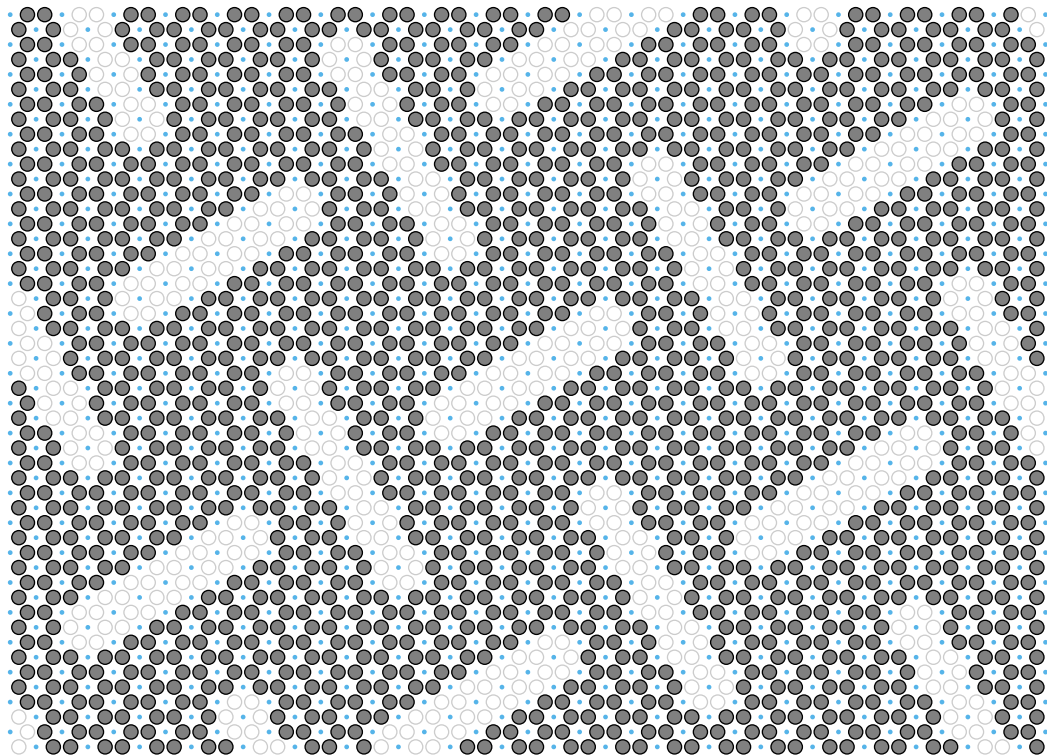


y (zigzag direction)



x (armchair direction)