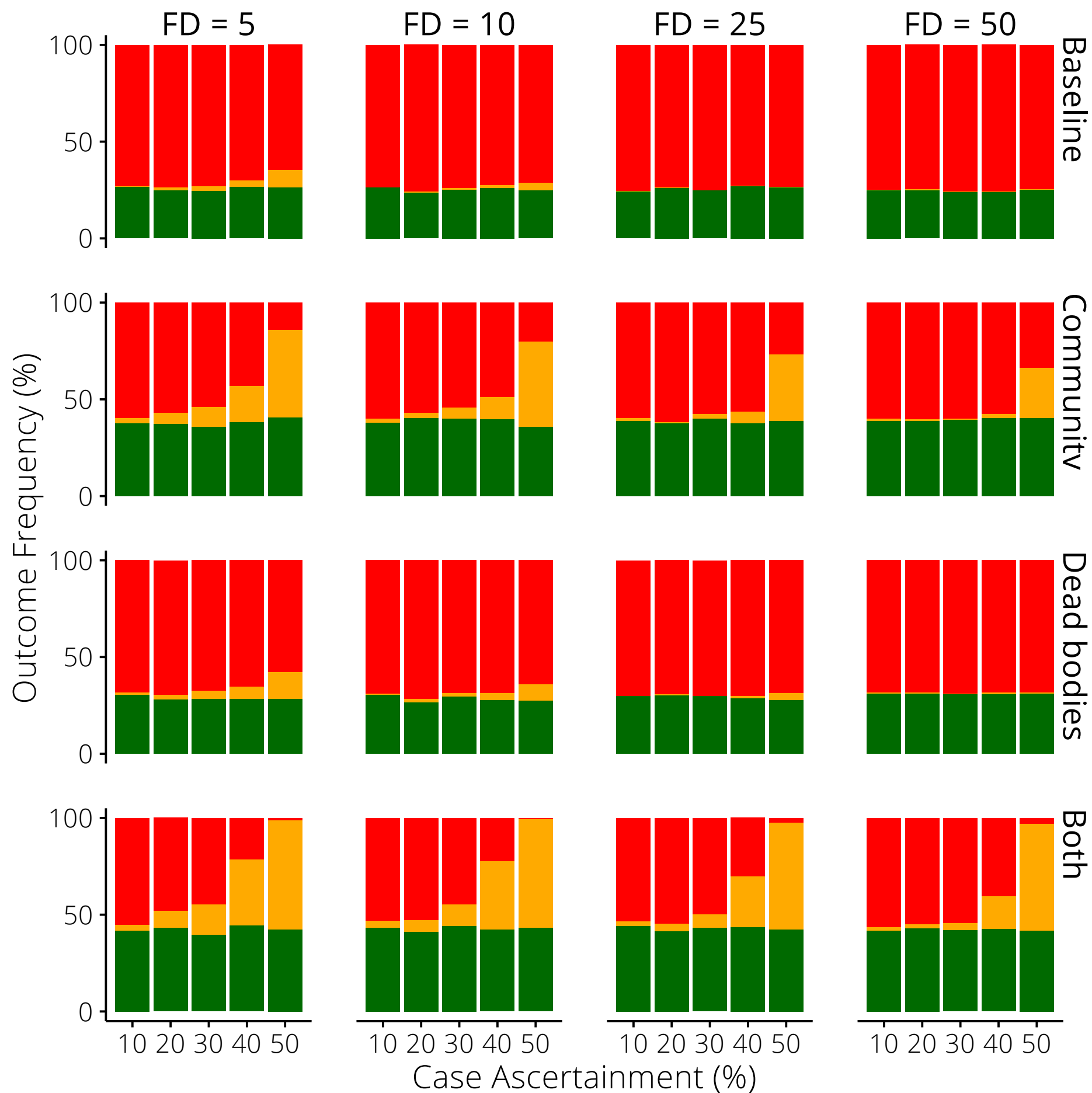


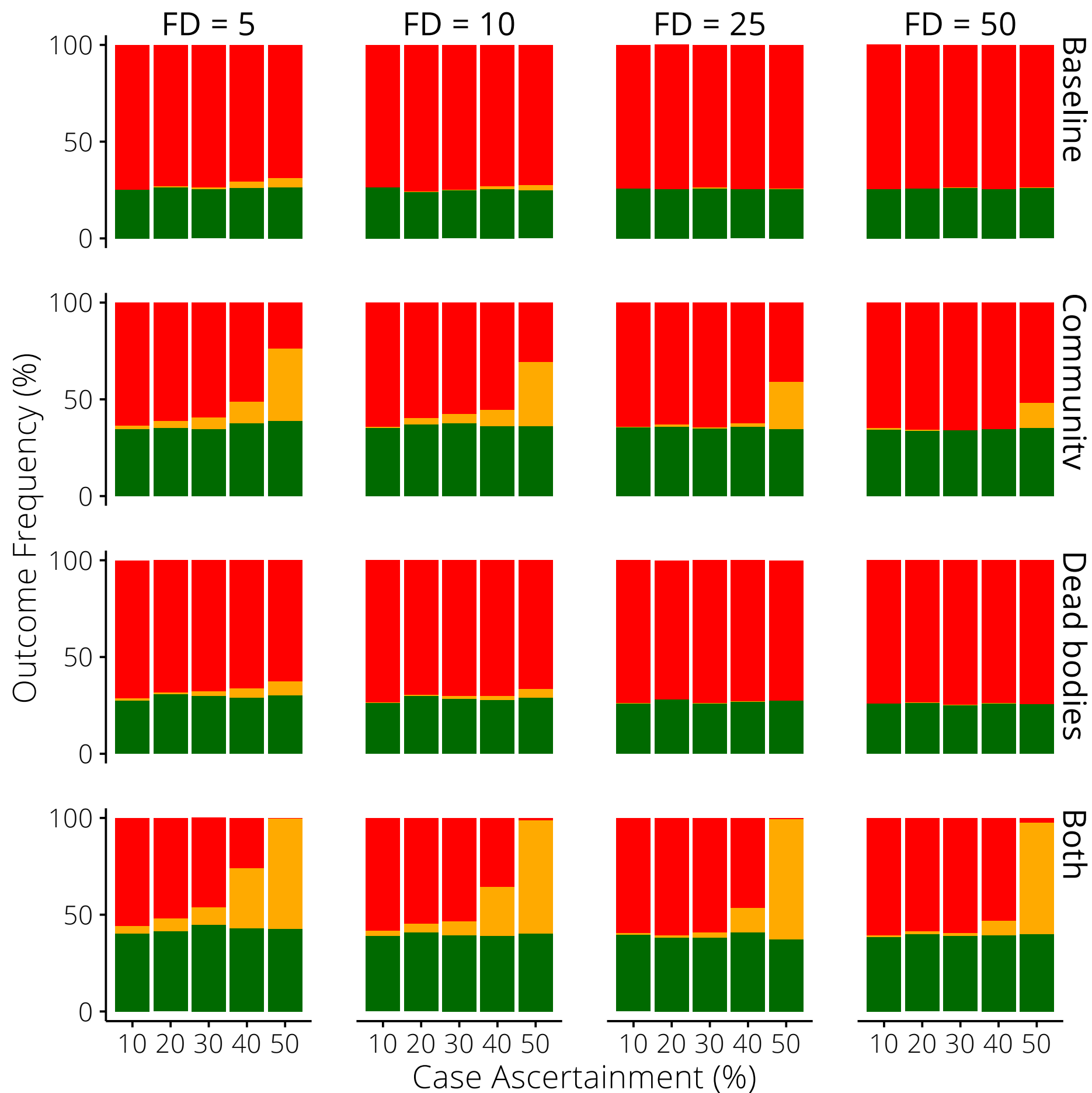
# Port Moresby (k = 1)

Die-out      Controlled      Uncontrolled



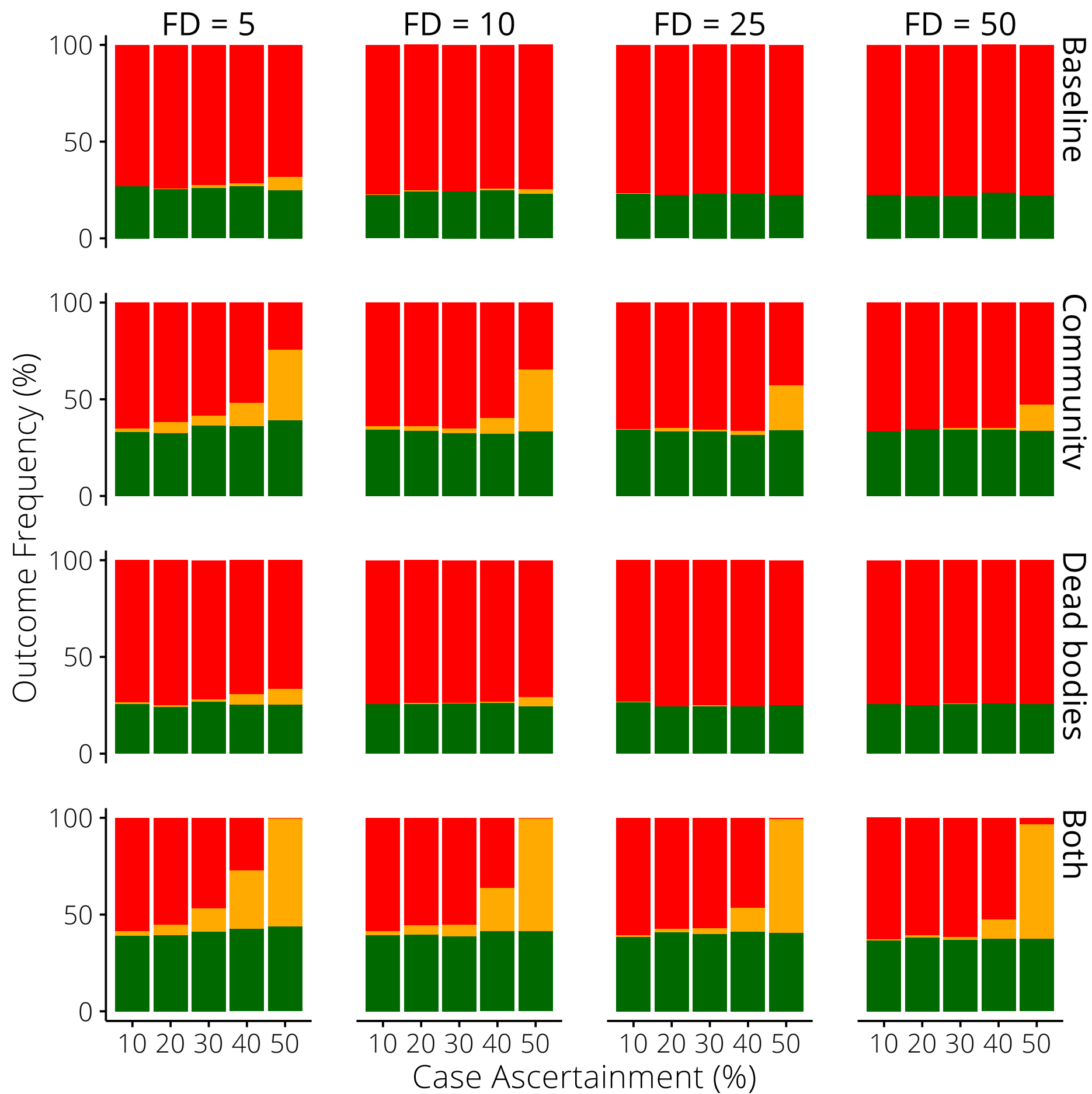
# Port Moresby (k = 10)

