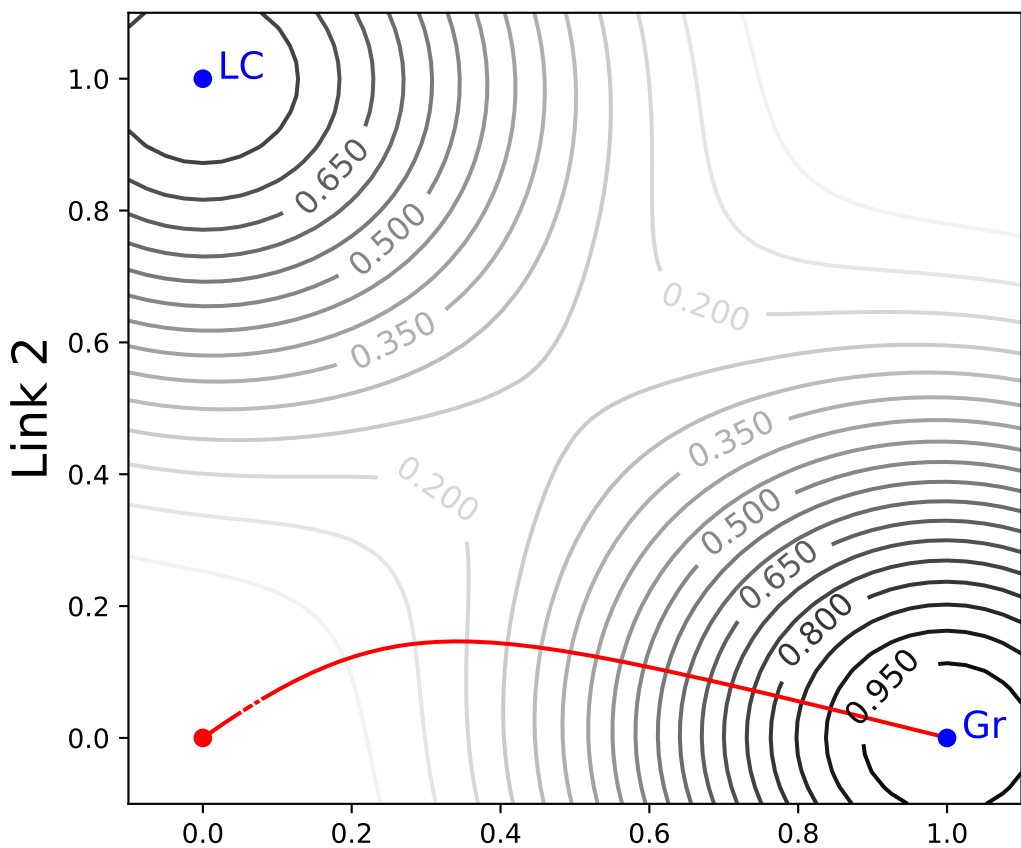


Condition: *tossed*



Condition: *thrown*

