

The image shows the main menu screen of the SMITE game. At the top, there are tabs for PROFILE, GODS, STORE, SOCIAL, RANKED, and WISDOM. The central feature is the "PLAY" button with a large white play icon. Above it, there's a reward section showing 10 REWARDS, S3 LIVE, and ODYSSEY. On the left, there's a large image of the "Monster Trainer Erlang Shen" skin, featuring a modern, casual-looking Erlang Shen with a dog. Below this image, the text reads "MONSTER TRAINER ERLANG SHEN" and "Monster Trainer Erlang Shen is now available during the 2017 Odyssey!". On the right, there's a large image of the "XING TIAN'S MOUNTAIN" challenge, showing a muscular green-skinned Xing Tian. Below this, there are three smaller items: an "ORACLE CHEST", a "FIRE LORD NE ZHA" skin, and a "CLOCKWORK KNIGHT AO KUANG" skin. At the bottom, there are buttons for CLAN, SYSTEM, and a "Send" button. The player's stats are shown as Untar1 (Beta Tester), 173 diamonds, 43,579 gold, and 62 shards. There are also four green plus signs and a gear icon on the right.

This image is identical to the one above it, showing the main menu screen of the SMITE game. It features the same layout, including the "PLAY" button, reward section, and various skins and items. The player's stats at the bottom remain the same: Untar1 (Beta Tester), 173 diamonds, 43,579 gold, and 62 shards. The only difference is the presence of the number "30" in a blue box at the bottom left corner, likely indicating a beta tester status or a specific build number.