Die-out      Controlled      Uncontrolled



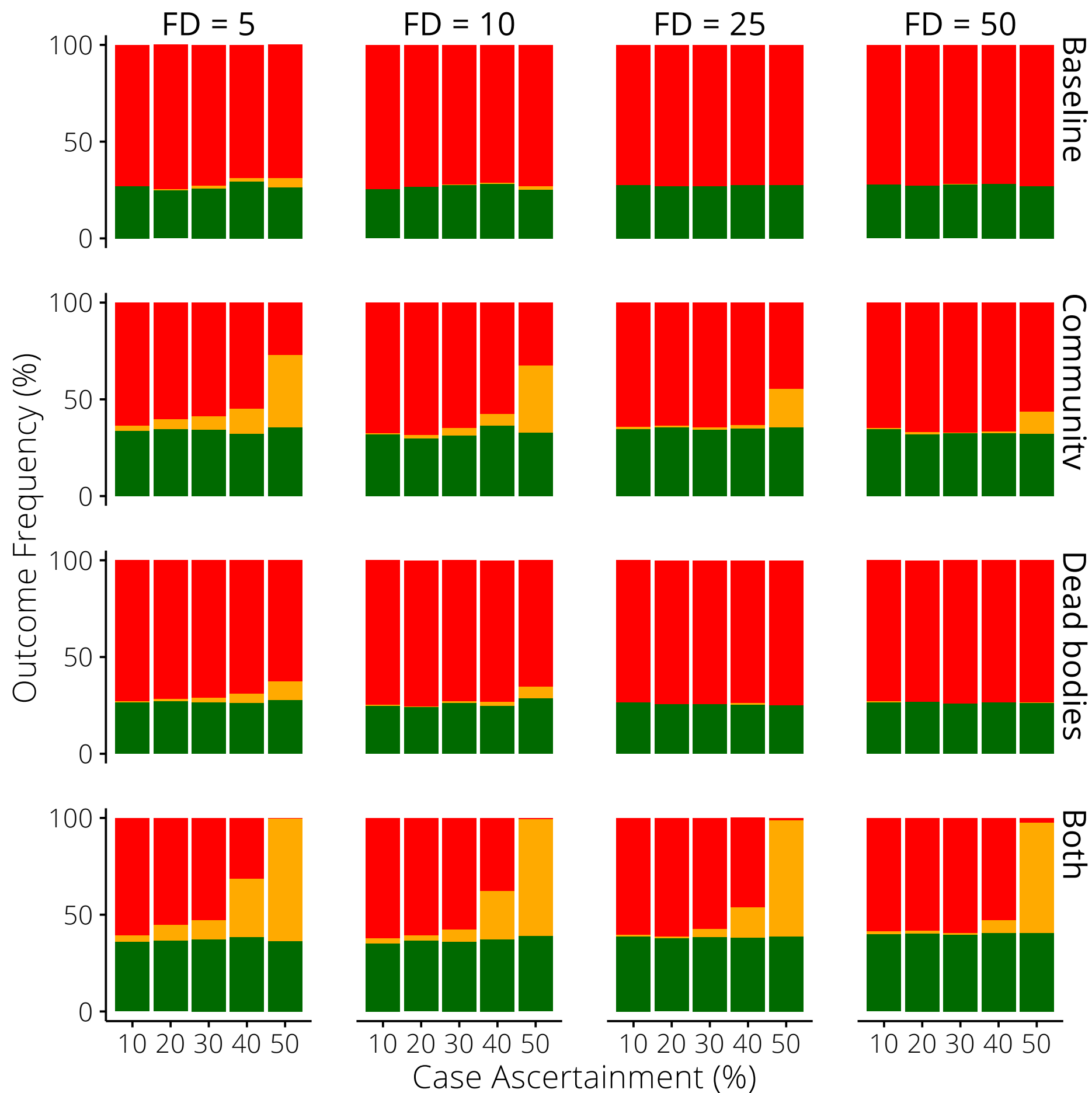
# Port Moresby (k = 50)

Die-out      Controlled      Uncontrolled



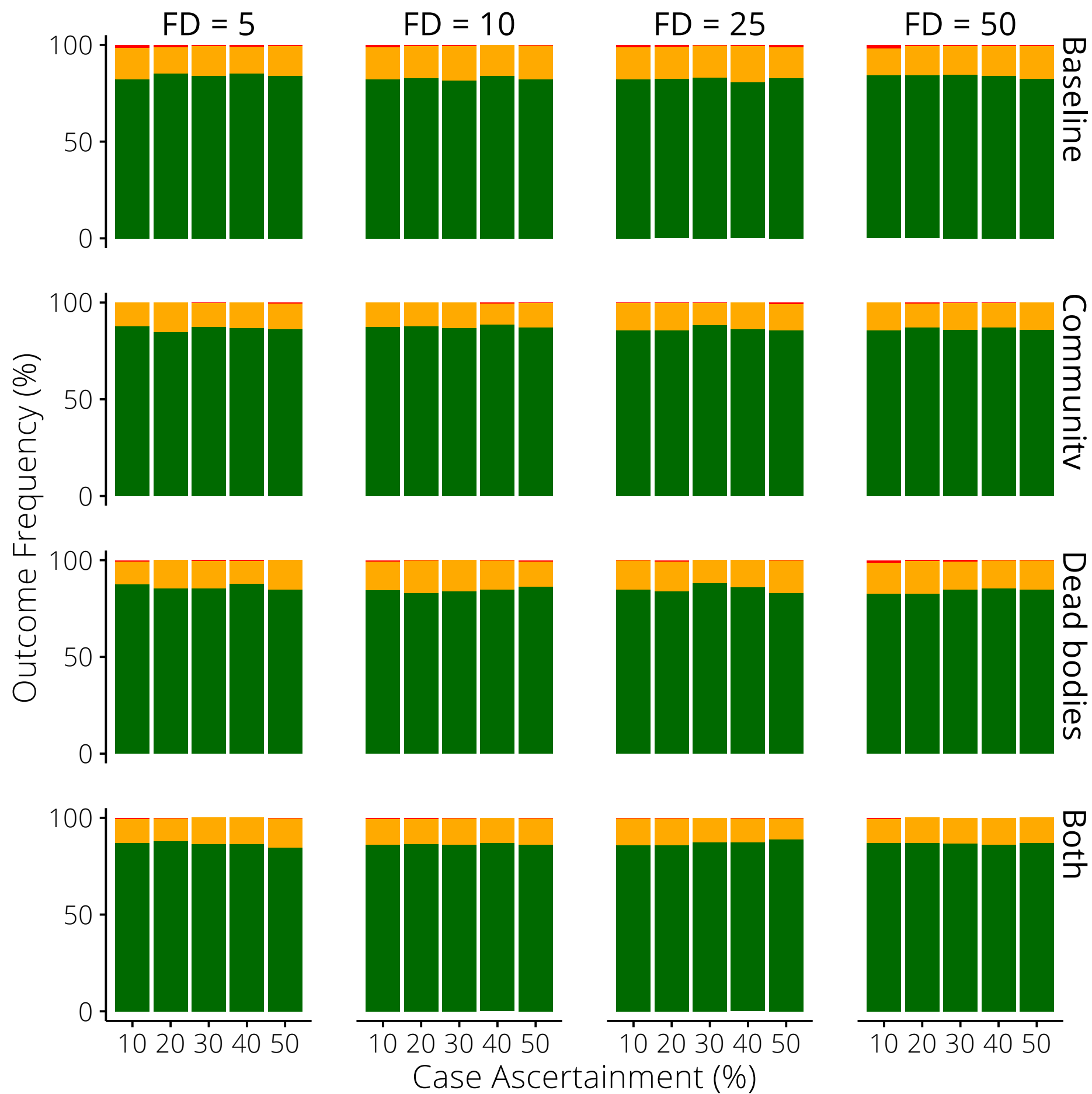
# Port Moresby (k = 100)

Die-out      Controlled      Uncontrolled



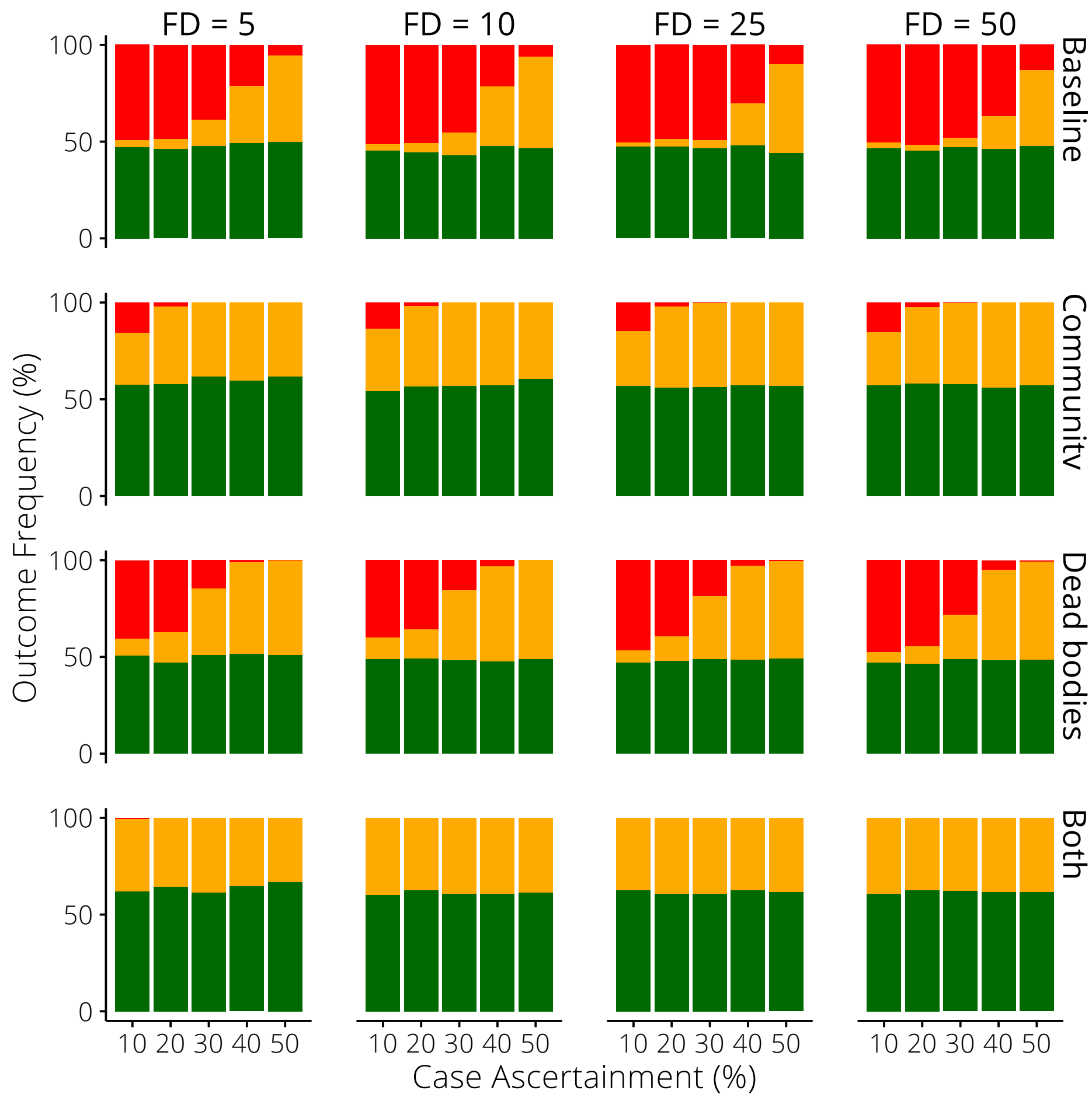
# Port Moresby (k = 0.01)

