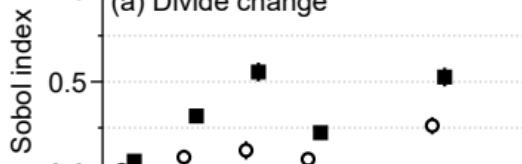


Base level fall



Fault throw

