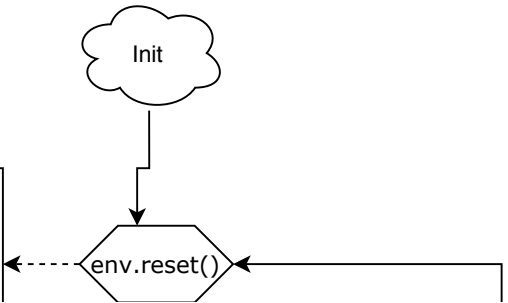




Initialization:  
- shuffle maps -> random  
- is\_night -> False  
- is\_com -> True  
- is\_dance -> False



Legend