Die-out      Controlled      Uncontrolled



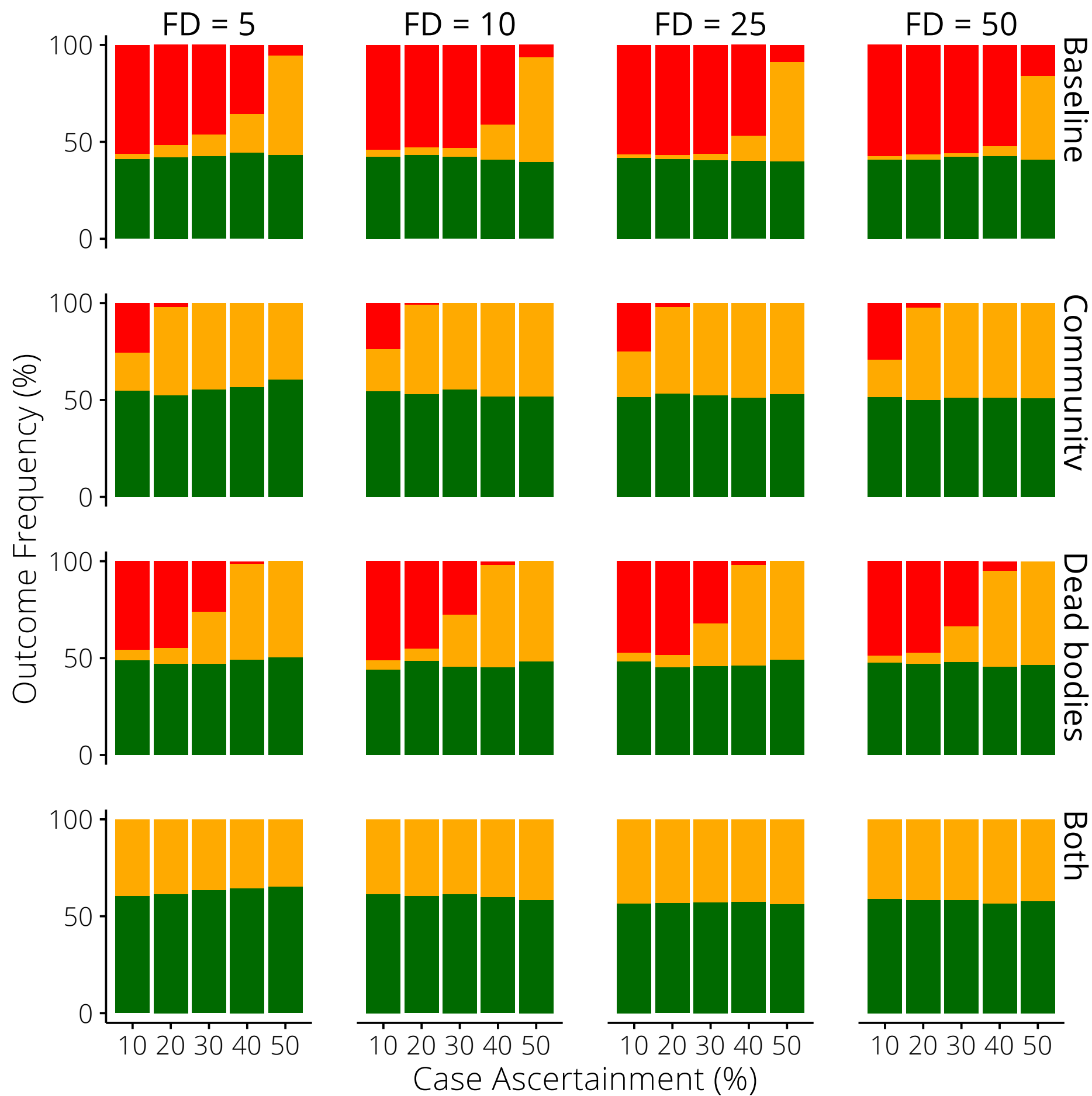
Southern (k = 1)

Die-out      Controlled      Uncontrolled



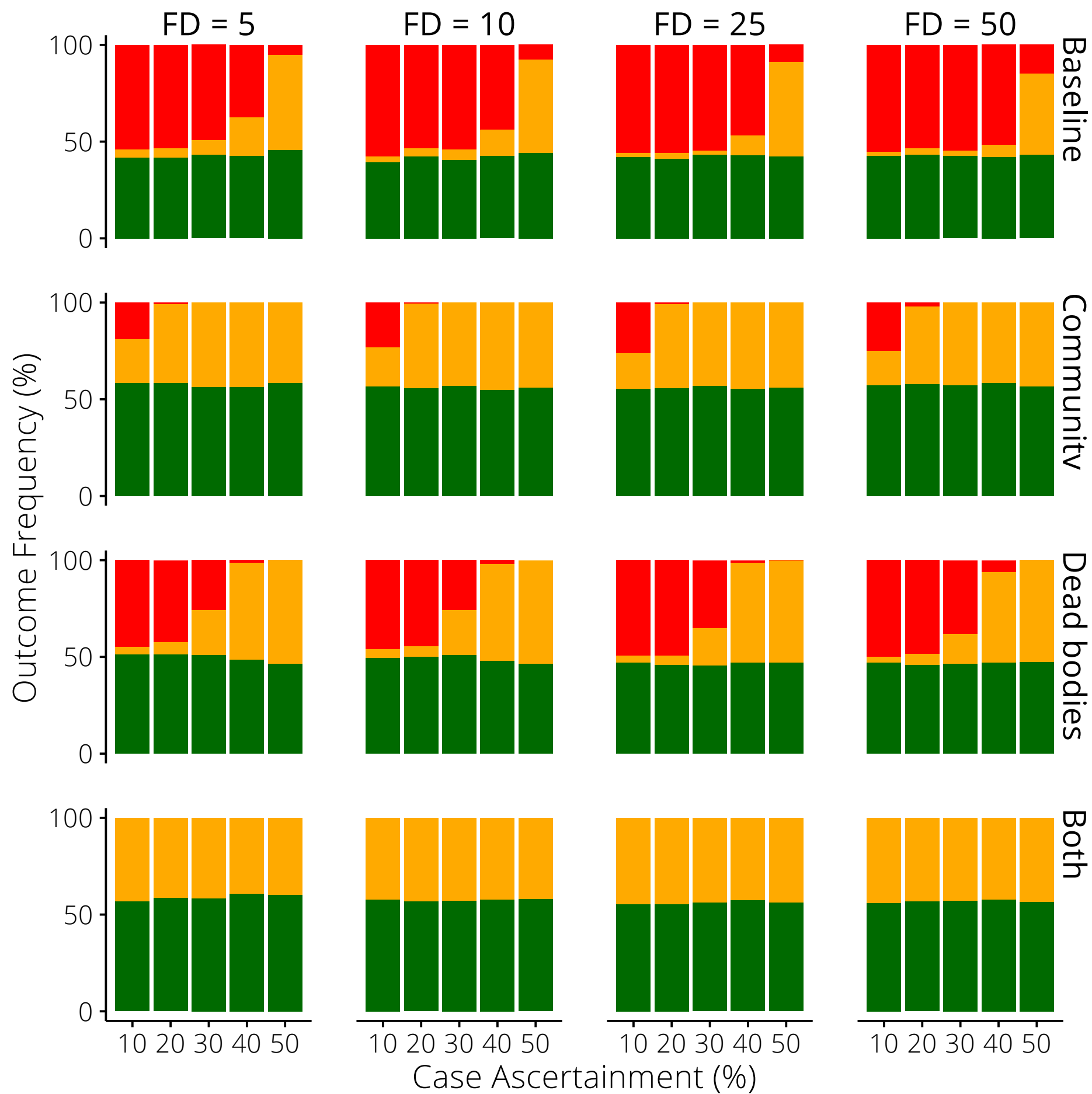
# Southern (k = 10)

Die-out      Controlled      Uncontrolled



# Southern (k = 50)

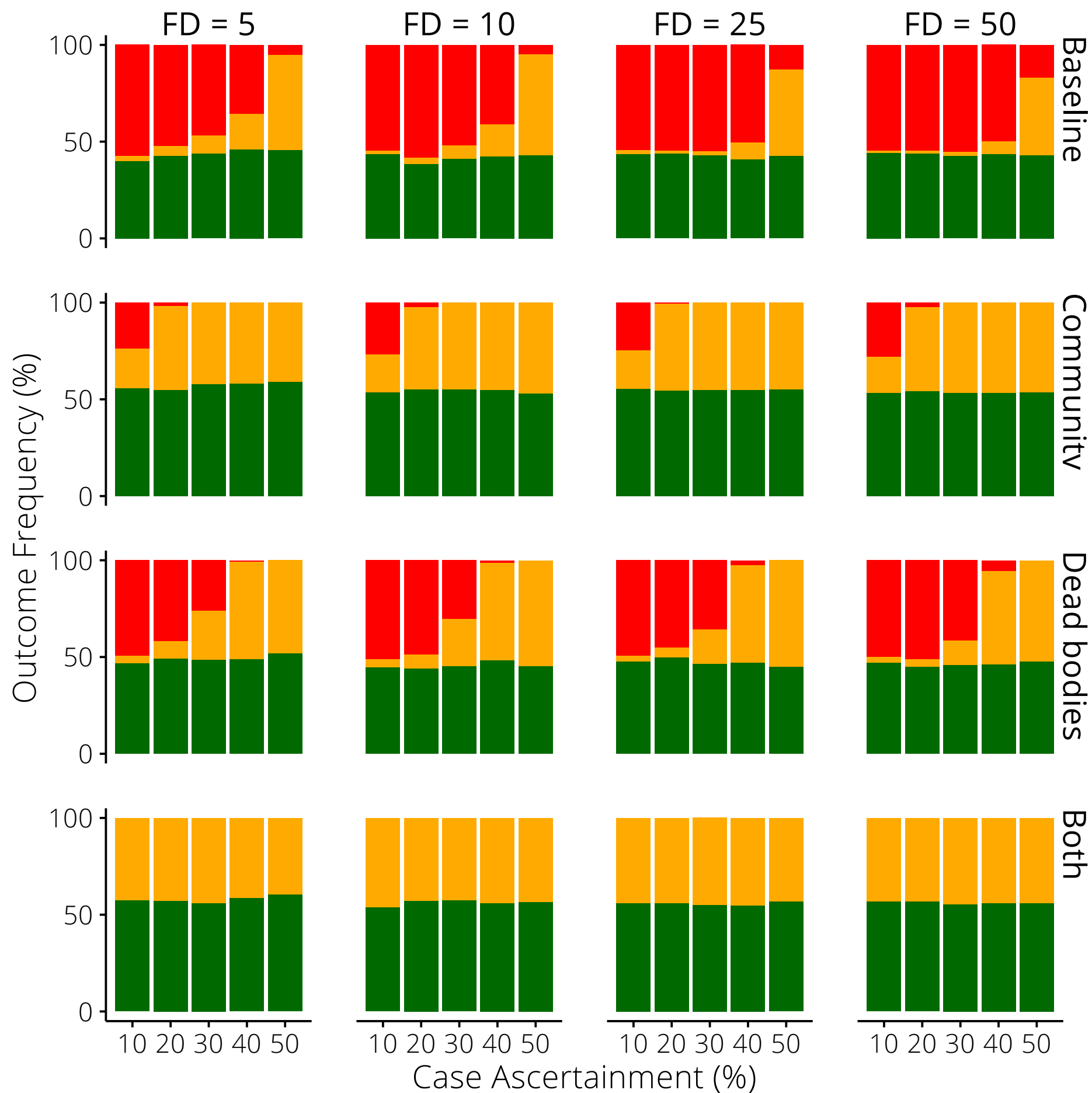
Die-out      Controlled      Uncontrolled





