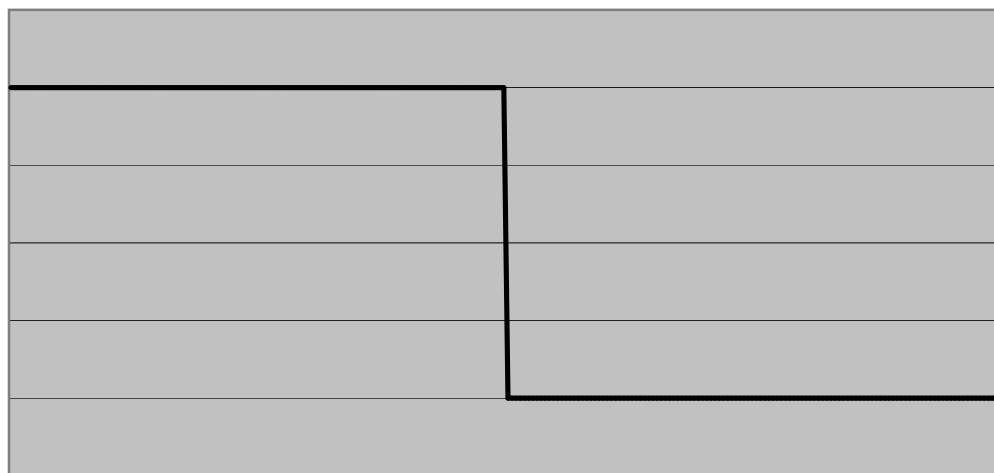


Mode: MORPH (no Wave2)



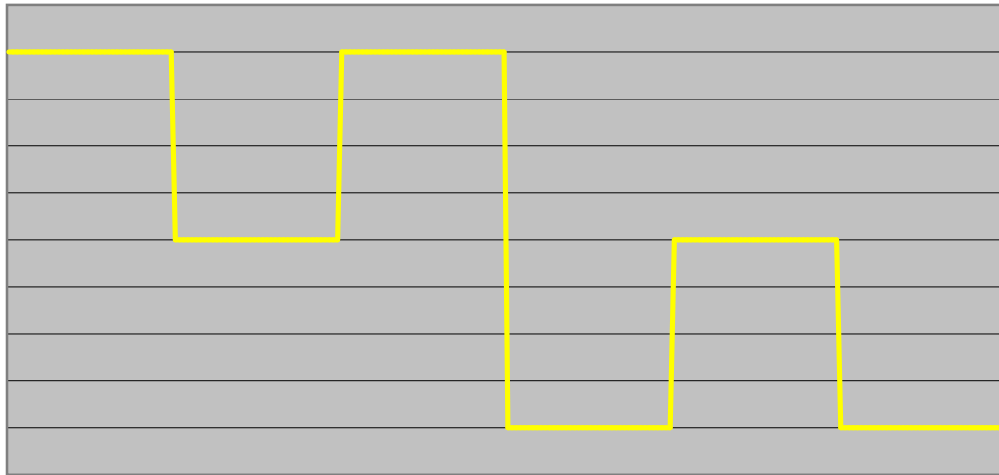
— square

Mode: MORPH (no Wave2)



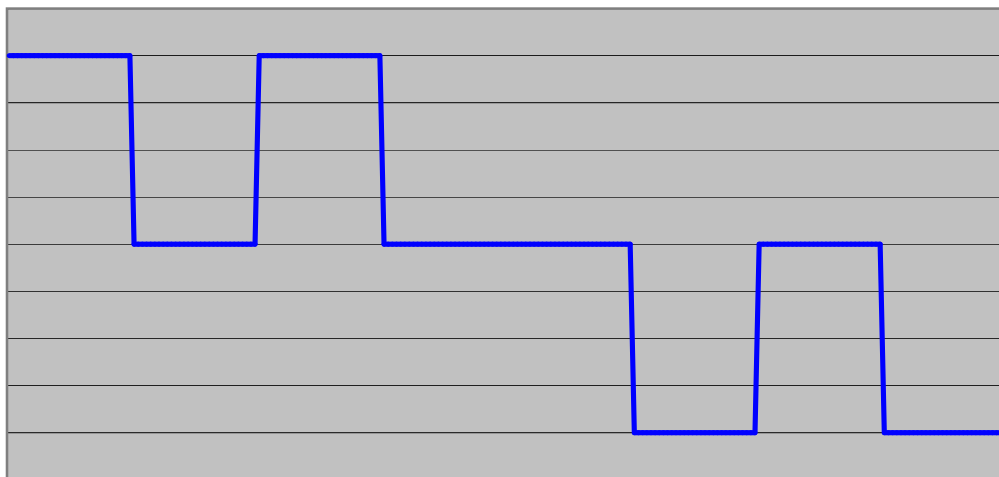
— square+2nd harm

Mode: MORPH (no Wave2)



