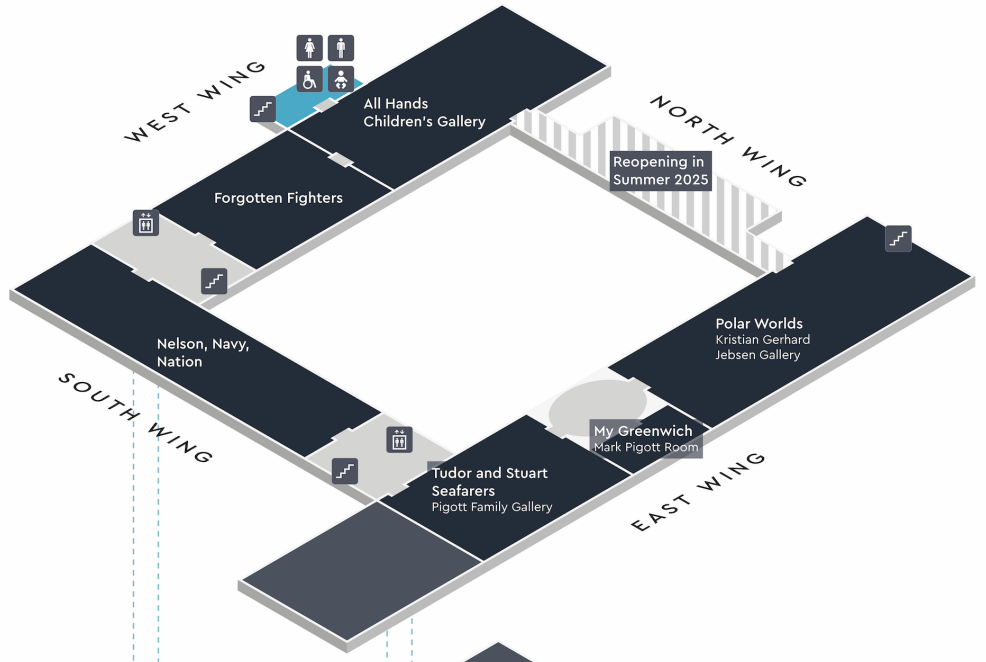
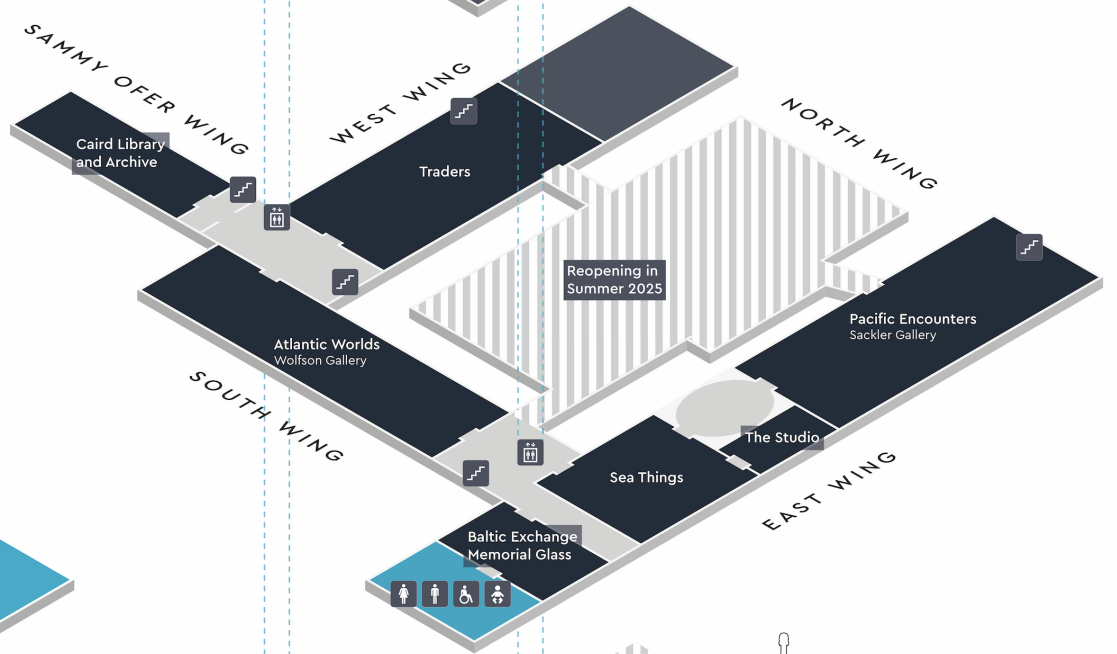


# Map

2



1



0

