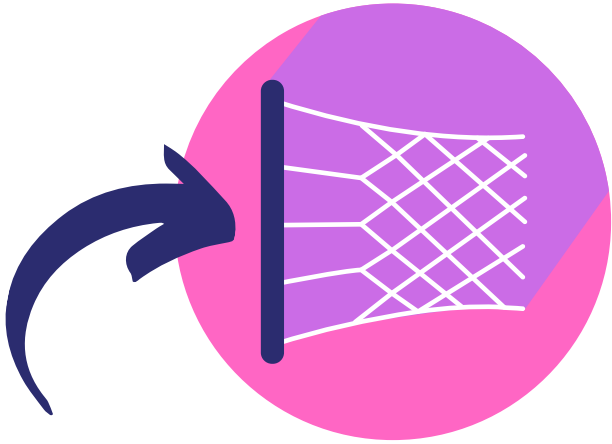


*aim Here!*



*aim Here!*

