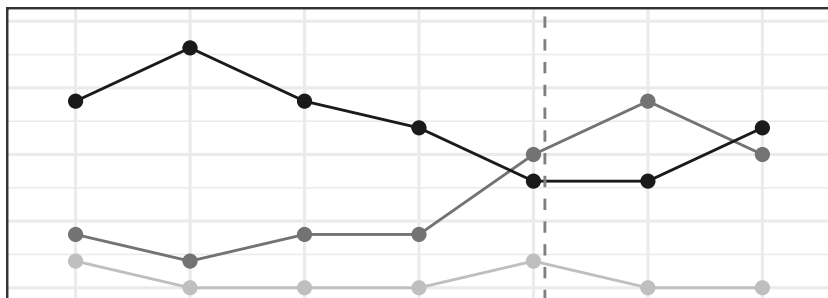
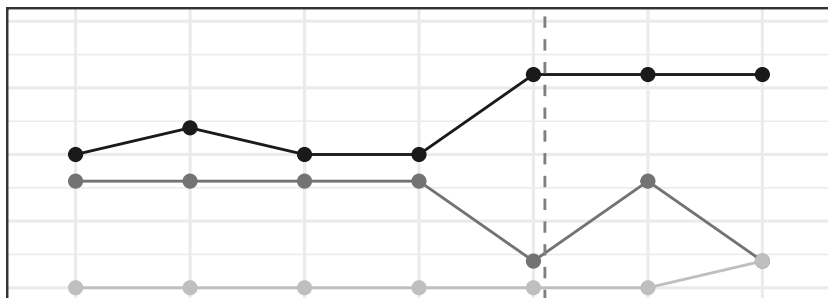


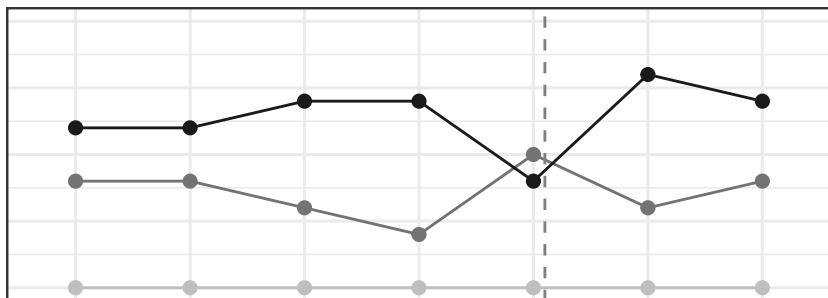
Cold/Low



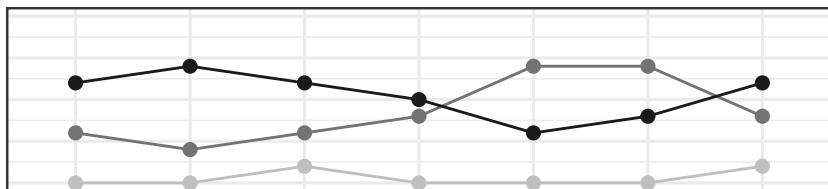
Warm/Low



Cold/High



Warm/High



Early
  Advanced/Ripe
  Spawned