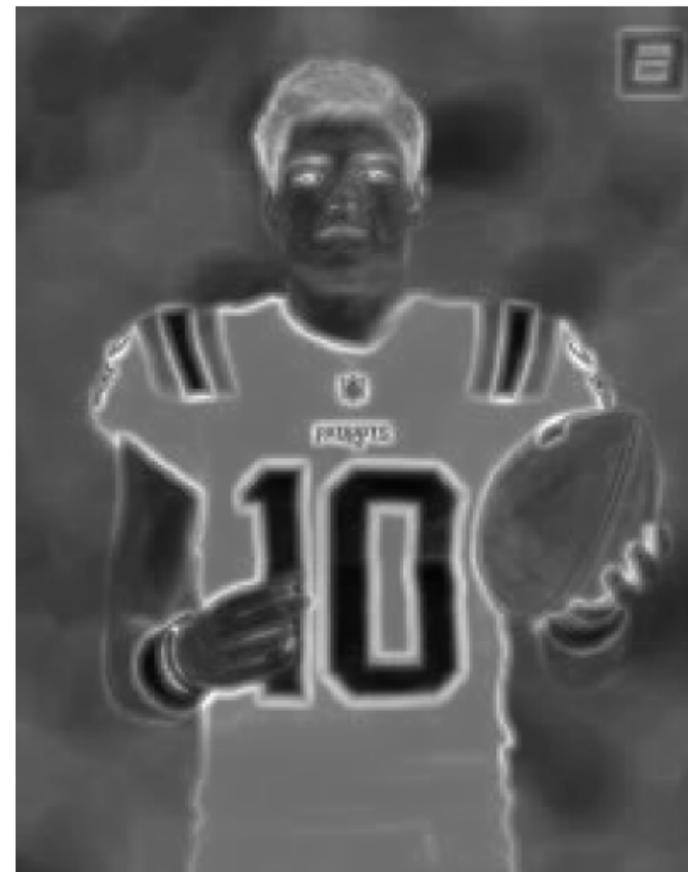


## Original Image



## Player-Focus Map



## Player Edges

