

2016

Home planet

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Acknowledgements

This senior project would not have been come to be without the inspiration, encouragement, and guidance I received from the people around me. I developed the concept for my graphic novel through conversations with friends, peers, and faculty mentors, and was able to follow through with it thanks to their encouragement and assistance.

I would like to thank my second reader, Peter Antelyes. His knowledge of comics and love for the medium has been invaluable over the past year, and I am grateful for his generosity in advising me and his commitment to seeing the project develop from a concept into a physical piece. I owe a lot of my growth as an artist, writer, and thinker this year to him.

I would like to thank my first reader, Tyrone Simpson, for believing in this project from the start and for his critical and challenging feedback. His brilliance and perspective have helped me to tie together the theoretical and creative elements of this project into a piece that addresses its larger themes in a way that is nuanced and grounded in American Studies.

I would like to thank Carlos Alamo for helping to me to expand on my initial interest in incarceration – this project in many ways grew from the work I did in his class “Imprisonment and the Prisoner”; Michael Joyce for encouraging me to experiment with mediums and to see feel comfortable working with narrative; Andy Bush for his thoughtful, compassionate presence and willingness to engage with and affirm the project at its various stages; Eve Dunbar for helping guide me into American Studies and for her support throughout my time at Vassar; and Stephen Gaffney, of the School of Visual Arts, for helping me to develop the visual vocabulary necessary to produce a graphic novel.

This graphic novel was very much an American Studies senior project, and I am truly grateful to have been part of a program that supports unconventional work, celebrates creativity in all of its forms, and merges scholarship and activism. I would like to thank Lisa Brawley for leading a senior seminar this fall that challenged me to place my project within the discipline and for her insightful and specific questions which helped me to stay on track throughout the process. I am grateful to have gotten to work with my fellow seniors, Lily Shell and Clyfford Young, and for their feedback, generosity, and humor throughout senior year. The thesis process was able to go as smoothly as it did because of the efforts and planning of Darcy Gordineer; it was an honor and a pleasure to work with her as an academic intern this year.

I would like to also acknowledge my parents, Karen Young and Tom Noonan, for exemplifying what it is to be an artist and for pushing me to see beyond convention and fearlessly pursue the work that is most necessary. I am grateful to my stepfather, Ken Eisen, for his interest in the project at every stage and in particular for his ability to see potential in the rough drafts.

Lastly, I would like to extend my sincere gratitude to the people who provided inspiration and encouragement at every stage of the process, and who were present to engage with my ideas as I developed them. I am lucky to call them my friends.

Madeleine Schafer
Kathryn Daly
Clara Gross
Kip Daly
Emily Mitamura
Sino Esthappan
Aaron Jones
Lillian Kalish

Wanda Noonan

Vassar College American Studies Program

Senior Project Statement

“Home Planet” (2016)

My senior project, “Home Planet,” is a 162-page graphic novel that, using the fictional story of thirty men sent from America’s death row to Mars in the year 2025, addresses capital punishment as an American institution and examines the relationship between expansion, expendability, and colonialism. I became critical of the death penalty while studying abroad in the fall of 2014 and working for the Human Rights League. Being involved in human rights work in Western Europe made me appreciate how unique it is among democratic nations that the United States continues to practice capital punishment. In addition to seeking to understand the historical and political factors that have gone into America’s continued use of capital punishment, I wanted to examine the cultural narratives surrounding the death penalty.

A text that has been critical in my research has been “Murdering Myths: The Story Behind the Death Penalty” by Judith Kay (2005). In it, Kay explains the function of narratives in shaping how we think about crime, punishment, justice, and revenge. She argues that physical violence, whether conducted between individuals or by the state, arises from a need to correct perceived injustice and to assuage feelings of shame and powerlessness. The logic that harming others is an appropriate response to feeling victimized is thus reflected both in the actions of perpetrators of interpersonal violence and in actions undertaken by the state to punish such perpetrators in the name of justice. Furthermore, in declaring some people deserving of execution, we both cede to the state the power to kill its own citizens and consent to operate within a predator-victim binary in which we are cast as either dangerous or helpless to dangerous individuals.

As Kay explains, the use of violence as a tool to right wrongs and restore balance is not only misguided in that it does not typically bring about the closure and satisfaction that is promised by the dominant narrative, or significantly deter crimes, but unjust in that the practice of capital punishment disproportionately punishes people of color and low-income Americans. On a larger scale, we can see the death penalty as a form of racial and social control and an attempt to mitigate the unpredictable and violent elements of our society through further violence that contributes to a cycle of hurt, shame, revenge, and grief. Kay writes that, since many of our ideas about poverty, criminality, and justice through violence come from stories that we learn and reproduce within families, in schools, and through the media, a solution to capital

punishment and to the prison-industrial complex more broadly requires the formation of new stories. Many scholars, including Angela Davis, have spoken of the importance of implementing creativity to craft new narratives that envision a society without capital punishment and challenge the dominant narrative that posits the death penalty as perpetual and unchallengeable.

In the vein of creating stories that expose and contradict the dominant narrative, I have created a graphic novel set in the future that tells the fictional story of the colonization of Mars using inmates from America's death row. In "Home Planet," we follow thirty inmates who are selected to travel into space and settle on Mars in order to perform manual labor that will prepare the planet for further colonization efforts by the United States. This scenario, while speculative, is informed by my research on early colonial American history, and the prevalence of penal inmates from Great Britain who came to the colonies as indentured servants in exchange for being pardoned from execution. Drawing from this example of condemned men as a labor force to fuel a colonization project, I wanted to reflect the link between colonialism and capital punishment by creating a hypothetical futuristic situation that functions as a reference to past events and as an extreme form of the ways in which the modern prison-industrial complex addresses a variety of political and economic needs beyond simply keeping citizens safe from interpersonal crime. My understanding of incarceration as a foundational American institution that responds not just to the actual danger of crime in our society, but that serves a variety of other purposes including population control, generation of capital, and the establishment of a concept of good versus evil that promotes solidarity among non-incarcerated citizens is drawn from Scott Christianson's book With Liberty for Some: 500 Years of Incarceration in America (2005).

Having justified a connection between incarceration, labor, and the death penalty, I then chose Mars as a setting for my imagined penal colony because of its place in popular imagination as a potential next frontier for U.S. expansion. In "The Case for Mars," (1996) Mars activist Robert Zubrin draws explicit links between Britain's colonization of North America and the United States' future colonization of Mars. He argues that Mars can be a site of resource extraction, wealth generation, and ownership that will give America economic, political, and cultural advantages within the world economy. While Zubrin and others who push for the colonization of Mars reflect ideas of manifest destiny in arguing that the United States not only needs Mars in order to prompt growth on Earth and remain competitive with other nations, but is entitled to control the planet and its resources, these activists tend to treat Mars as a politically neutral frontier because humans do not live there, and we would thus not have to conquer or

exterminate in order to occupy the planet. I argue that a more nuanced look at America's history of expansion and colonialism indicates that, as George Lipsitz writes in his essay "Space," America has never undertaken expansion without it being at the expense of some group of people. In my graphic novel, I draw attention to the inherently exploitative nature of expansion and reference in particular the use of condemned persons as labor in America's founding.

Mars has also been valuable as a visual link to theories I explored during this project, including Avery Gordon's concept of the "zone of exclusion" present in every society for the people it doesn't want. Explained in her book *Ghostly Matters*, this idea of exclusion is highly relevant in a contemporary America that contains nearly a quarter of the world's imprisoned population. Because the ways in which incarcerated and formerly incarcerated people experience physical, social, and psychological alienation as well as legal disenfranchisement are largely under-discussed in mainstream media, and therefore easily dismissed by those not directly impacted by incarceration, setting Mars as a site of banishment was a helpful strategy in pushing myself and readers to acknowledge the permanent separation from loved ones and society that death row inmates experience, even before execution.

In approaching this project, I decided that a graphic novel would be an appropriate and effective form for several reasons, due to the subject matter of my project and to my personal goals for the work. I believe that comics have a strong potential in social justice outreach and education because, in addition to being accessible and catchy in a way that written work is typically not, reading sequential art requires a level of reader engagement that is important when addressing issues that are uncomfortable and high-stakes, and which require creative thinking. One way in which comics push readers to engage with the story actively is in presenting it through panels that are sequential but limited in what they show. The blank space between panels, called the gutter, thus becomes a place for readers to project their own ideas of what is happening, based on the images provided and their own prior associations. By choosing to leave certain spaces blank, or having panels cut off to imply but not show an entire image, graphic novelists call on the reader to actively fill in the story on their own.

As in fictional storytelling more generally, comics both encourages and relies on reader identification with characters. In drawing and viewing simplified human faces, we are pushed to see the characters as humans with whom we can relate. Such identification is particularly useful in talking about the death penalty, because one justification for capital punishment is that, in committing violent crimes, perpetrators forfeit their humanity and thus deserve imprisonment and execution. Taking the time to narratively and visually develop the characters of my novel into protagonists was helpful for me in reckoning with the fact that even the most violent

perpetrators - people whom we are conditioned to fear, hate, and dissociate from - are still humans who exist within particular social and personal contexts and must be considered as such for our sake as well as for theirs. Judith Kay argues that dehumanizing any group of people so as to justify inflicting violence upon them results in the inability of the dominant culture to apply full dignity and humanity to itself and to the people it claims to protect. My project seeks to overcome the apathy towards death row inmates encouraged by the dominant narrative through the humanizing of individuals and in particular through visual identification.

A challenge of this process was figuring out how to represent the men in my story so as to emphasize their humanity without making them overly sympathetic or endearing. I had in mind Avery Gordon's discussion of complex personhood as well as her warning that efforts to overturn systems of power sometimes end up denying full humanity, and the contradictions it entails, to marginalized people. I believe that attempts to discuss or treat incarcerated people that portray them as either monsters or victims without agency are ultimately unhelpful because they do not work to dismantle the monster-victim binary which justifies much of America's prison-industrial complex, and it was important to me not to present my characters at either extreme. Furthermore, I was working within my own limitations of experience and position, and had to balance telling the story I wanted to tell with not assuming authority of experiences that are not mine, namely of incarceration and economic and racial subjugation. While I am still working towards how to best treat death row inmates through fiction, as well as on the completion of my entire graphic novel, I believe that the two completed chapters I have submitted as excerpts for my senior project exhibit the potential of fictional, futuristic, illustrated stories to theorize about American culture and directly challenge the narratives that sustain capital punishment and other oppressive systems.

In conclusion, I believe that taking such a hands-on and layered approach as the creation of a graphic novel was critical to my work this year in thinking through capital punishment and considering both the dominant narrative and the underlying stories that contradict it. While I hope that readers will buy into and enjoy the scenario and plot I've created in the novel, my underlying objective is to tap into the potential of speculative fiction to push readers to rethink our own current place and moment. It is my hope that reading this graphic novel would prompt someone to think critically about the persistence of capital punishment in America, the humanity of people on death row, and the reader's own place in the equation.

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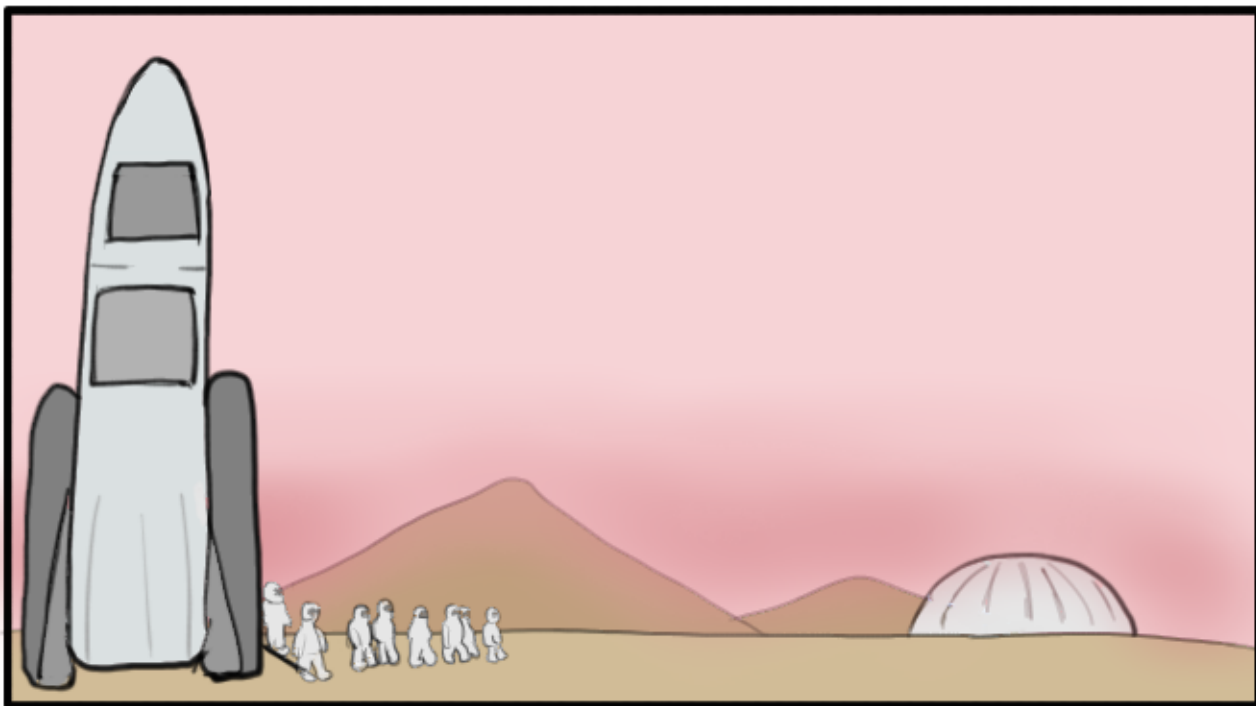
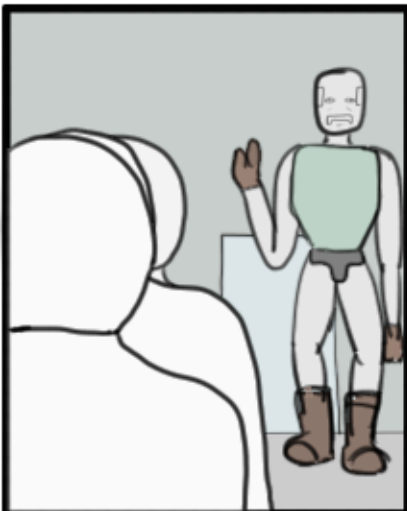
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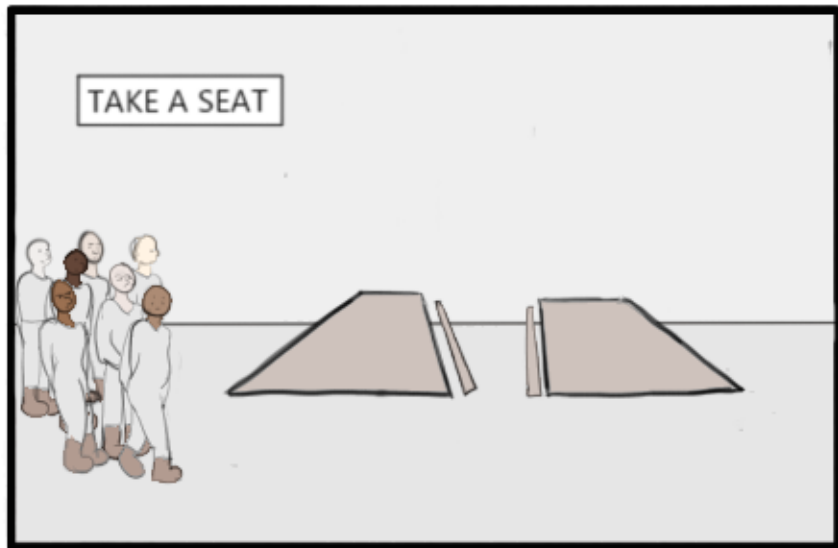
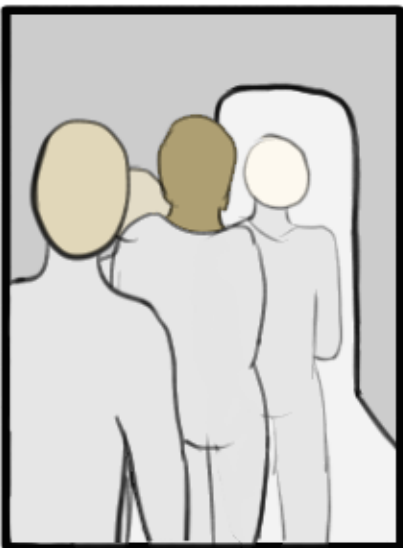
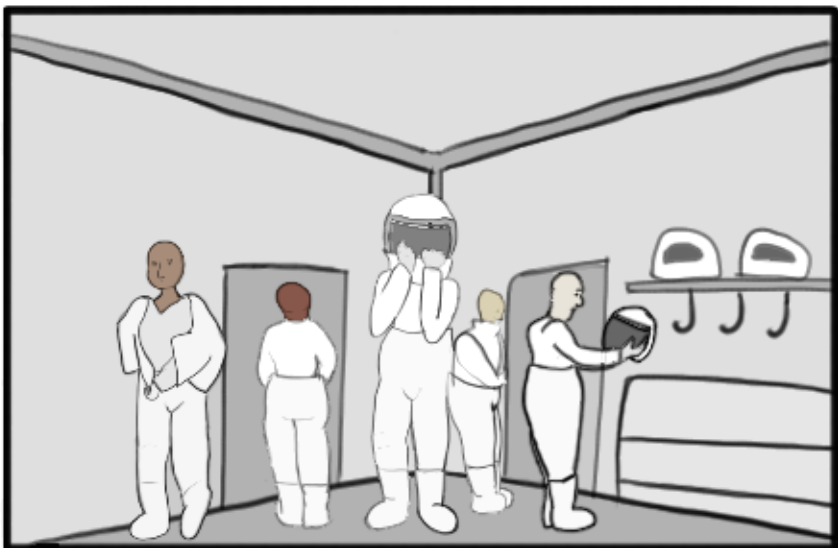
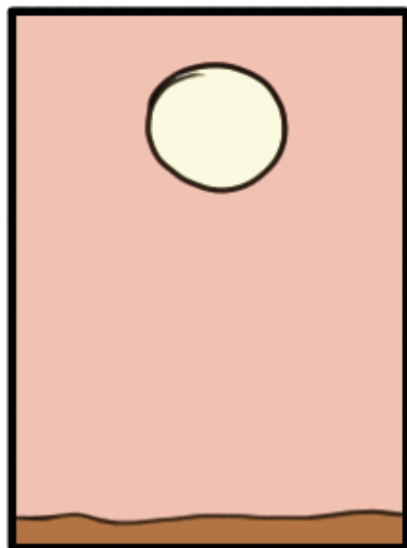
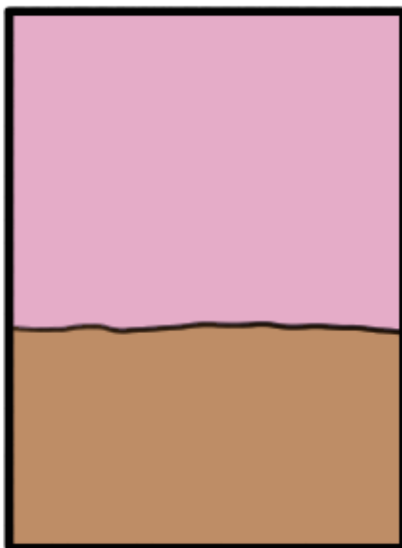
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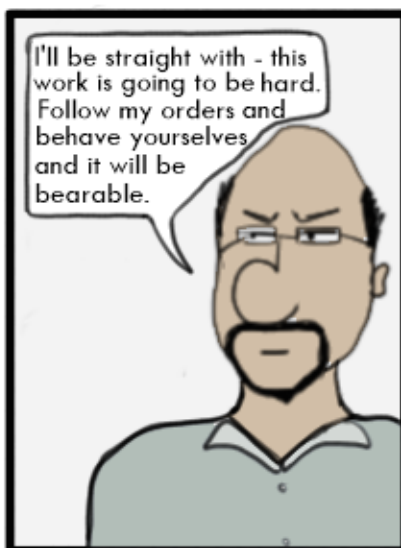
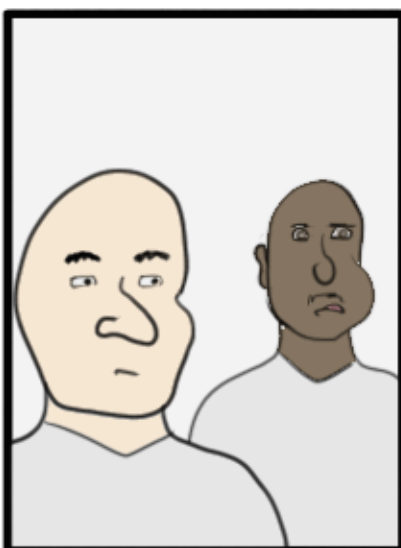
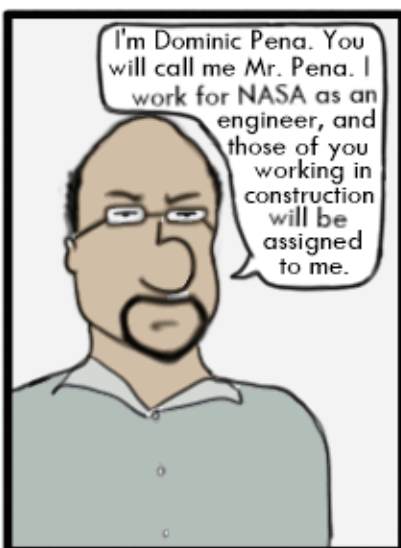
Zubrin, Robert. *The Case for Mars*. New York: Touchstone, 1996.

YOU WILL EAT BREAKFAST IN THE DOME TODAY
PUT YOUR SUITS ON QUICKLY





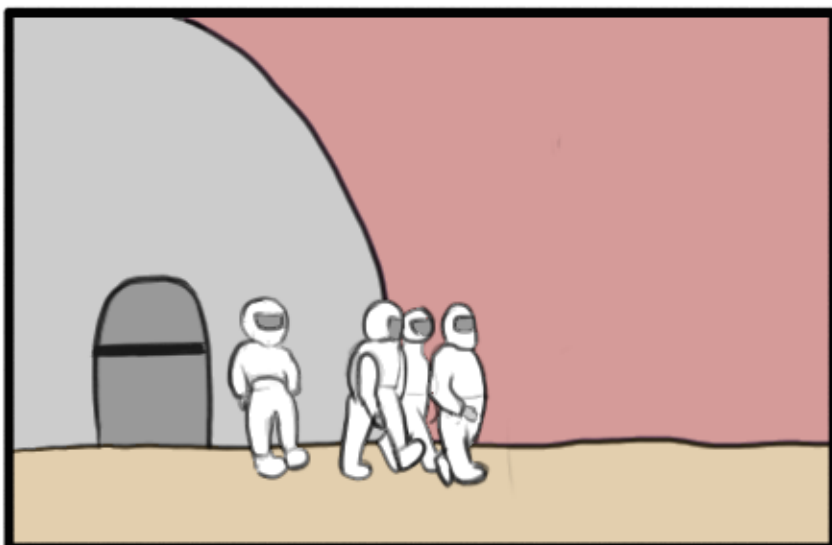




MOST OF YOU WILL WORK IN
CONSTRUCTION. IN THE GREEN
HOUSE ARE HOLT, TAYLOR....

SAYERS...

PEREZ, SLIFTON



So looks like you four are
the least retarded of the
group we got in construction.

The gardeners got the
smart ones, of course.

Though I suppose anyone
who was really smart
woulda stayed on Earth.

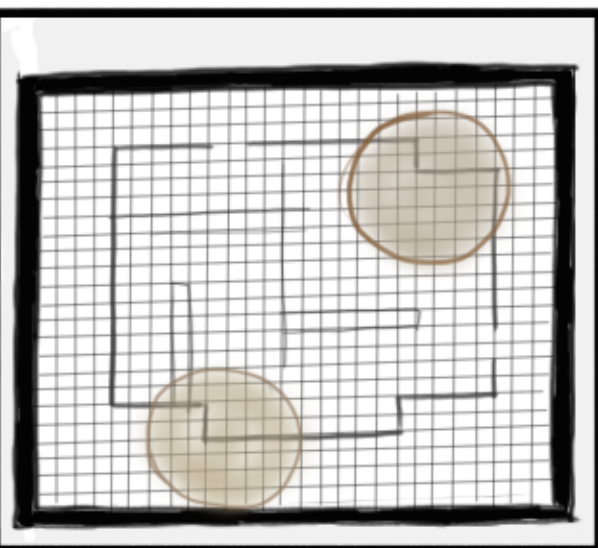
Heh heh

You four were selected to be in
charge of the building crew.
You'll be making sure that what
I say gets done.

...starting with the foundation
for this building.

...digging out the base
...two weeks no longer.

Do what you have to do out there.
Anything goes wrong, your asses
are on the line.





Hello and congratulations on completing your first week of the initiative.

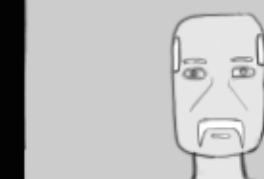


Overall, we're pleased with your behavior.



Given this, and our goals for the upcoming weeks, we will be installing televisions in your rooms.

Each room will get forty-five minutes of viewing time each night, on the condition that each inmate has performed his assigned tasks and not warranted a write-up in the past week.

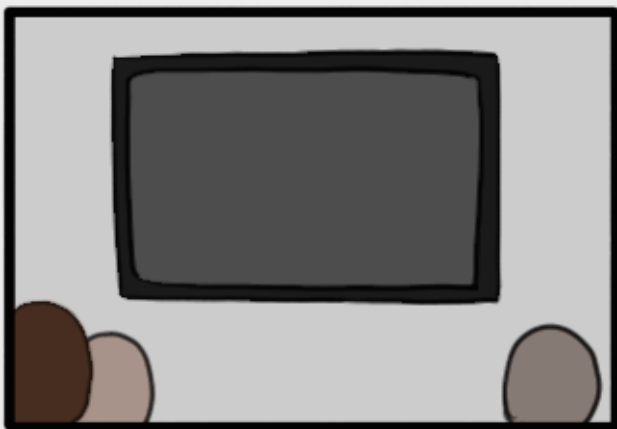


Now I'd like to introduce you to your new spiritual advisor. You're each permitted one thirty-five minute Skype session with Father Callahan every other week.

