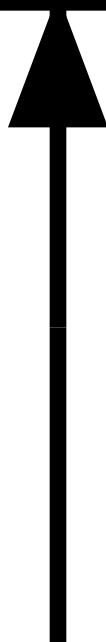


# Image



# Tile