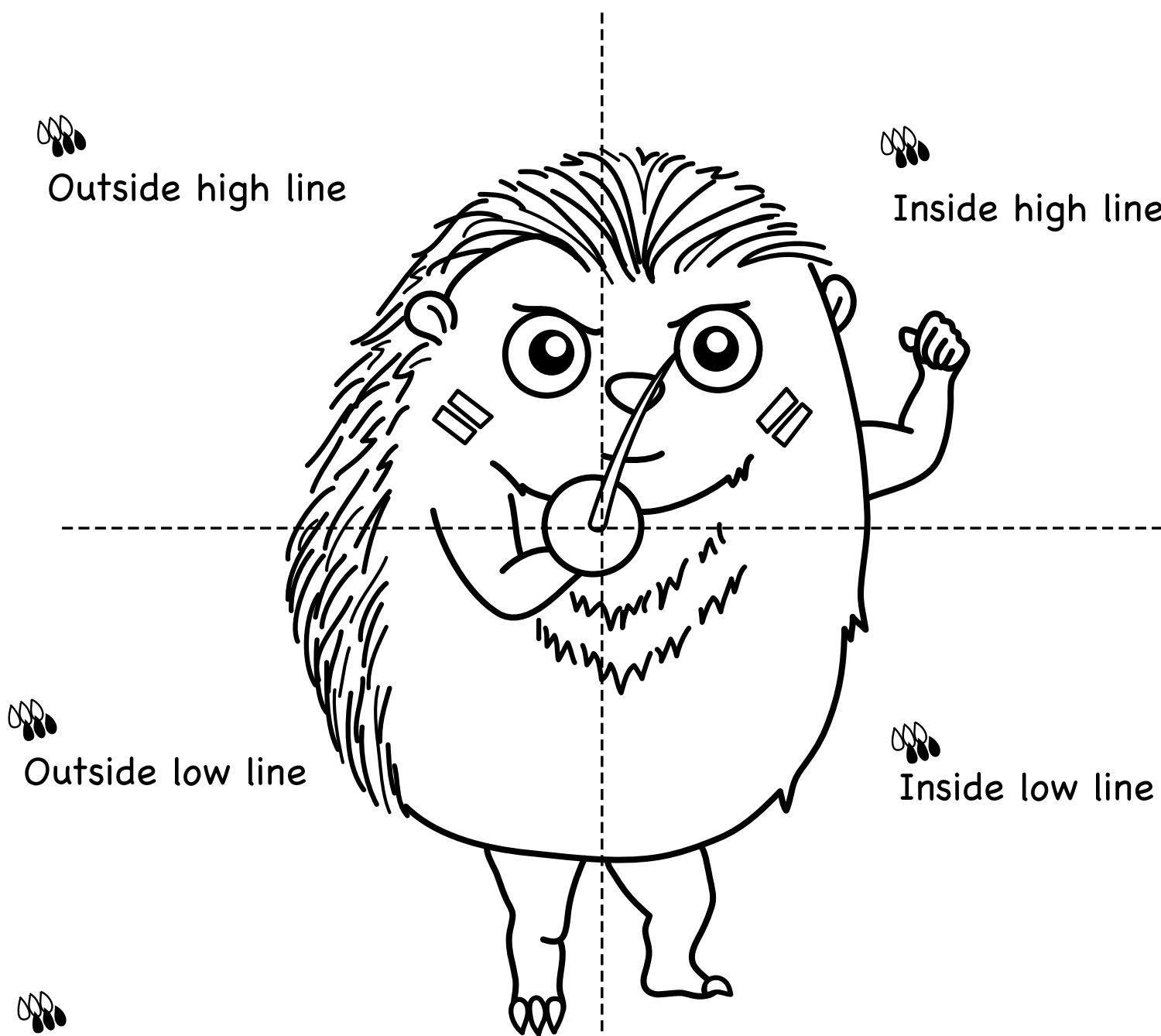


4 "Lines" of Target



Above the guard = "high"
Below the guard = "low"
Towards the body = "inside"
Away from the body = "outside"