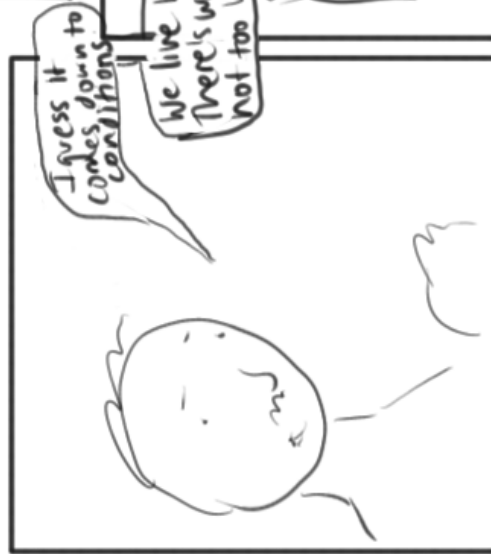


Again, good first week. Know that we're watching you all carefully and that all comforts and freedoms depend on your continued cooperation.

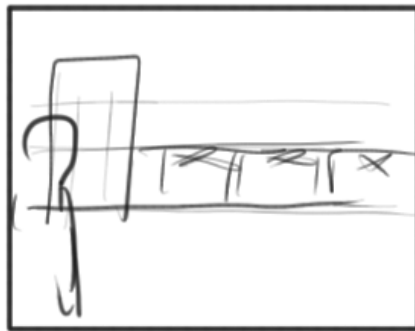
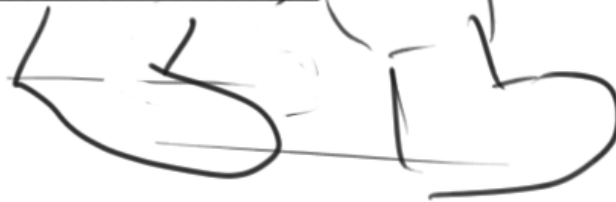


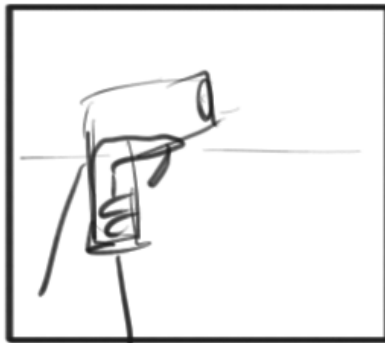
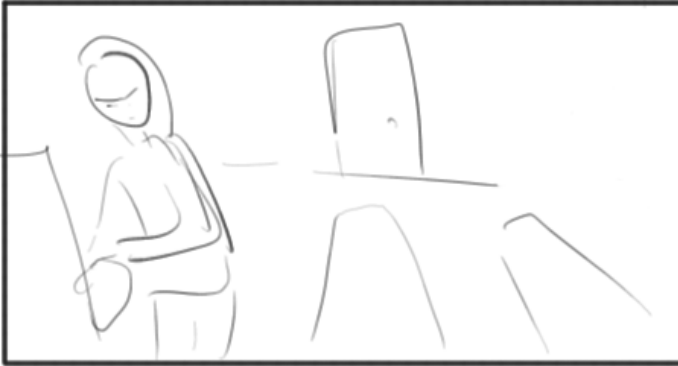
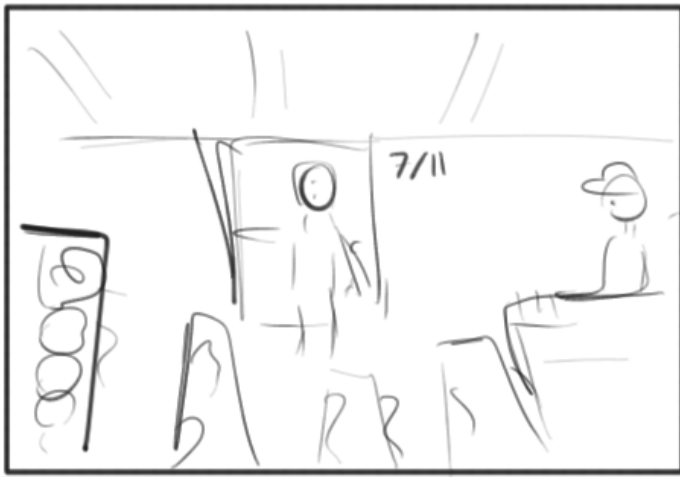


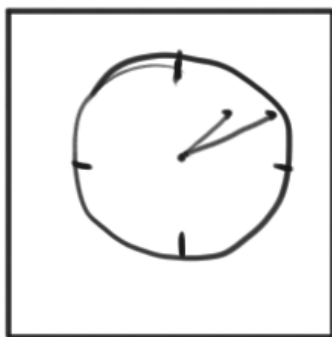
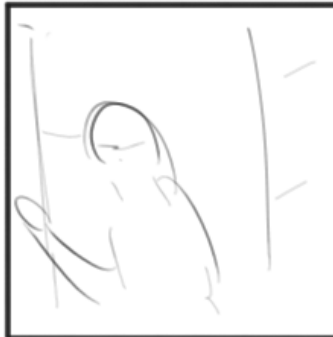


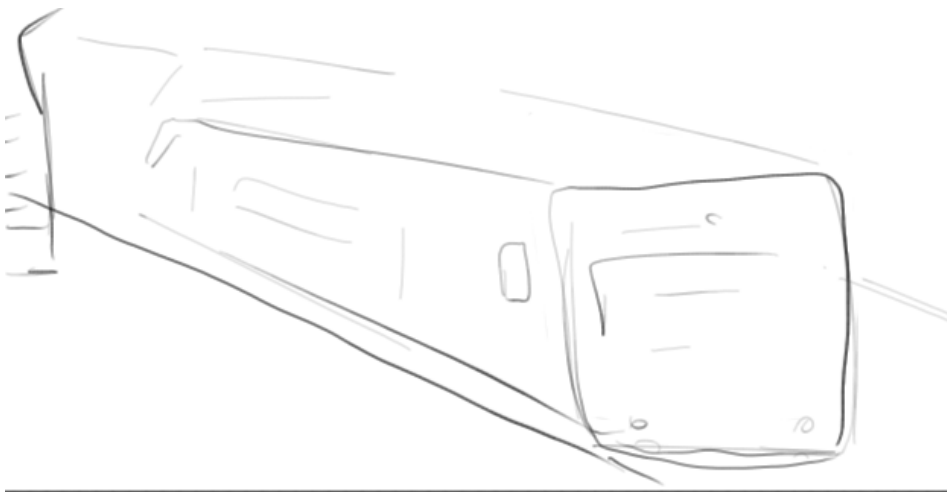








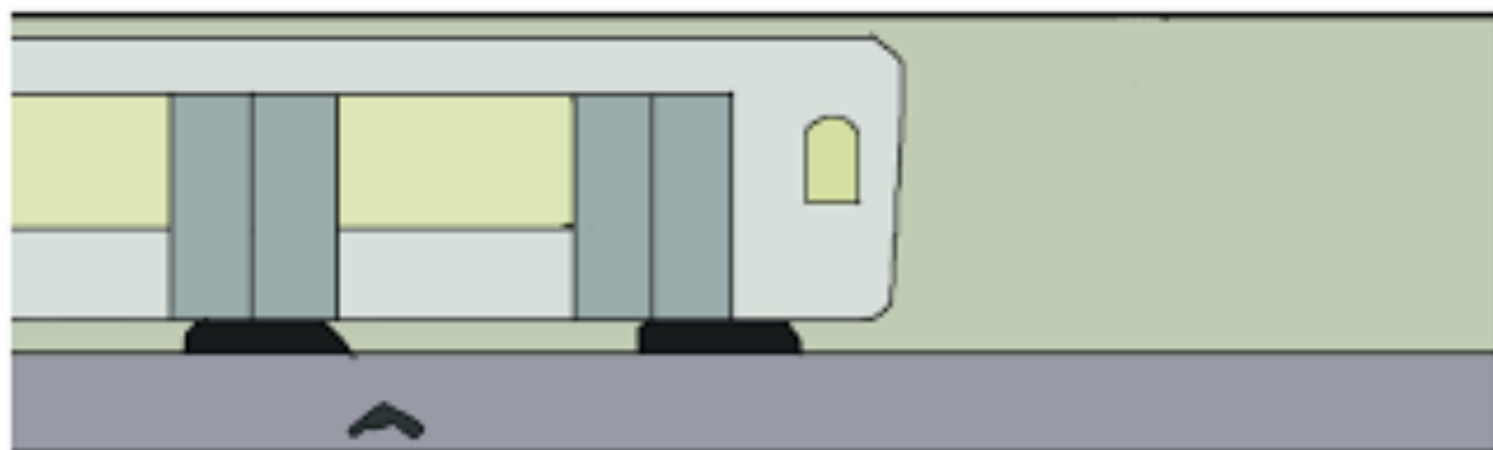




I don't have
time to wait

Sorry man,
nothing I
can do







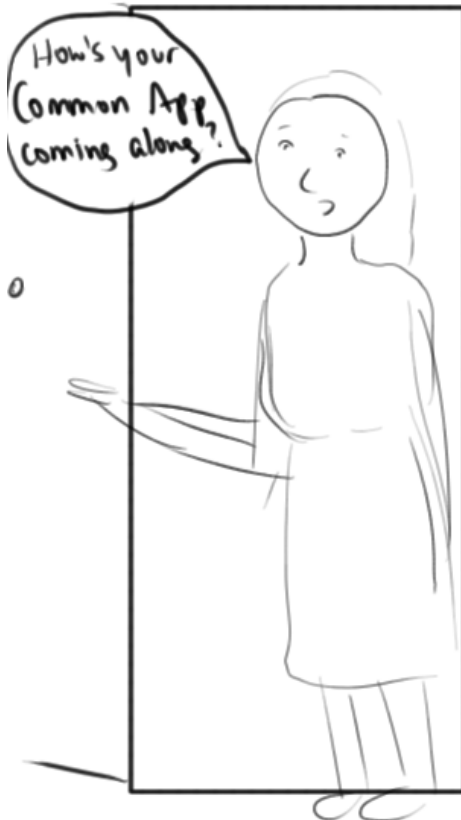


And now I will let Mr. Anderson
himself explain the Committee's findings.



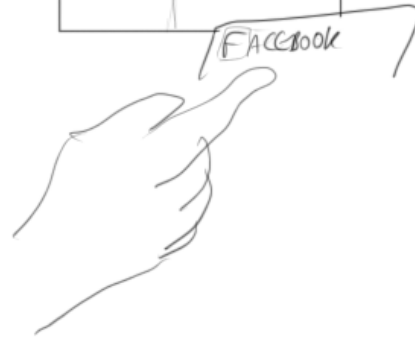
...In addition to new breakthroughs
concerning water distillation and
radiation protection, we've come
up with a new strategy for
traveling to Mars in ten months.







Common Application	
My Schools	11
Tasks	8
Notifications	3



Common App Facebook MSNBC

Killers in Space?

Yesterday, Secretary of State Tom
Burrhead announced

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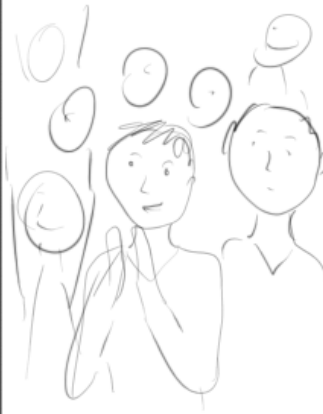
Trending

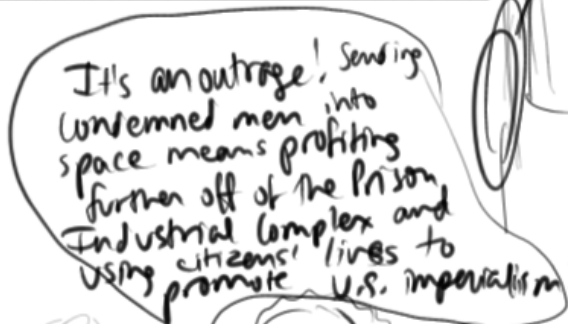
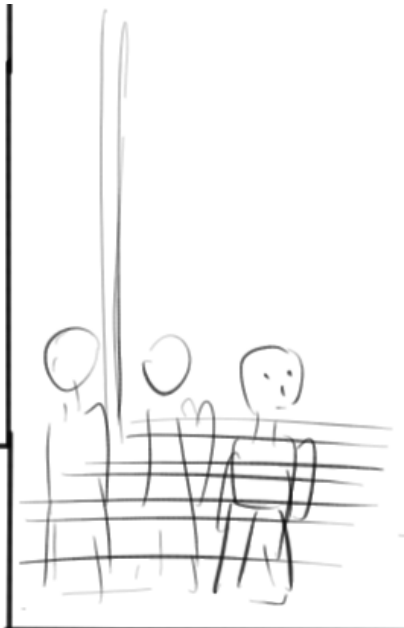
- Convict Mars Initiative  
Approved by Congress
- Rihanna: Pregnant Again!