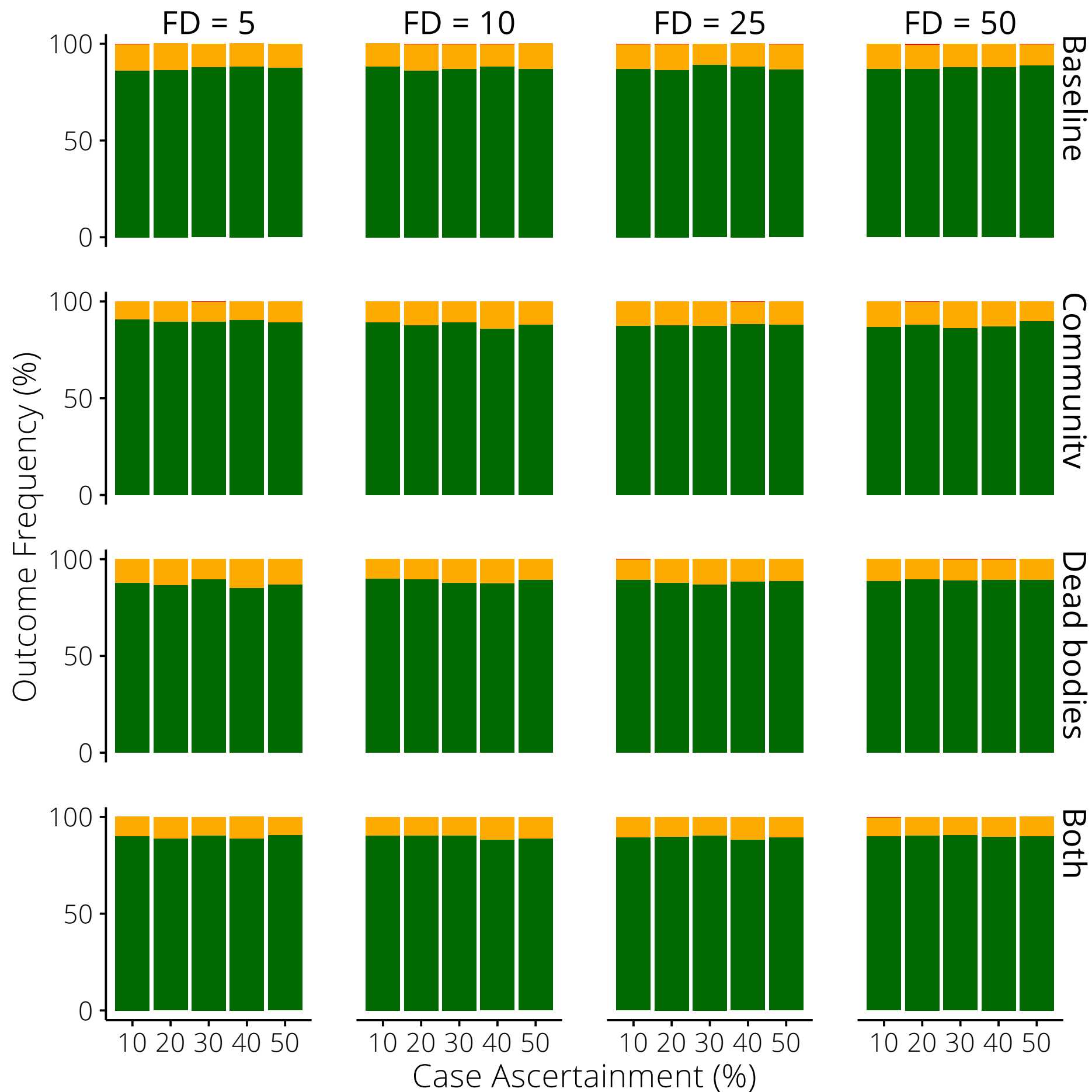
# Southern (k = 100)

Die-out      Controlled      Uncontrolled



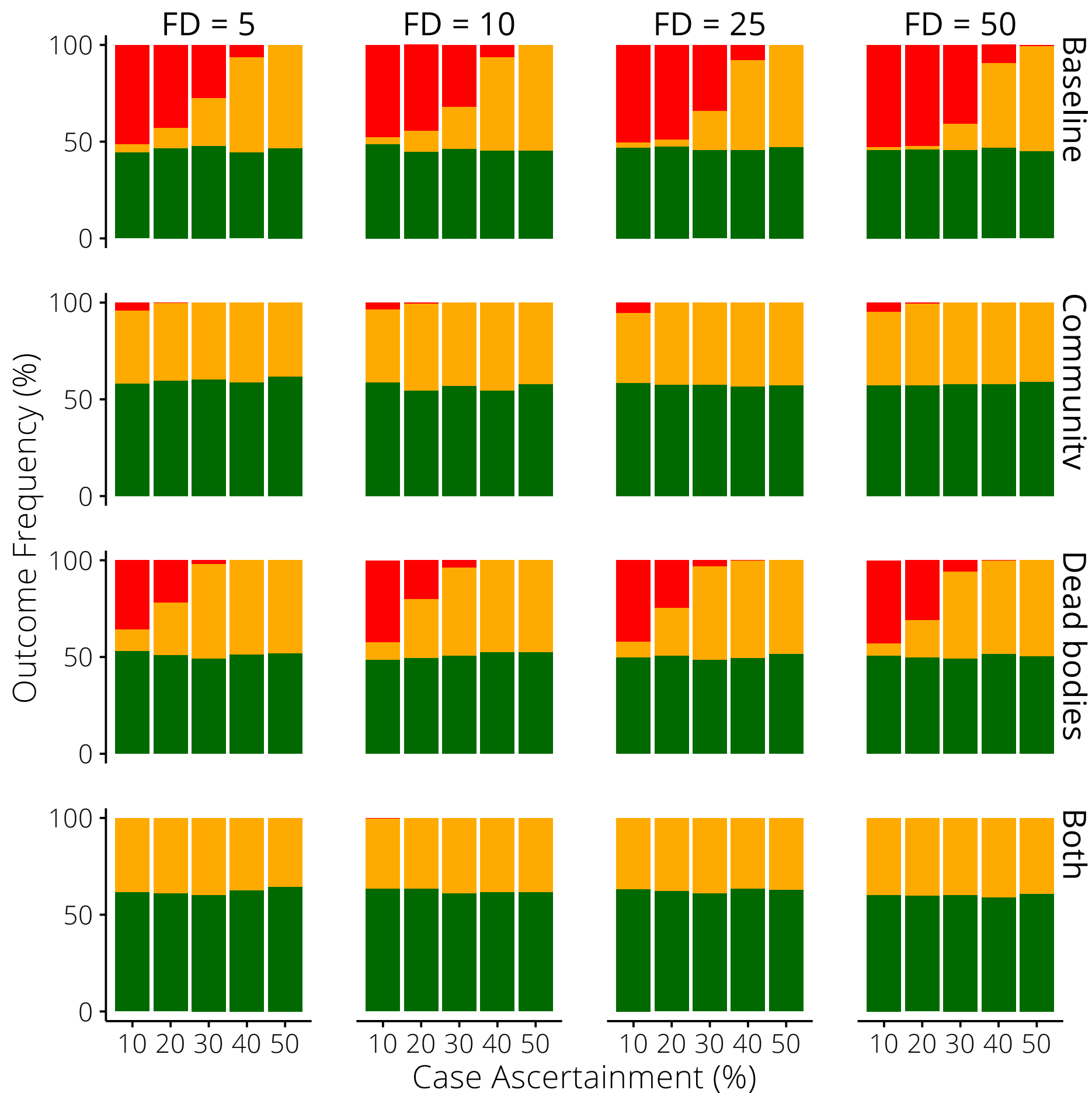
# Southern (k = 0.01)

Die-out      Controlled      Uncontrolled



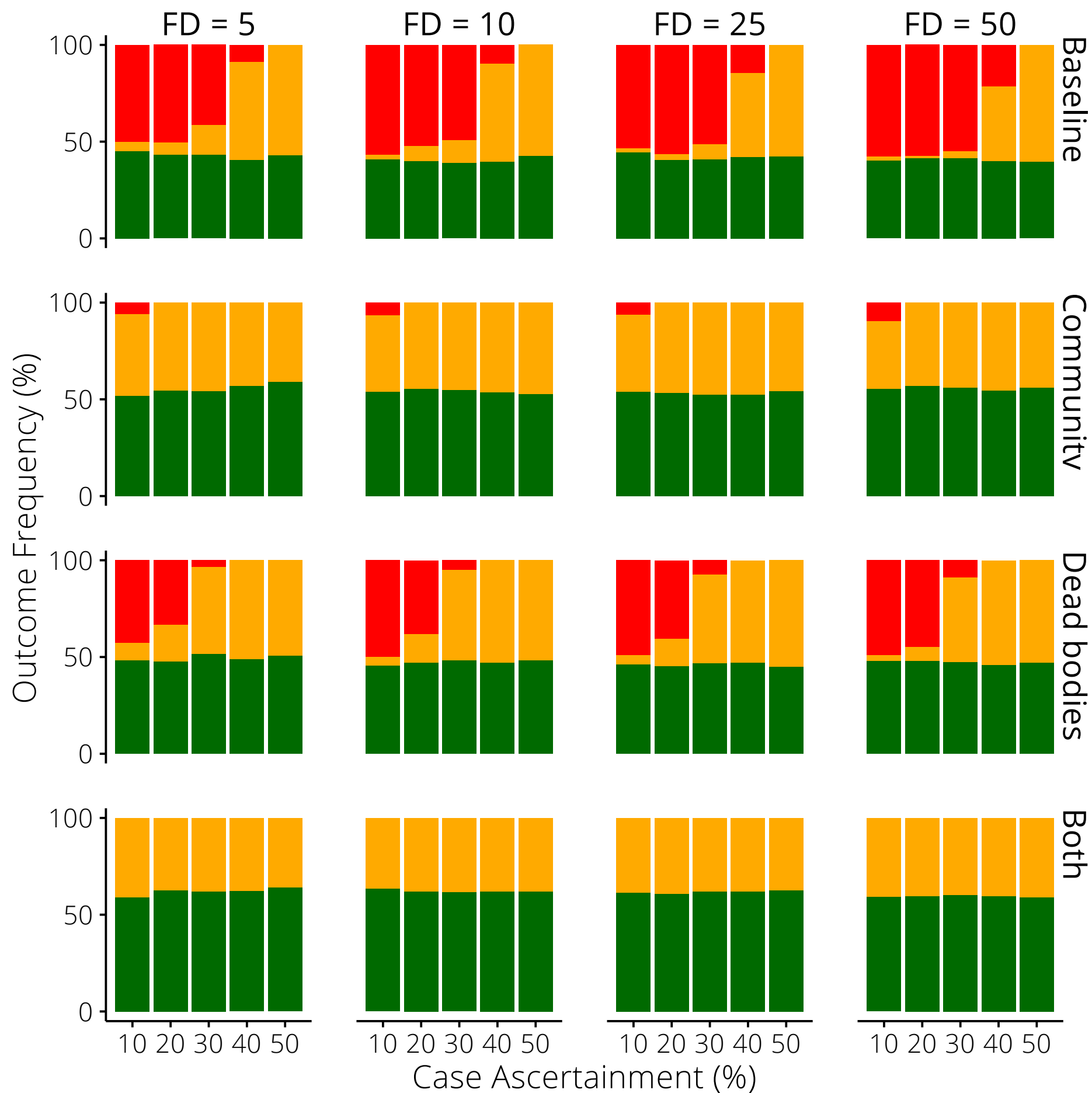
# Highlands (k = 1)

