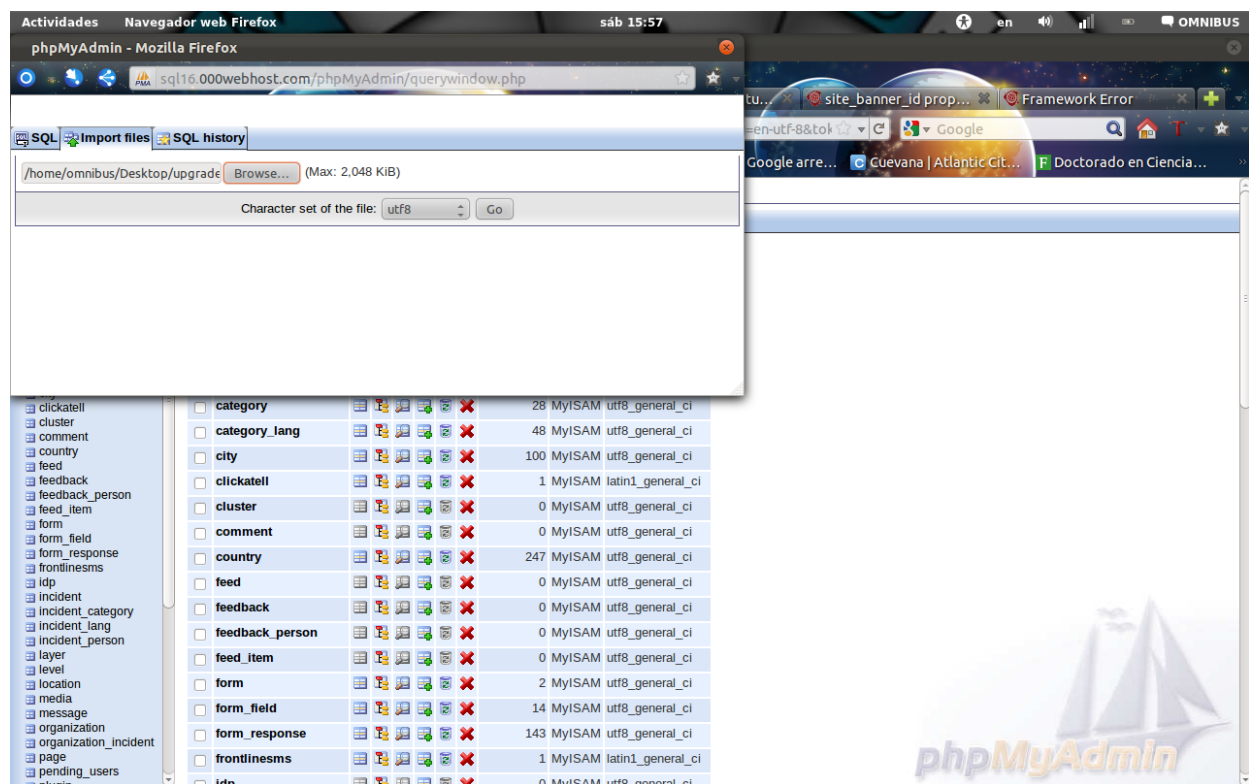




Character s