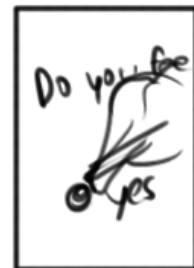
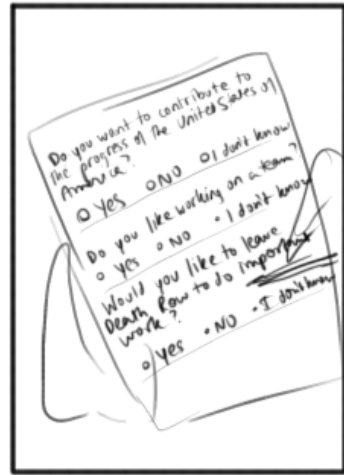
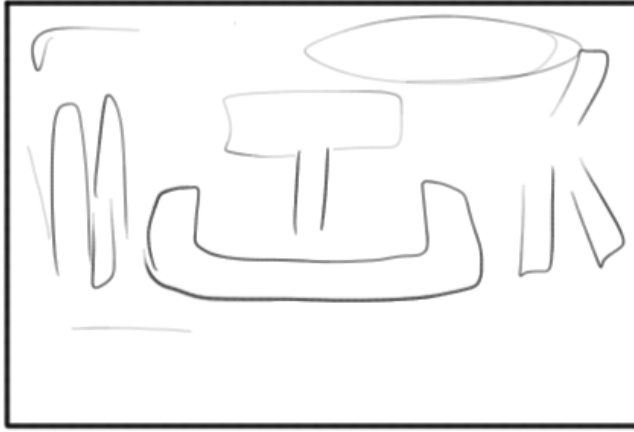




CNN, HERE WITH US TODAY ARE PRESIDENT FINKEL, NEXT TO HER SECRETARY OF STATE TORIN BURCHETT, and for right NASA representative TIM CONN





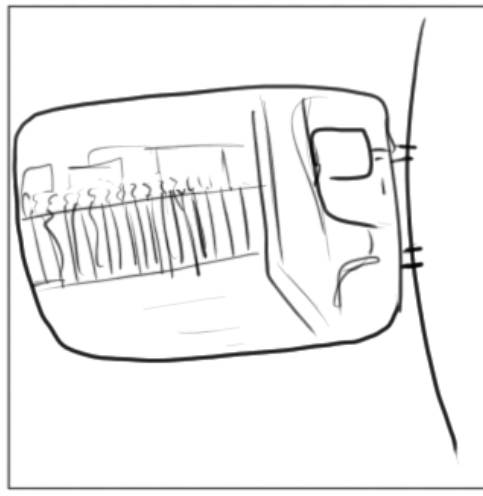


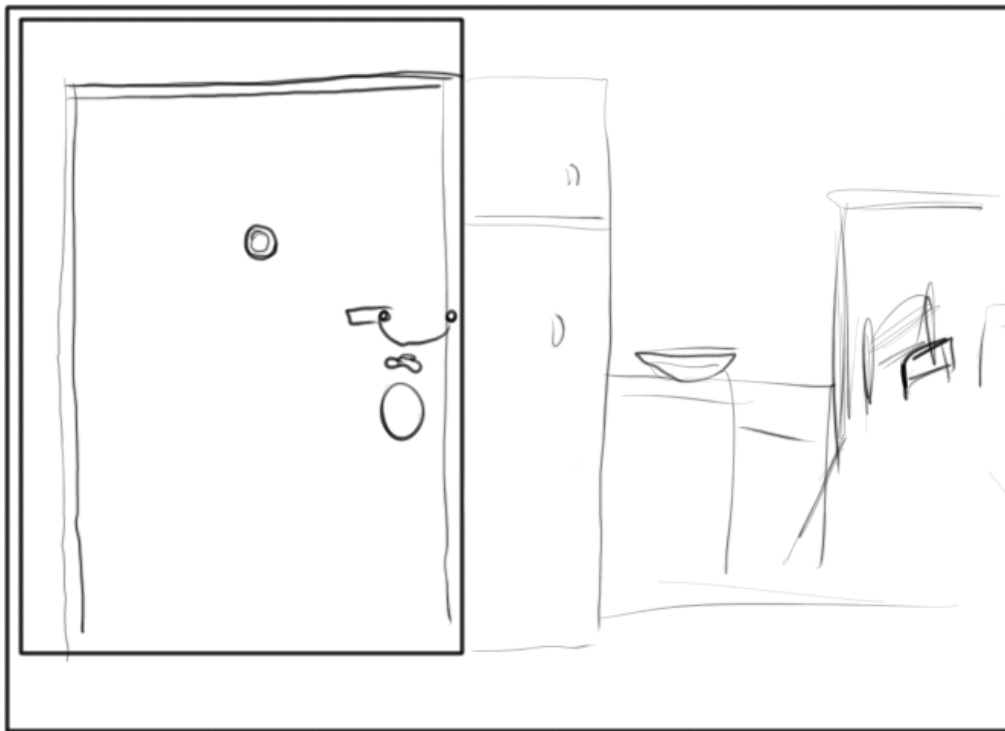


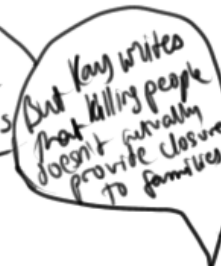














**MERTON, TRENT**

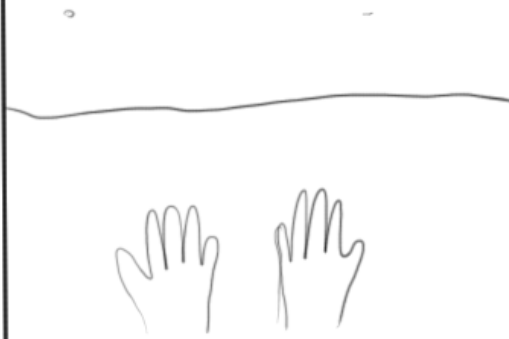
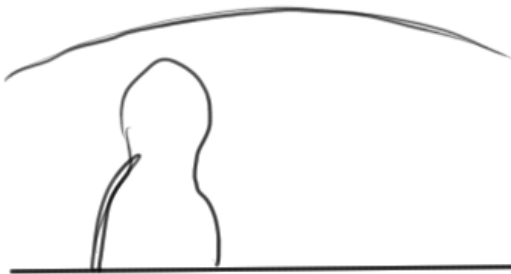
AGE: 36  
PHASE: II  
NAT: U.S.  
LANG: ENG.  
INC. SINCE: 2004  
YEARS/SOLITARY: 2  
CURRENT MEDICATION: ZOLOFT,  
ABRILA, C4  
TEST SCORE: 66%  
INTELLIGENCE: 78%  
OBEDIENCE: 72%  
NON-VIOLENT: 35%  
PHYSICAL HEALTH: 84%

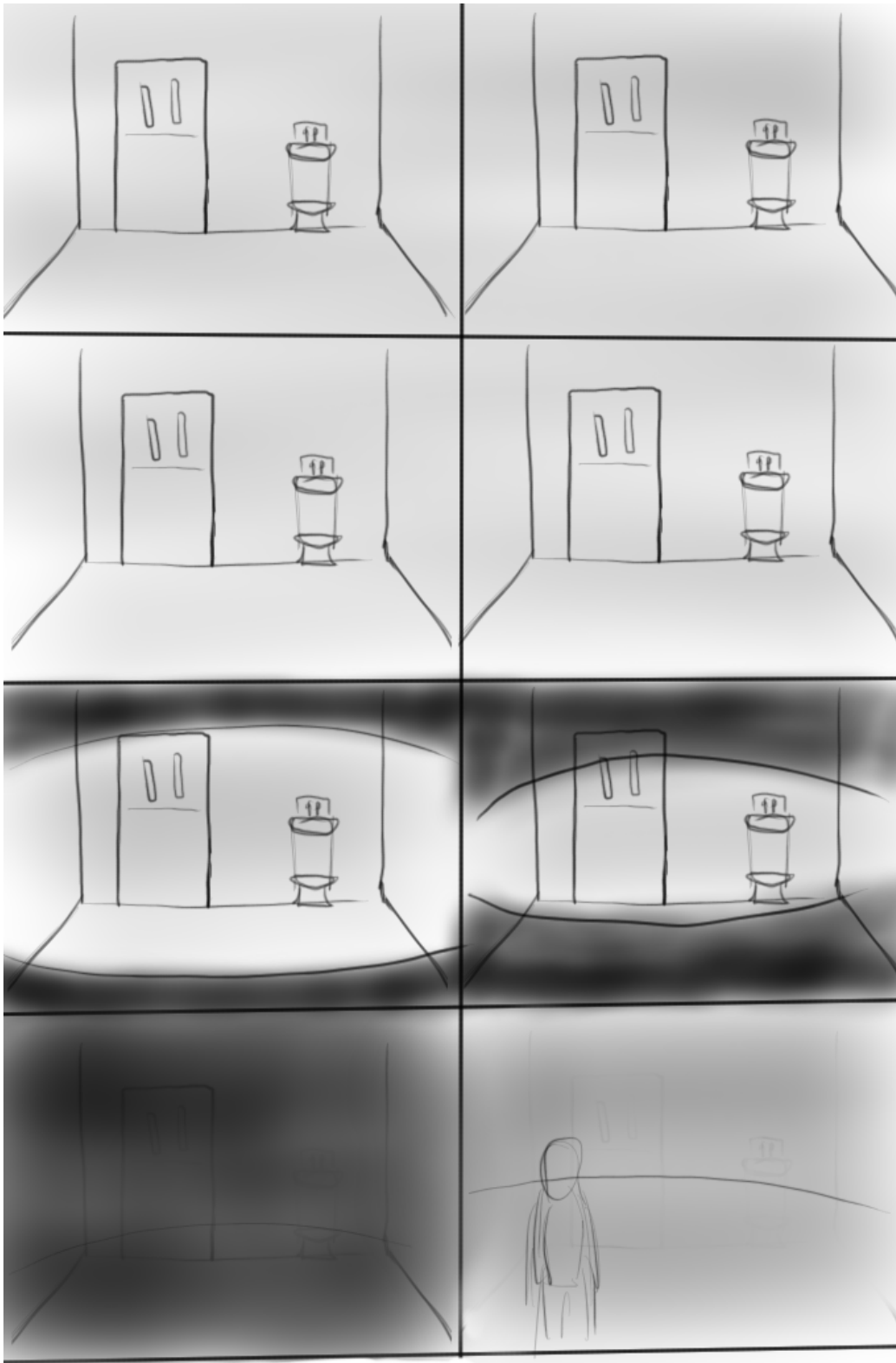


**BRANTLEY, DAVID**

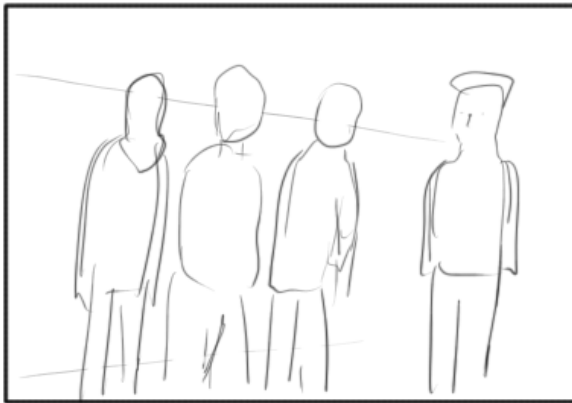
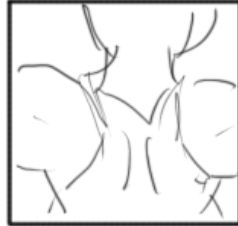
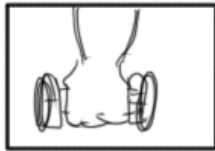
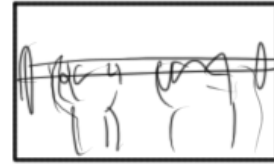
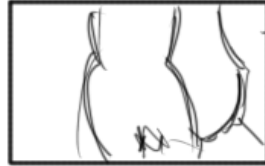
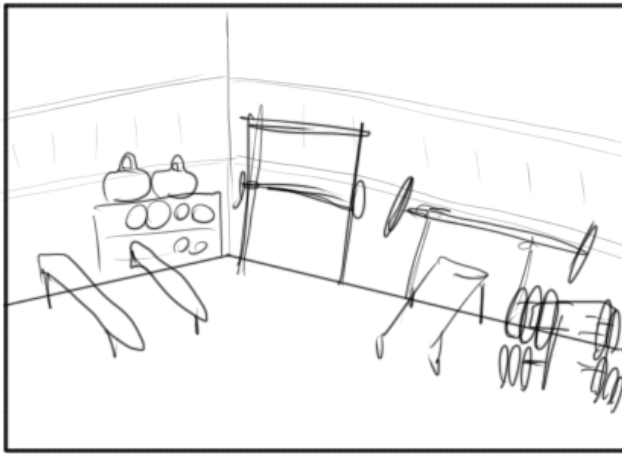
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PHASE: I  
NAT: U.S.  
LANG: ENG.  
INC. SINCE: 1999  
YEARS/SOLITARY: 9  
CURRENT MEDICATION: Bival,  
ASPRIL, ZECAM  
TEST SCORE: 72%  
INTELLIGENCE: 64%  
OBEDIENCE: 81%  
NON-VIOLENT: 95%  
PHYSICAL HEALTH: 71%

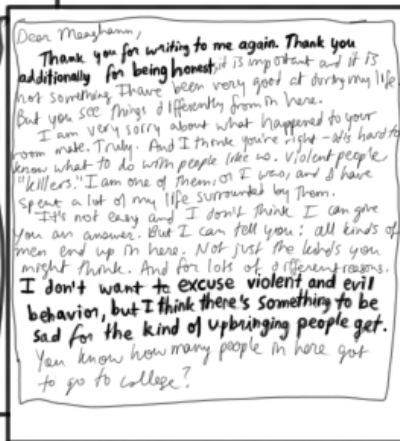
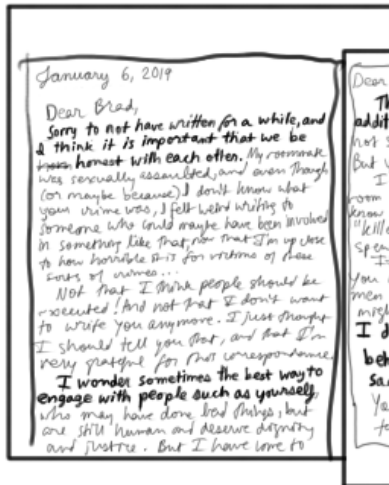
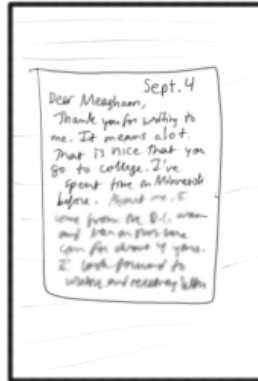
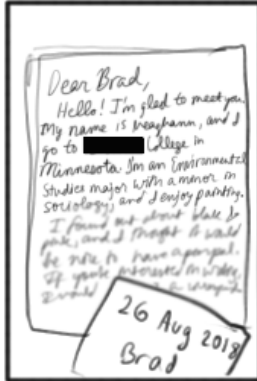






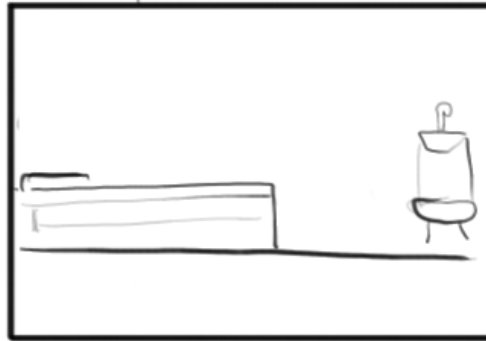


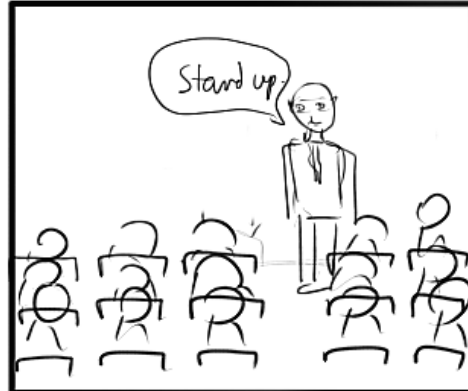
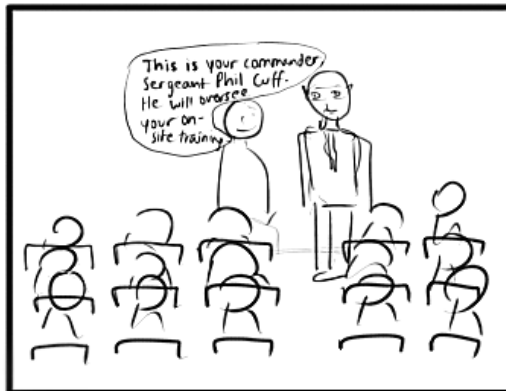
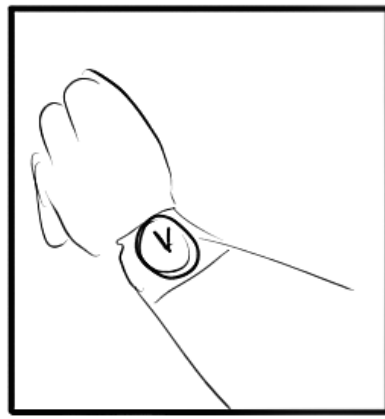


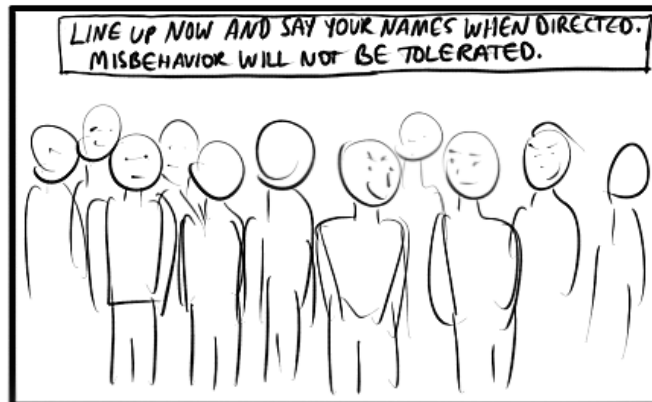
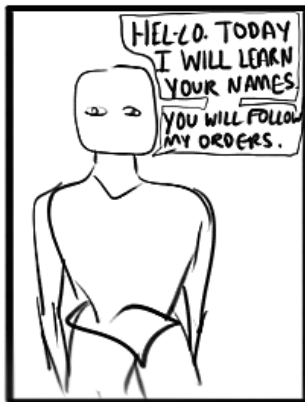
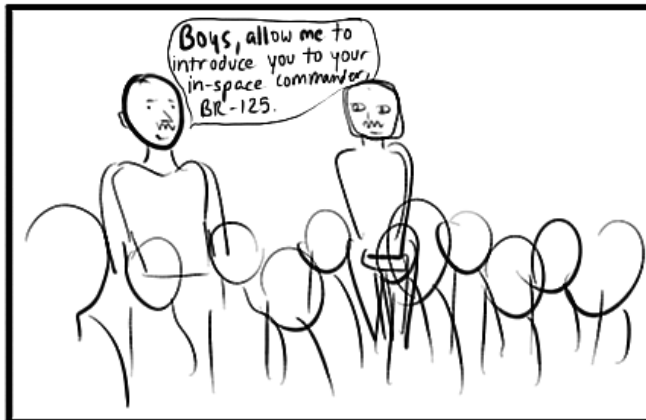


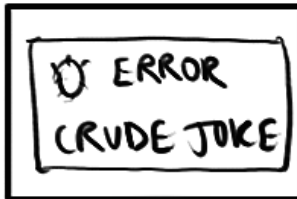
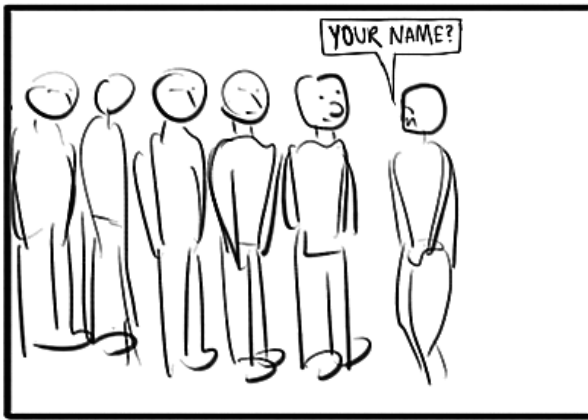


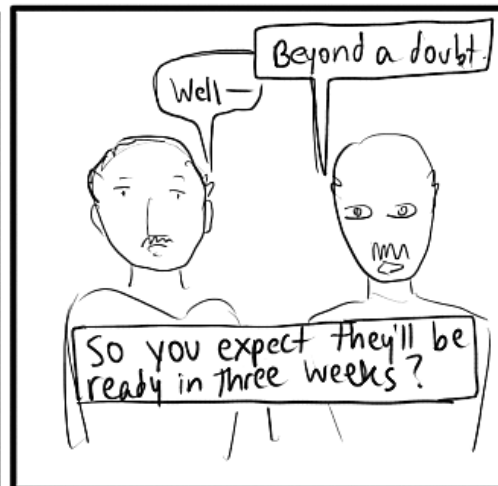
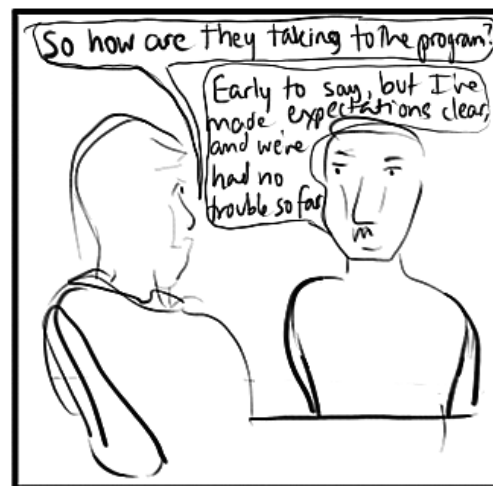
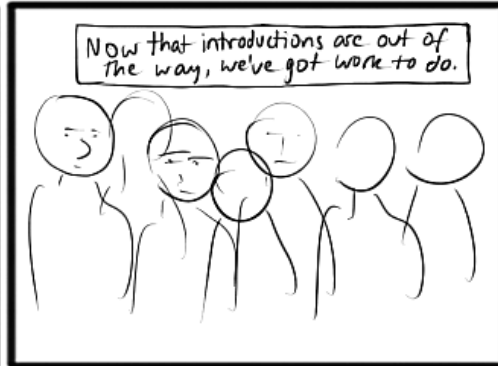
I wonder if you could tell me what you look like. I'll tell you about me: I'm 6'2, I have a beard usually, but it's pretty close. I'm bald on top and pretty good looking! Haha, just kidding about that.

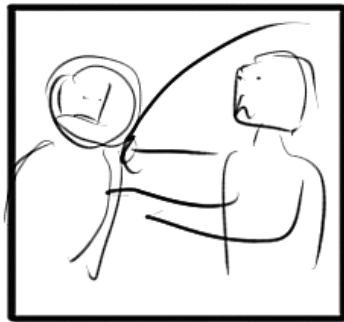
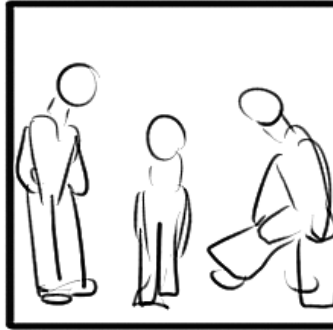
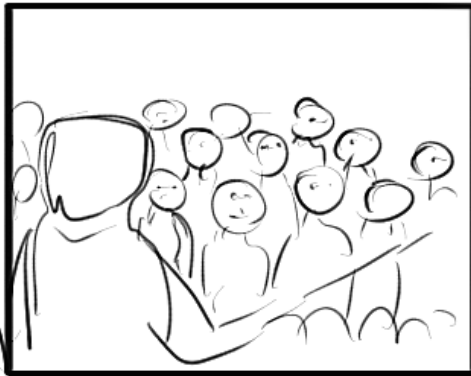
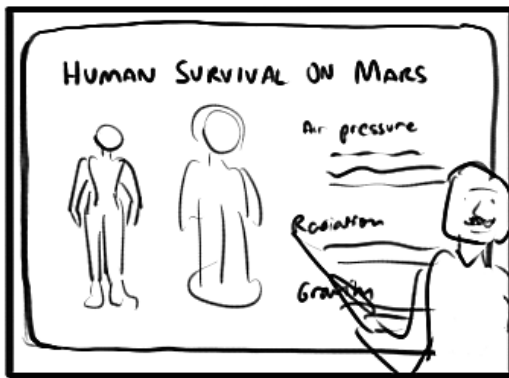




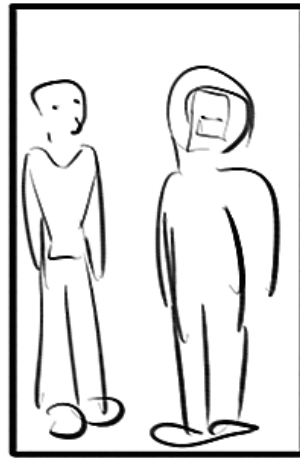
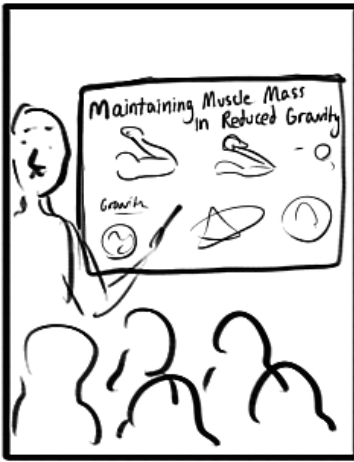


