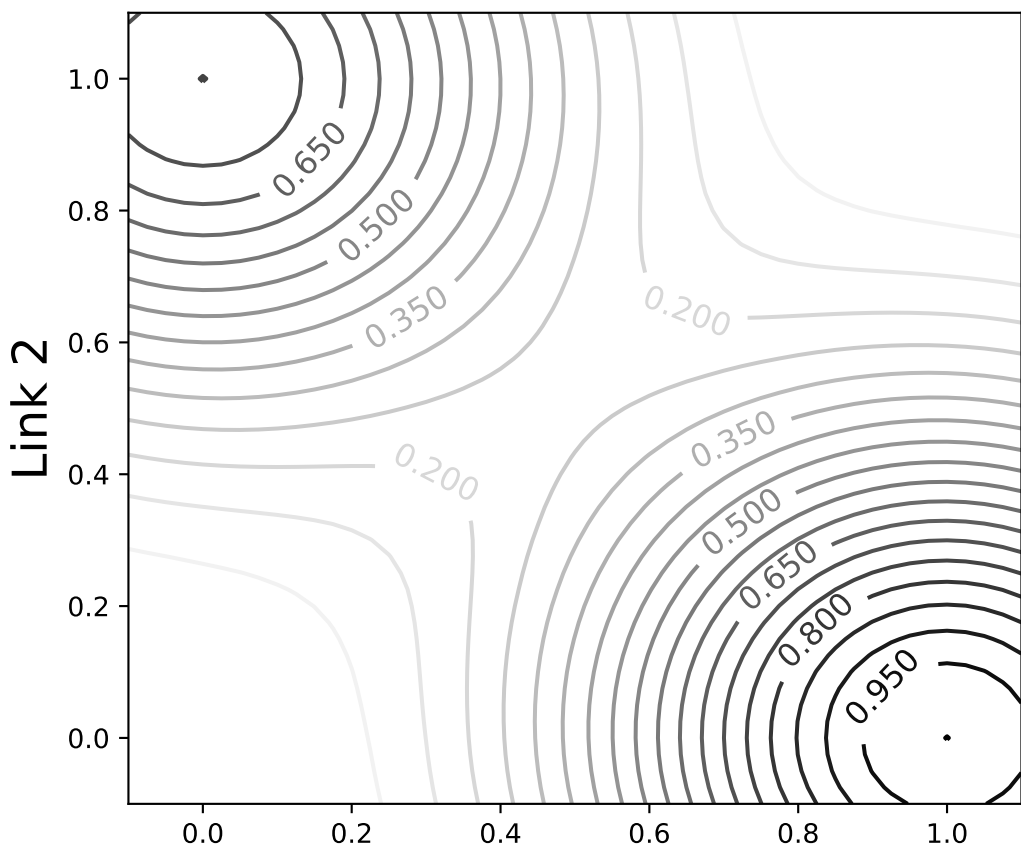


Condition: tossed



Condition: thrown

