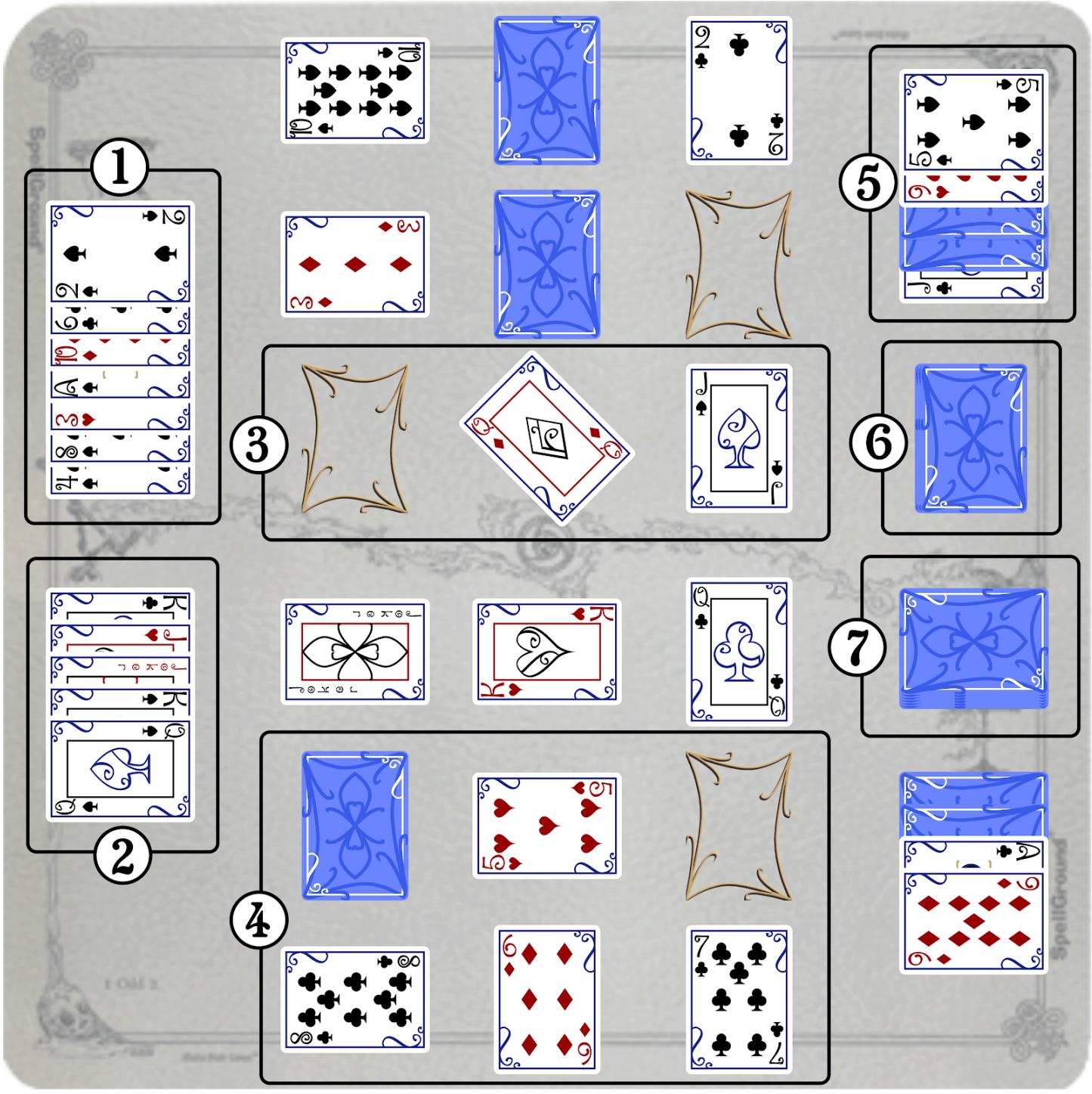

1. The Boneyard
2. The Bench
3. Agent card zones
4. Spell card zones
5. Damage Counters
6. The Void
7. The Deck