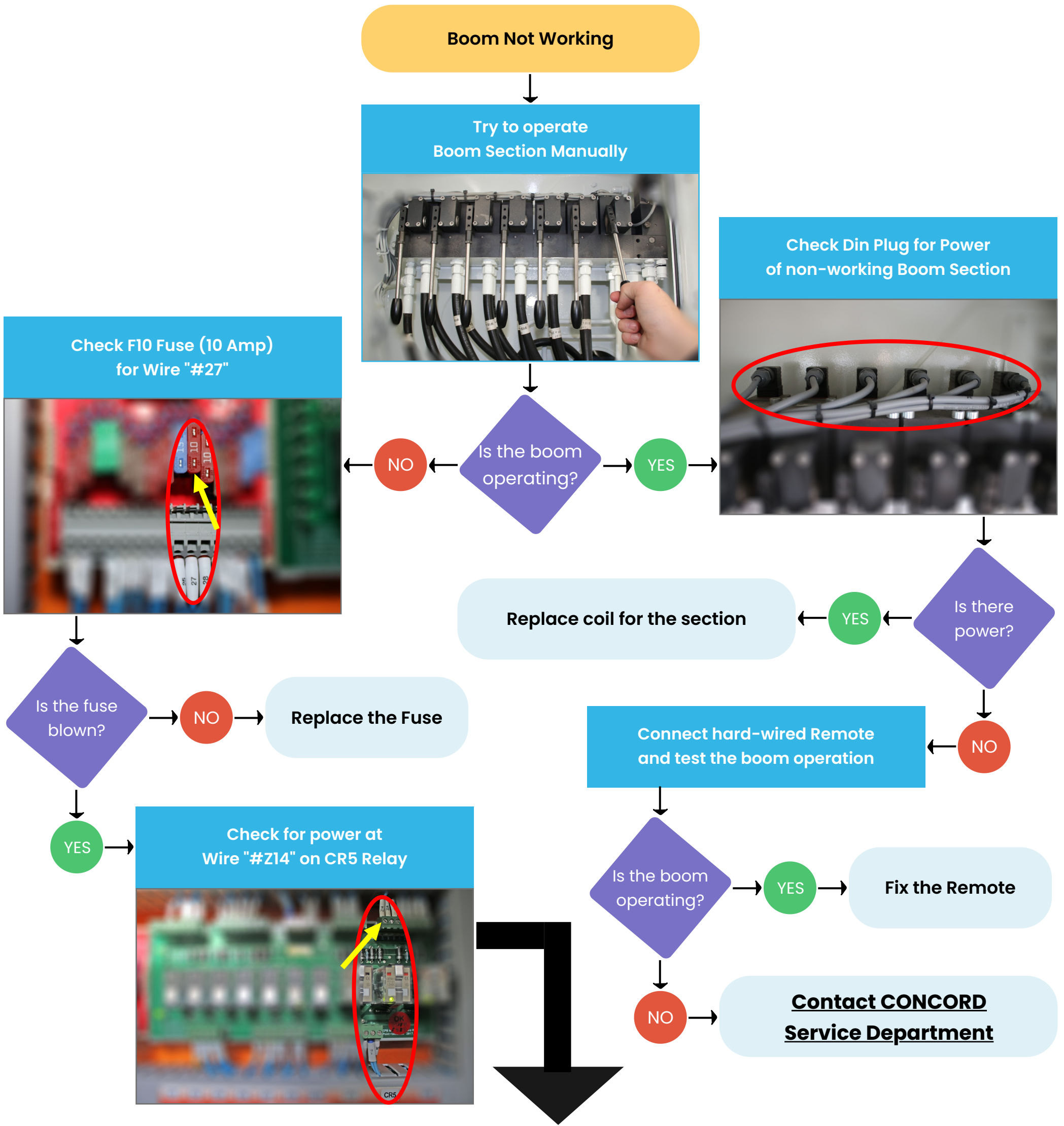


# BOOM NOT WORKING (1/2)



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# BOOM NOT WORKING (2/2)

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