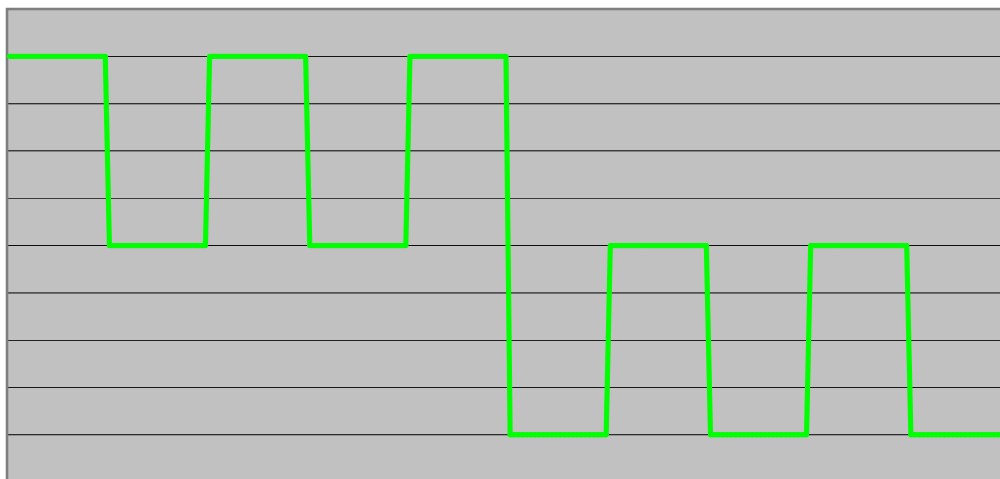
— square+3rd harm

Mode: MORPH (no Wave2)



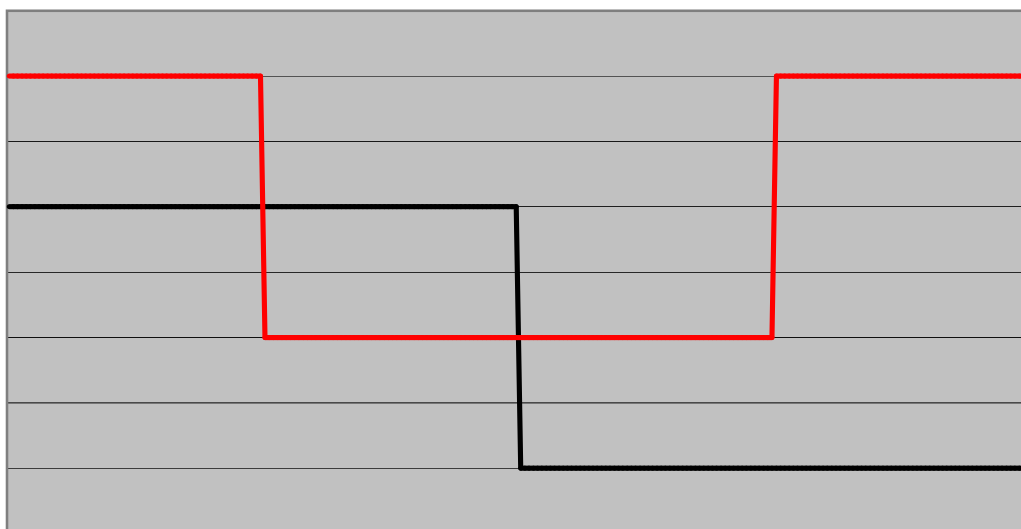
— square+4th harm

Mode: MORPH (no Wave2)



