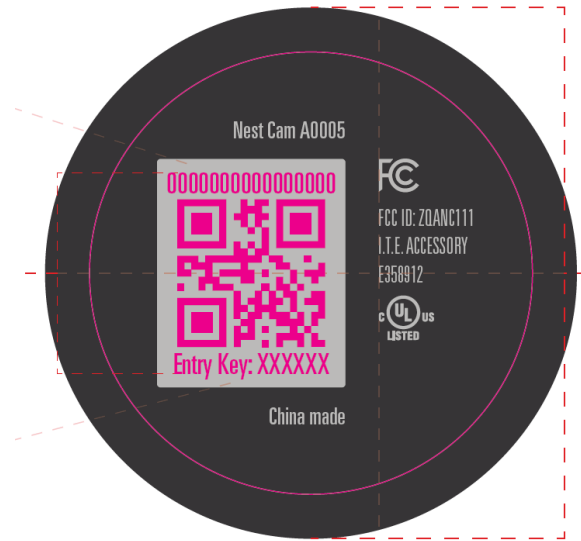




Location is at the back of EUT