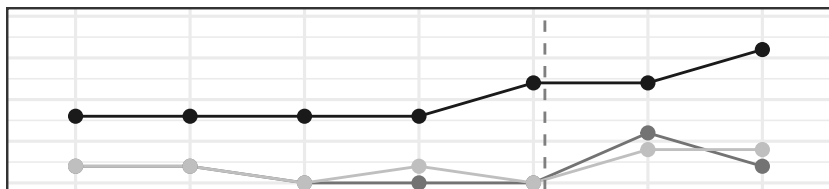
Warm/Low



Cold/High



Warm/High



Early
 Advanced/Ripe
 Spawned