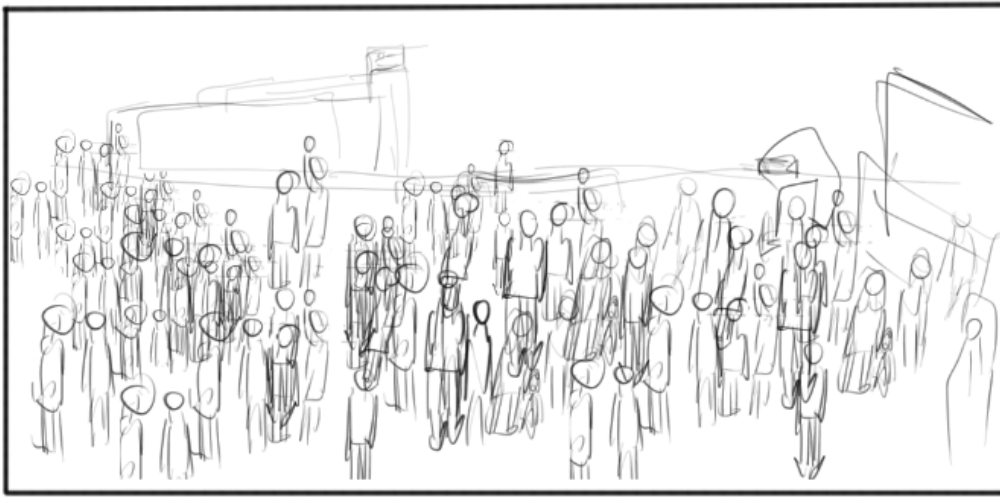


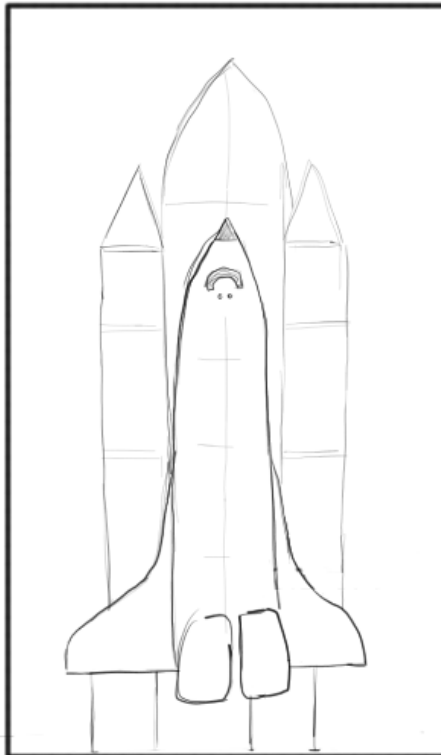
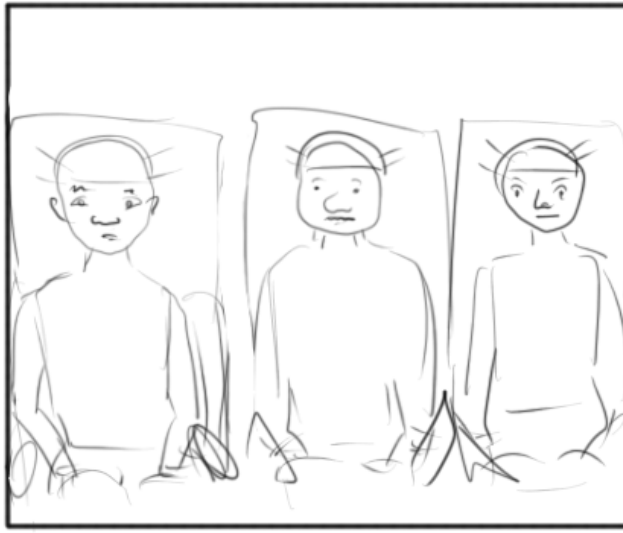










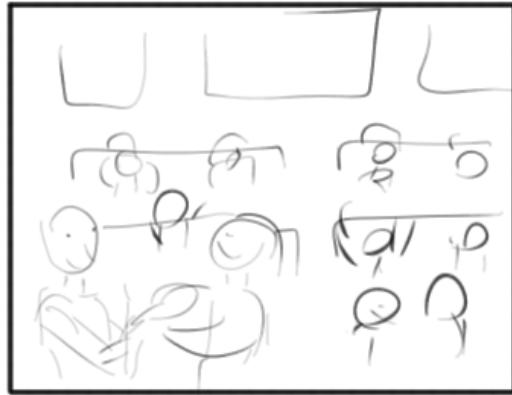






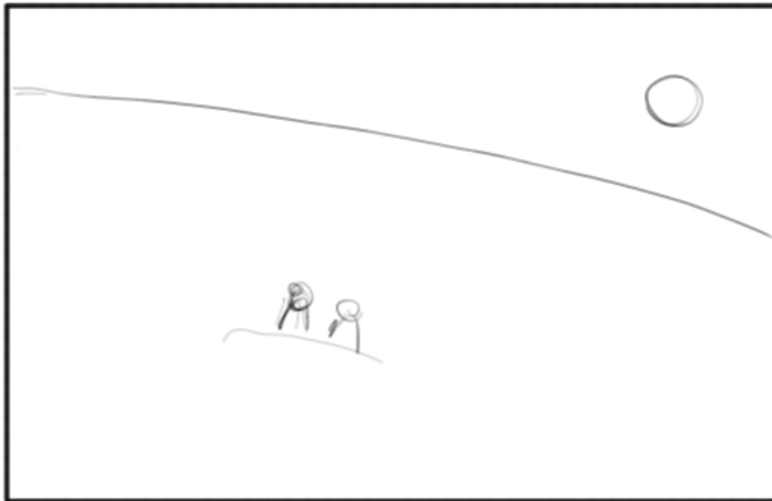
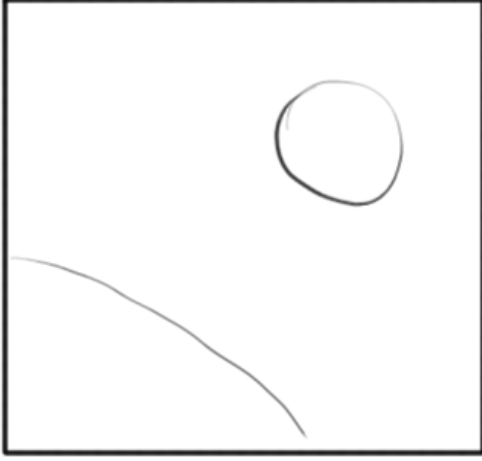
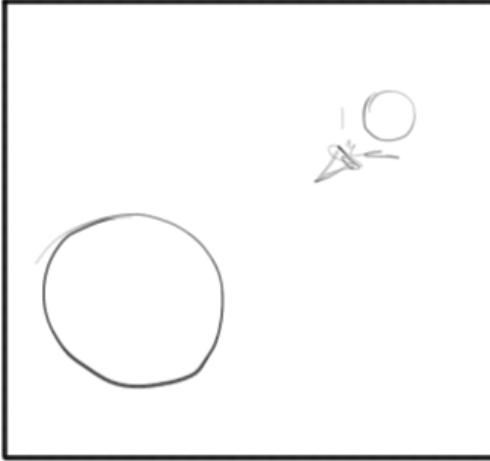
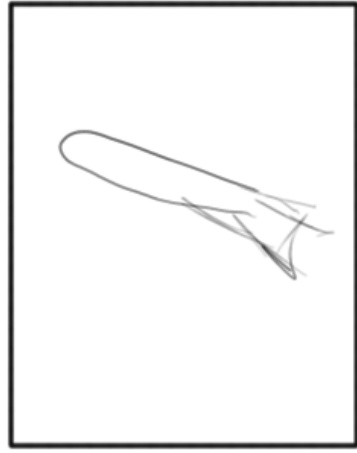
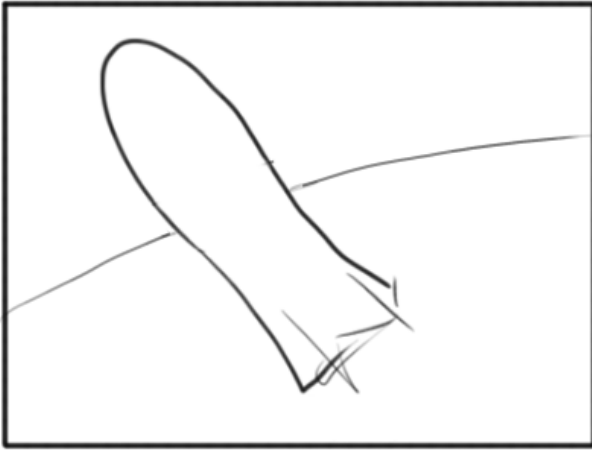


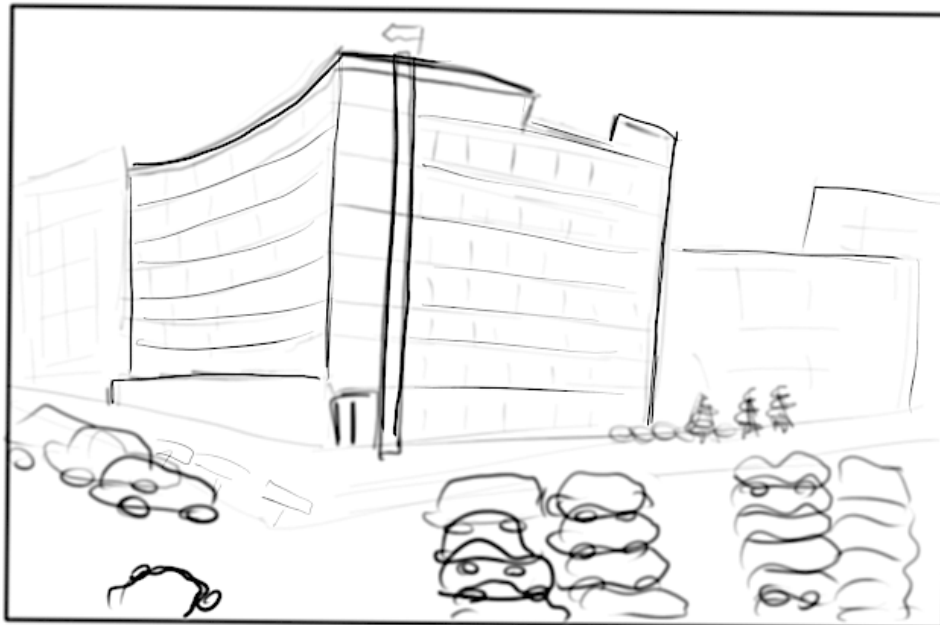


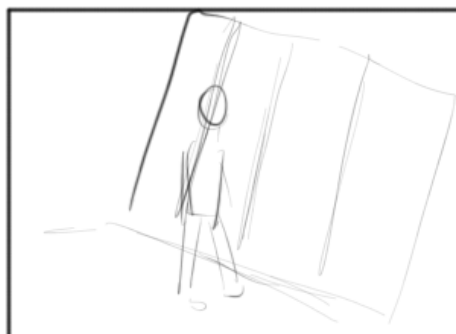
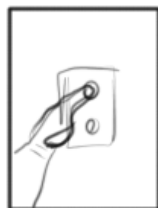


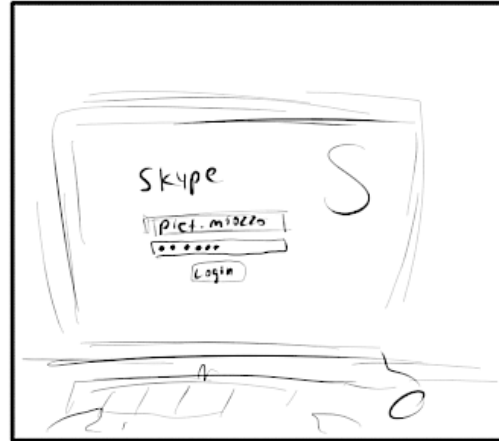


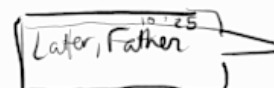
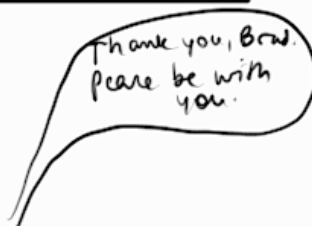
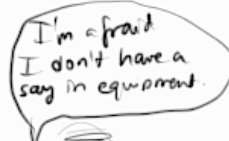
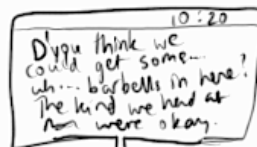
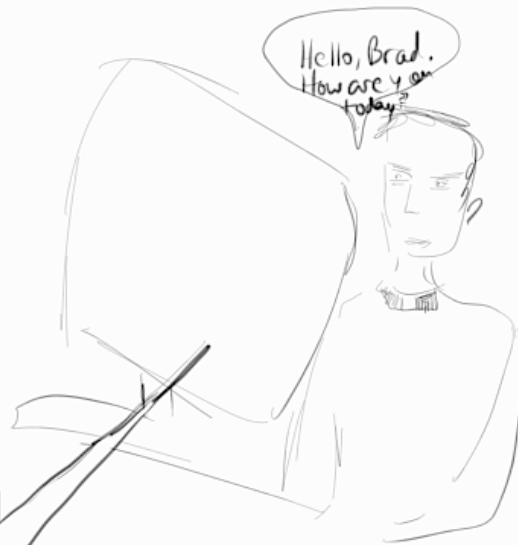


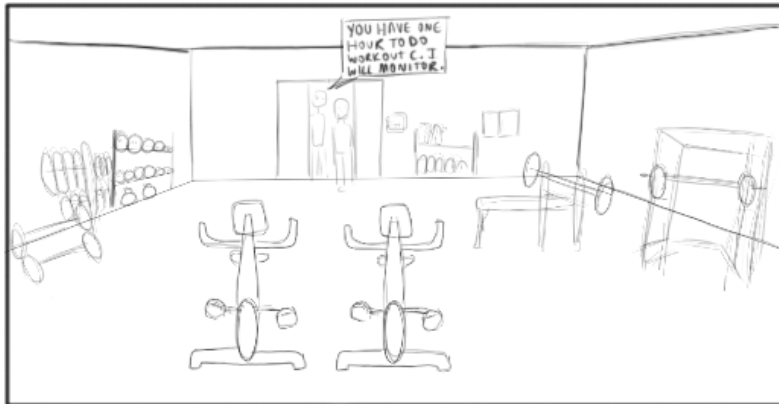
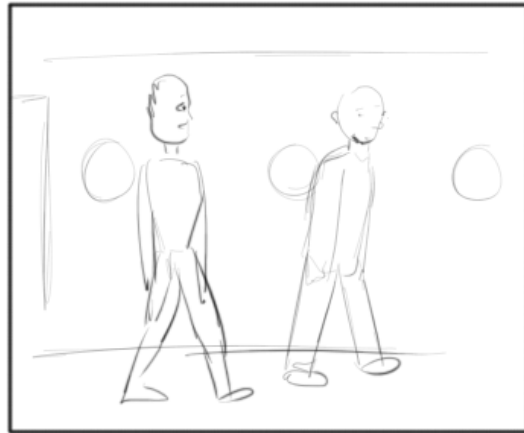
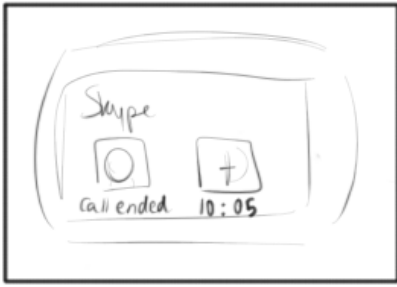


