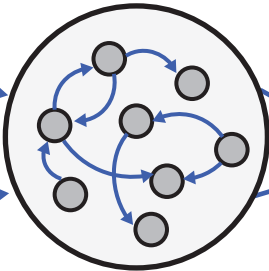


target cue



hold cue



position
(x,y)