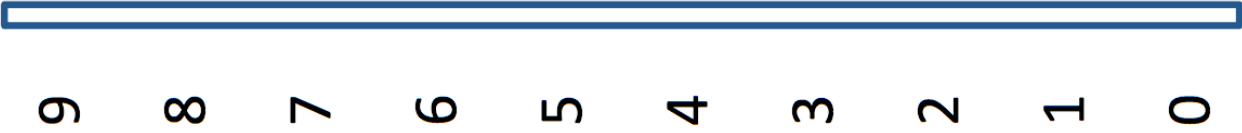
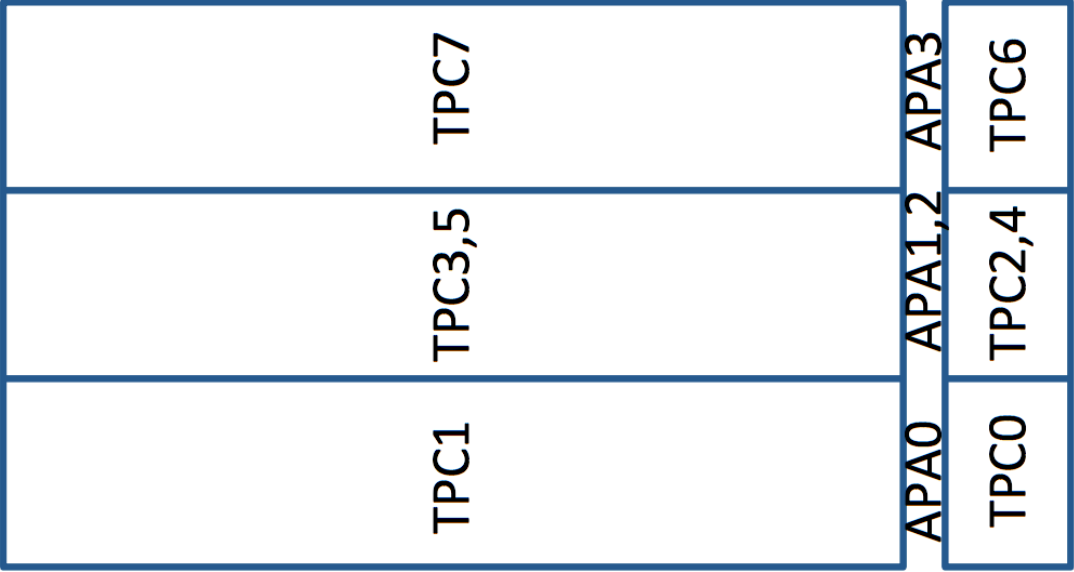


East counters



TPCs



Drift



West counters

