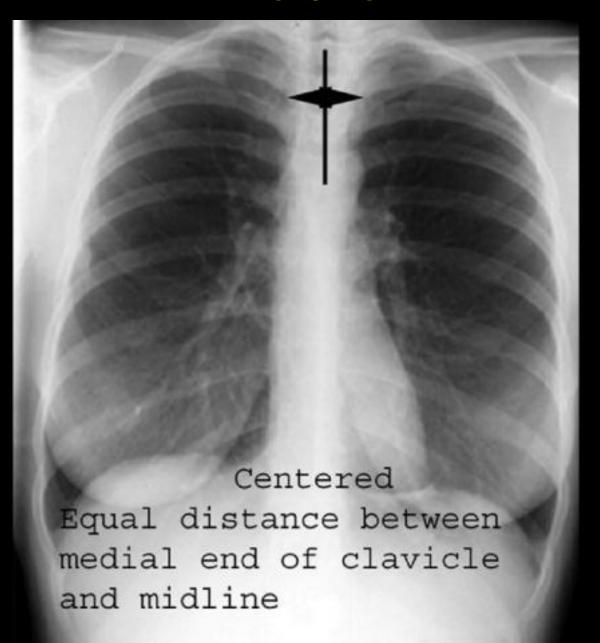
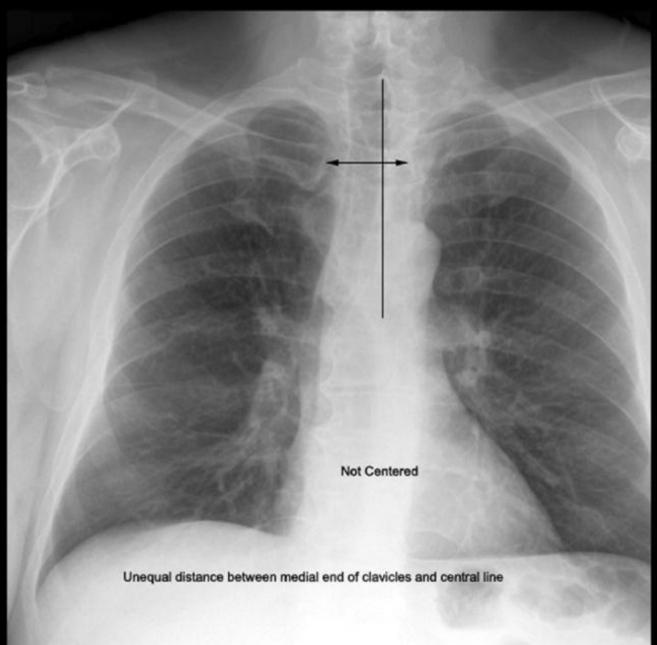
## Rotation



## Rotation (continued)



## Penetration

