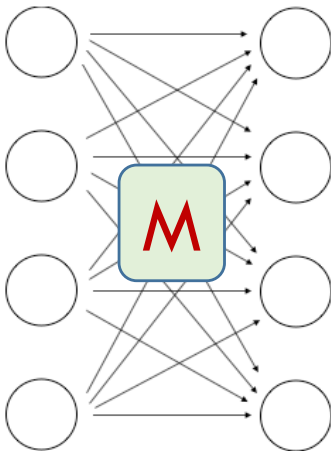


x



Mx