

Entity ✕



Direction of time



a

Entity A



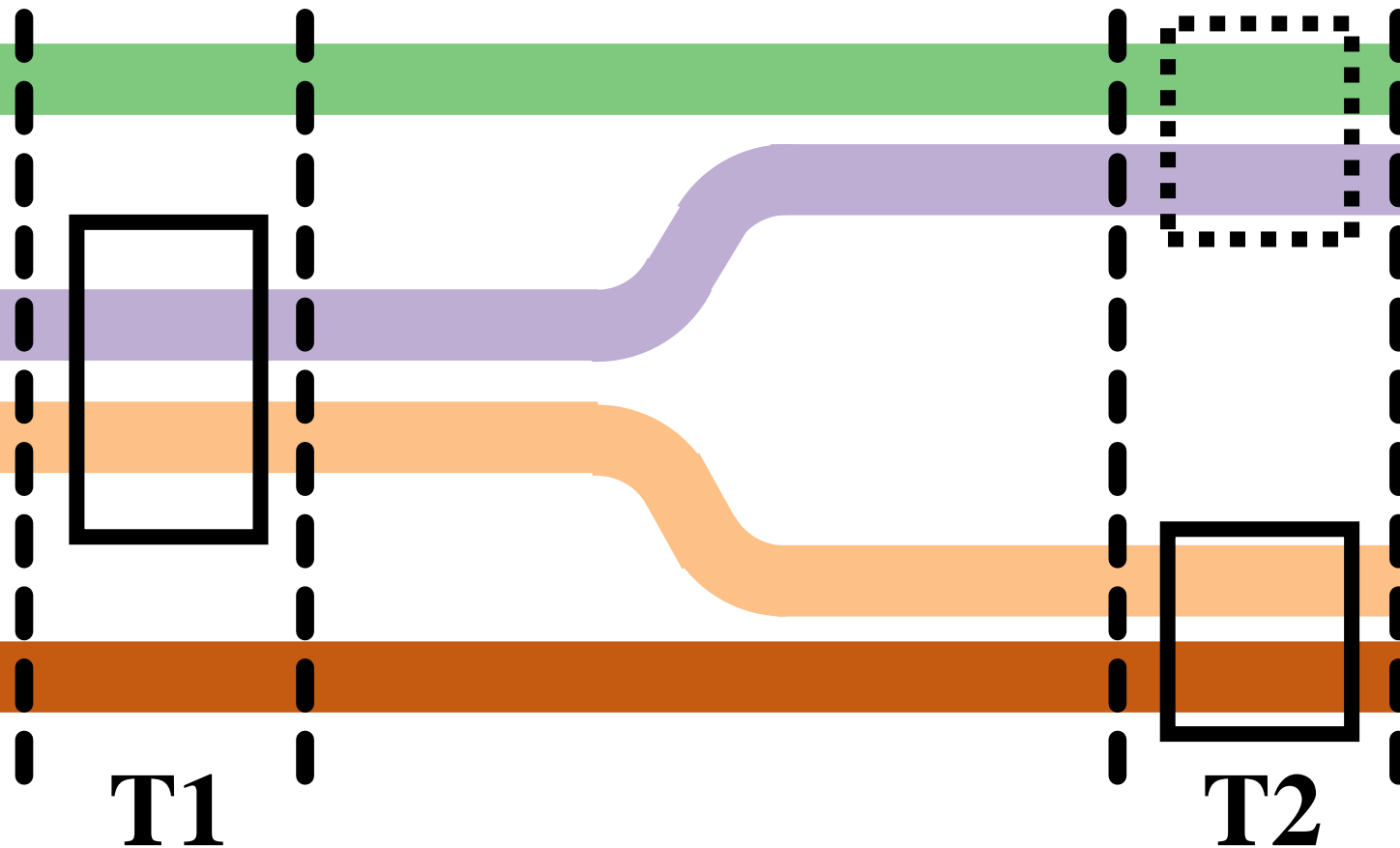
Entity B



Entity C



Entity D



b