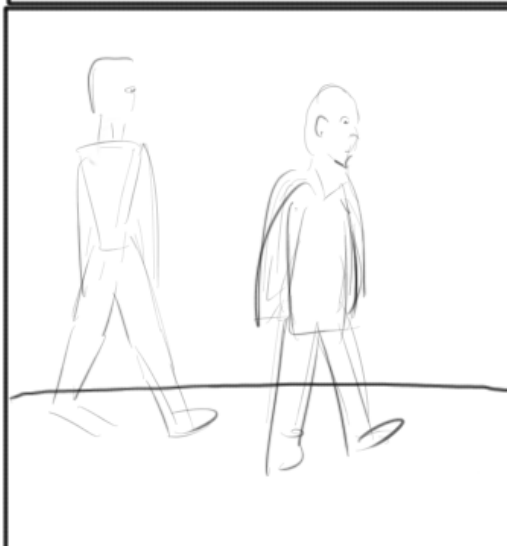




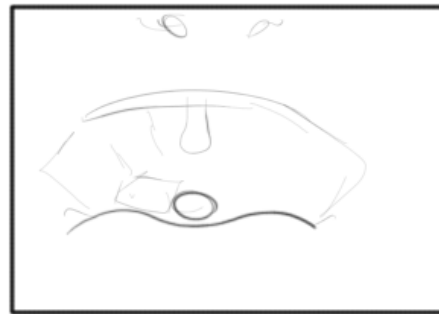


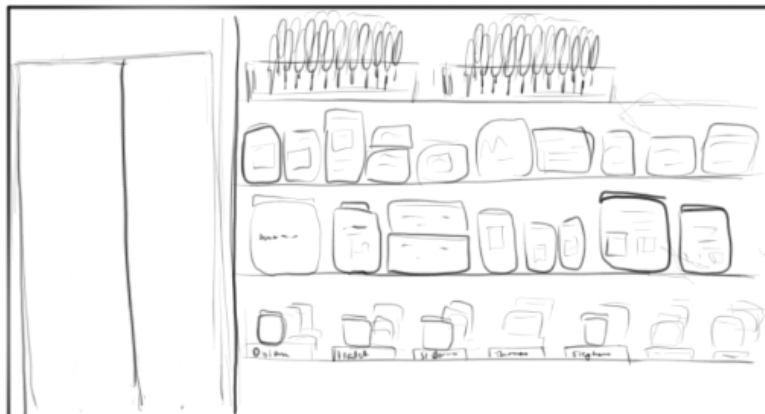
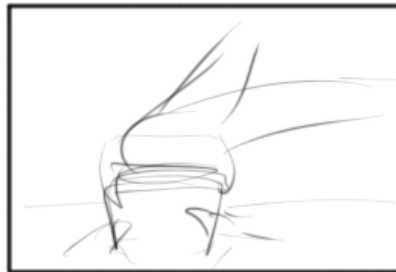
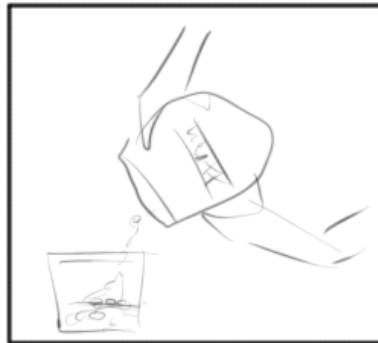
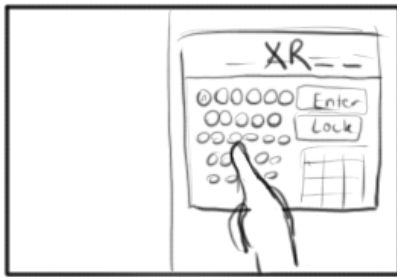


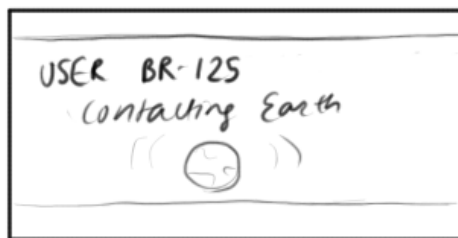
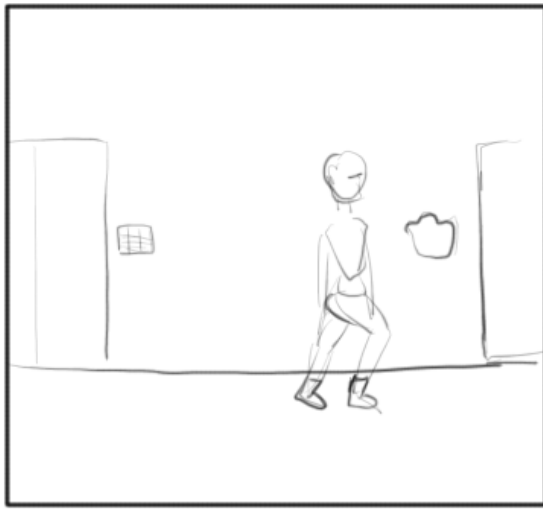


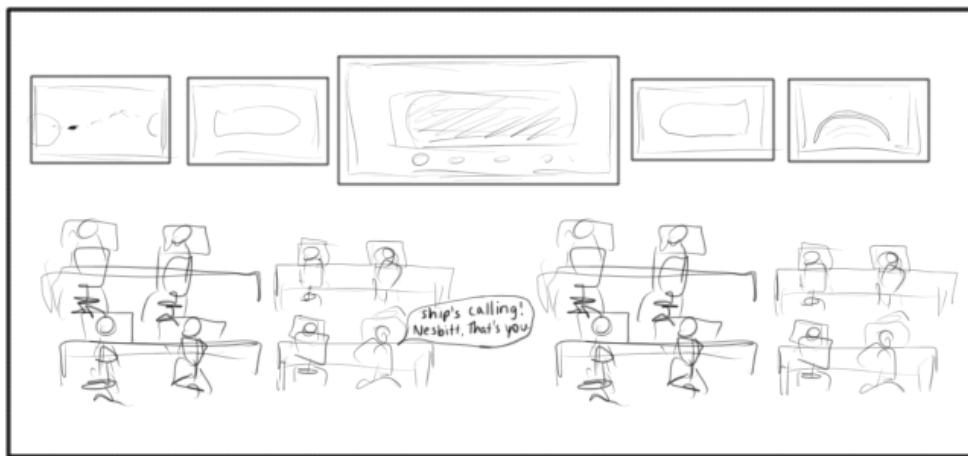




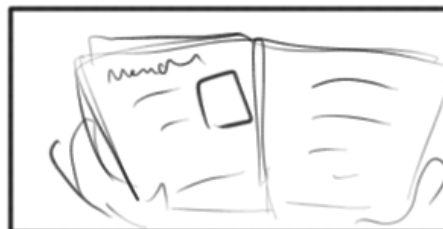
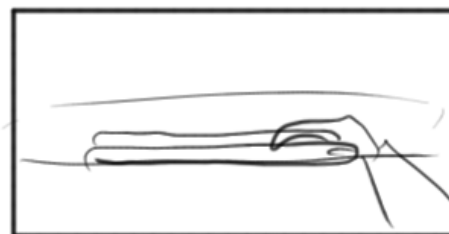
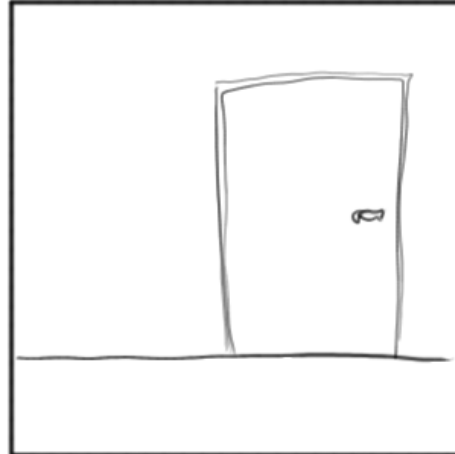


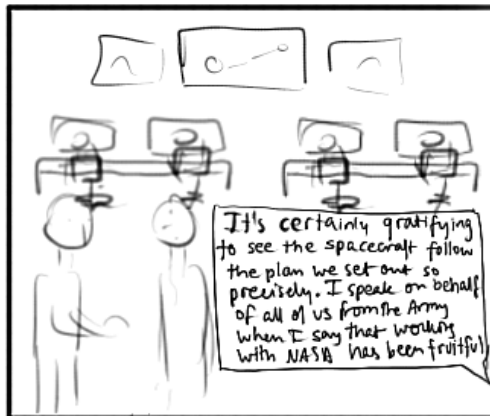
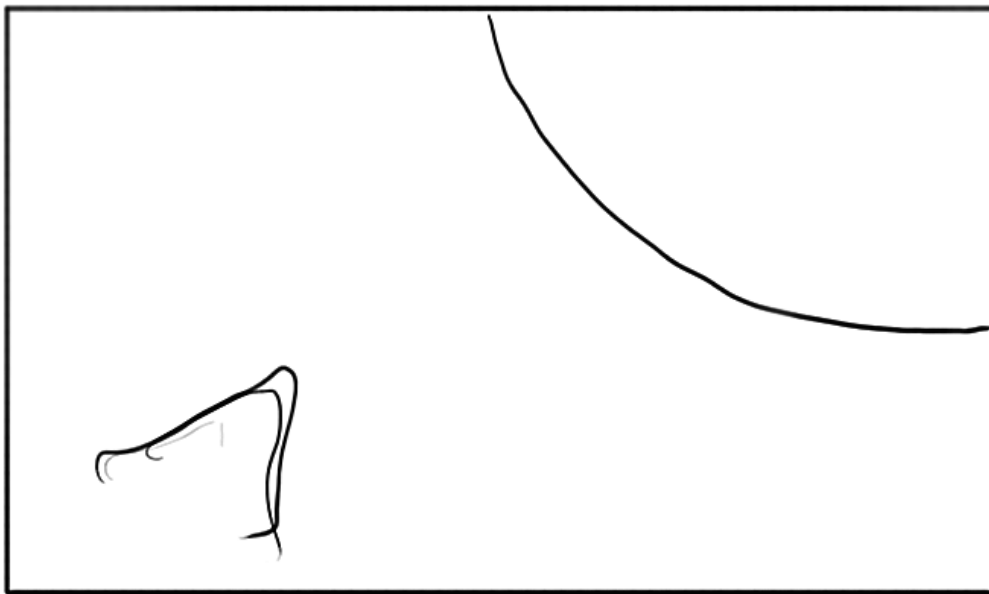












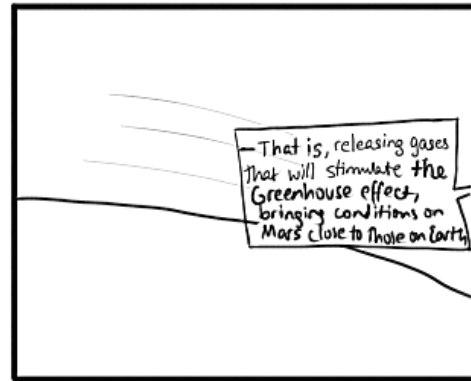
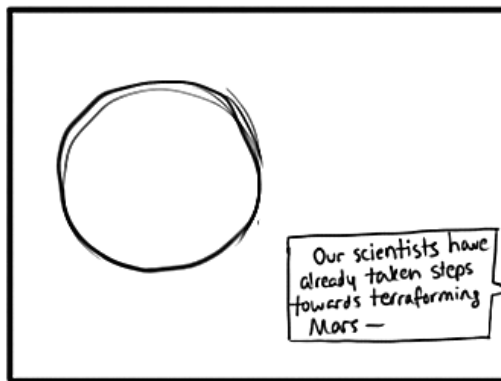


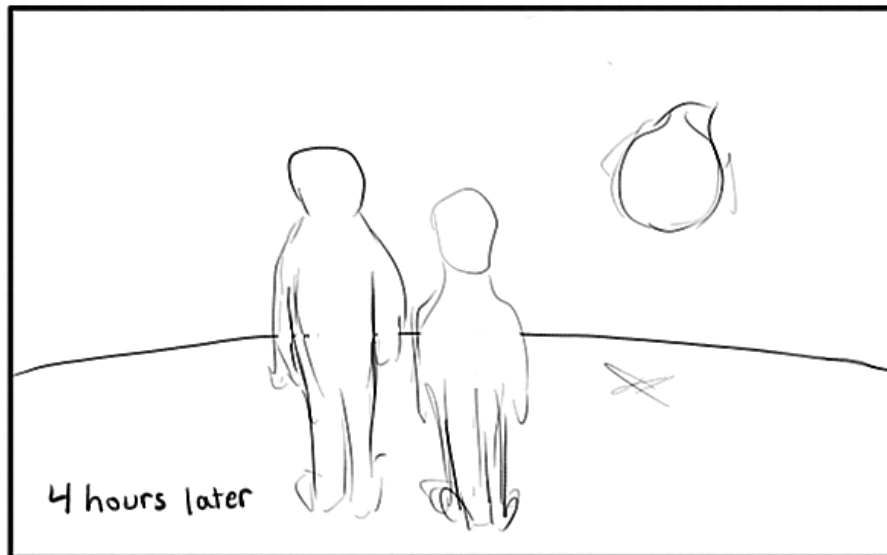
Once they've set up their own shelter, the inmates will be divided into two groups.

