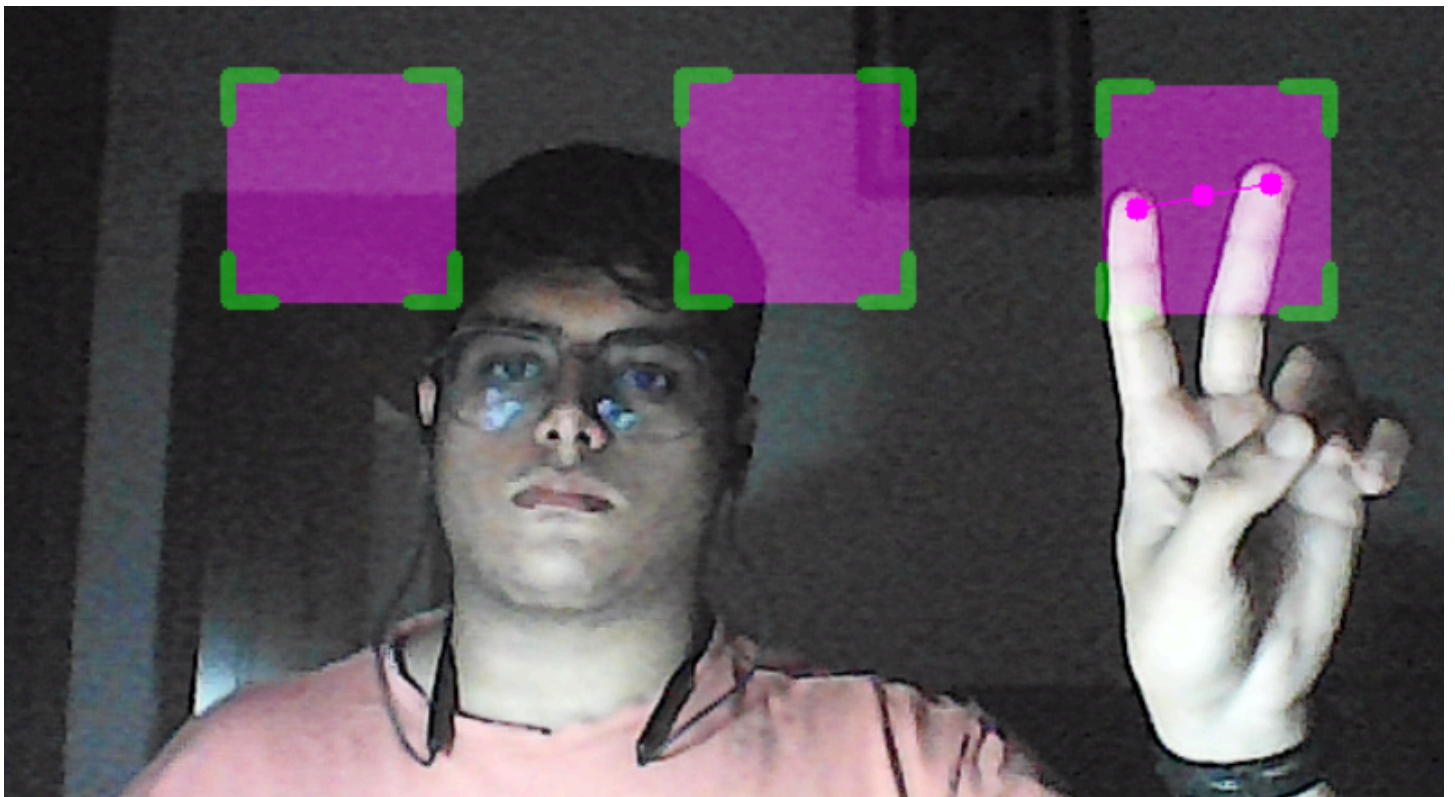


- **Starting Window**



- **Finger Tracker**



- **Repositioned Blocks**

