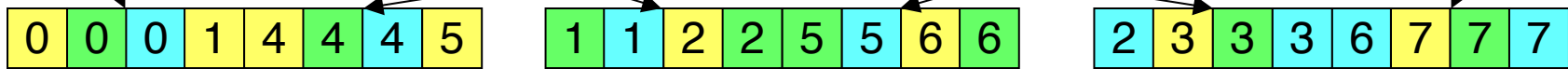


cast/insert



shuffle

