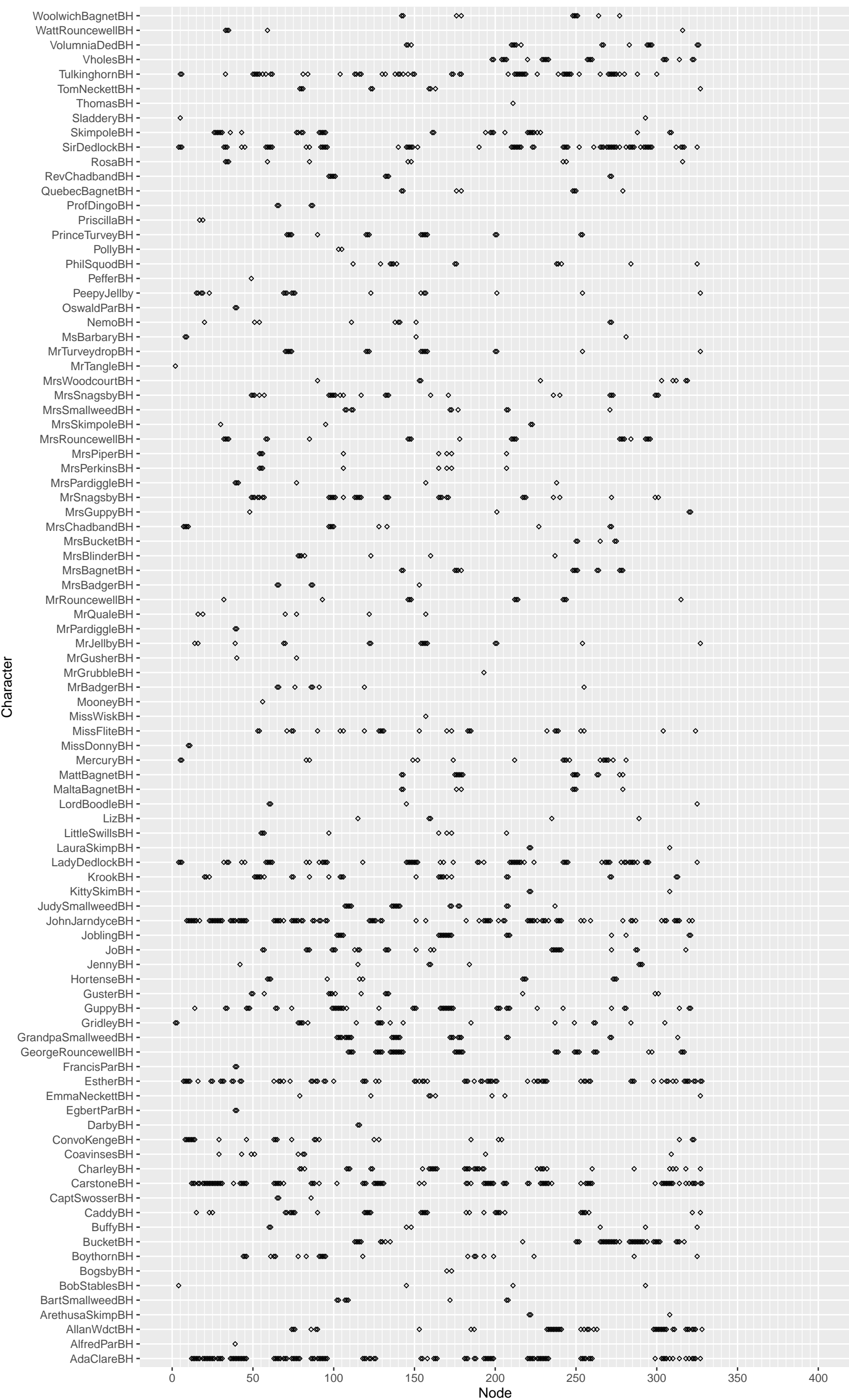


Character



Node