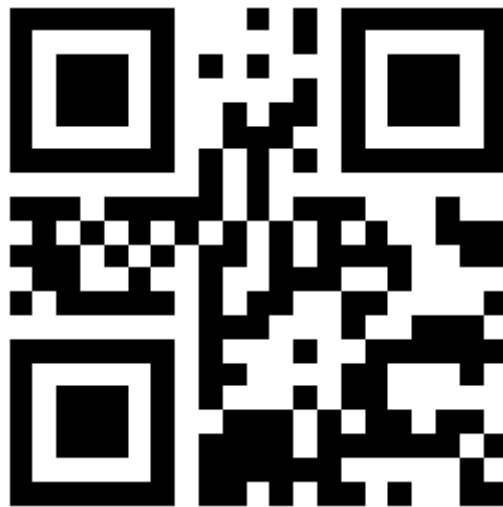


Room A

Room_A



Animal_A



Chest_A

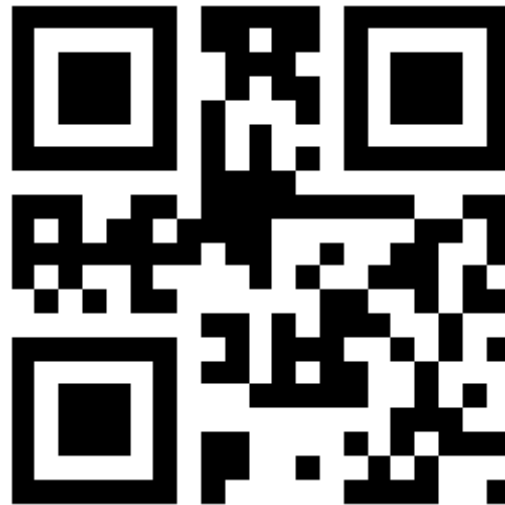


Room B

Room_B



Animal_B



Chest_B

