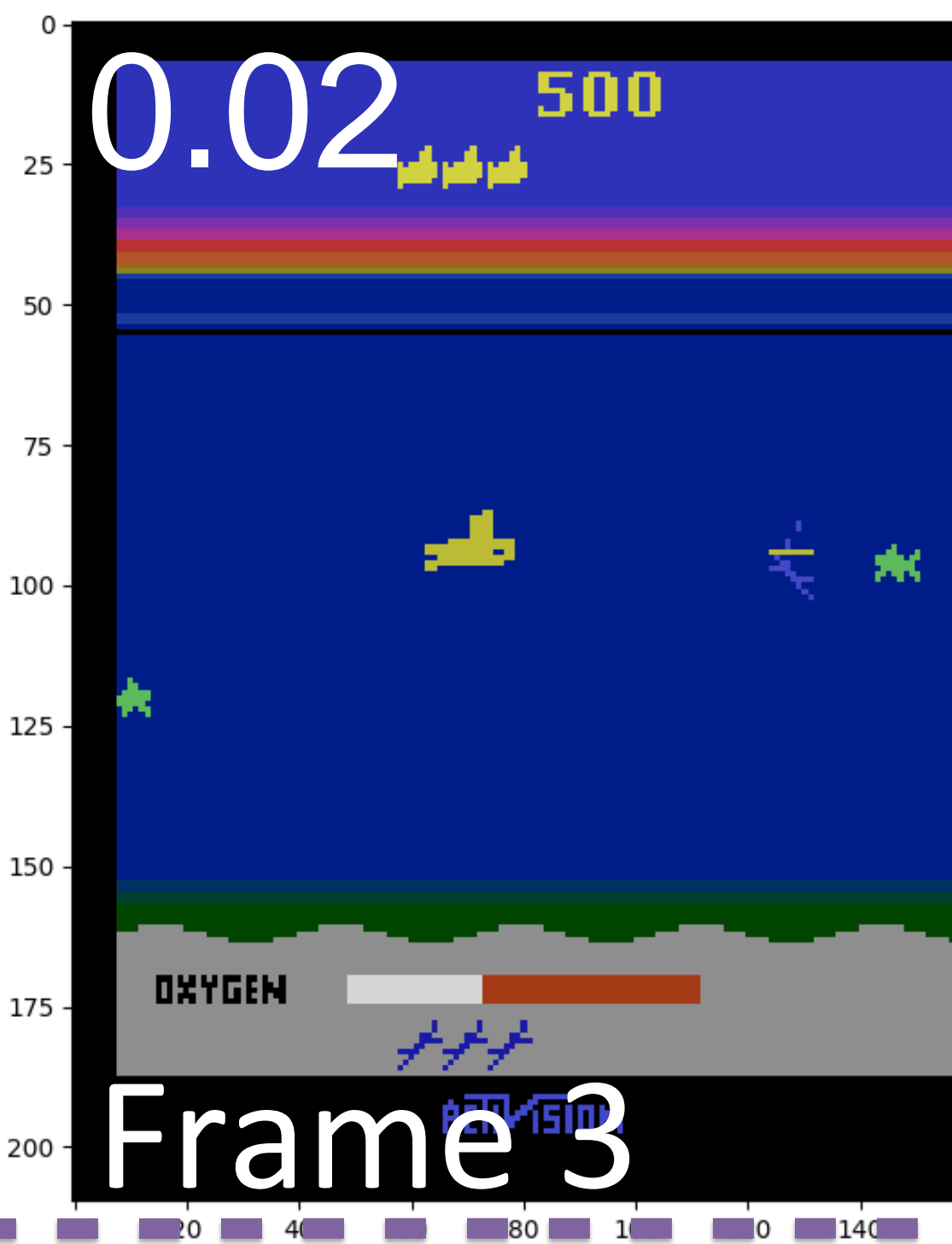


Prey is Coming...



memory updating...



SHOOT!



After action

Aiming at Prey...