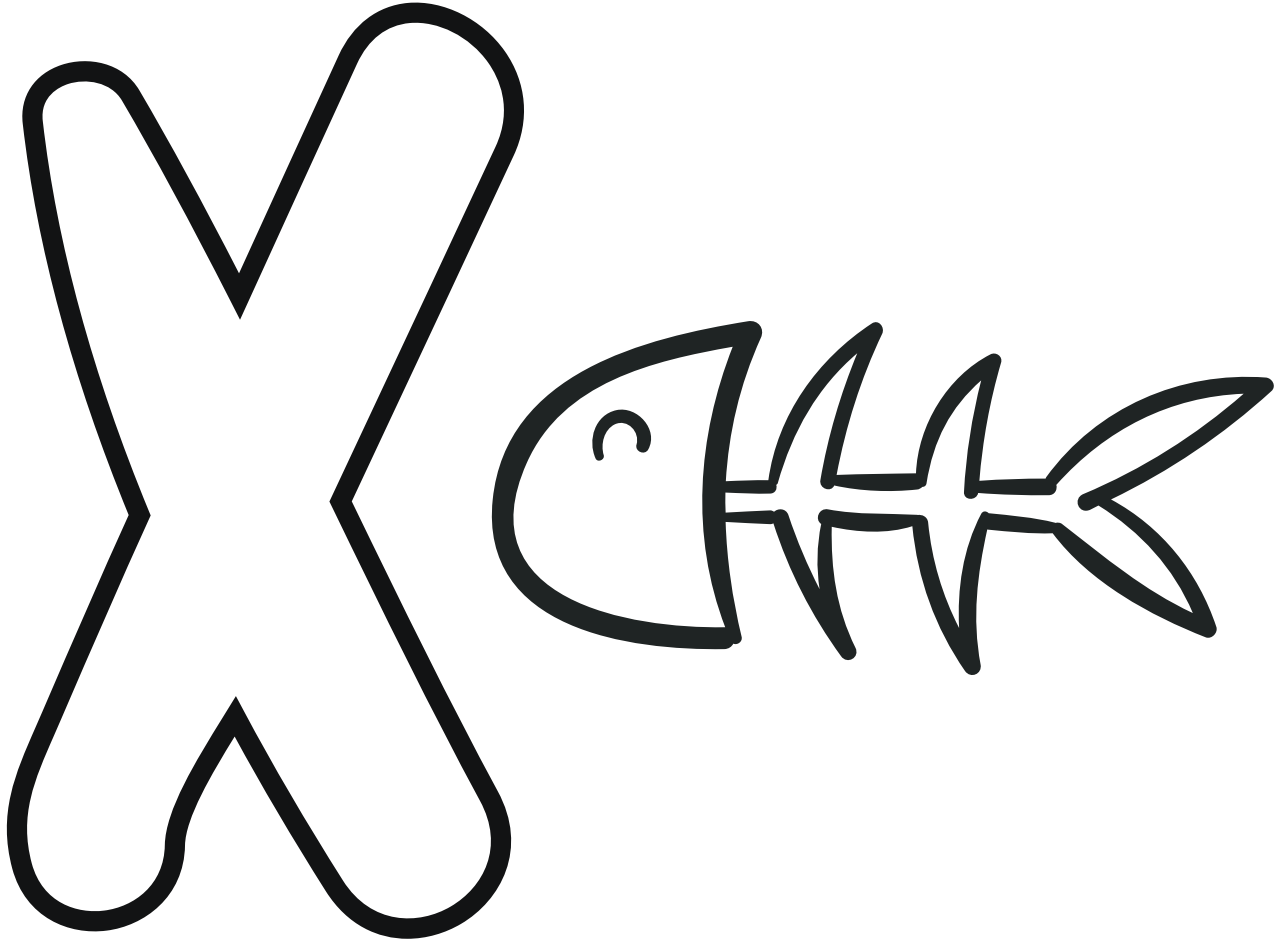


# X is For X ray



Trace it

