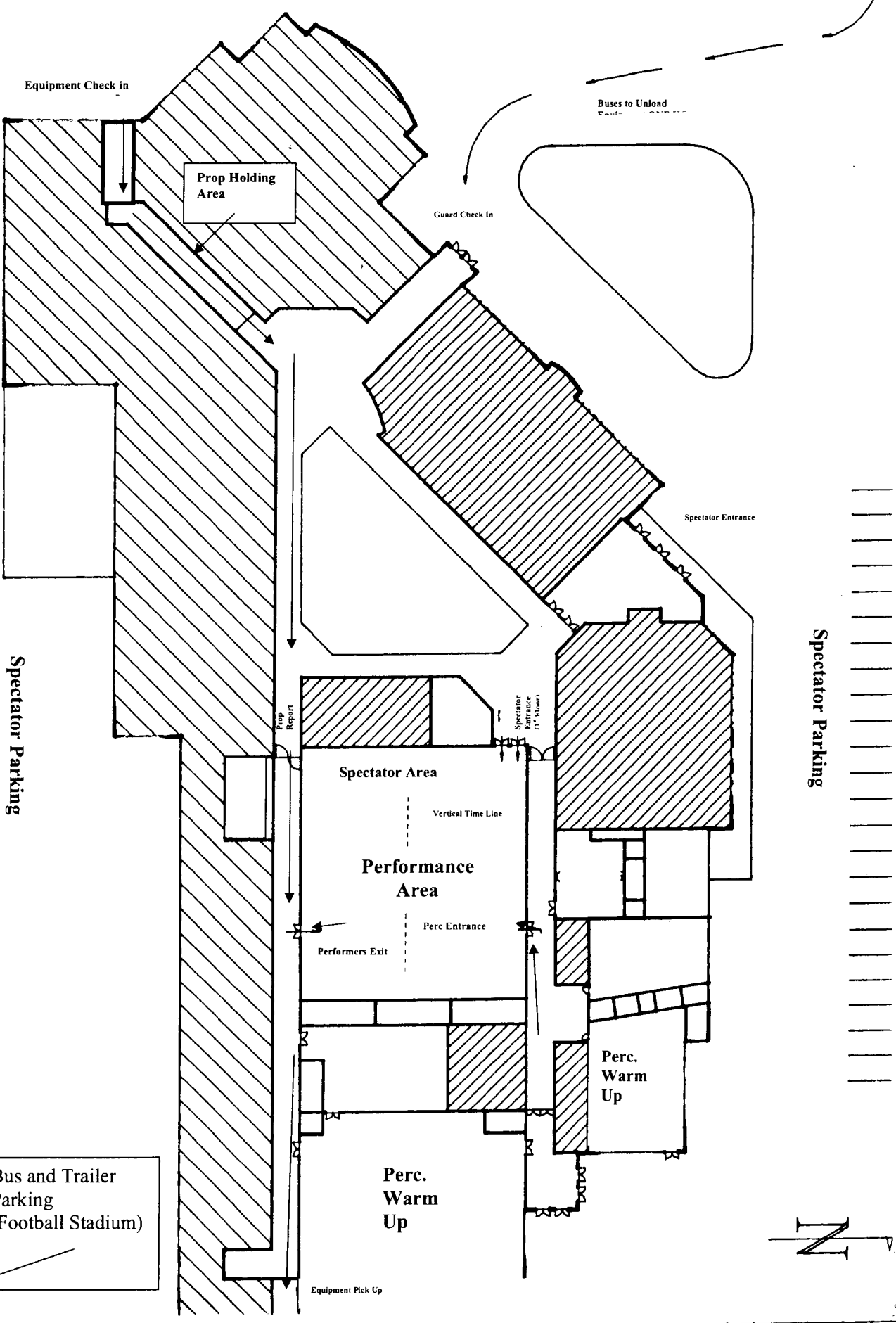


Percussion Map



Guard Map

