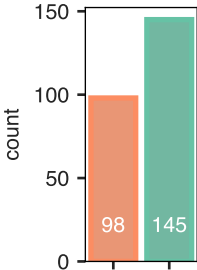


tile2 only



*higher in human*

*higher in mouse*