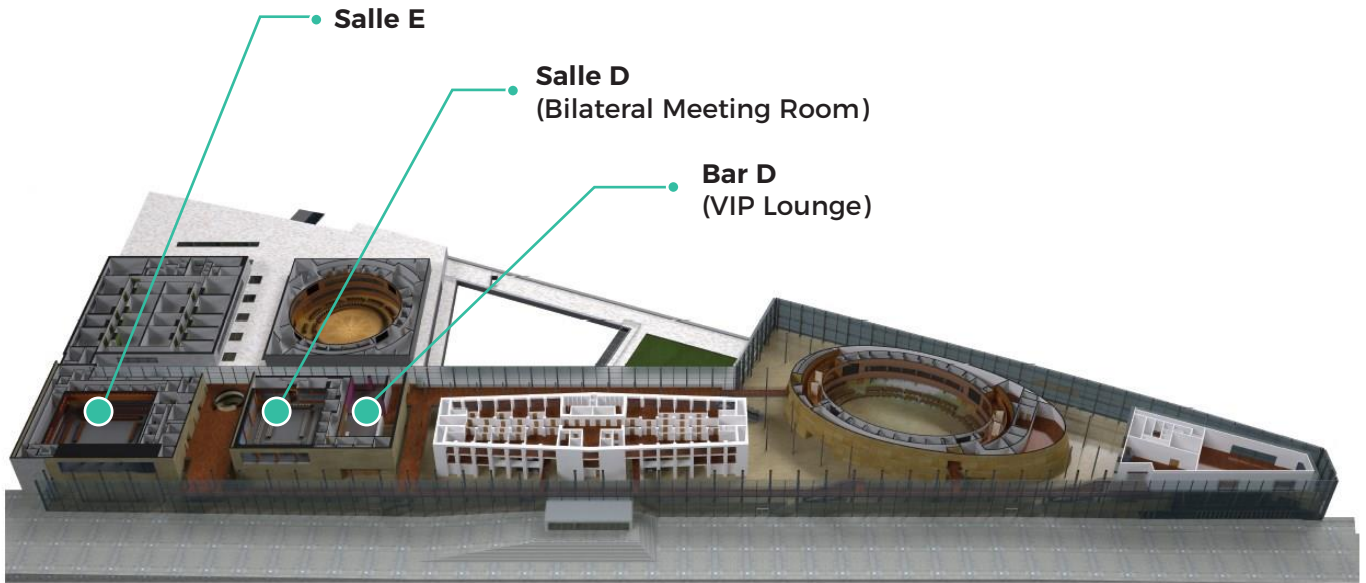


# Venue map

## Level 1



## Level 0

