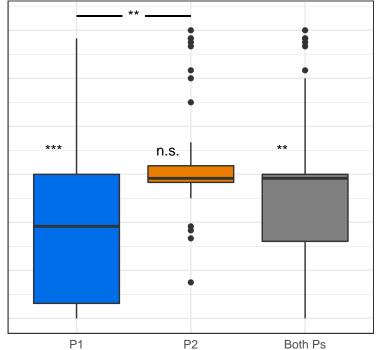
Recall 1 To Interaction Block 2



P2