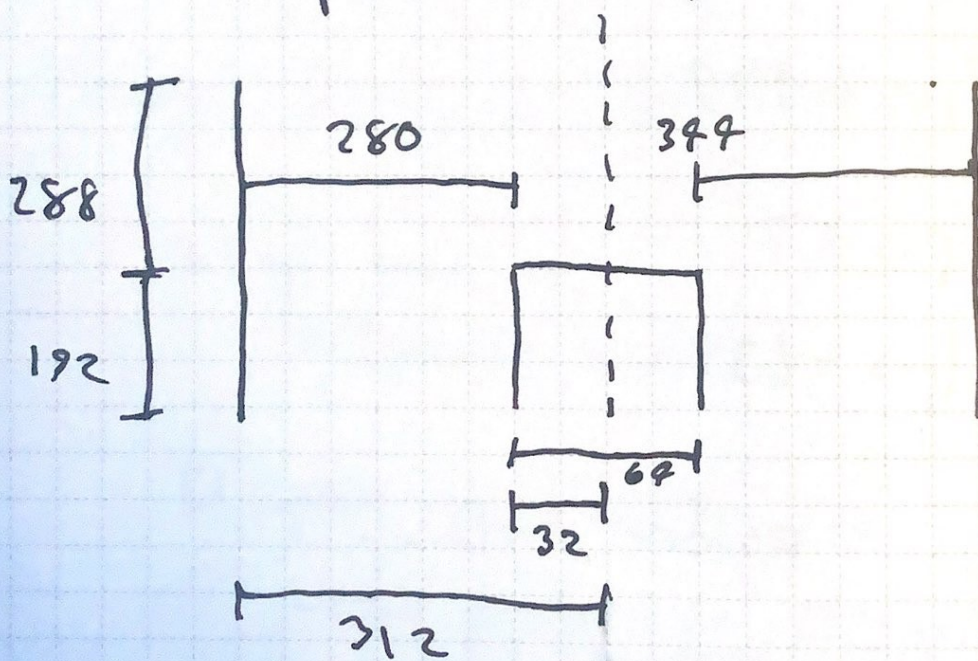


iceberg: find center of playing area

640 pixels wide - 16 pixel border

624 pixel playing area

64 pixels wide, 192 pixels tall



$$(288 \leq V_{pos} \leq 480) \wedge (280 \leq H_{pos} \leq 343)$$