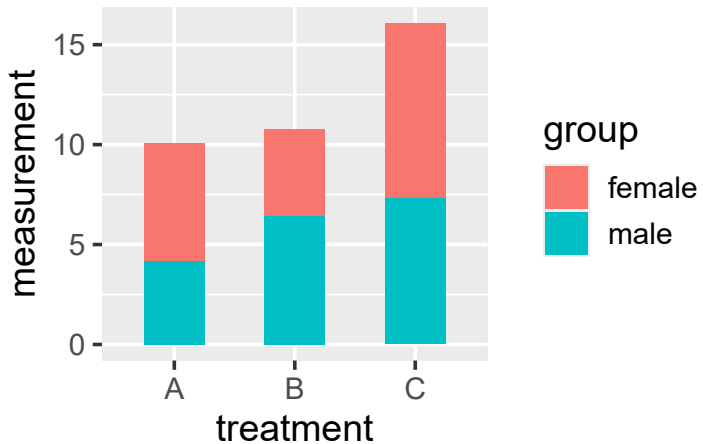


stack (default)



dodge

