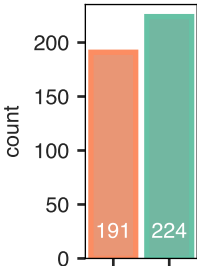


tile1 only



*higher in human*

*higher in mouse*