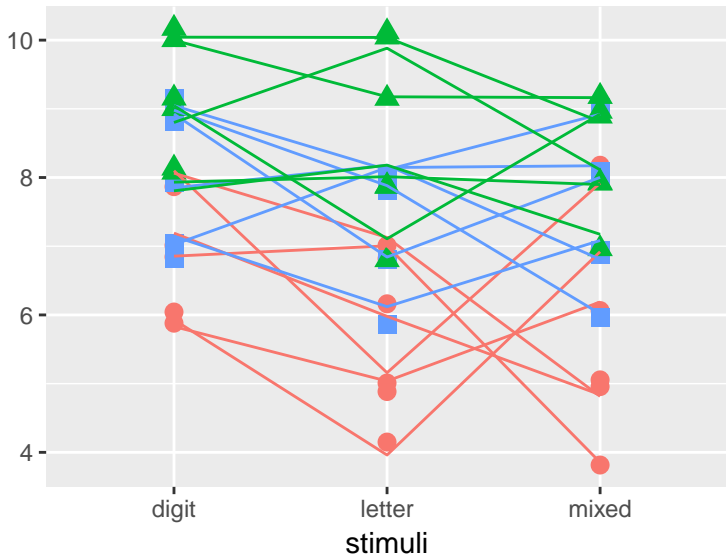


jitter(longest_correct)



damage

