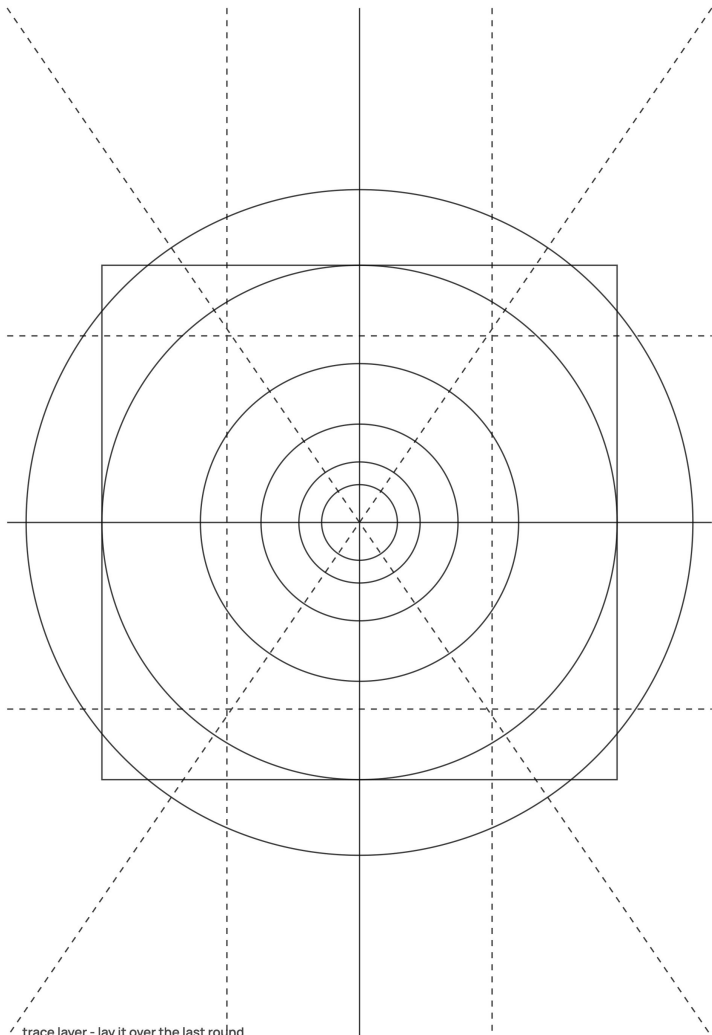




trace layer - lay it over the last round