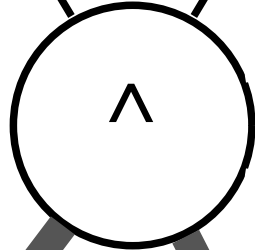


destination  
(e6, x3)  
\$0.90/8

push  
(e6, x1, x2)  
\$0.90/7



push