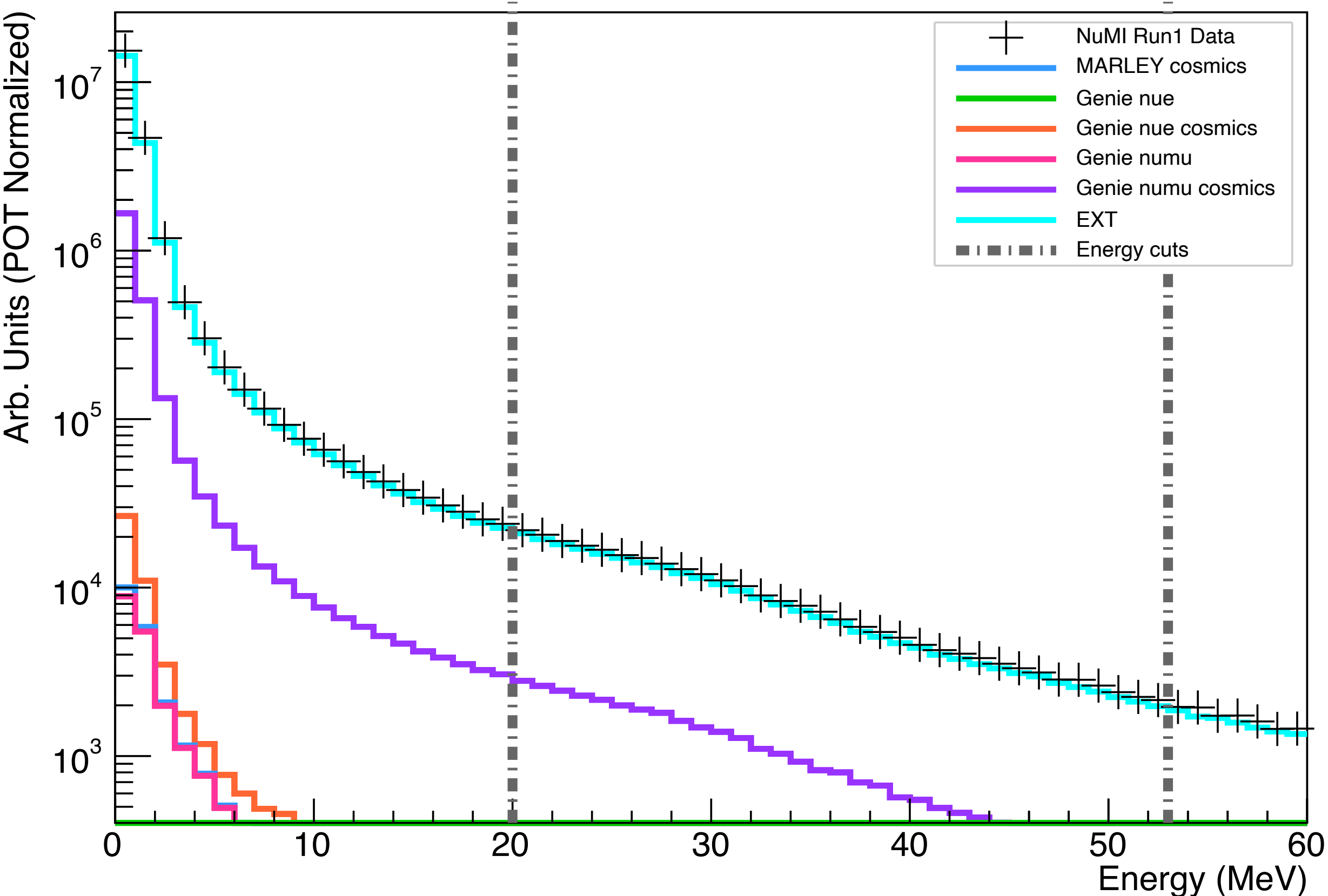


Reconstructed Blip Energy



Reconstructed Blip Energy