Die-out    Controlled    Uncontrolled



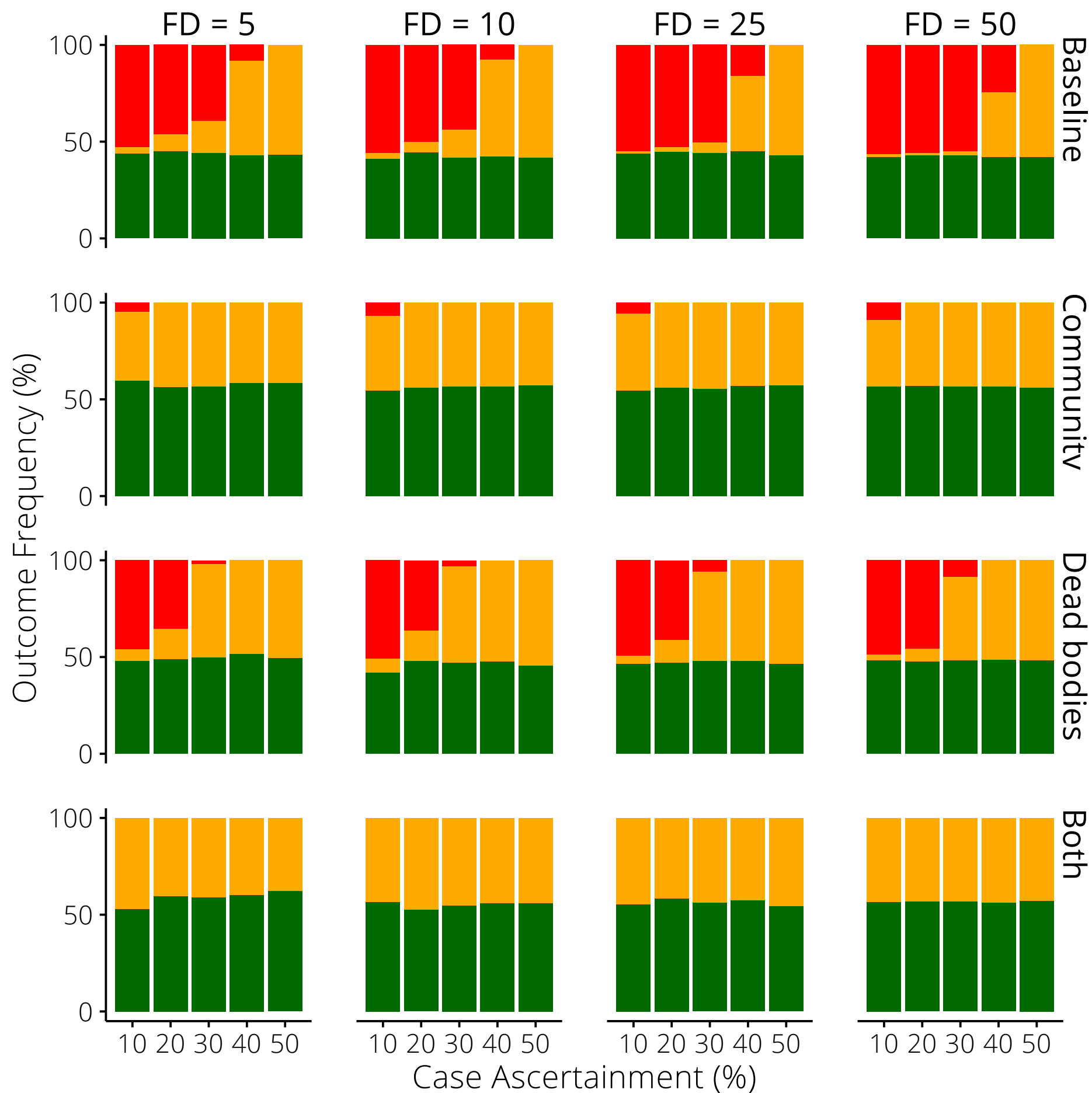
# Highlands (k = 10)

Die-out    Controlled    Uncontrolled



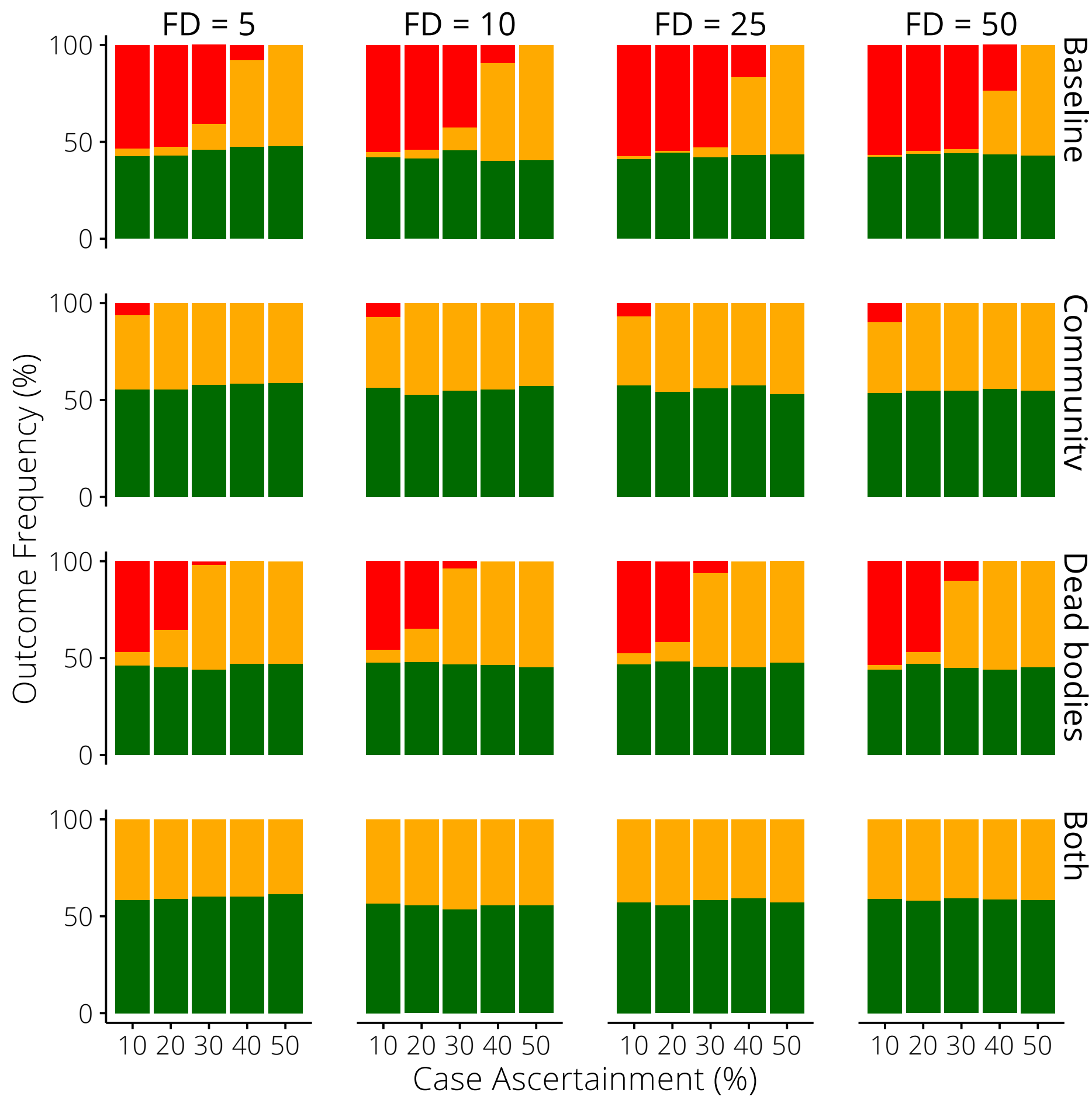
# Highlands (k = 50)

Die-out    Controlled    Uncontrolled



# Highlands (k = 100)

Die-out    Controlled    Uncontrolled

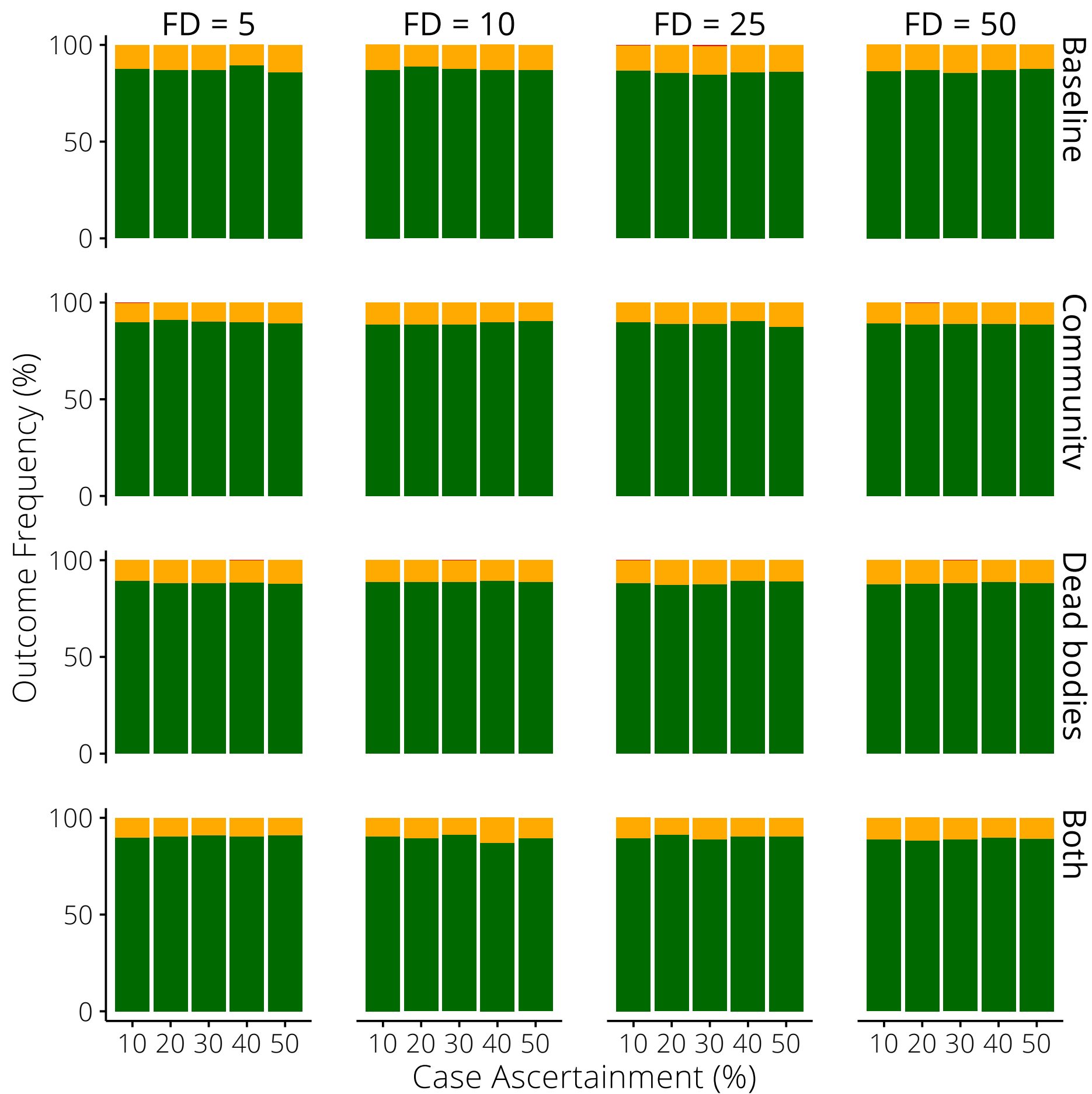


Highlands (k = 0.01)

