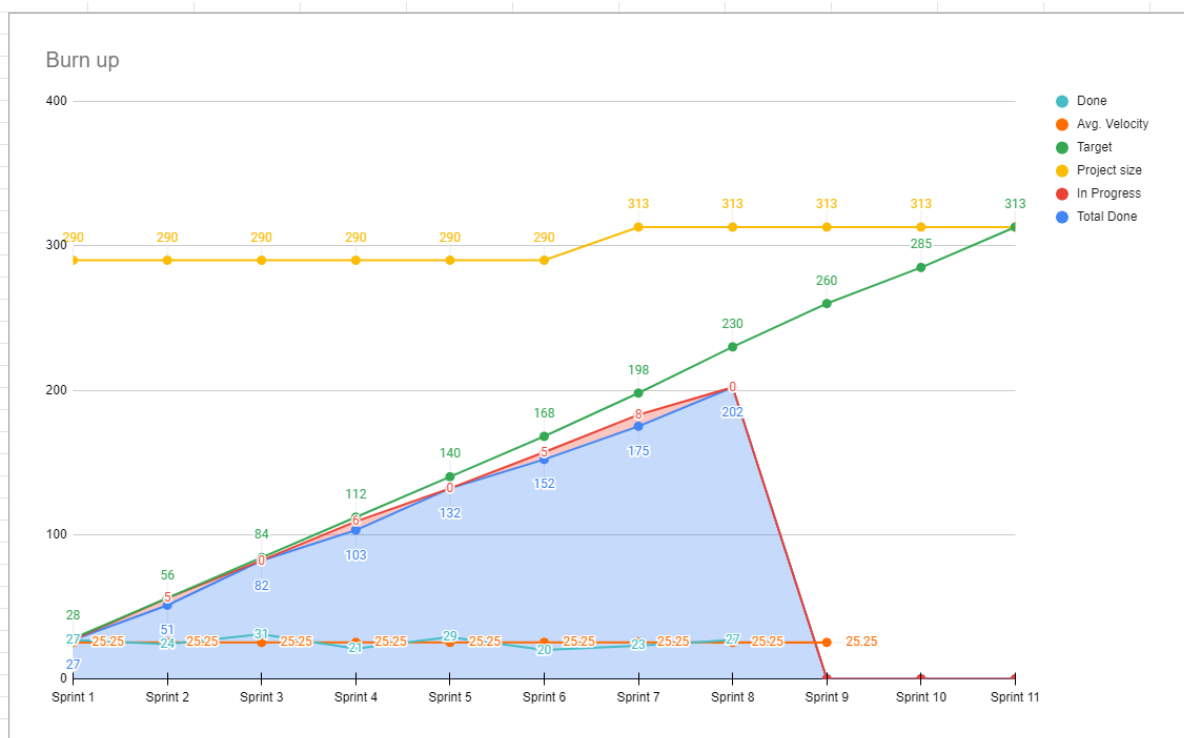


## Burn up:



## Burn down:

