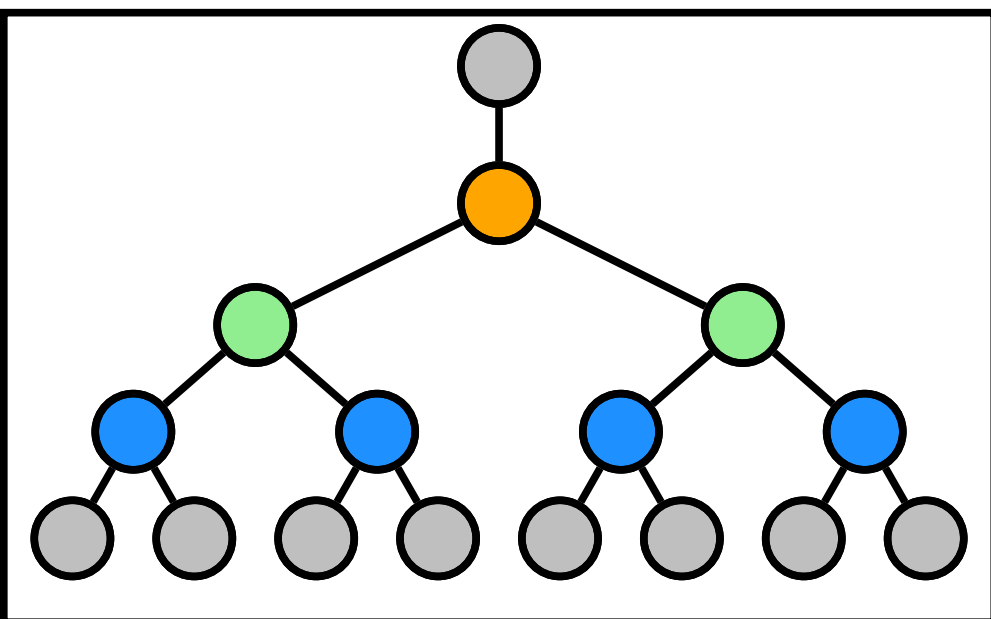
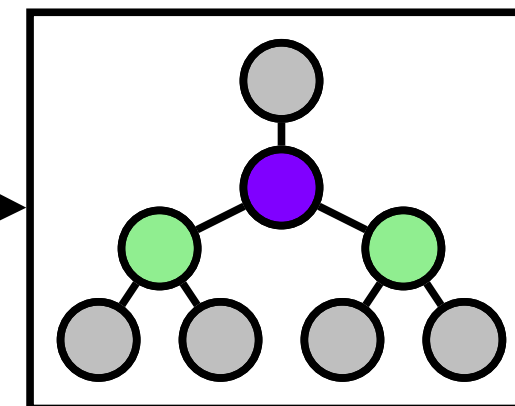


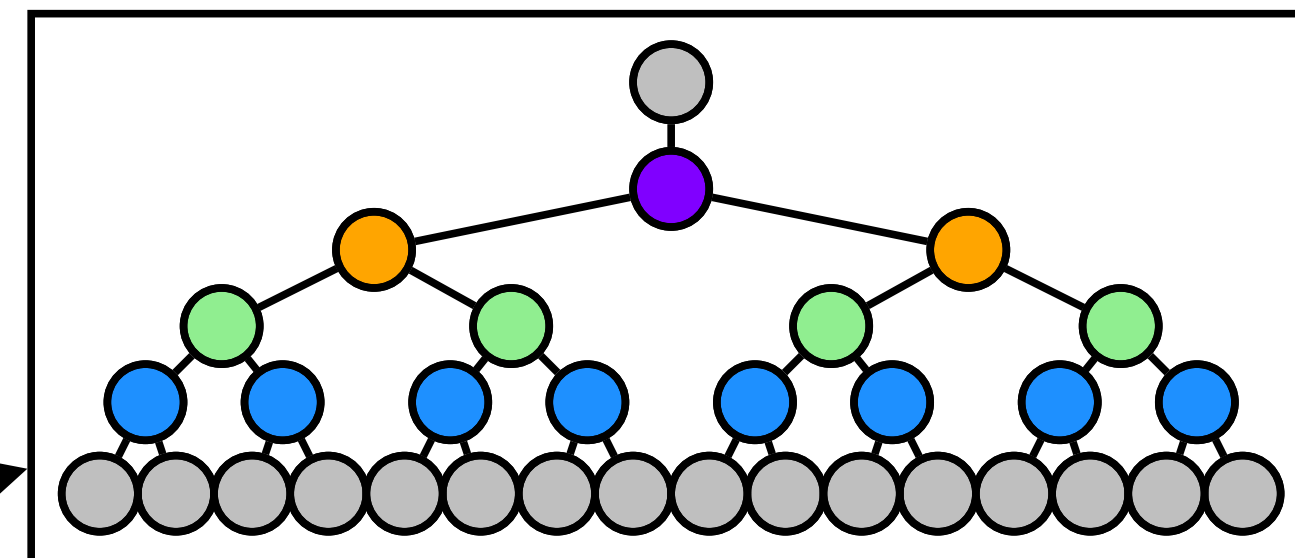
Landslide[PPs: **yield()**, **lock()**, **unlock()**]



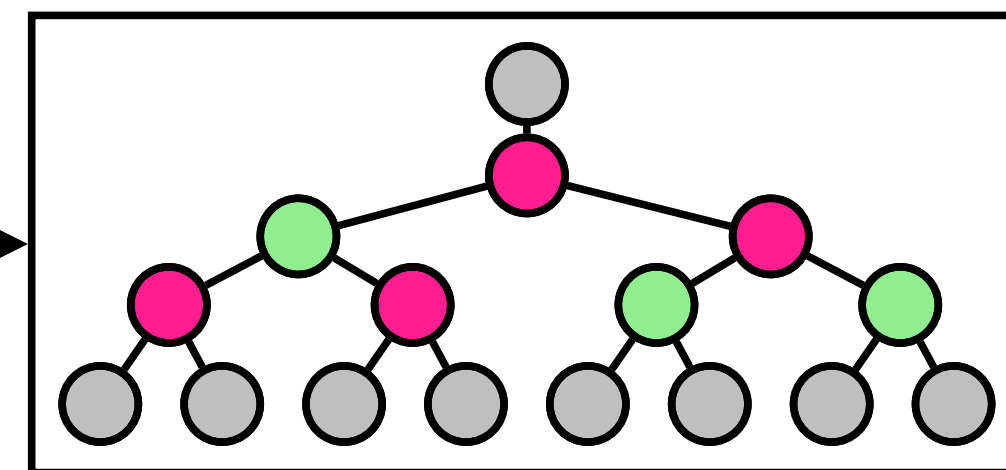
Landslide[PPs: **yield()**, **1@0x01193182**]



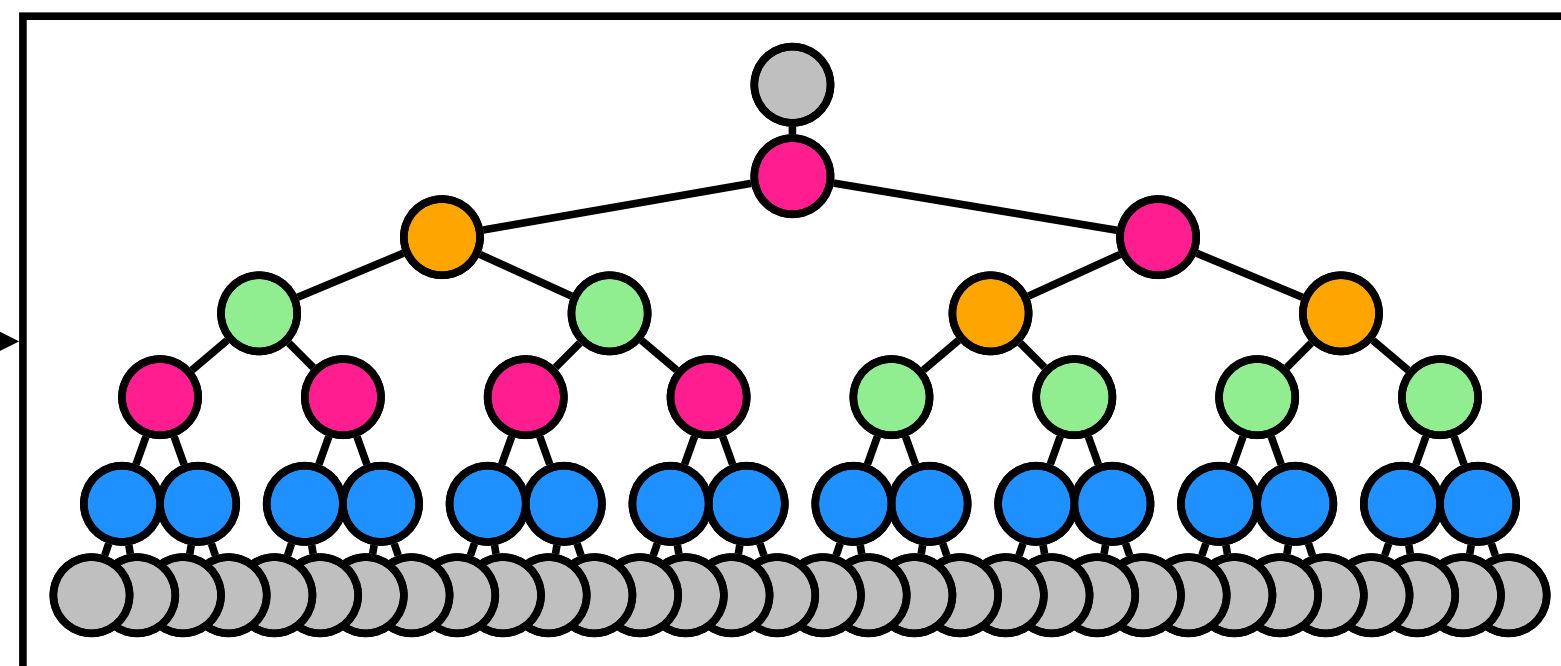
Landslide[PPs: **yield()**, **lock()**, **unlock()**, **1@0x01193182**]



Landslide[PPs: **yield()**, **2@0x15410de0**]



Landslide[PPs: **yield()**, **lock()**, **unlock()**, **2@0x15410de0**]



Quicksand

