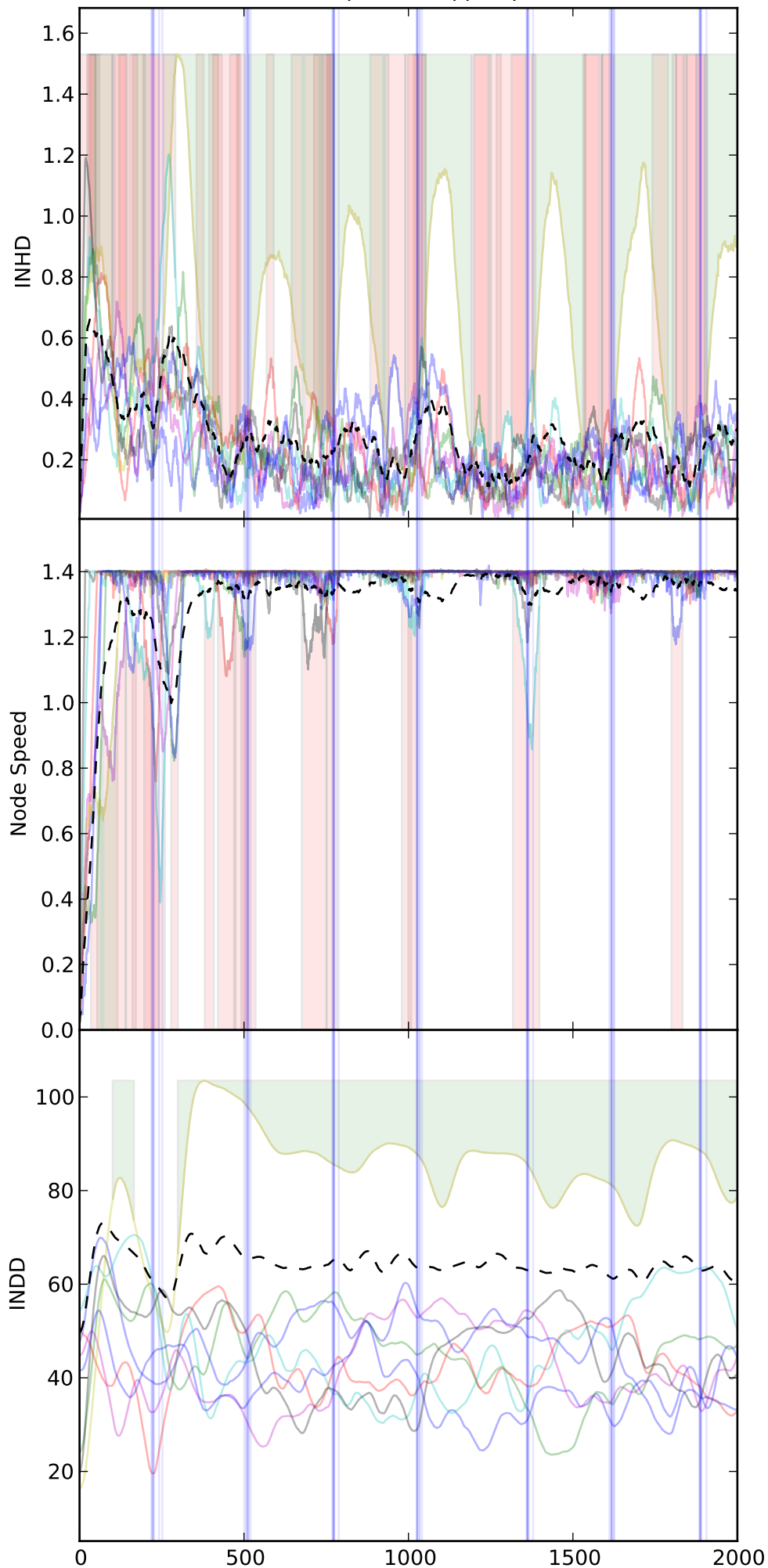
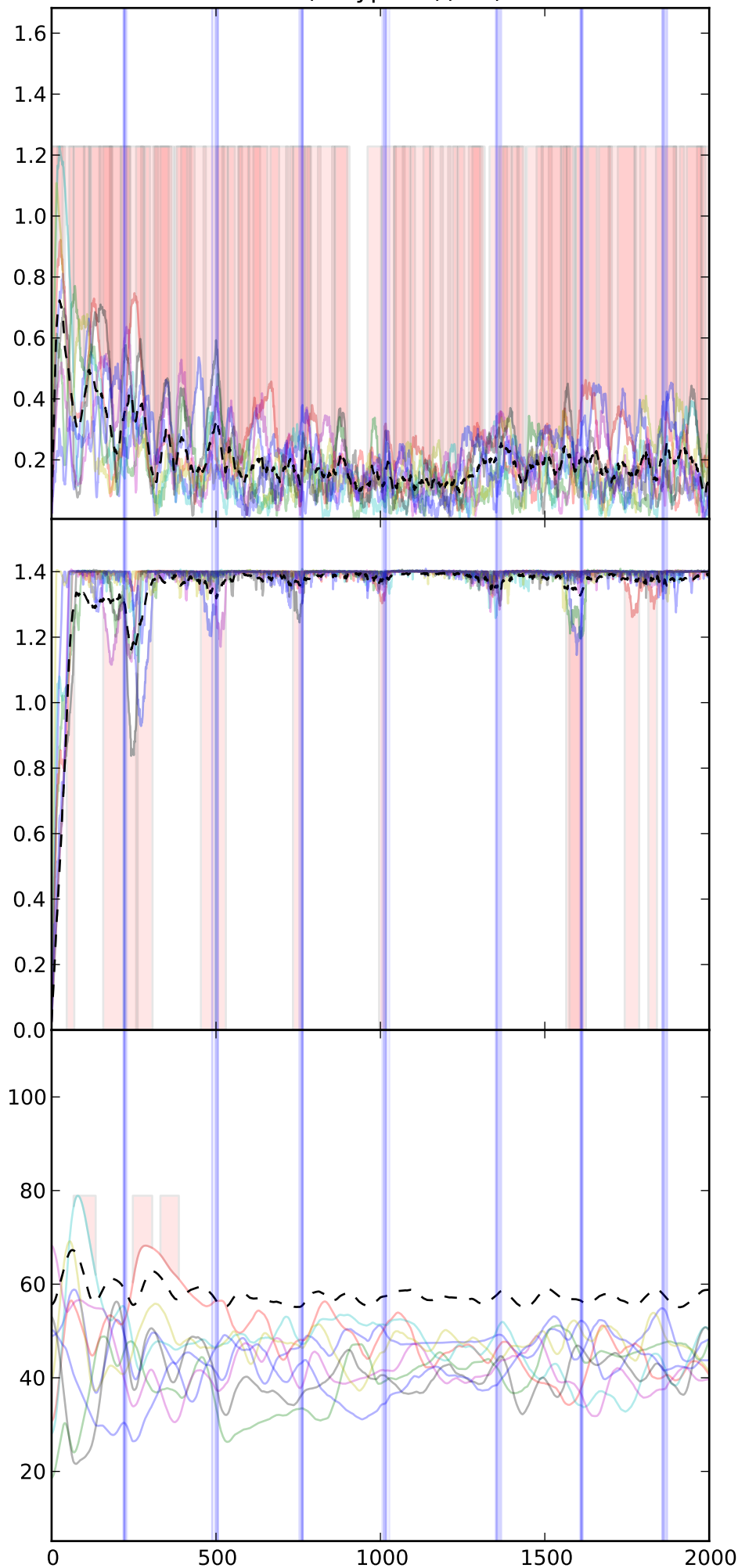


Behaviour(Shadow)(2:3).aietes



Behaviour(Waypoint)(2:3).aietes



Behaviour(SlowCoach)(2:3).aietes

