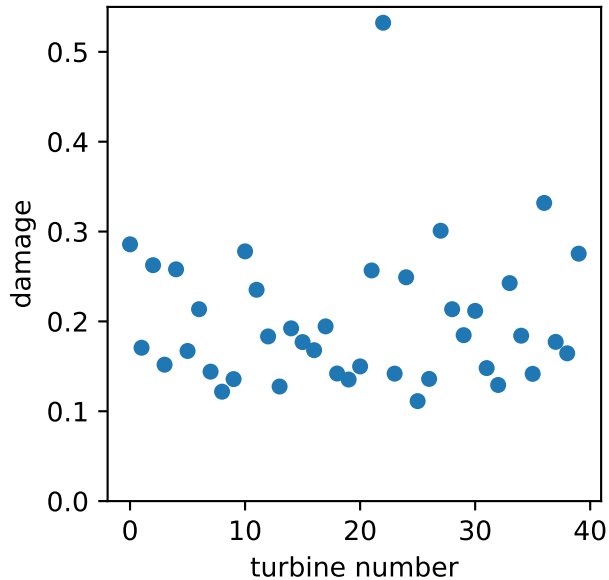


no damage constraints



with damage constraints

