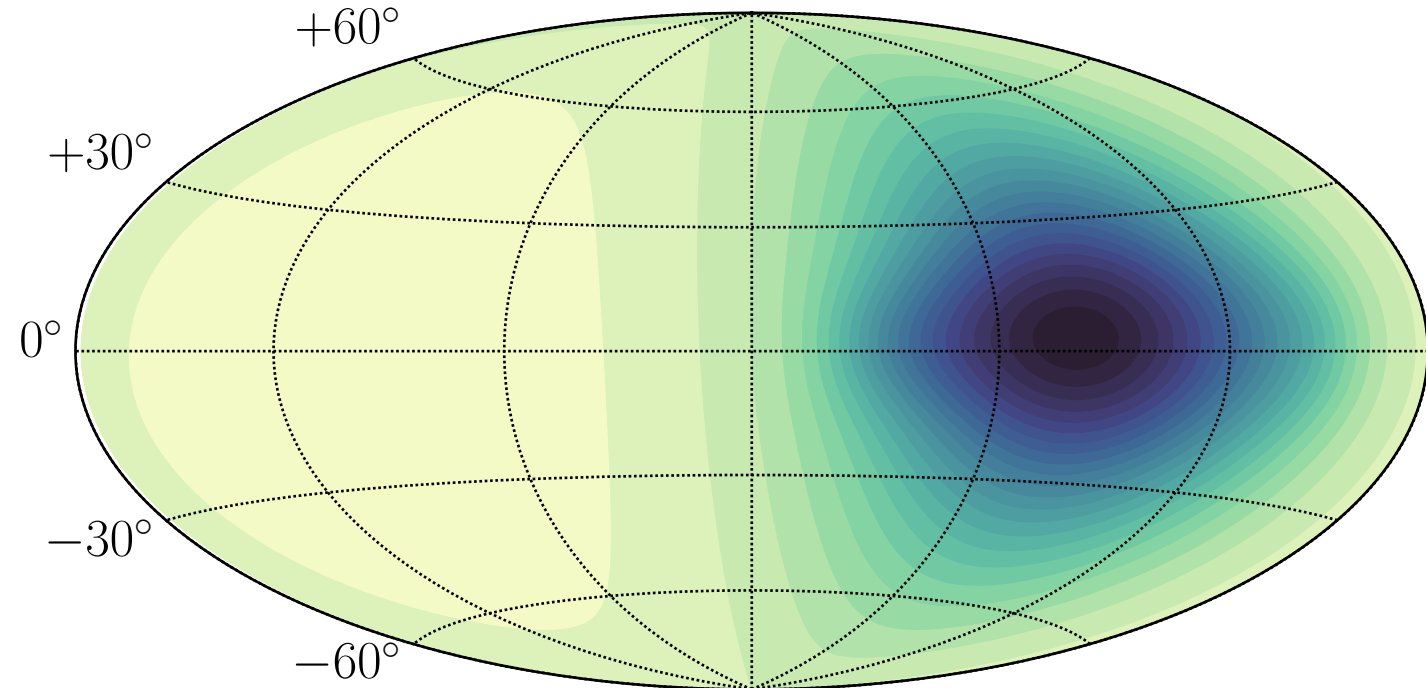


SHM<sup>++</sup>SHM<sup>++</sup> + 30% Shards