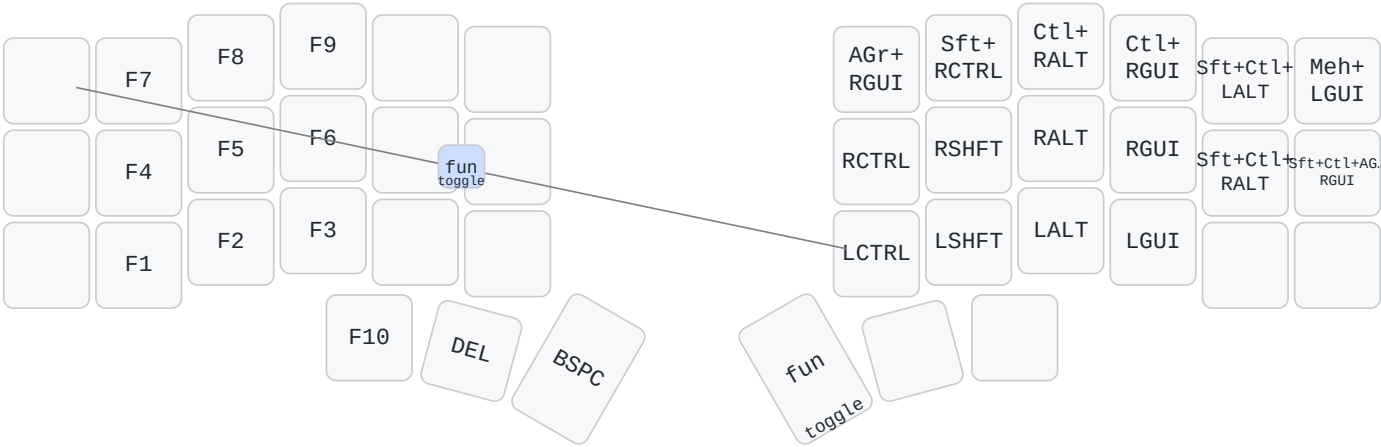


fun:



hfun:

