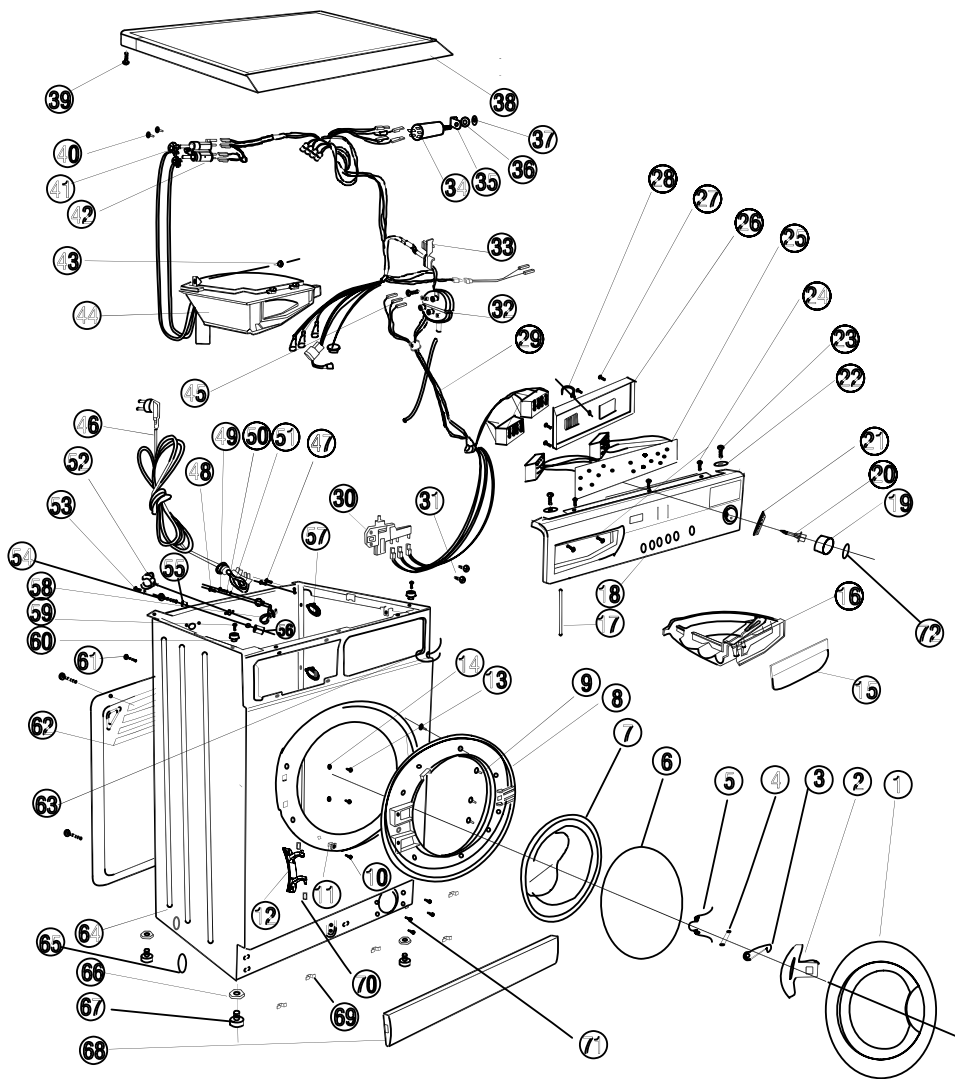


# Explode 1



Explode 2

