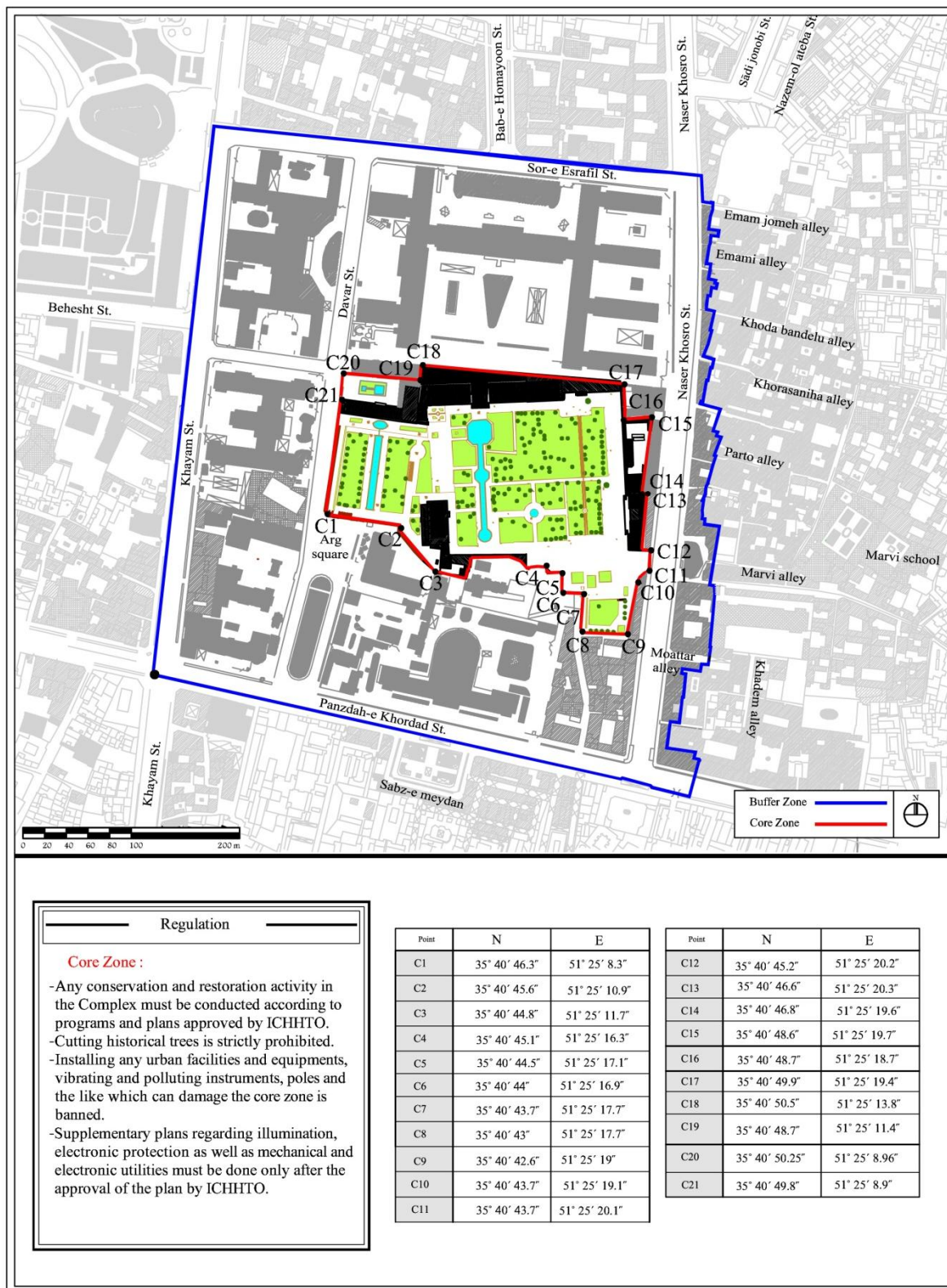




Map 1-2. Buffer Zone