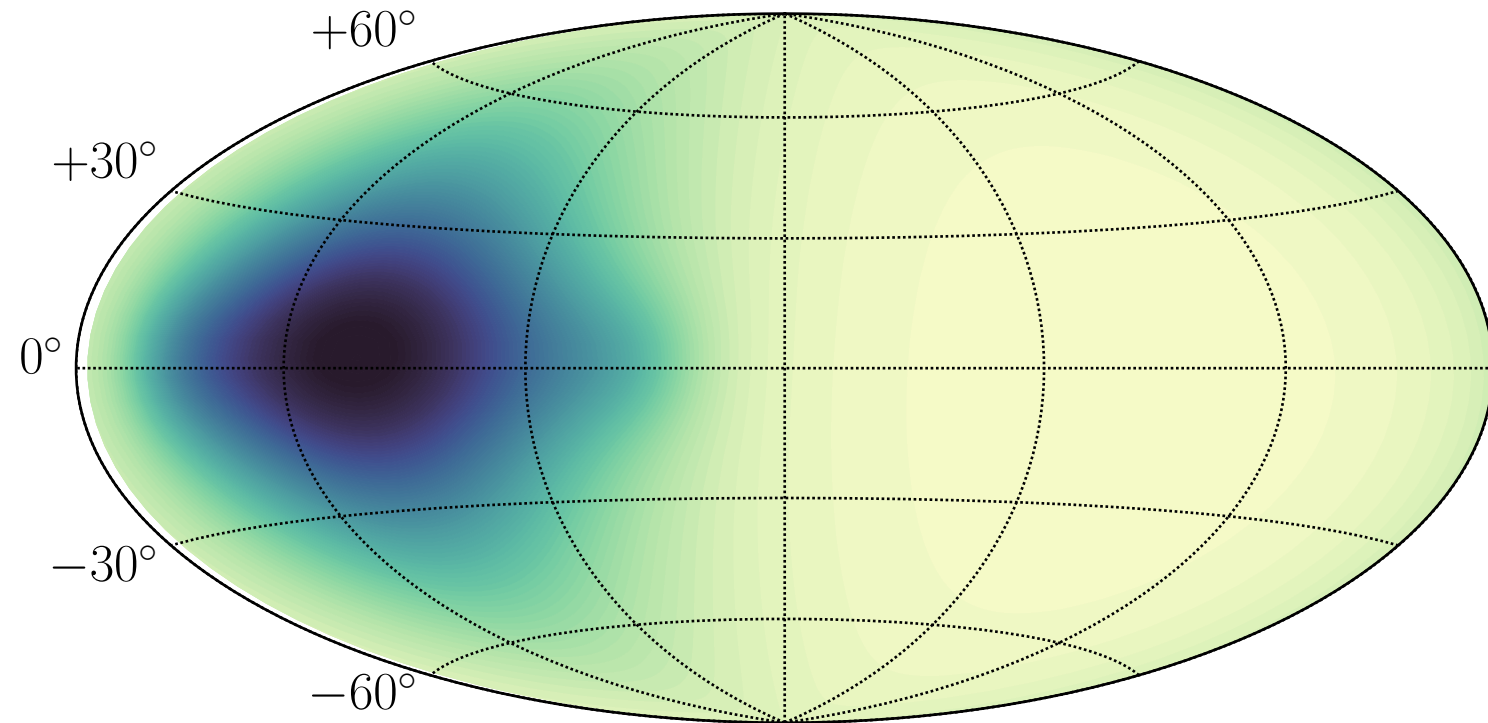


SHM⁺⁺**SHM⁺⁺ + 30% Shards**