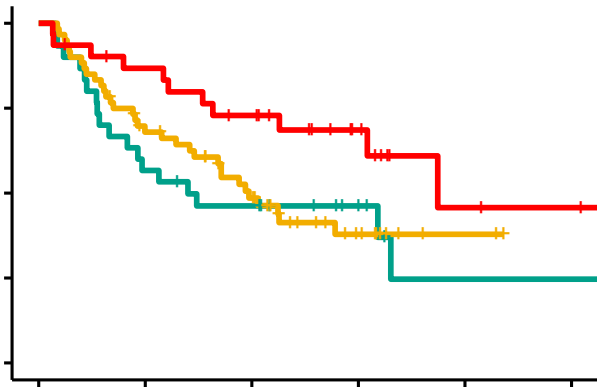


Effector.Up



Memory.Up

