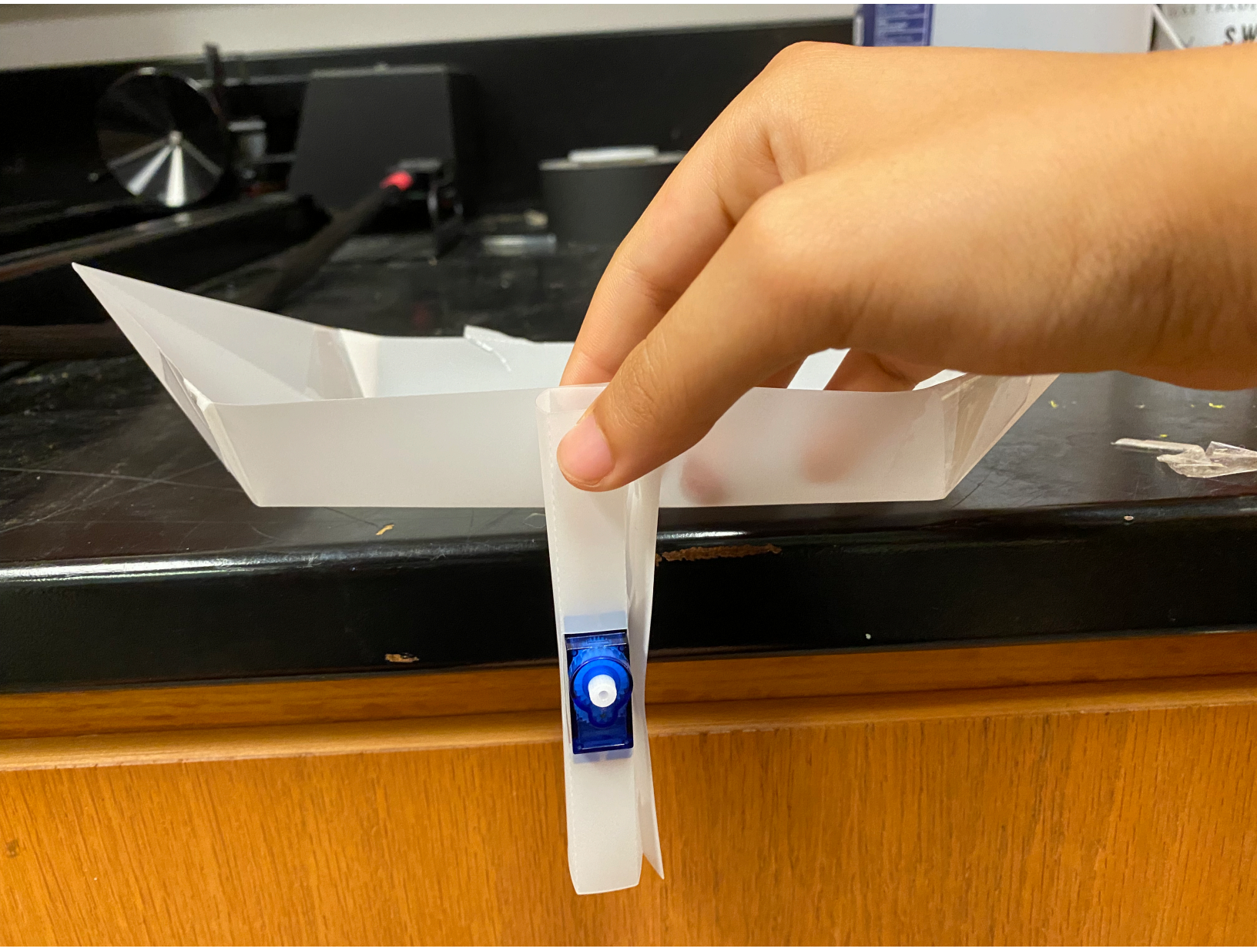
