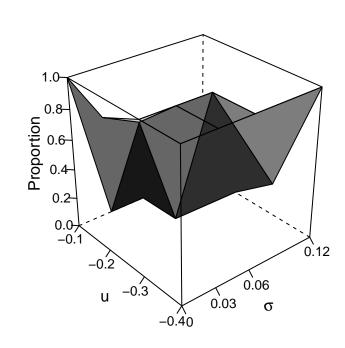
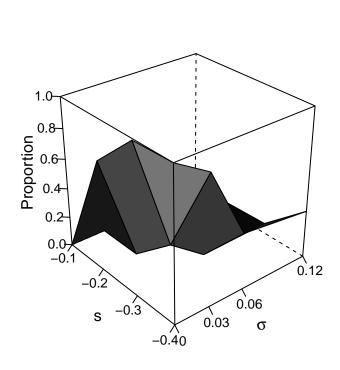
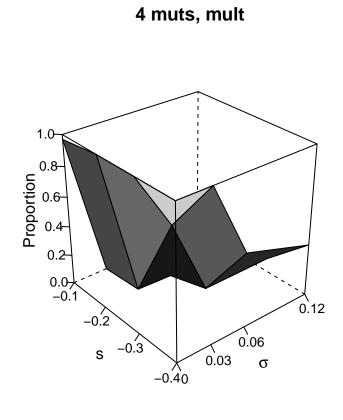


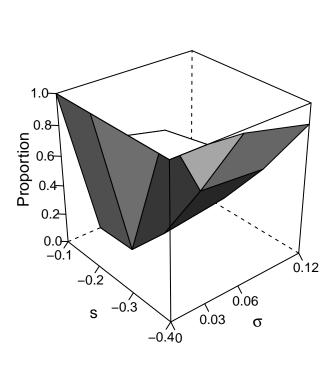
4 muts, stick



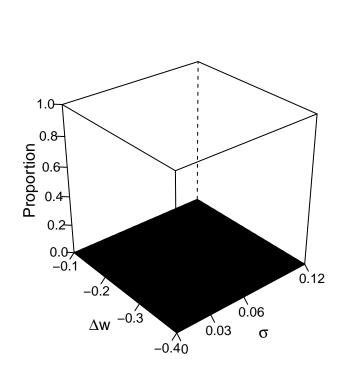
5 muts, stick



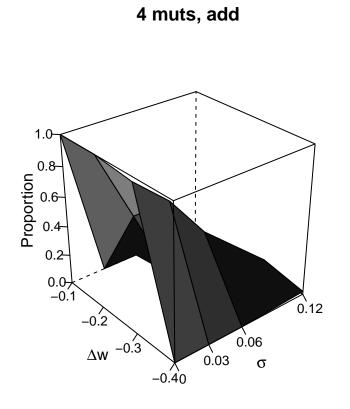


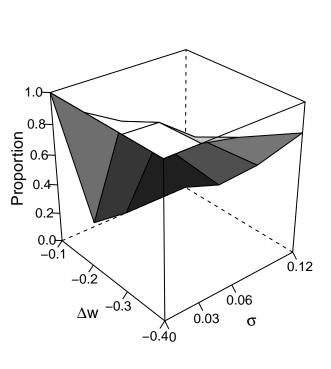


5 muts, mult



3 muts, add





5 muts, add