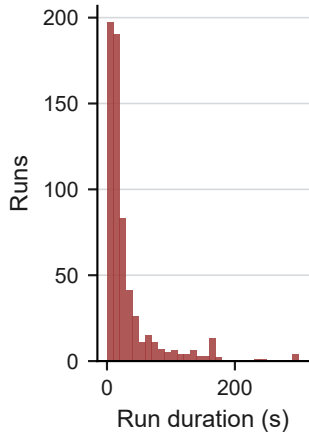
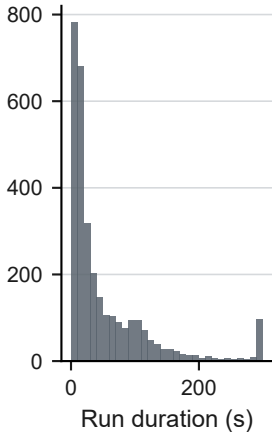


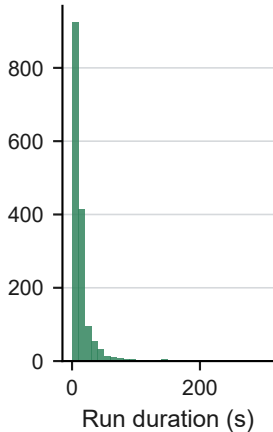
Fear/Danger



Quiescent



Exploratory



Goal-directed

