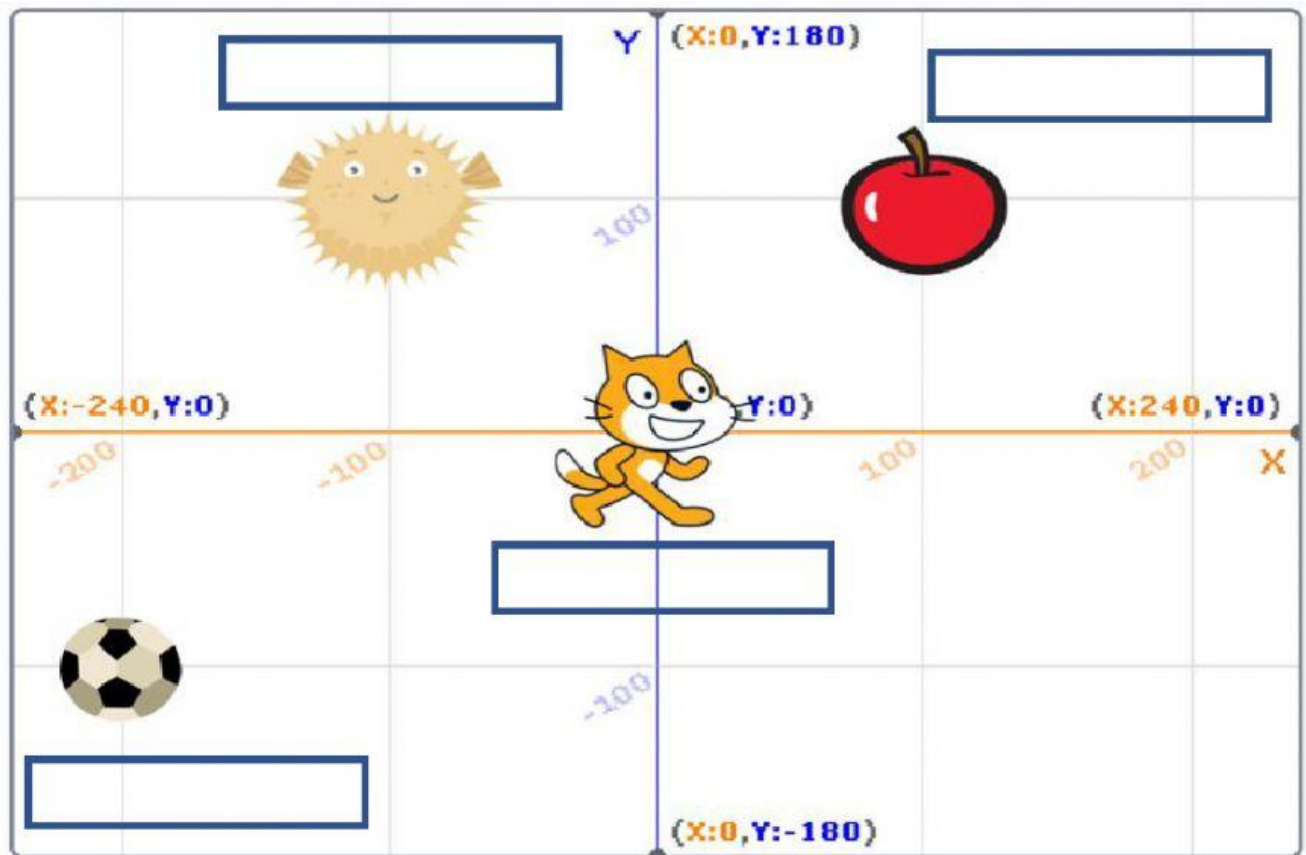


Select the correct coordinates of the sprites.



x:-100 , y:100

x:-200 , y:-100

x:100 , y:100

x:0 , y:0