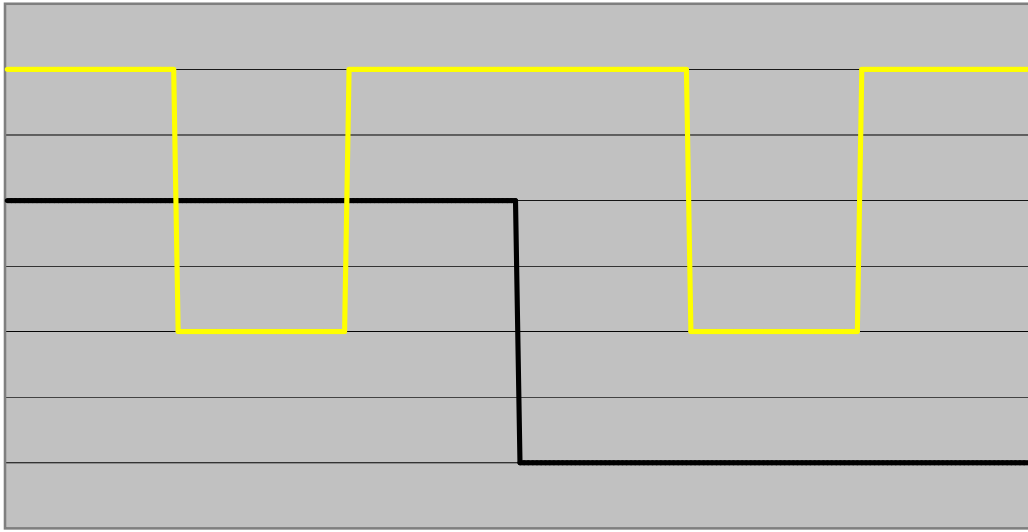
— square+5th harm

Mode: MUL (Wave1 x Wave2)



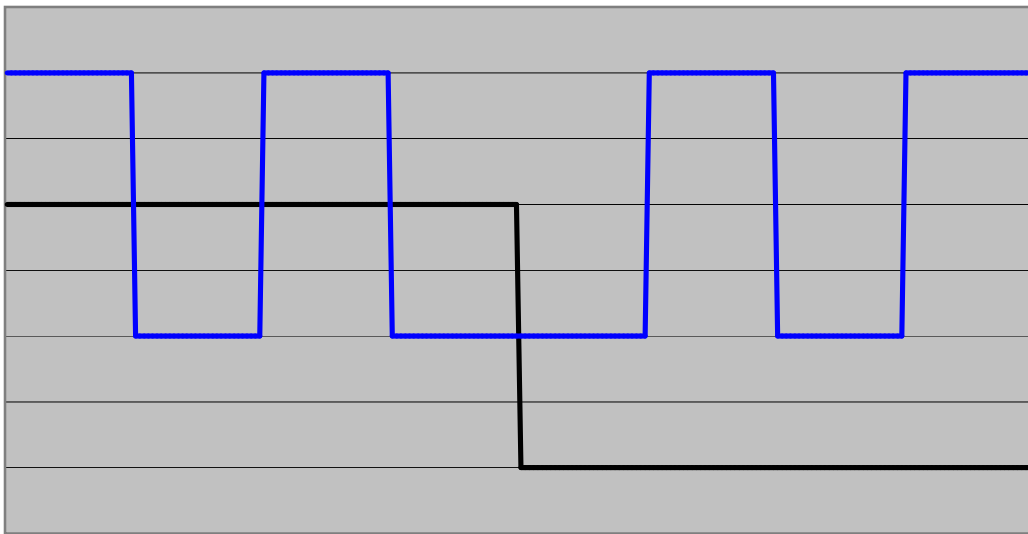
— square — square x square+2nd harm

Mode: MUL (Wave1 x Wave2)



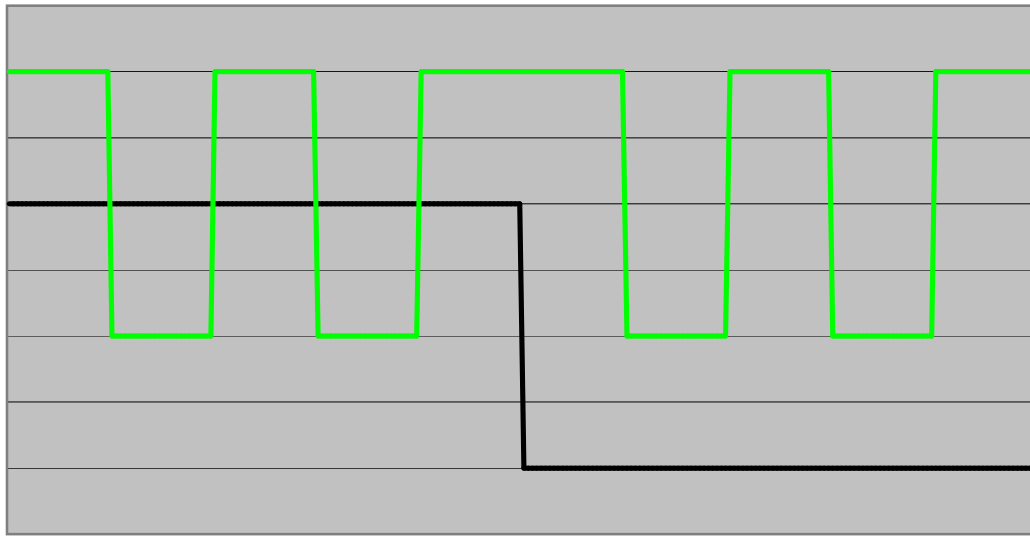
— square — square x square+3rd harm

Mode: MUL (Wave1 x Wave2)



— square — square x square+4th harm

Mode: MUL (Wave1 x Wave2)



— square — square x square+5th harm