

PLAYERS ▲

SIMULATION ▲

MONSTERS ▼

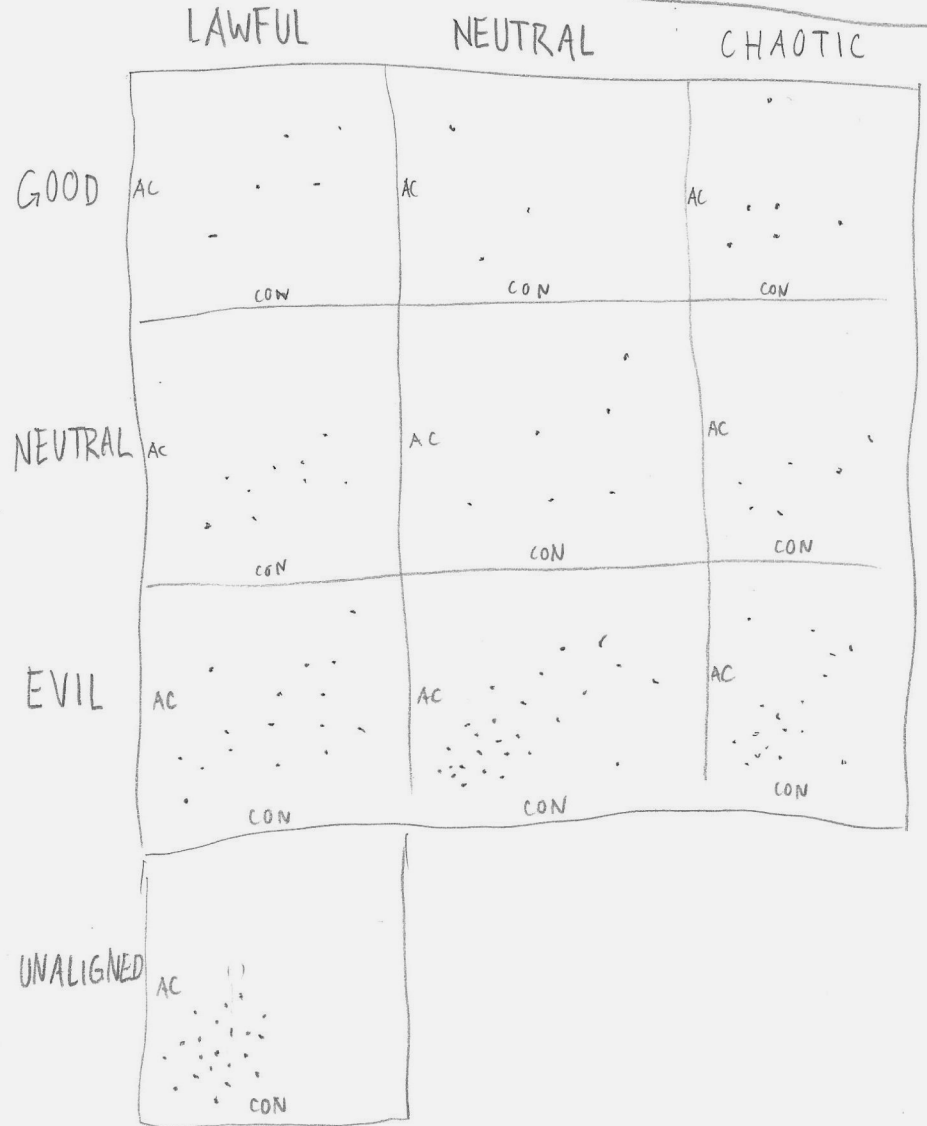
(so many dots)

AC

CON

x-axis

y-axis



partition by