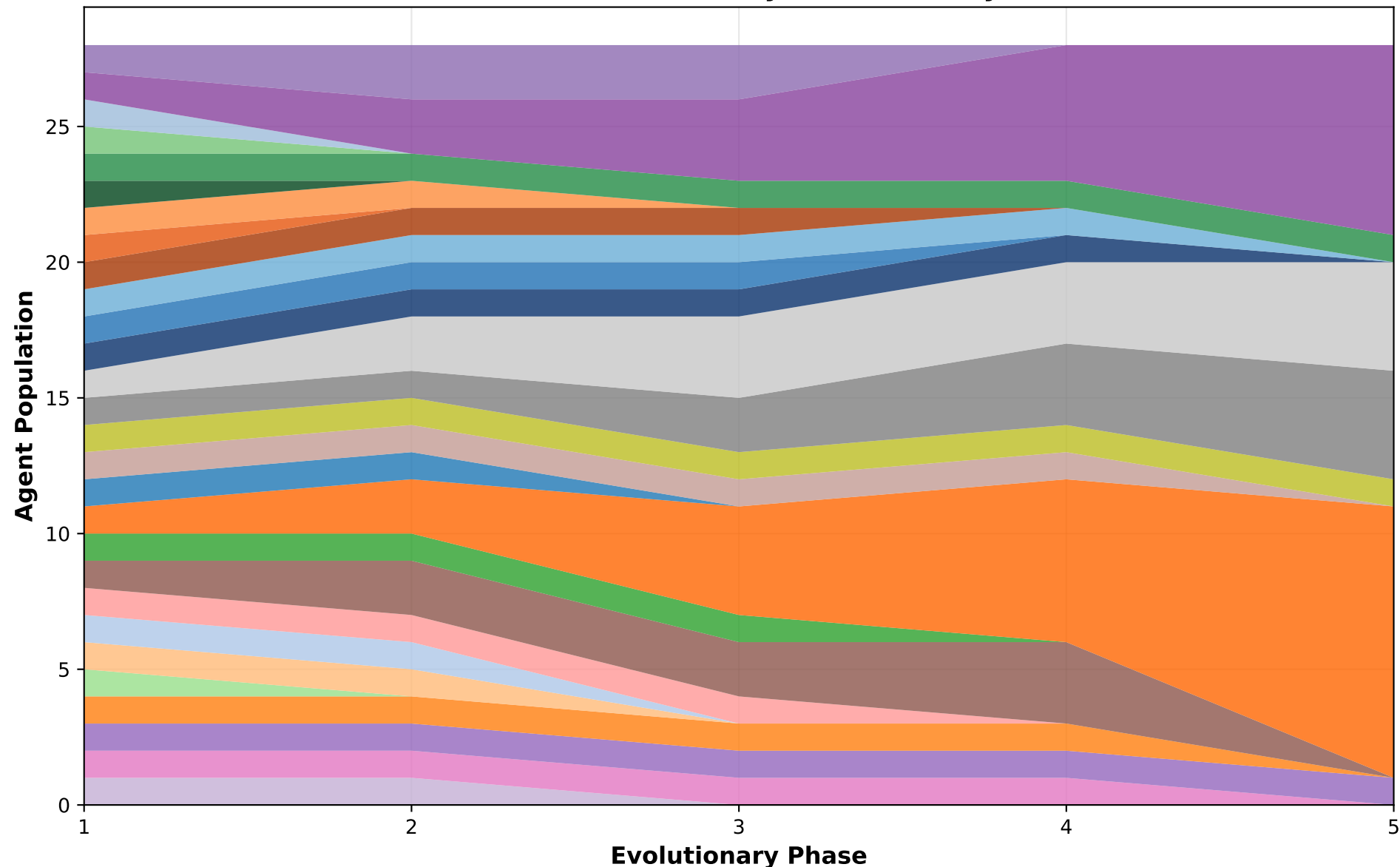


Shadow 75% (Anonymous Memory)



Shadow 75% (Opponent Tracking)

