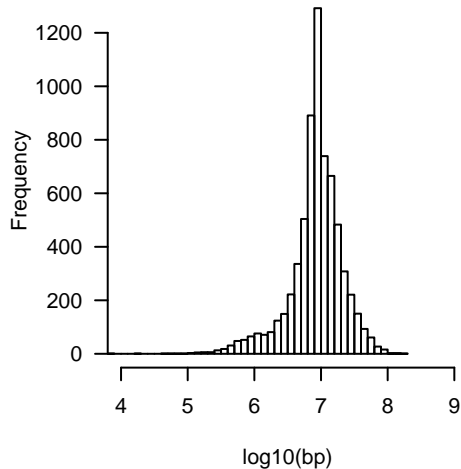
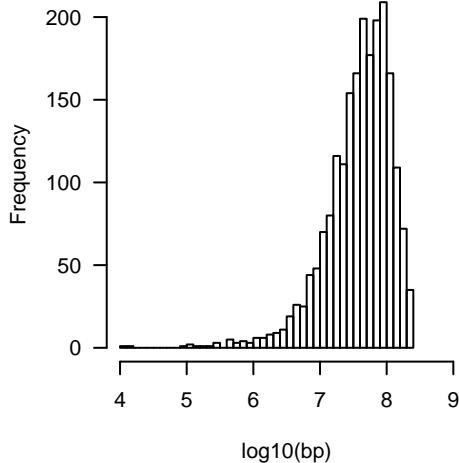


**shattered.regions**



**ShatterSeek**



**ShatterProof**

