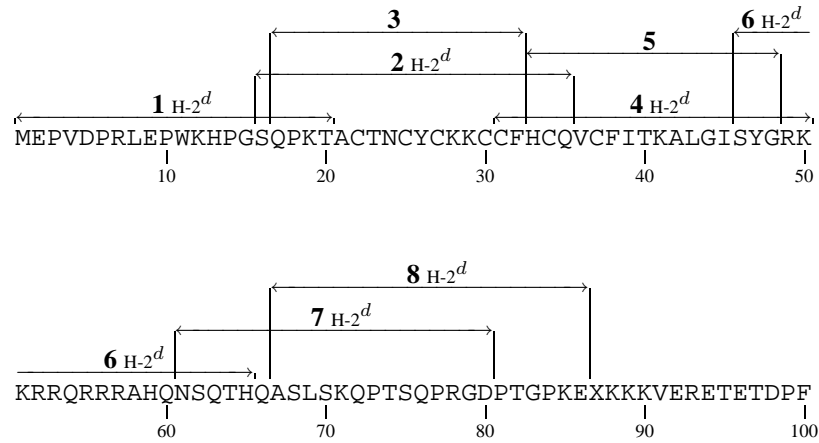
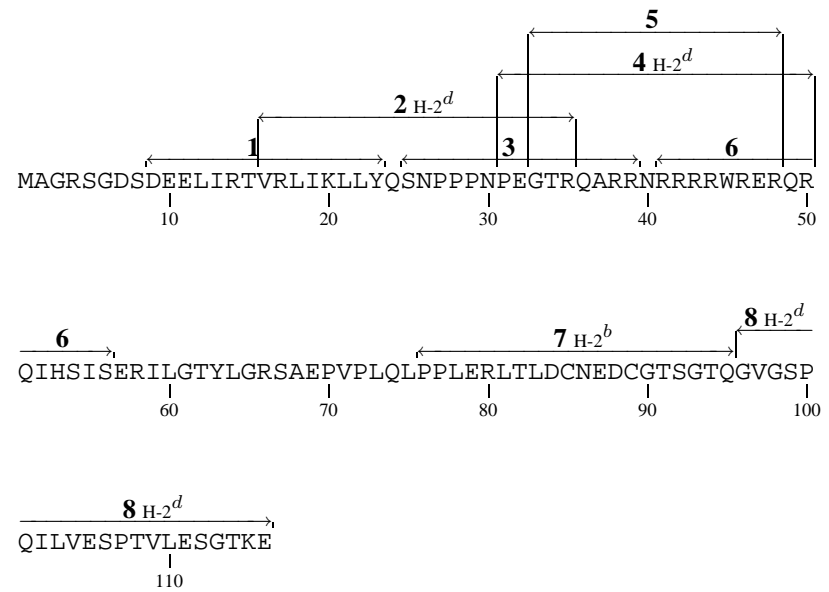


# Tat Helper Map



D

# Rev Helper Map



Helper T