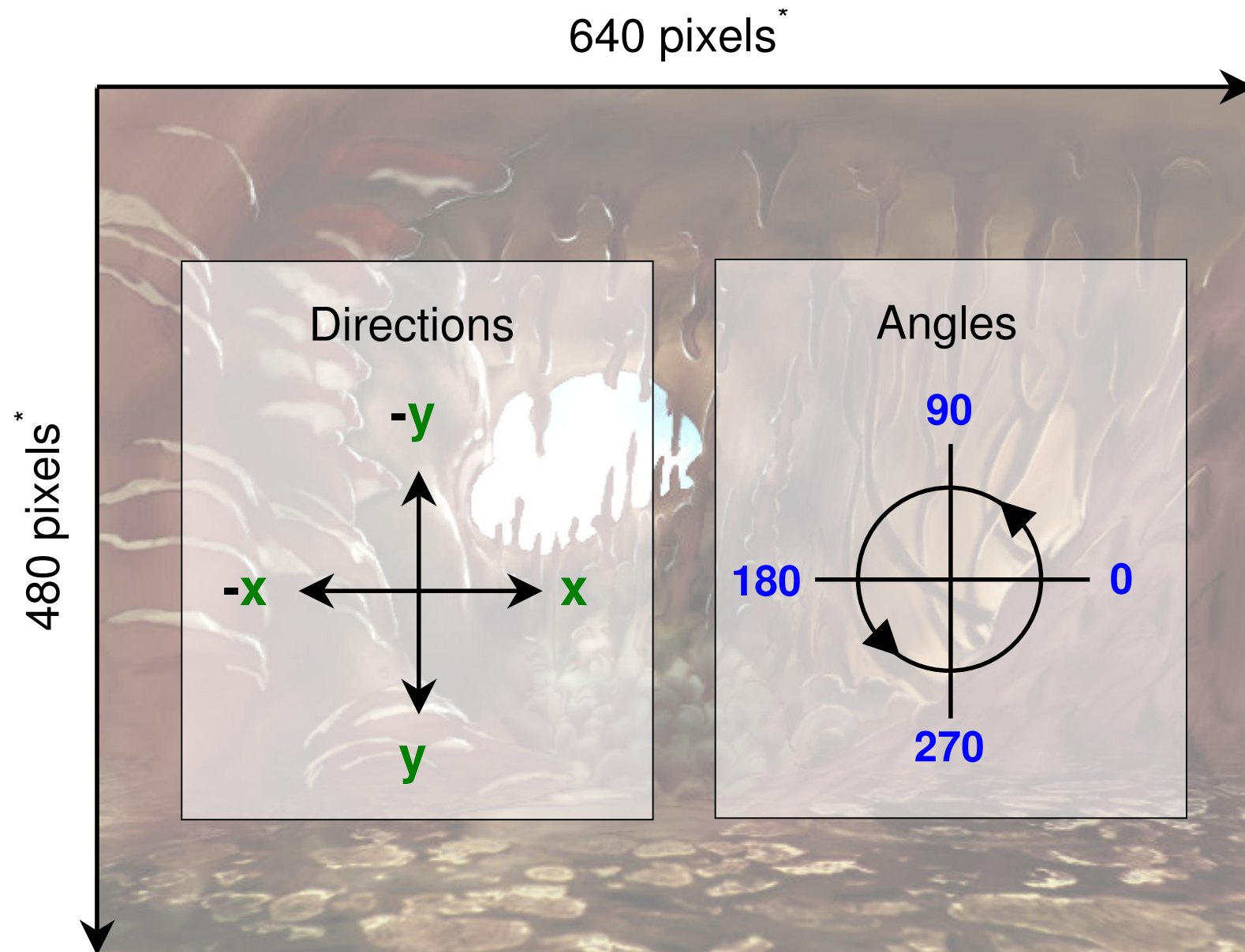


# *Game Maker's Angle and Coordinate System*



\*standard room size