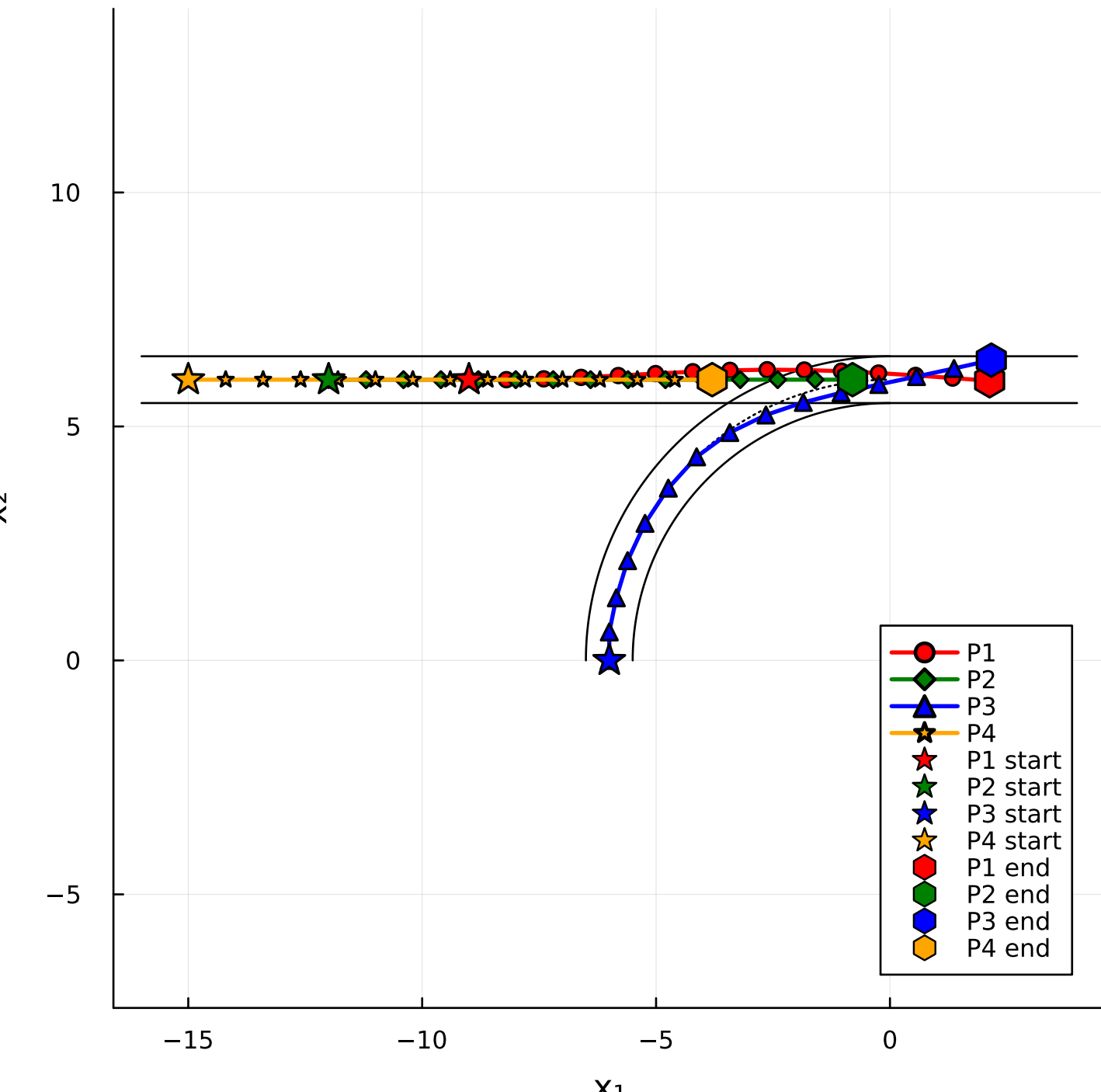


# Player Trajectories (T=14, Δt=0.4)



# Pairwise player distances

