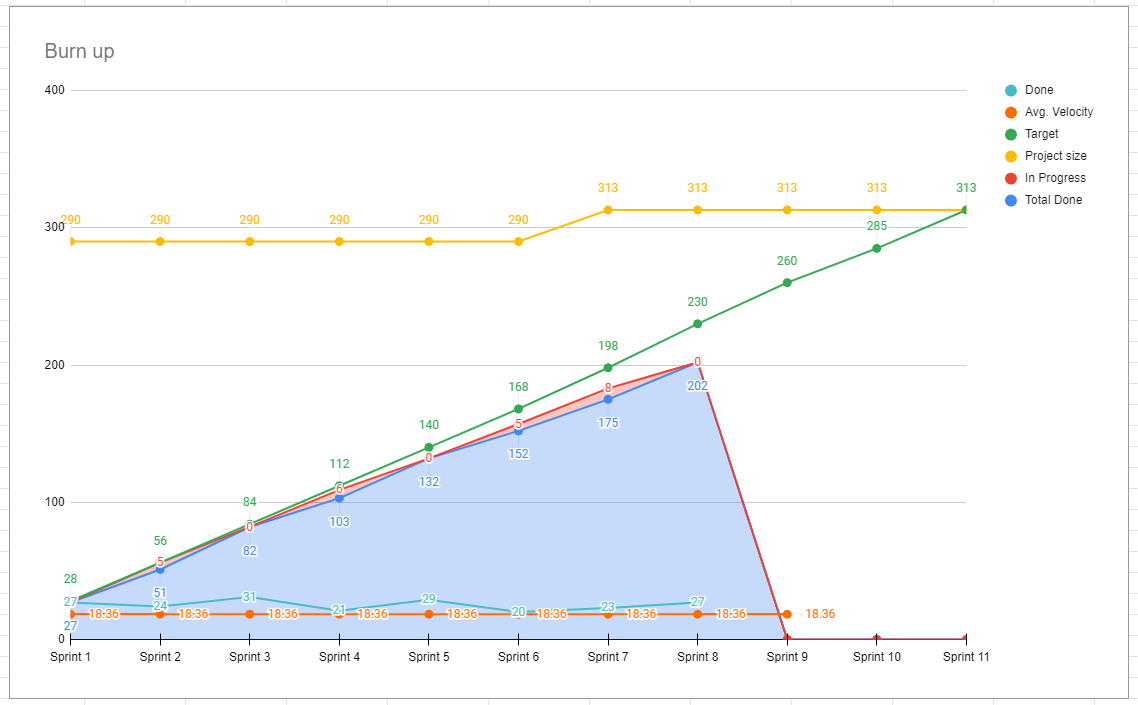
# Burn up:



# Burn down:

