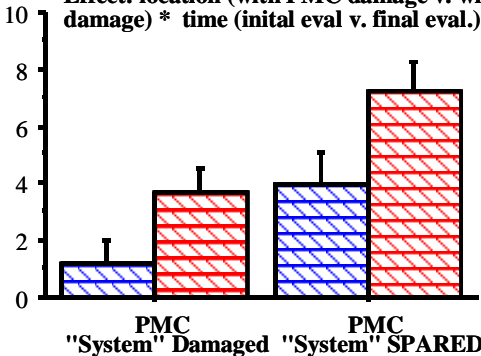




Effect: location (with PMC damage v. without PMC damage) * time (initial eval v. final eval.)

MP Score



 **initial evaluation**
 **final evaluation**

Error Bars: ± 1 Standard Error(s)