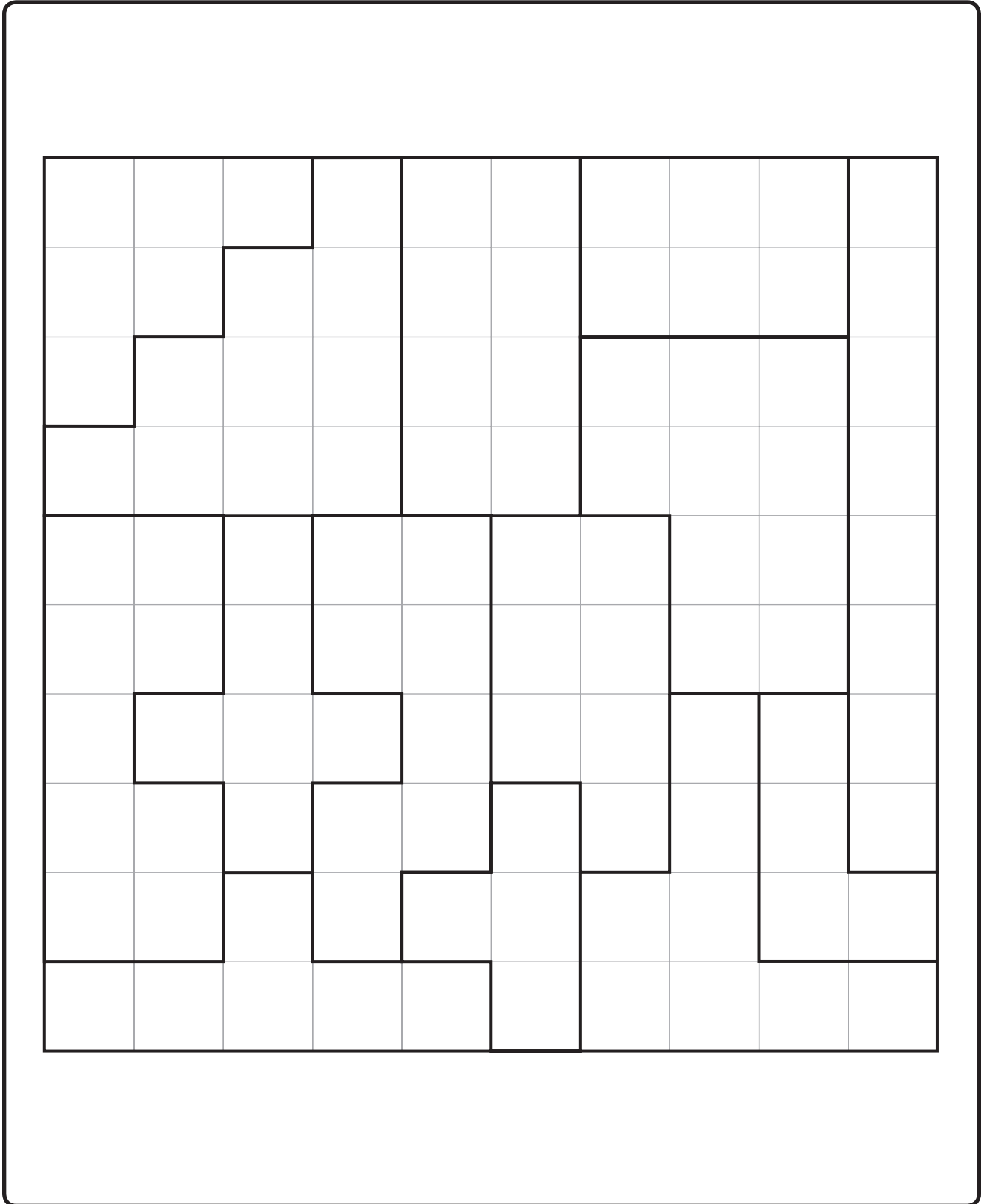


Area Capture Gameboard I



Area Capture Gameboard II