Die-out

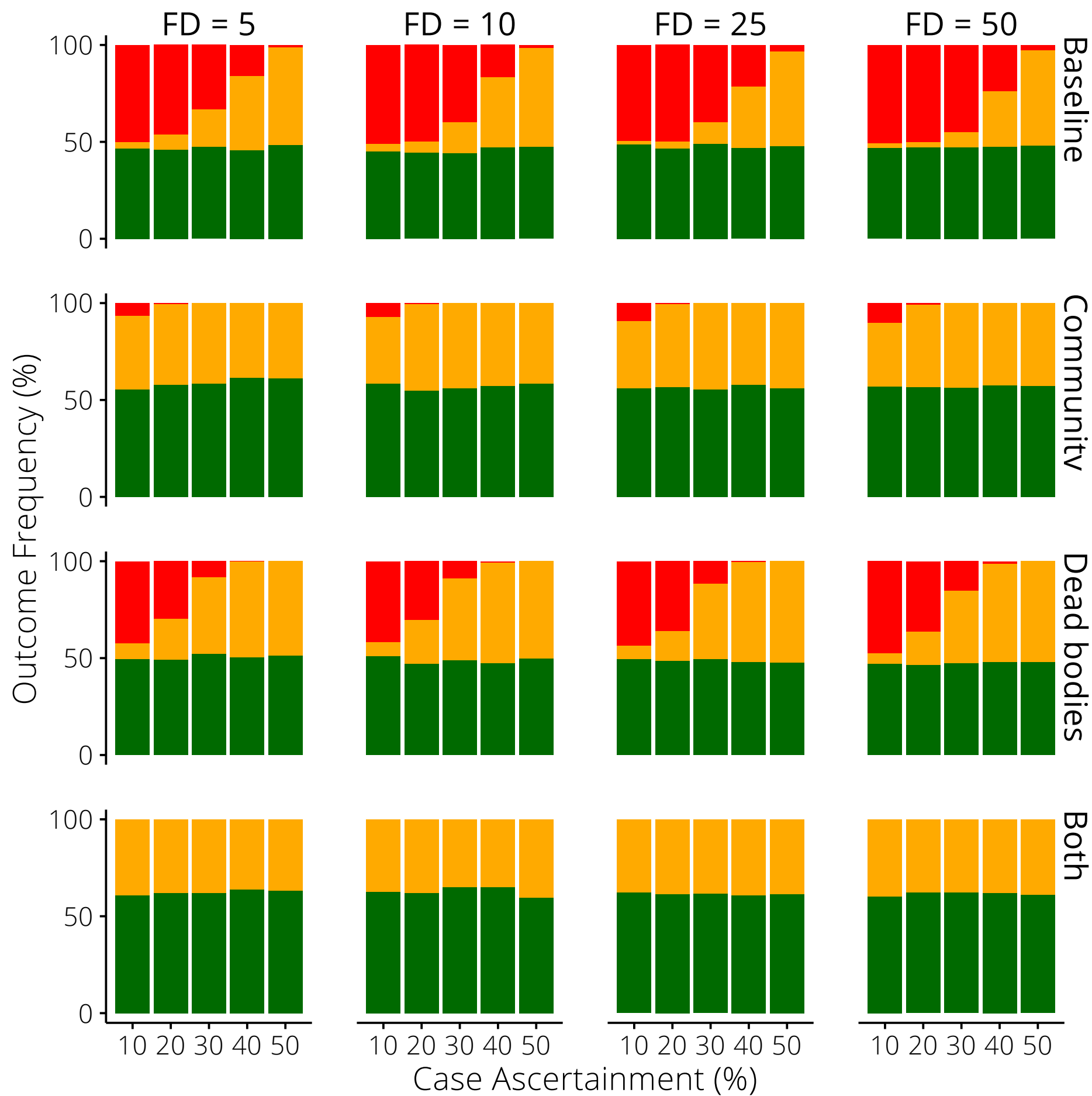
Controlled

Uncontrolled



Momase ( $k = 1$ )

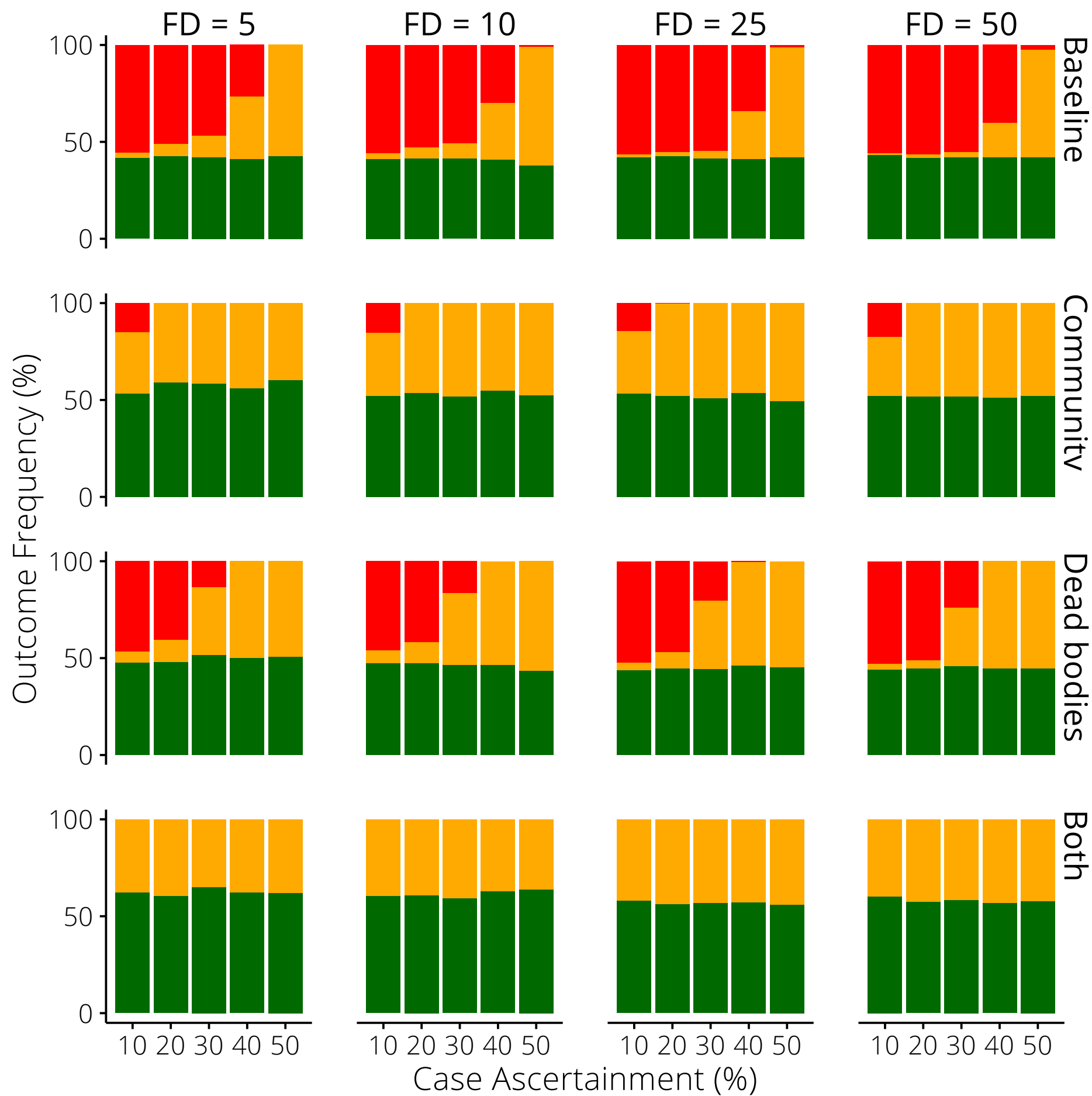
Die-out      Controlled      Uncontrolled





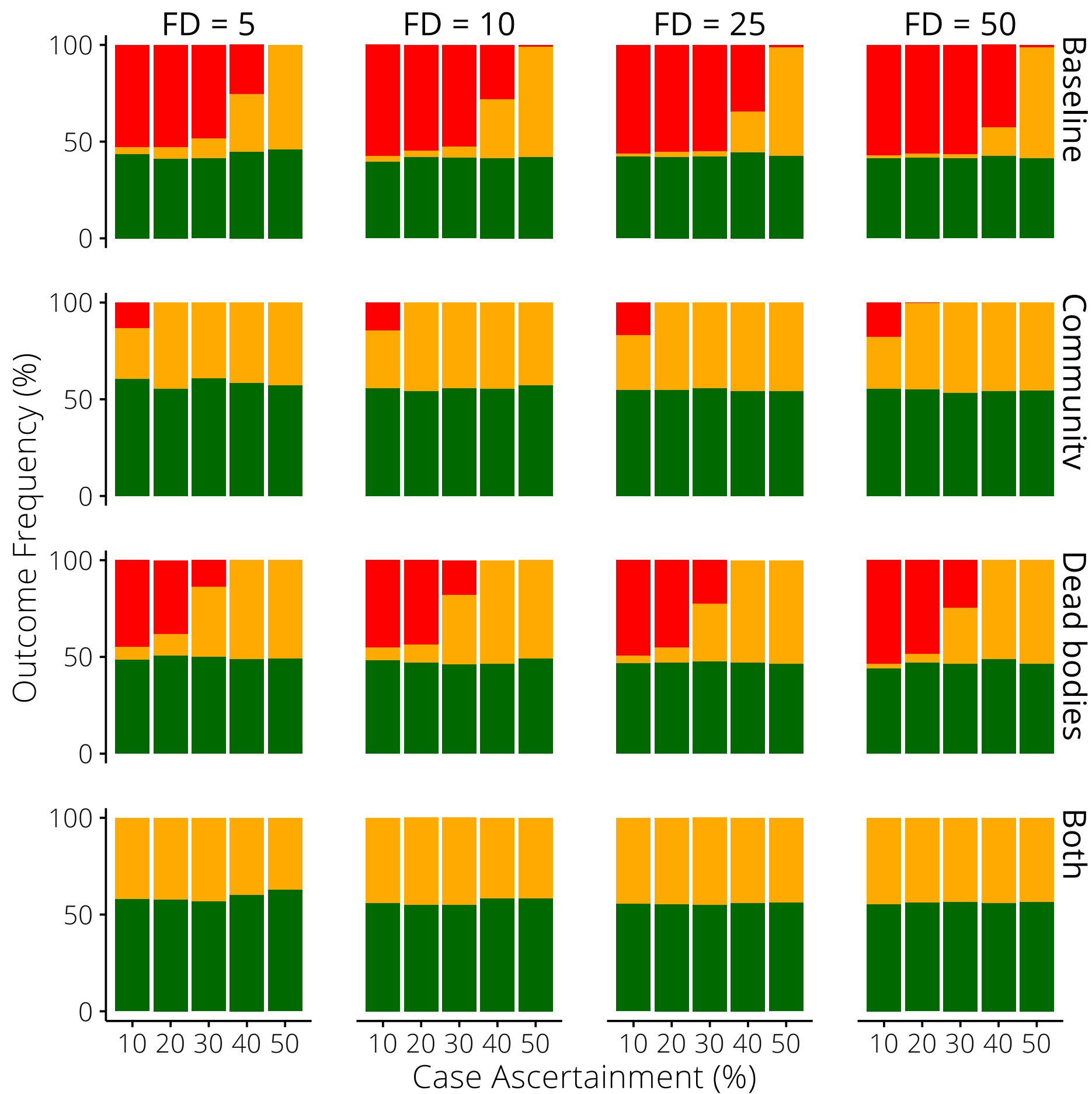
Momase ( $k = 10$ )

