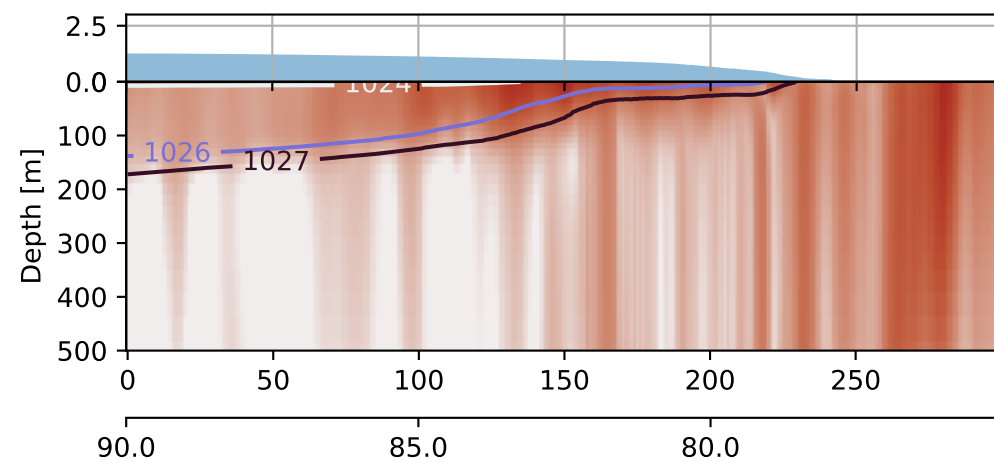
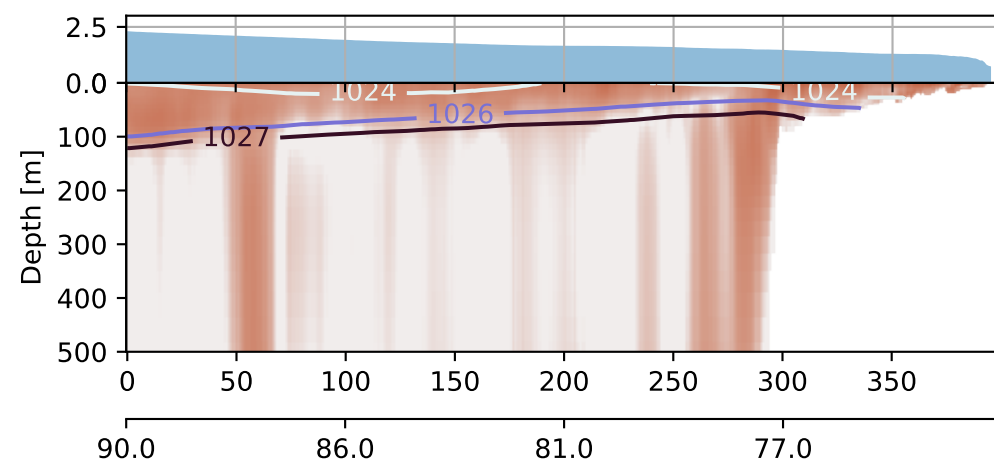
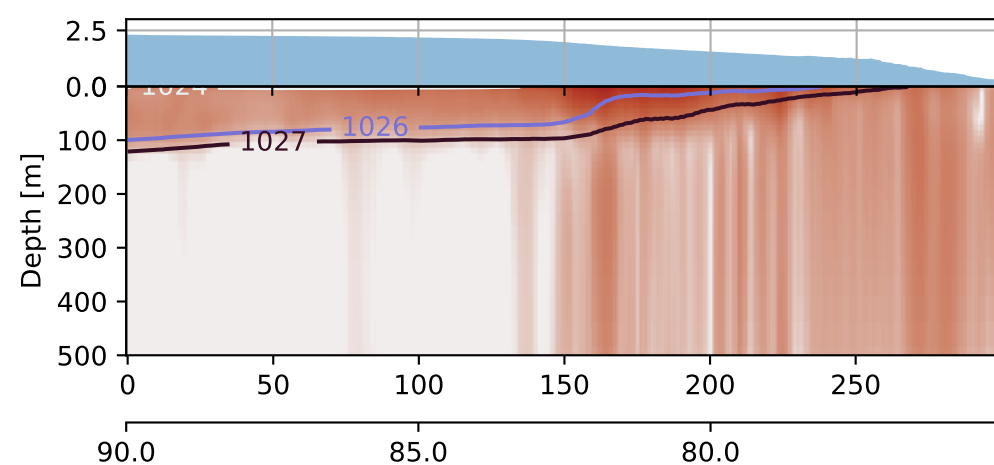
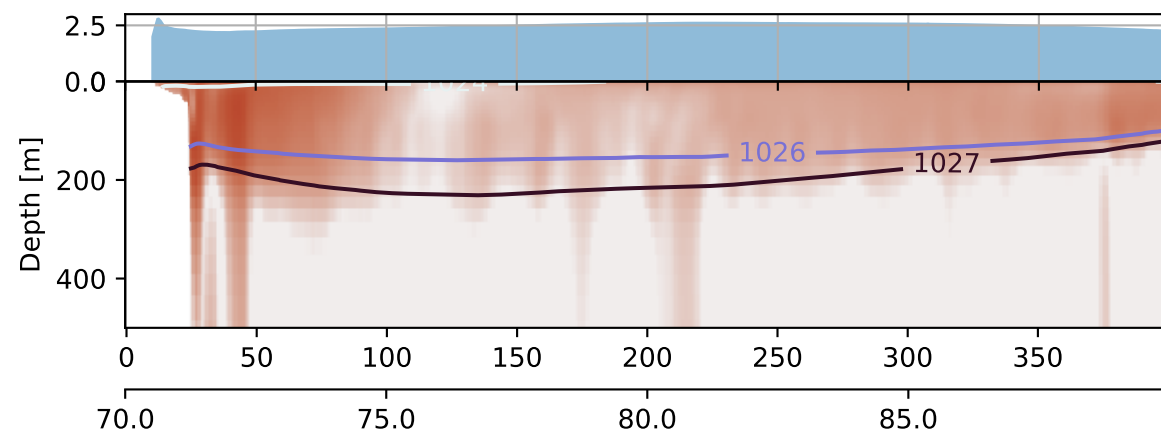


## REF simulation



## FUT simulation

