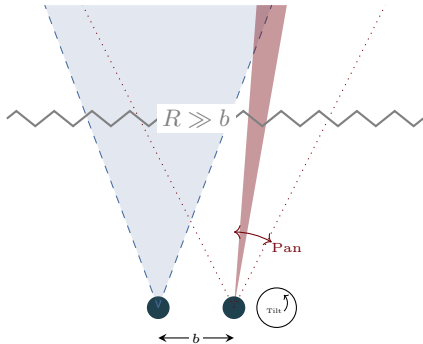




Distant
Target



FixedSleuable
(Wide) (Zoom)