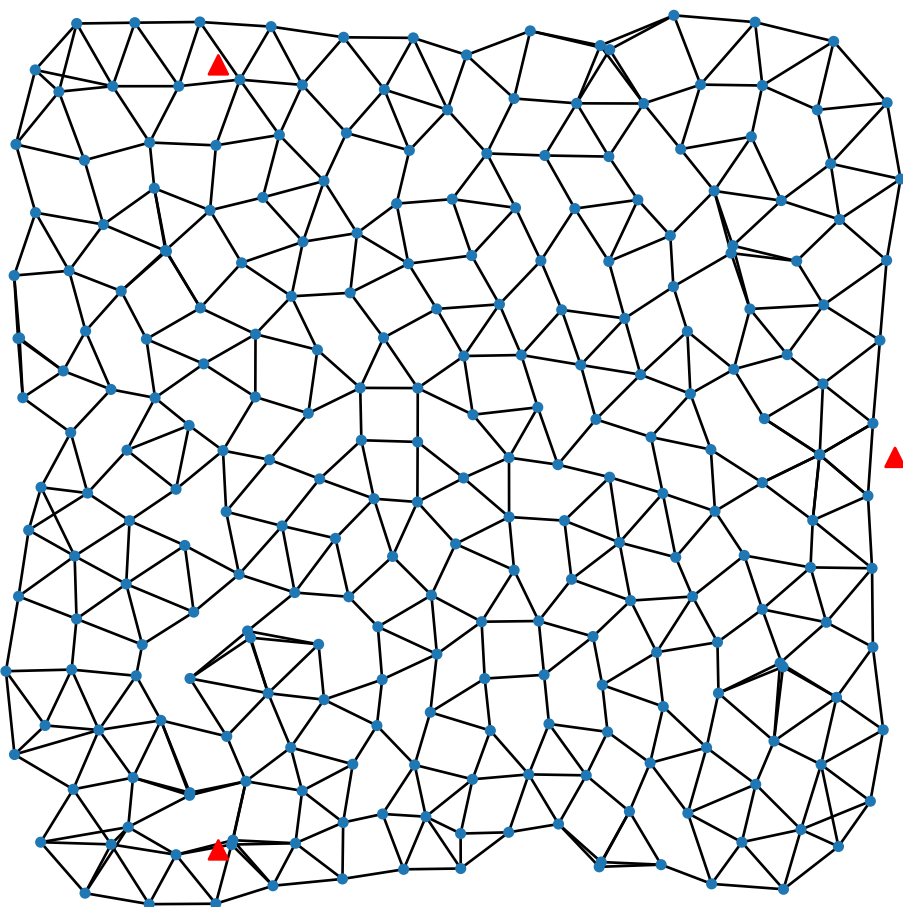
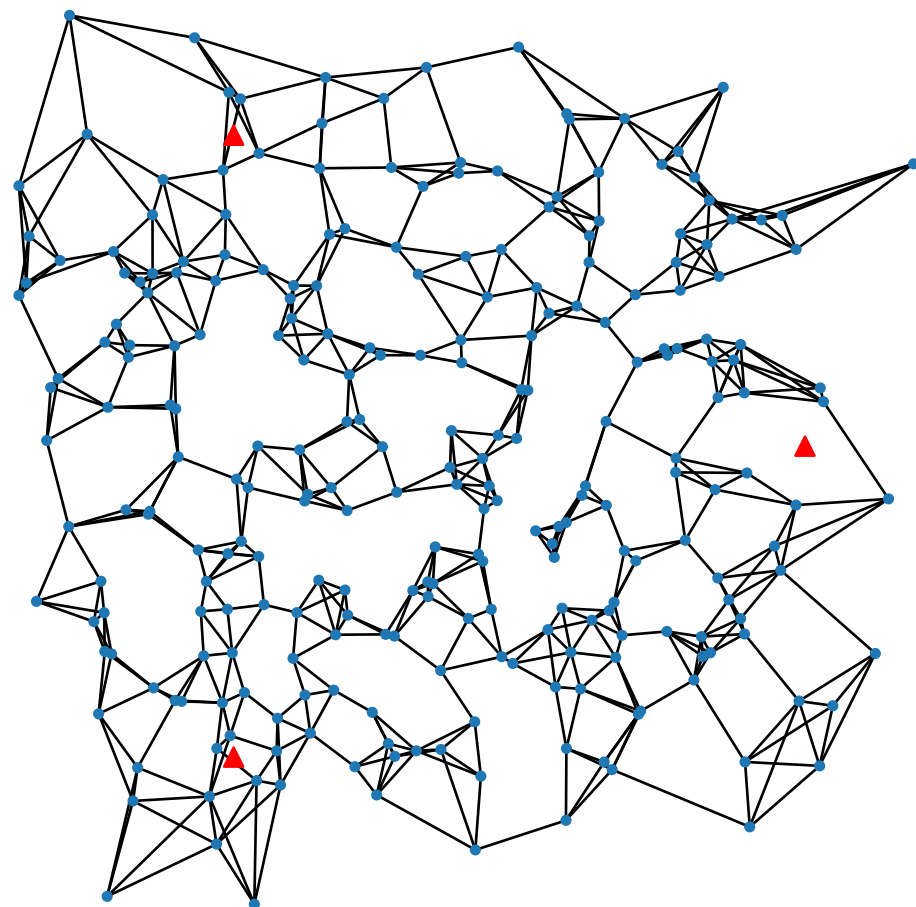


