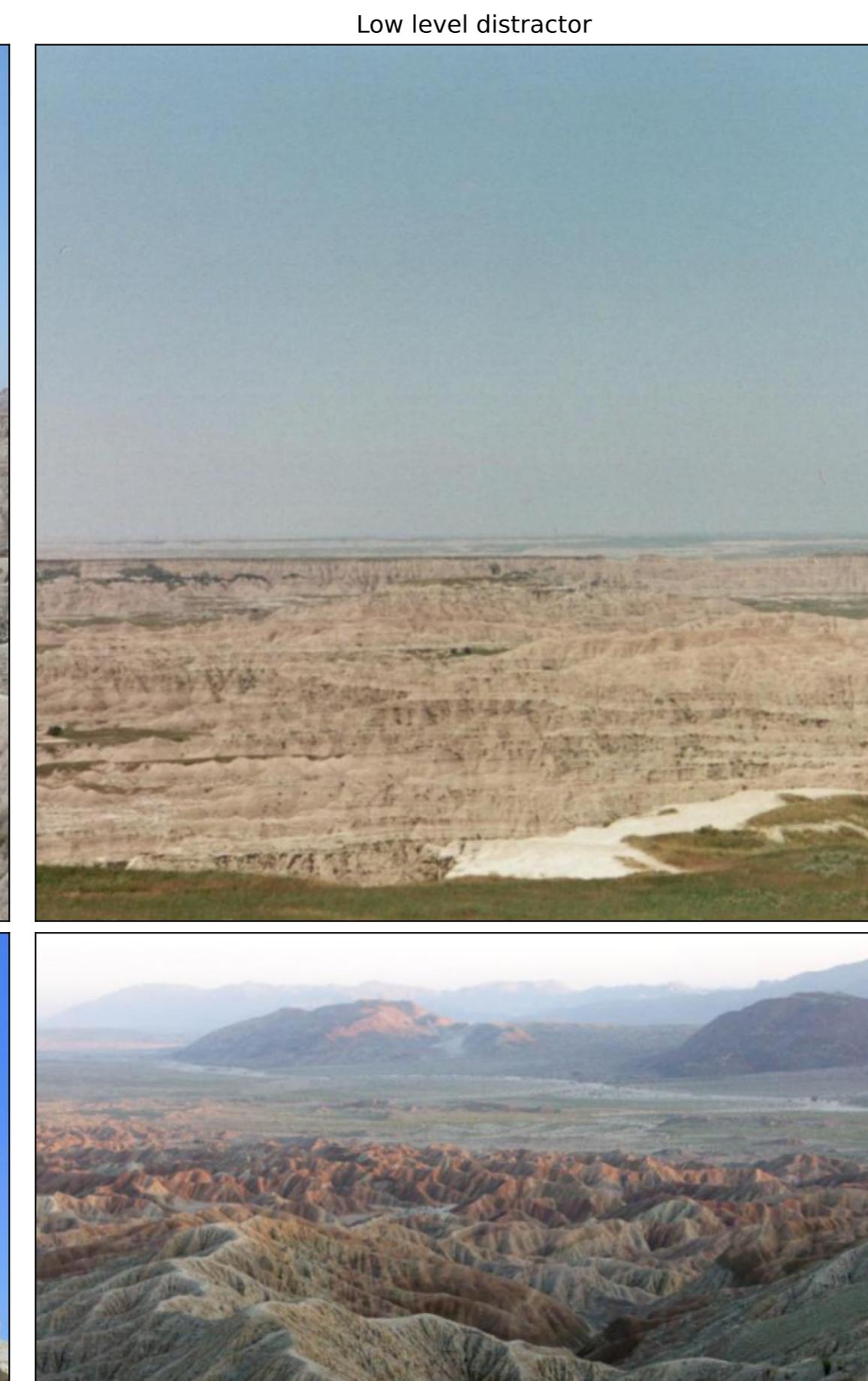


Target



Low level distractor



High level distractor

