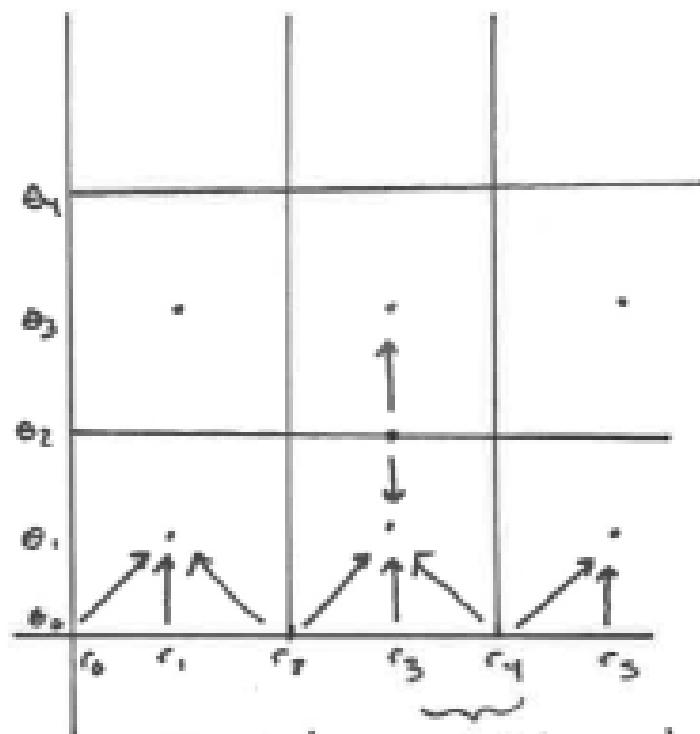


level 0



Level 1

distances change periodically along path