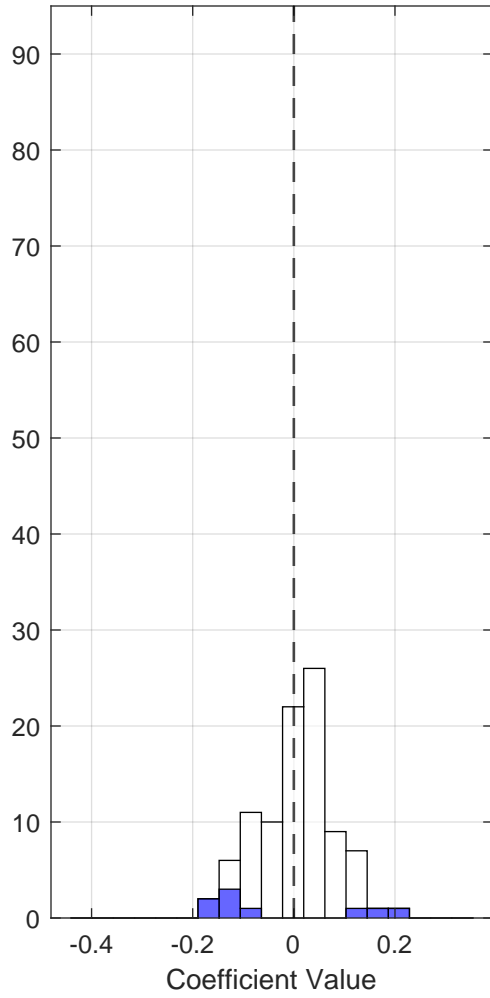
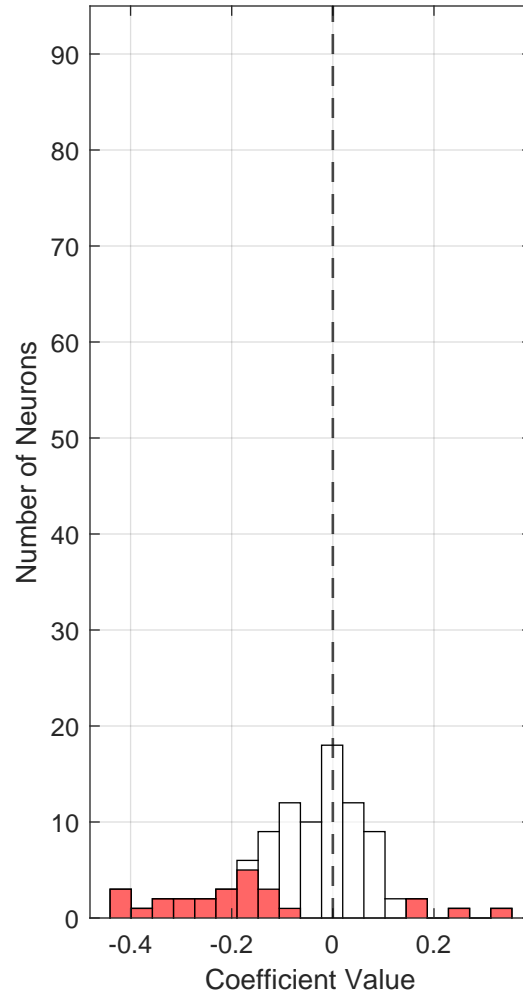


Memory Epoch

Cue Location



Hazard



Cue-Hazard

