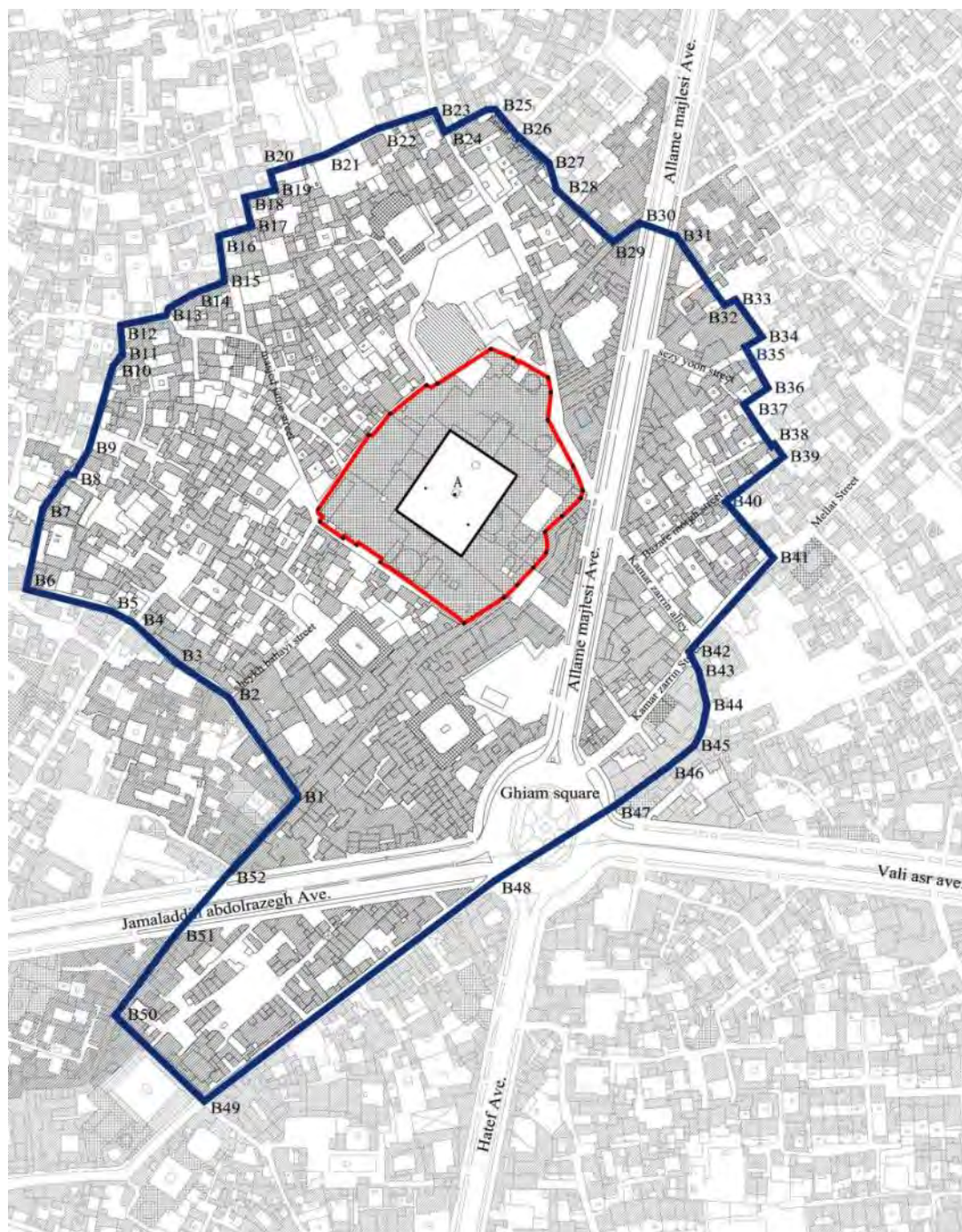




Map 1-4. Buffer zone