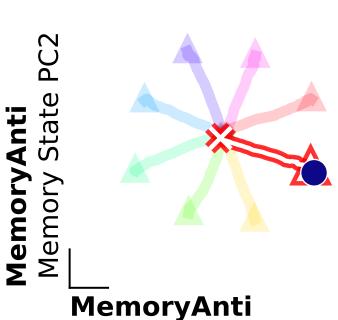**DelayAnti**
Stim dynamics

MemoryAnti Memory State PC2

MemoryAnti Memory State PC1