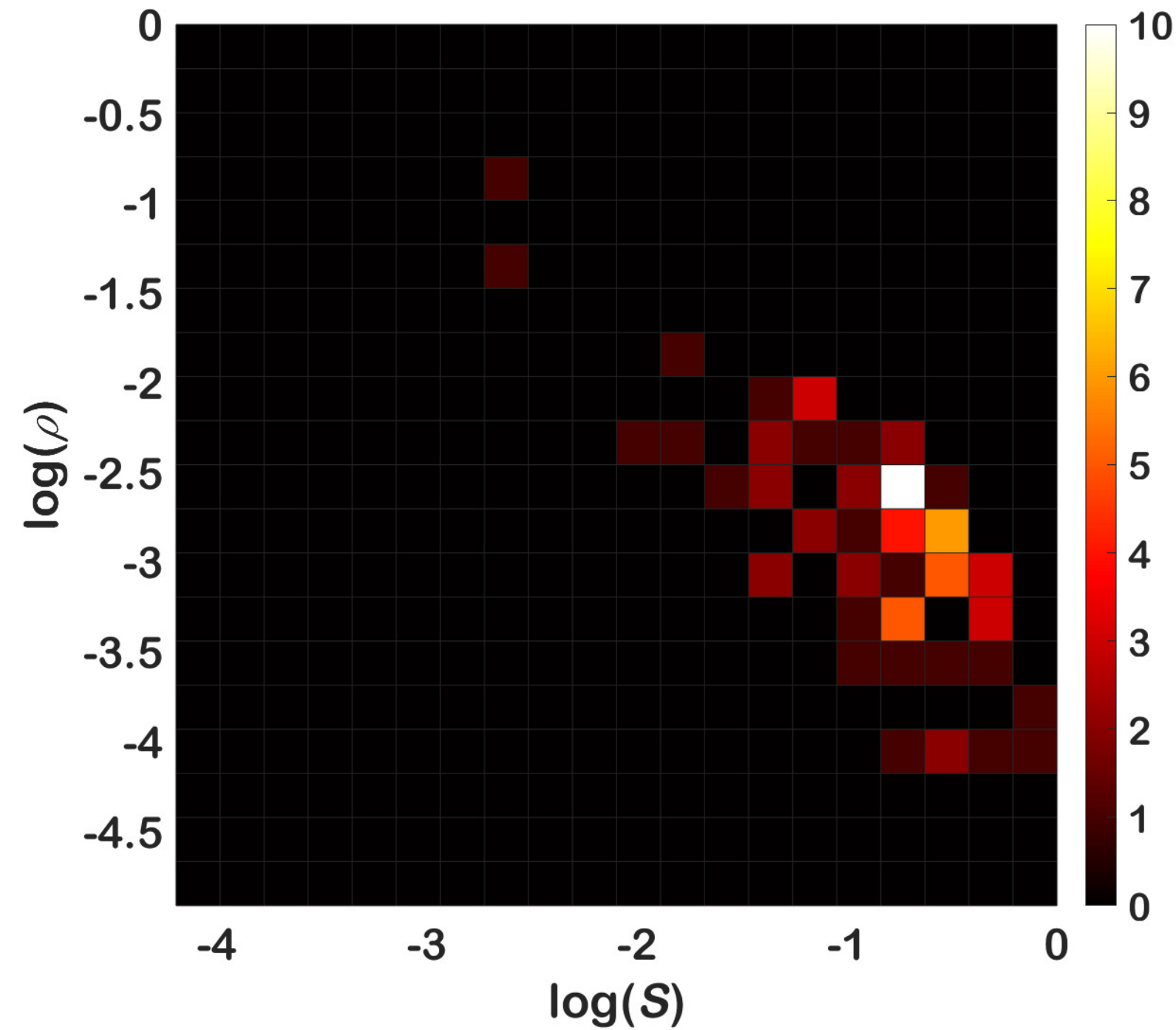


Adaptive Level Map



Static Level Map

