

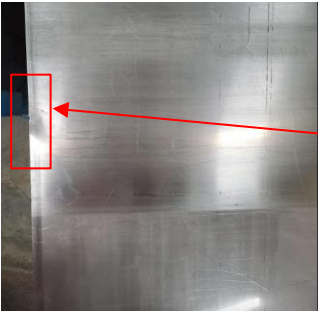
DAMAGE



REJECT
*DAMAGE



DAMAGE PLATE



Flatten(Rework)