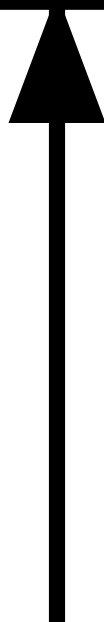


Entity



Barrel