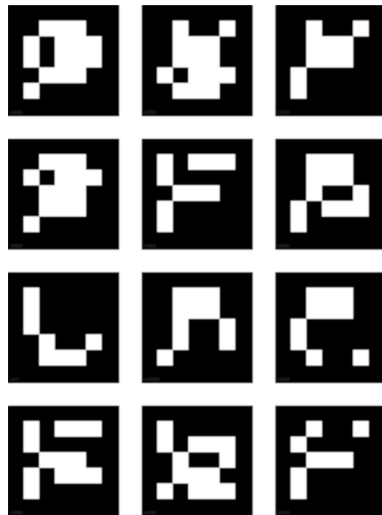


Pointer, use
bottom 2 rows



reference