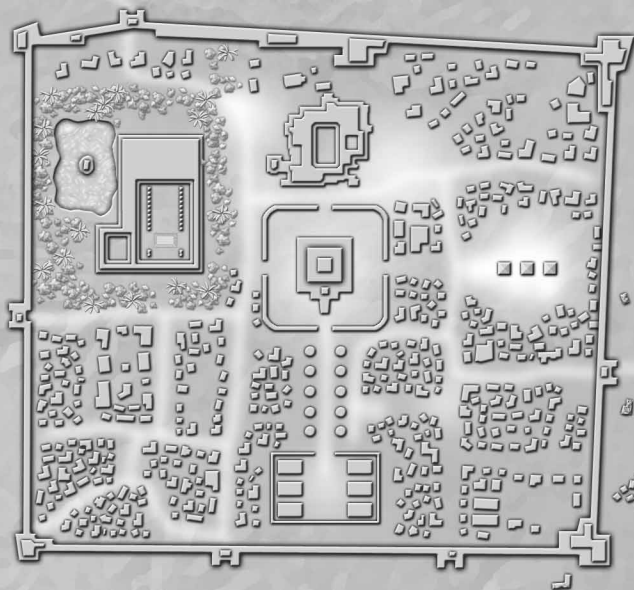
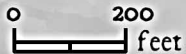


# Ibnath



North



player's map