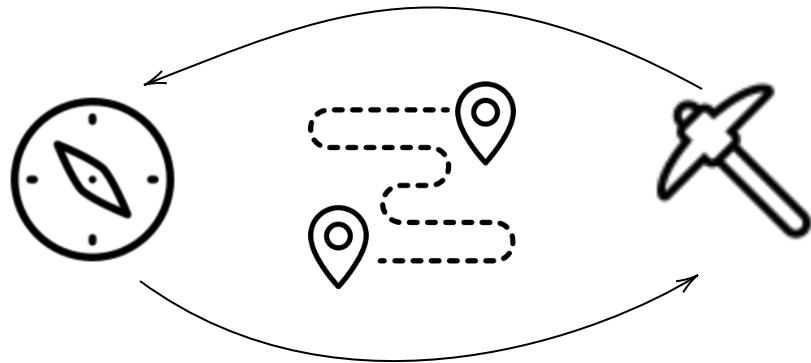


requestExploreHelp(Position, TreasuresToGrab)



informPathToClosestTreasure()