Die-out      Controlled      Uncontrolled



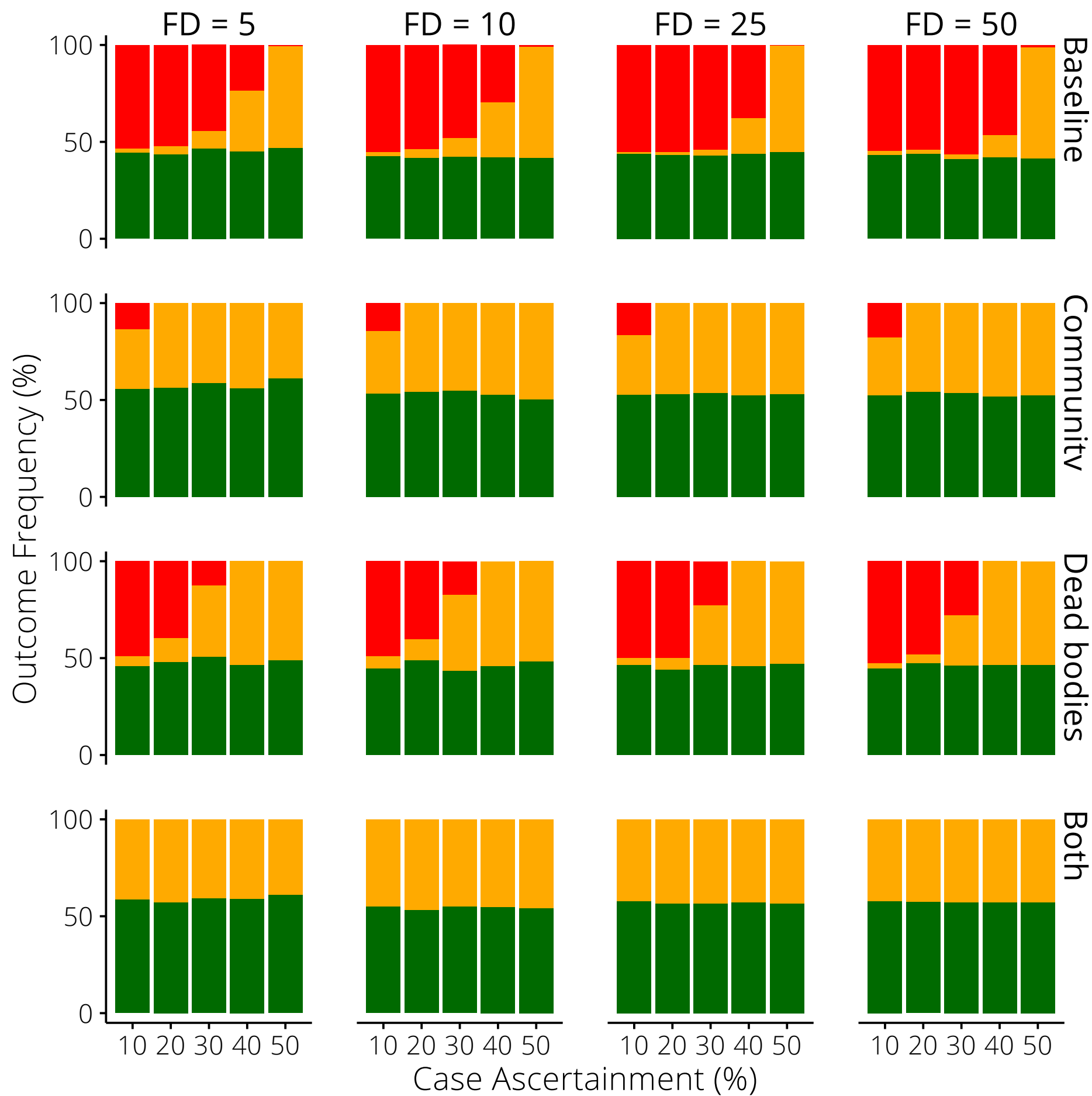
Momase ( $k = 50$ )

Die-out      Controlled      Uncontrolled



Momase (k = 100)

Die-out      Controlled      Uncontrolled

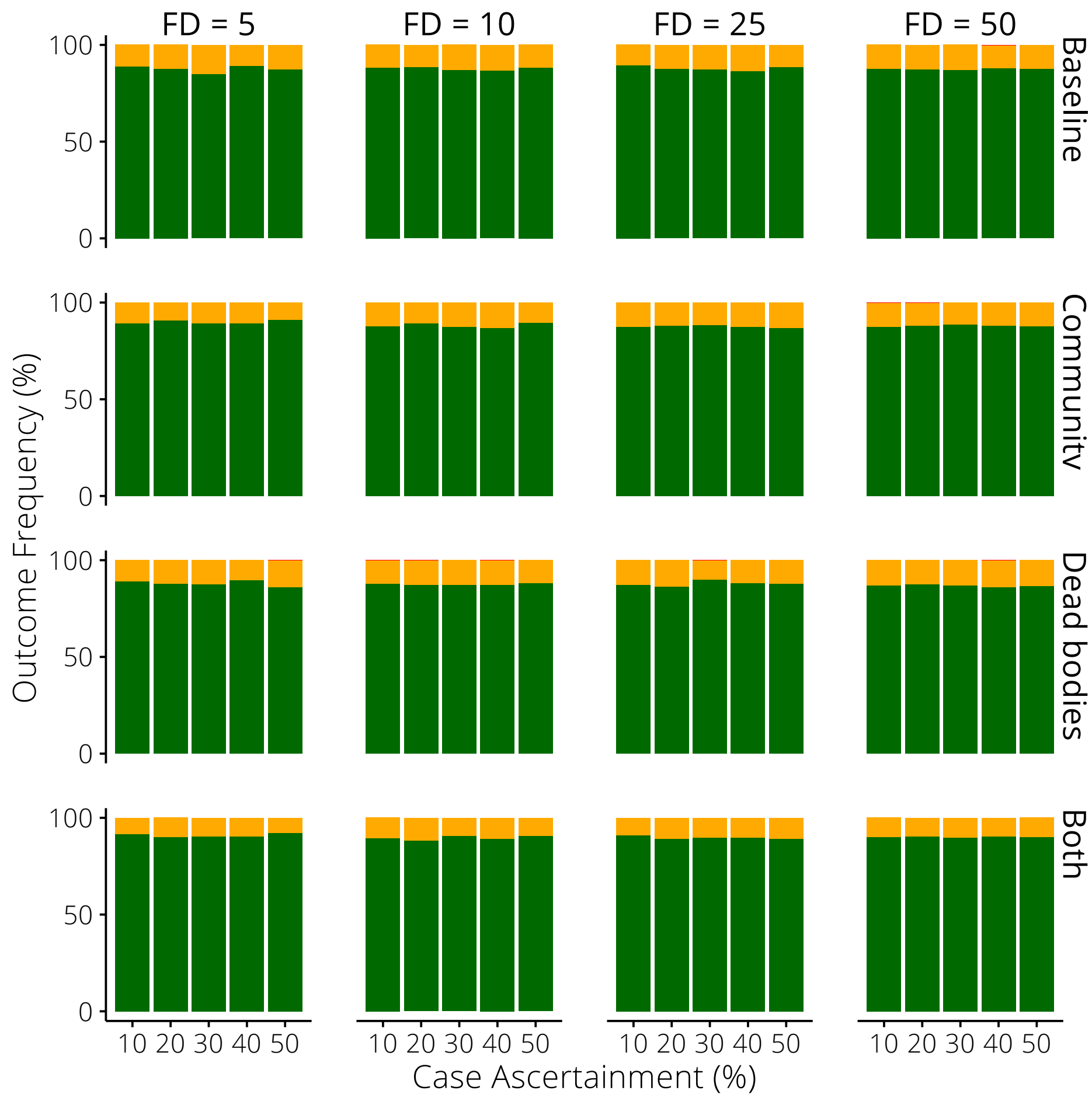


Momase ( $k = 0.01$ )

Die-out

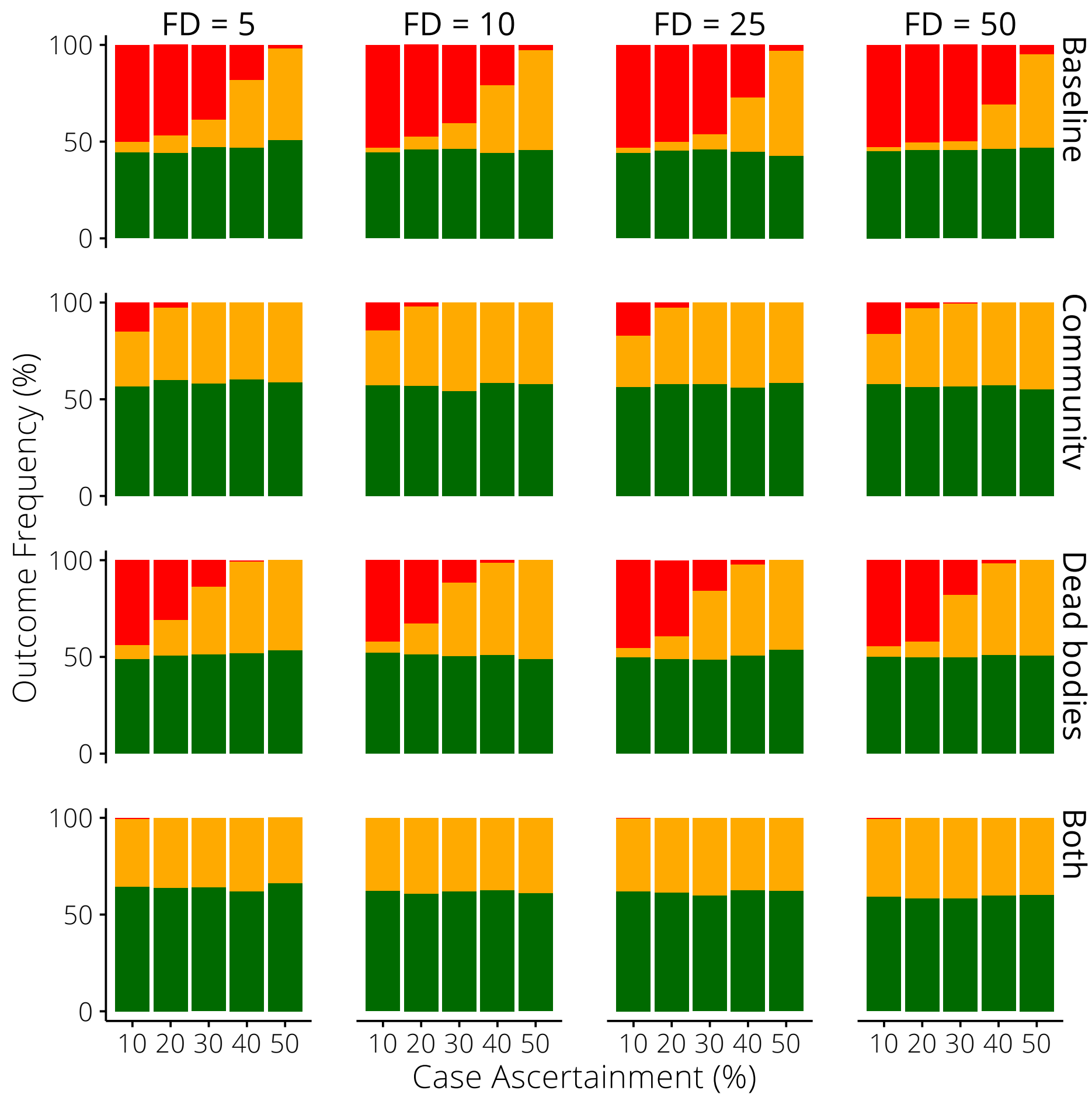
Controlled

Uncontrolled



Islands (k = 1)

