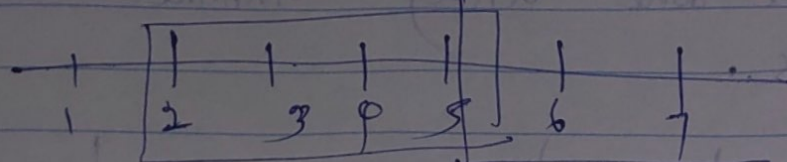
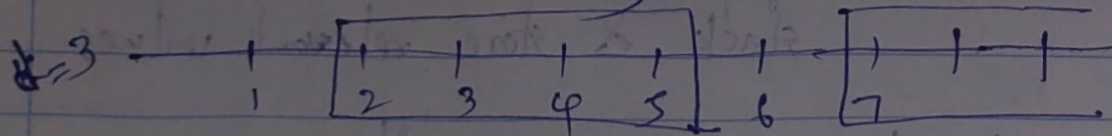
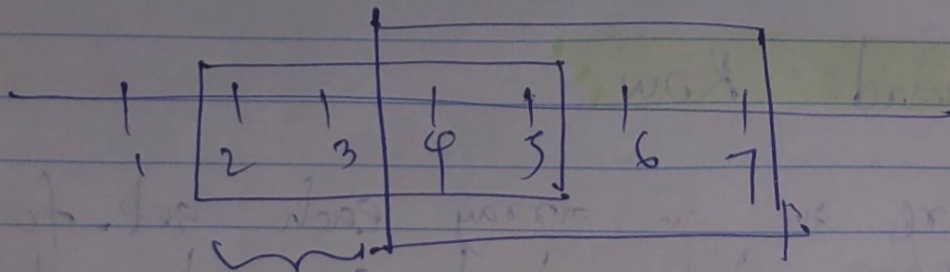


* Tremo Attacking



at same point



for sure at the last we have
to add the ~~dist~~ given ~~distance~~ duration

Atlas