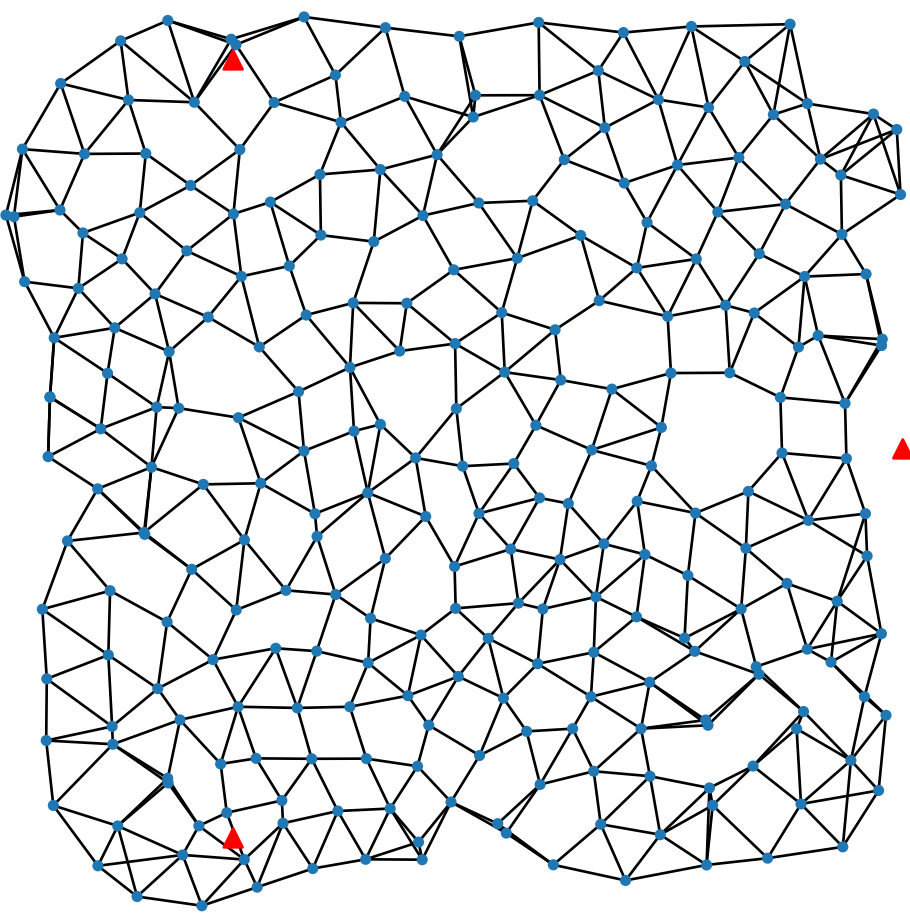
Before damage



After Global damage



After Global damage, step 50



After Global damage, step 100

