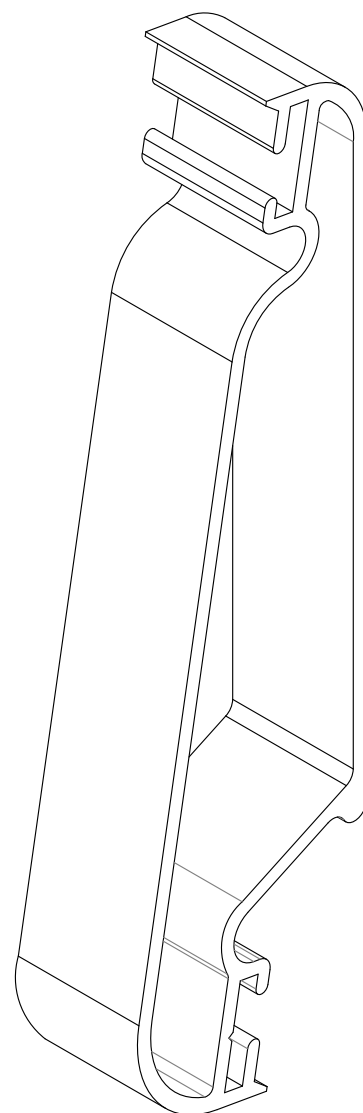
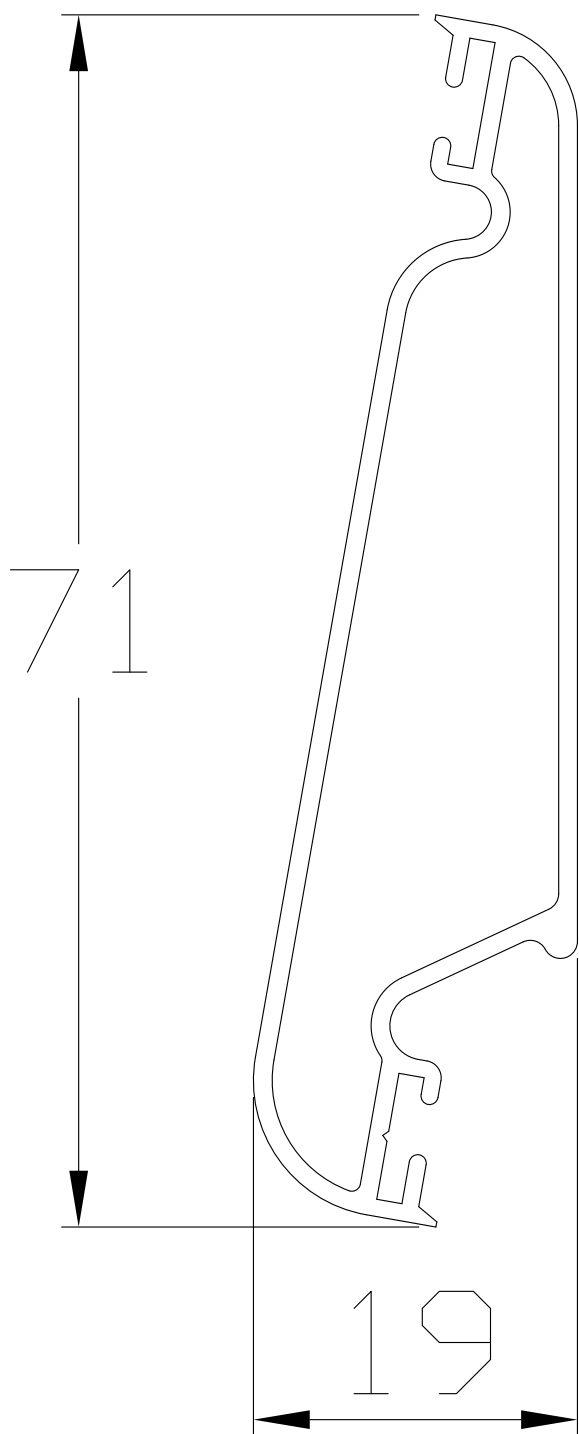




Lame basic