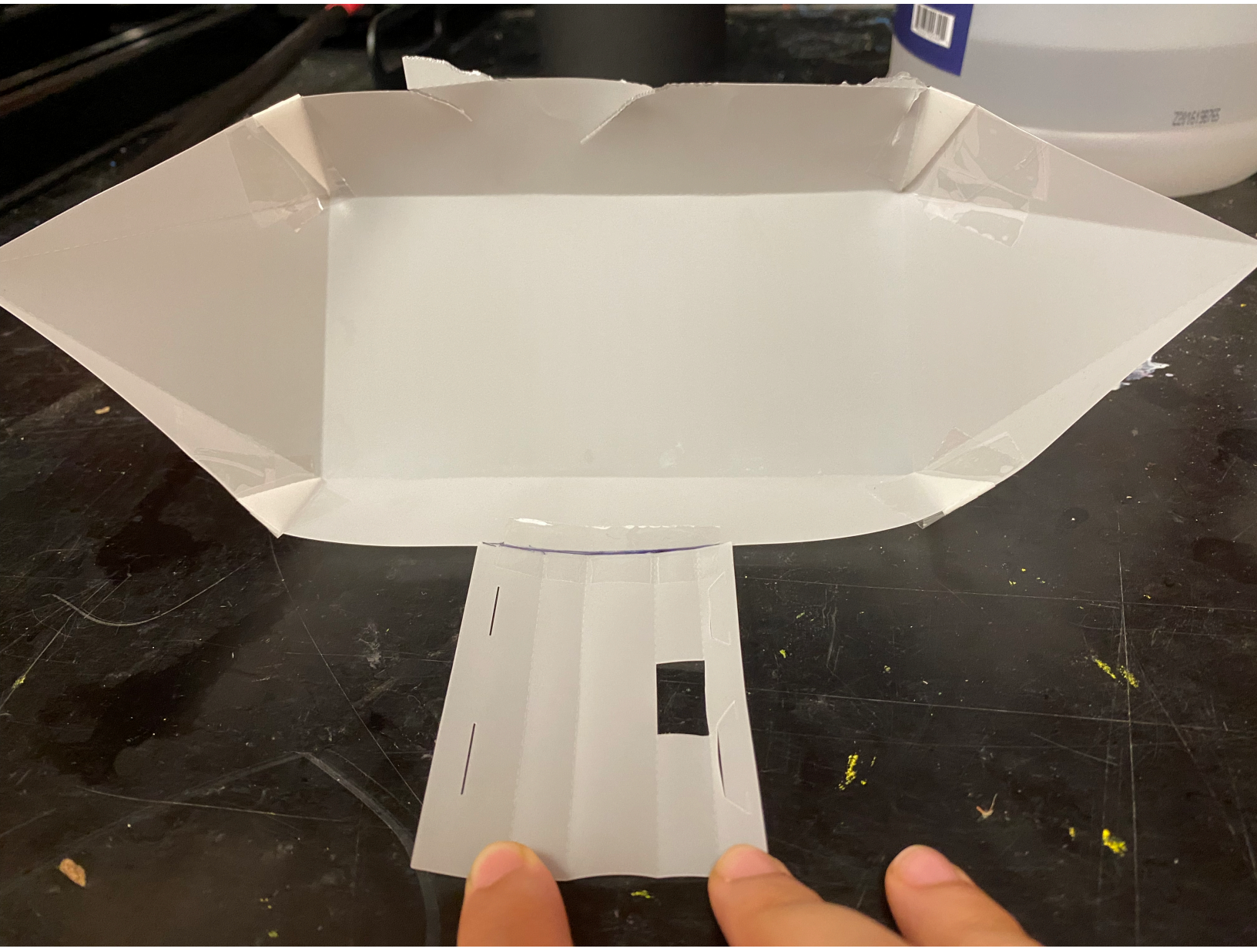




boat.depth→

