

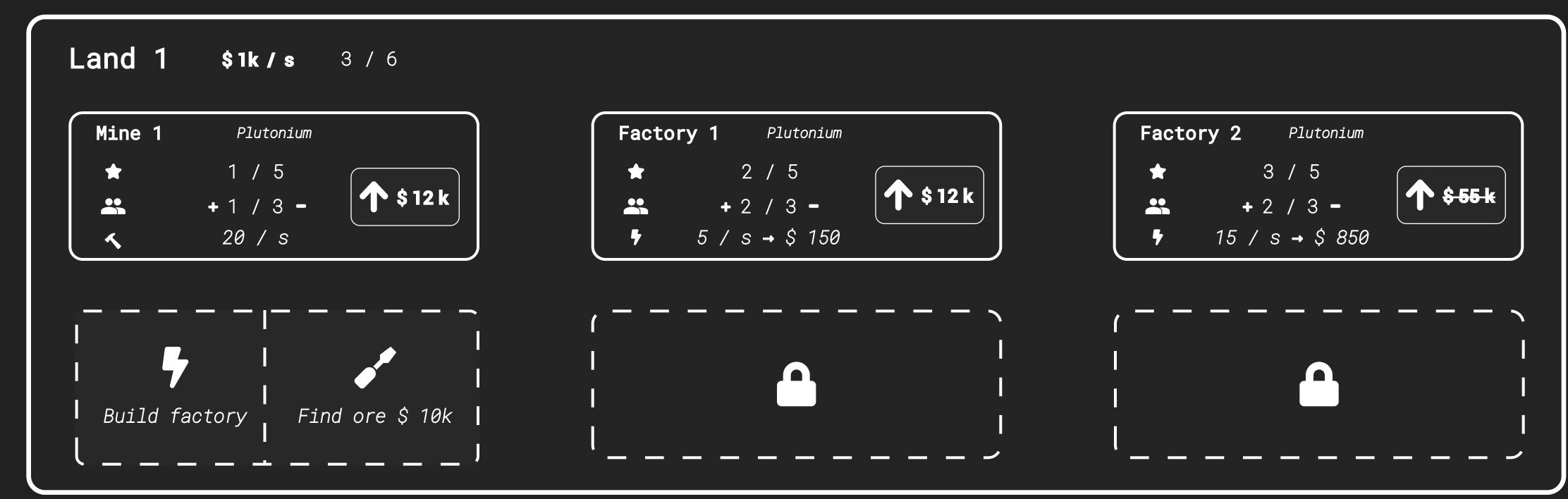






## Map





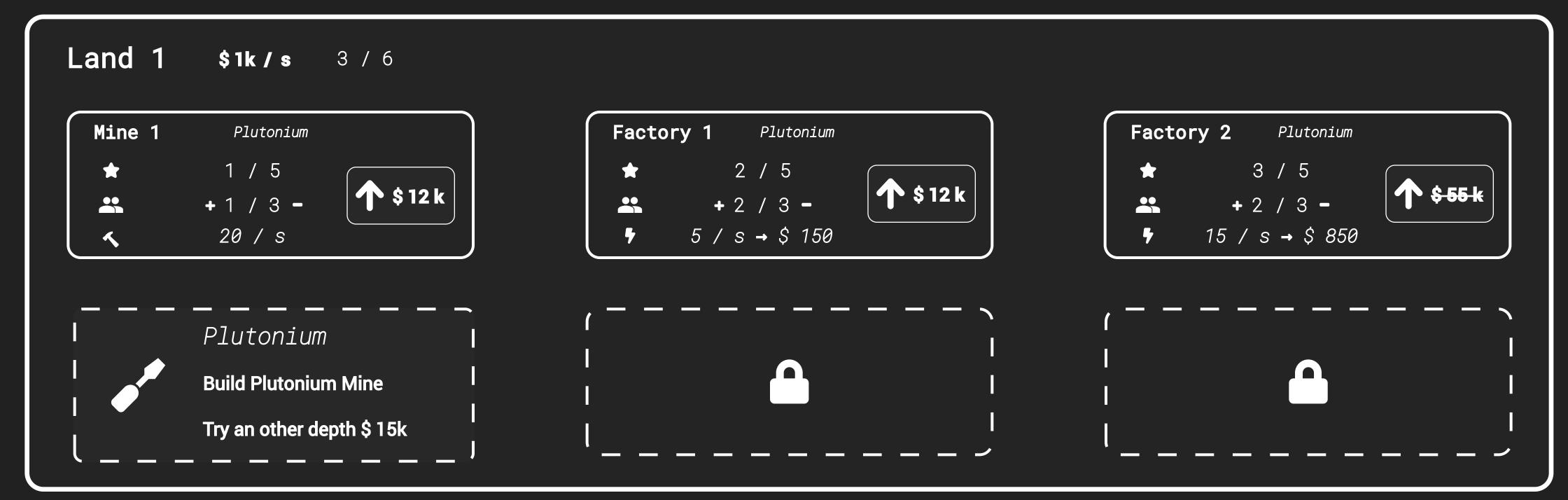






## Map











## Chest











