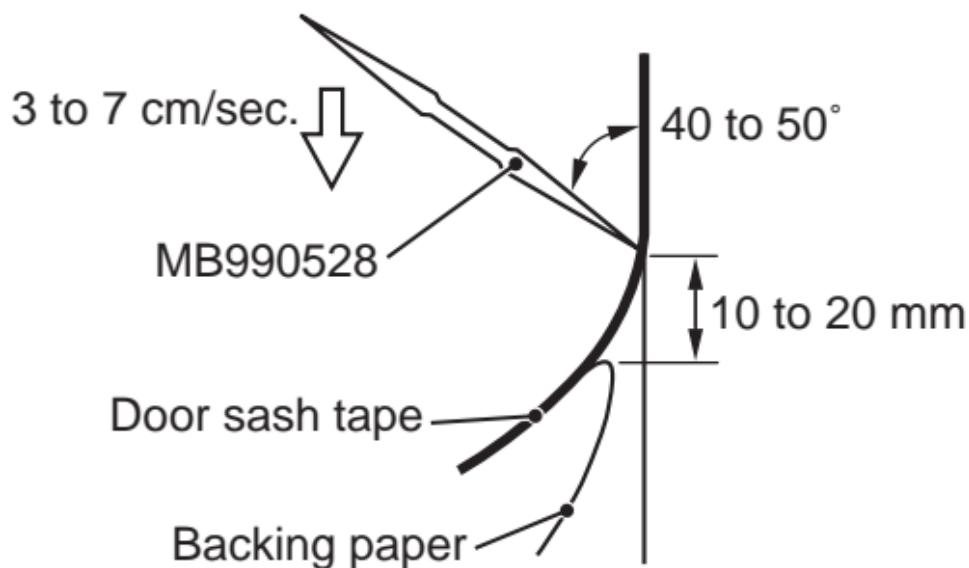


<Pushing direction>



<Pulling direction>

