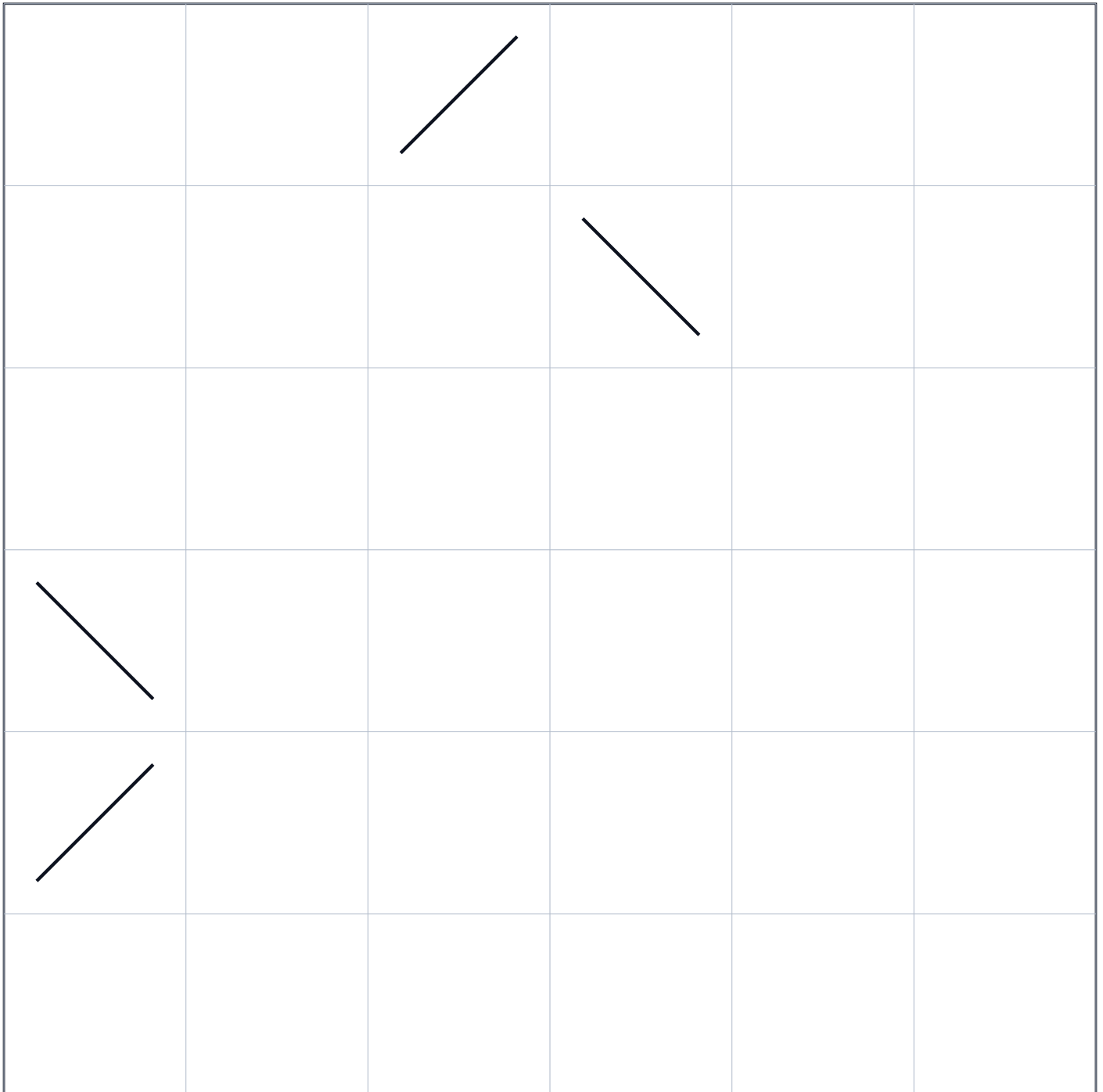




Bounce the laser to the target.

LASER >





PW

PW

PW

TARGET

PW

PW

PW

Bounce the laser to the target.

LASER >