Die-out      Controlled      Uncontrolled

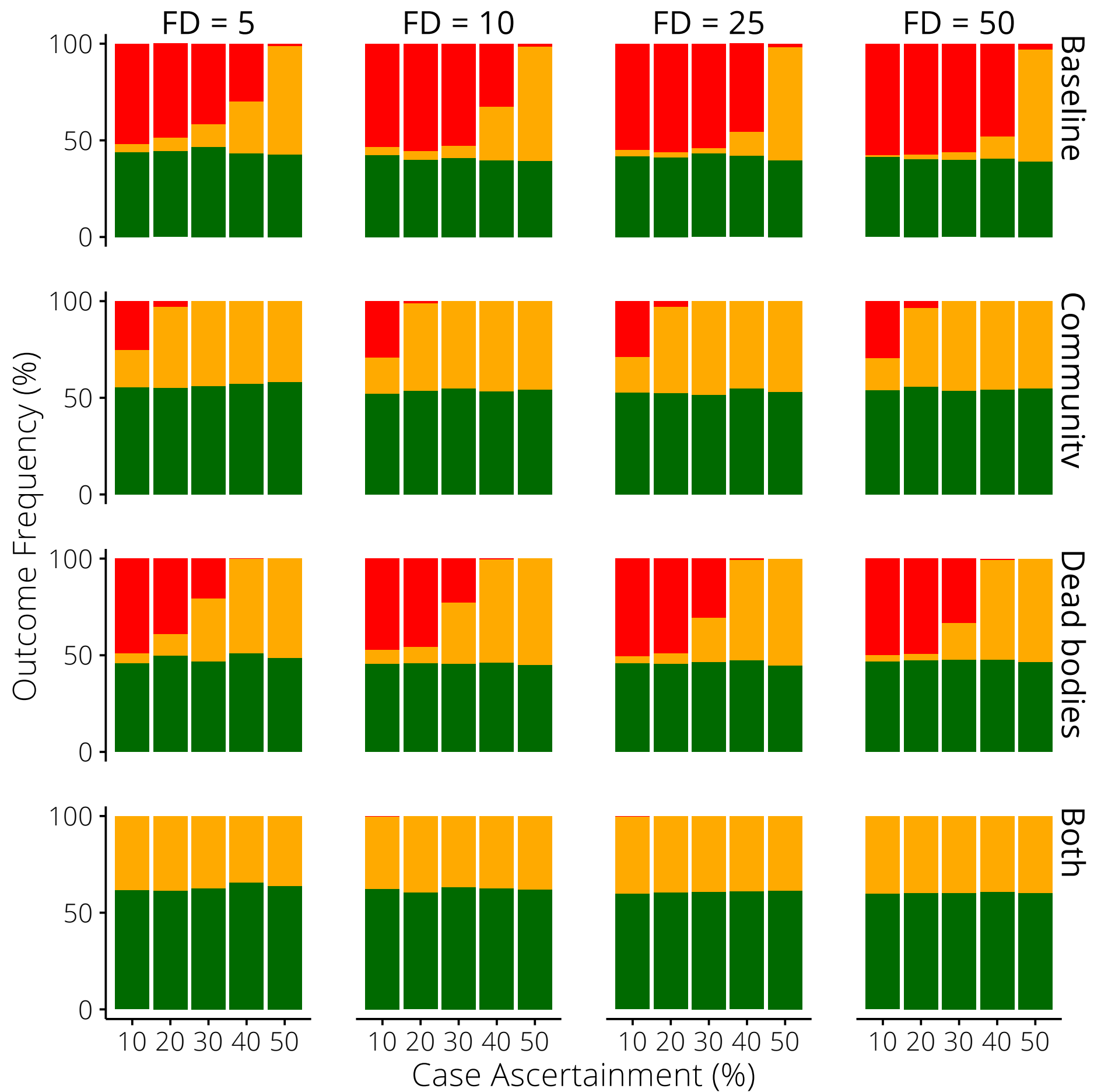


Islands (k = 10)

Die-out

Controlled

Uncontrolled

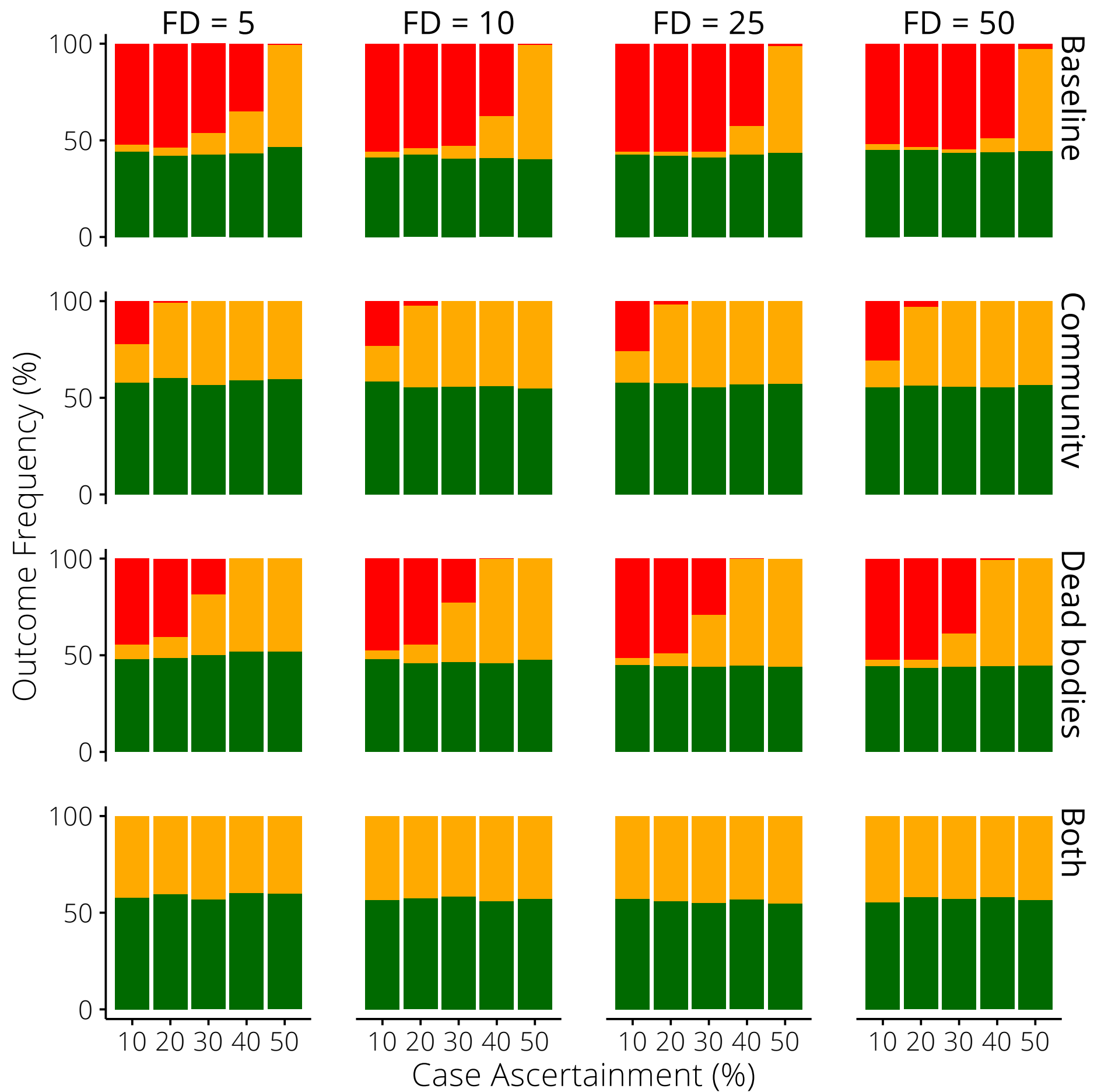


Islands (k = 50)

Die-out

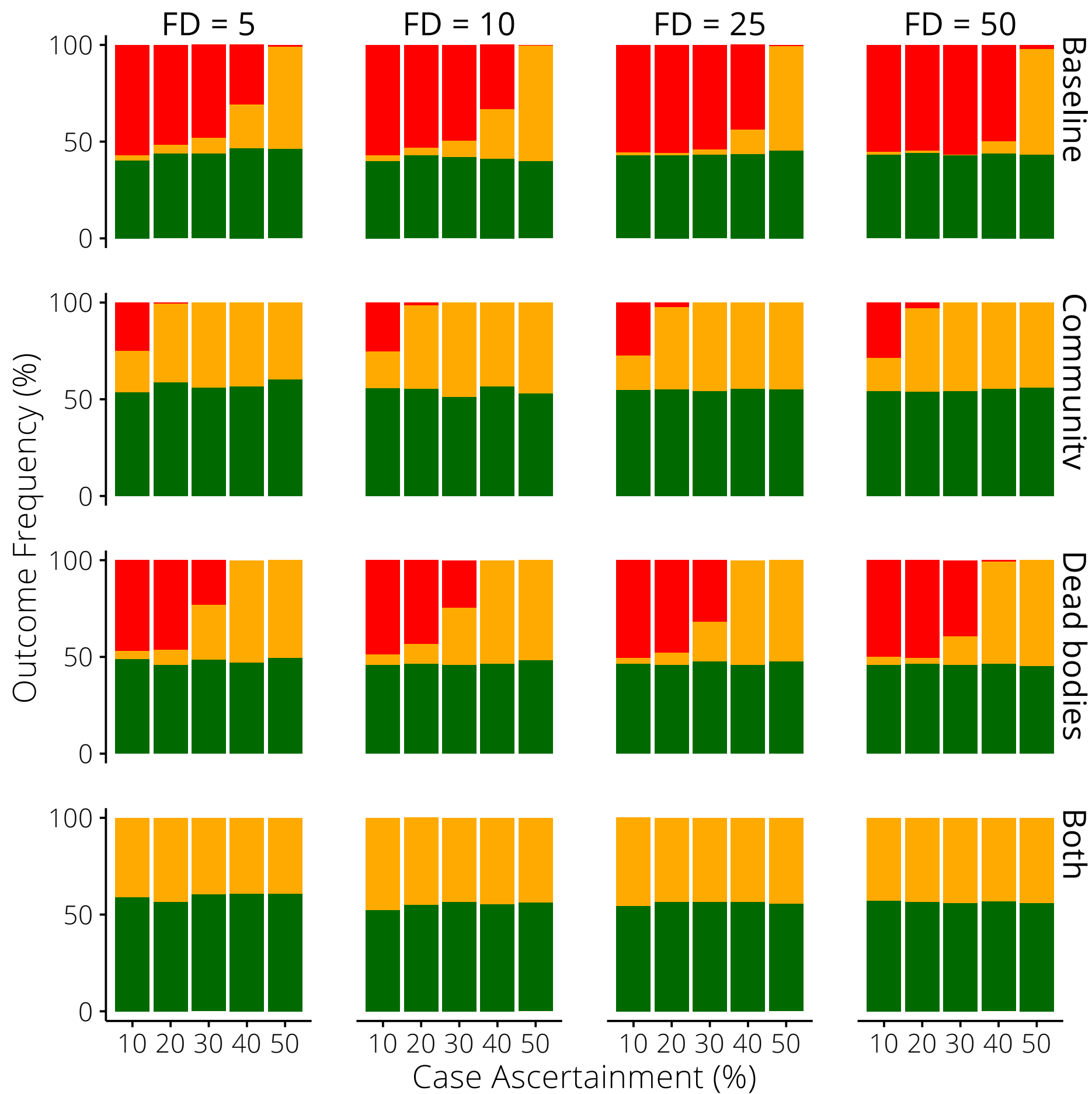
Controlled

Uncontrolled



Islands (k = 100)

Die-out      Controlled      Uncontrolled





Islands ( $k = 0.01$ )



Die-out



Controlled



Uncontrolled

