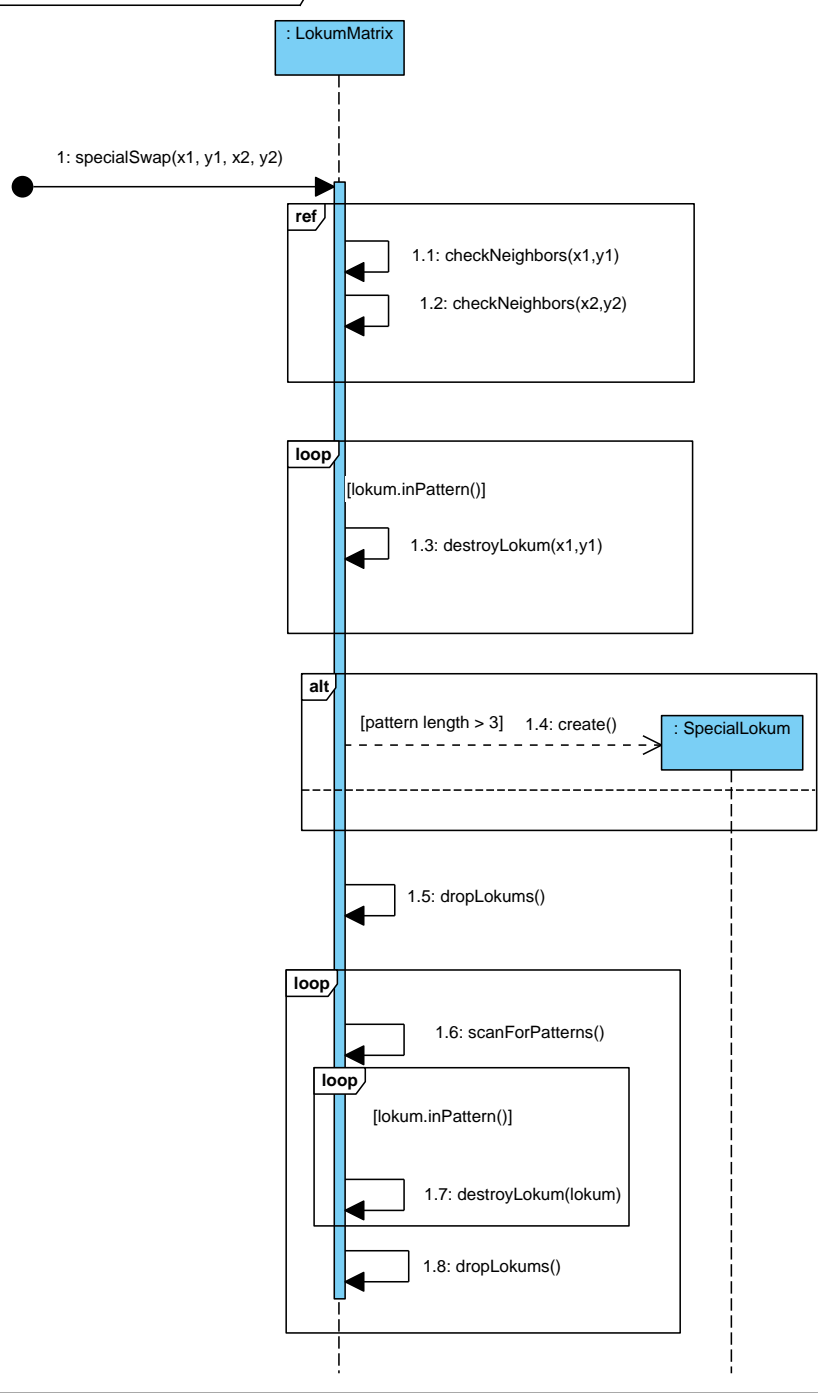


sd SpecialMoveInteractionDiagram



sd CheckNeighbors(lukum)