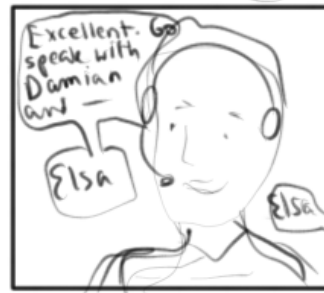
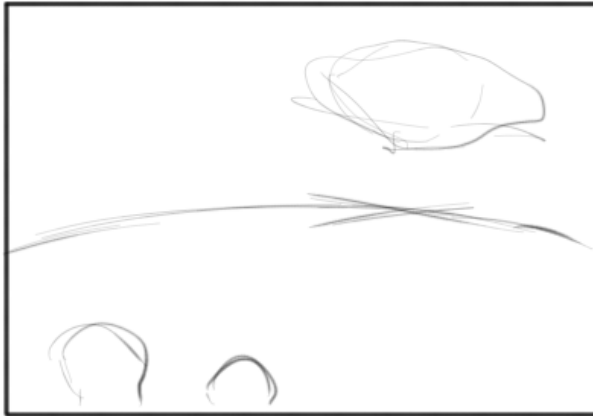


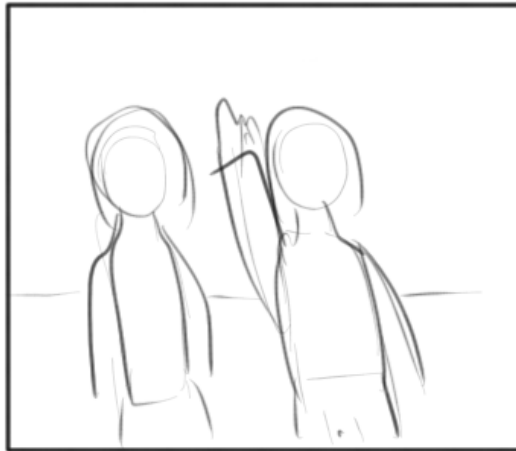
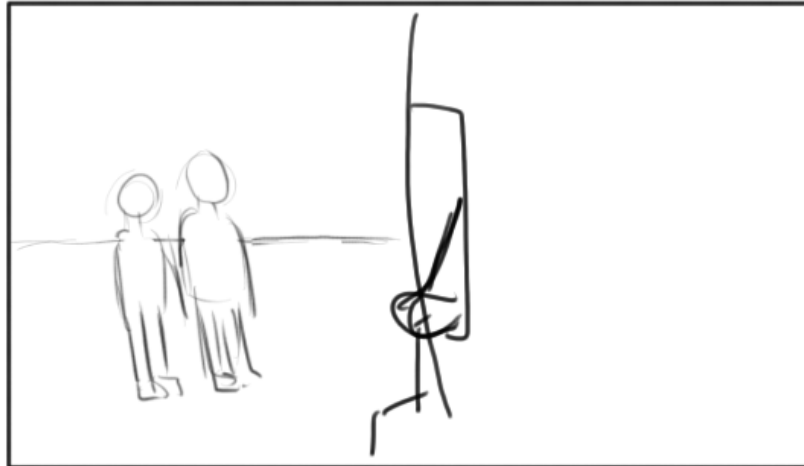
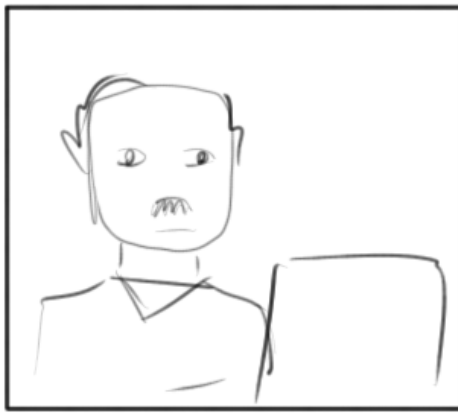
As I see it, these inmates are performing the invaluable work of paving the way for more scientific research on Mars.

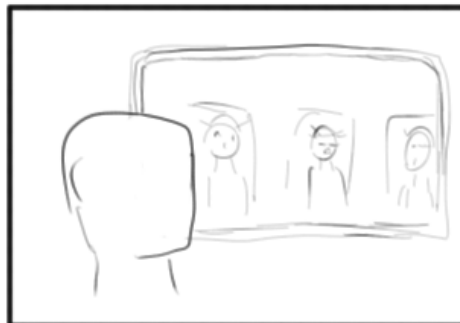
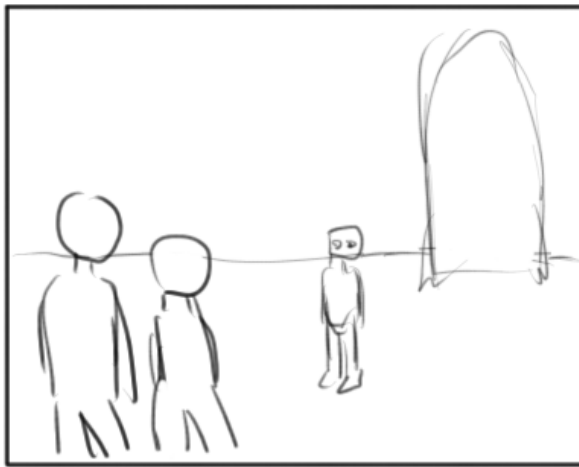


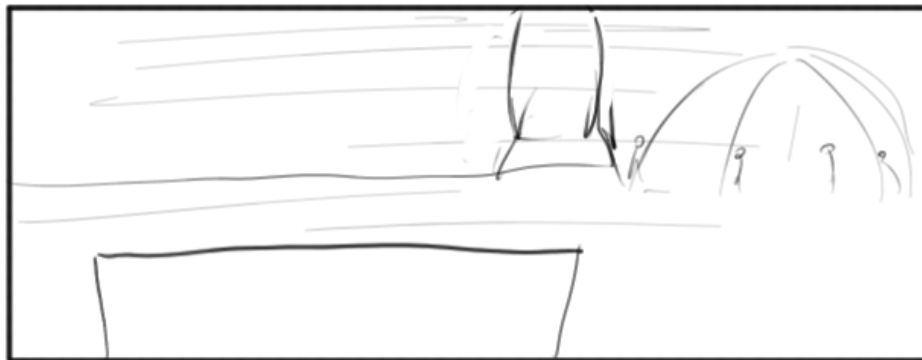
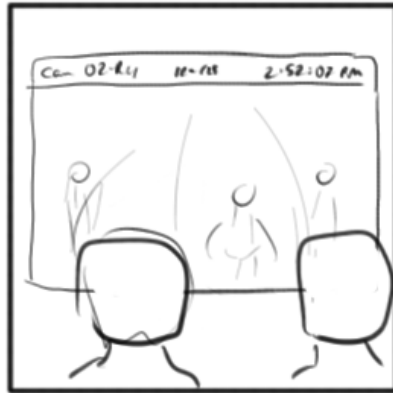
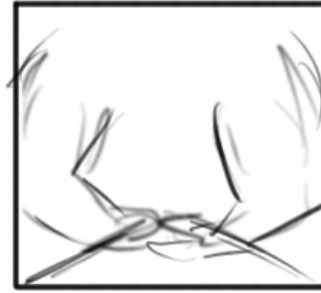
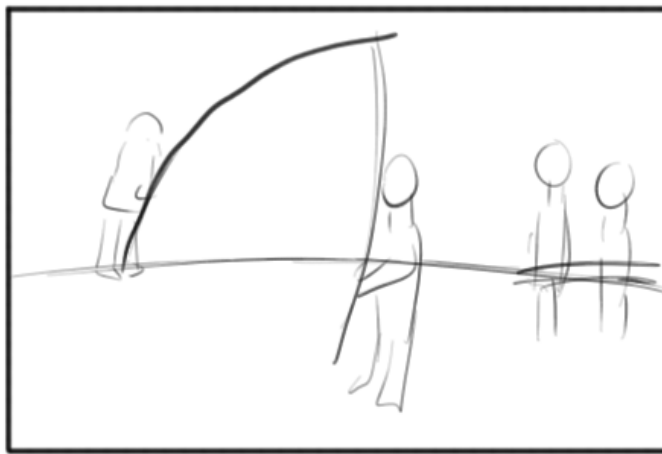


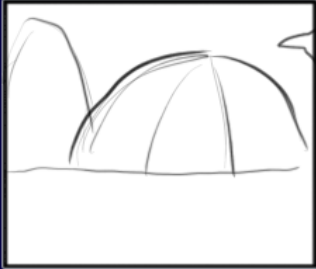












CHECKING IN: ON SITE. THE DOME  
IS TWENTY FIVE PERCENT COMPLETE

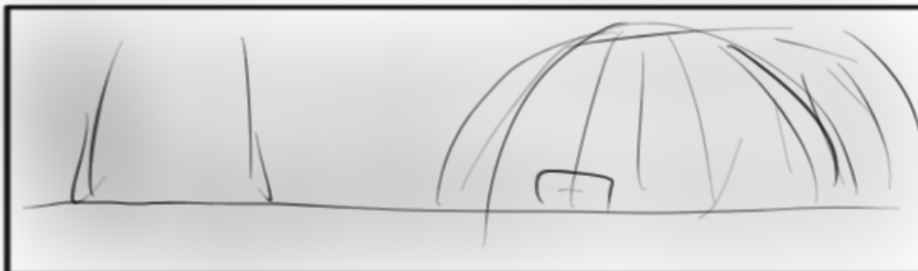
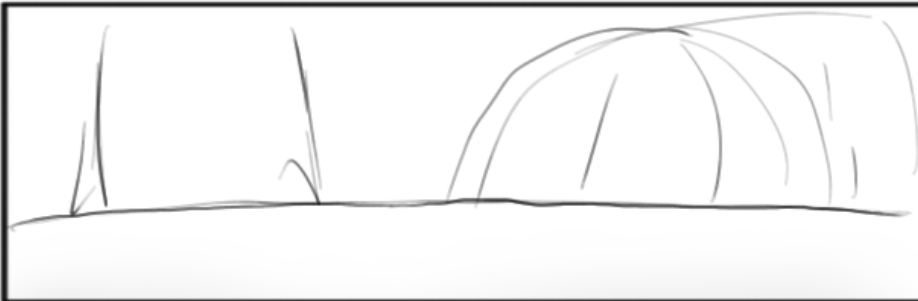
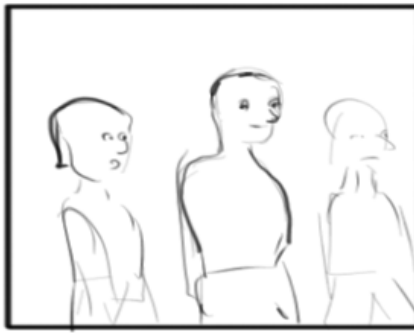
They'll sleep on the ship tonight.  
They should start to wake up  
soon, so don't let more than five  
be unlocked in the ship at once.



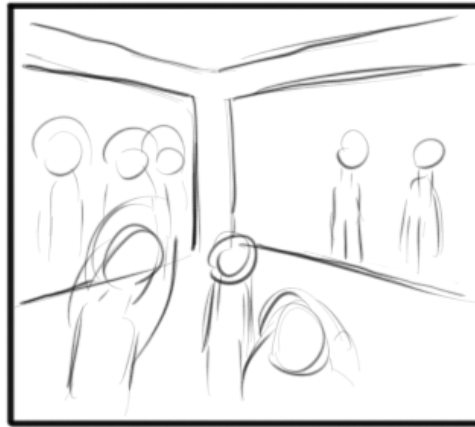
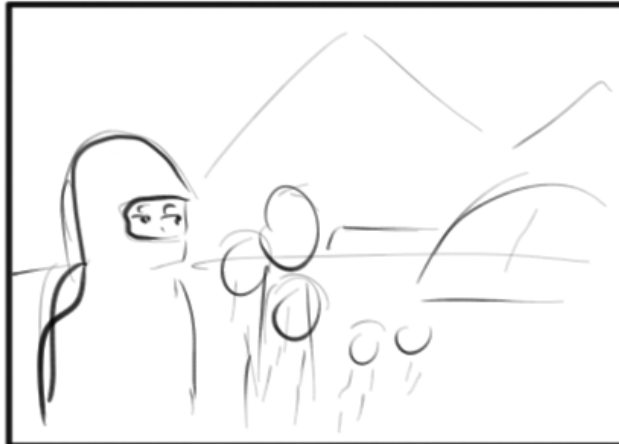
We want the dome  
finished by tomorrow  
night.

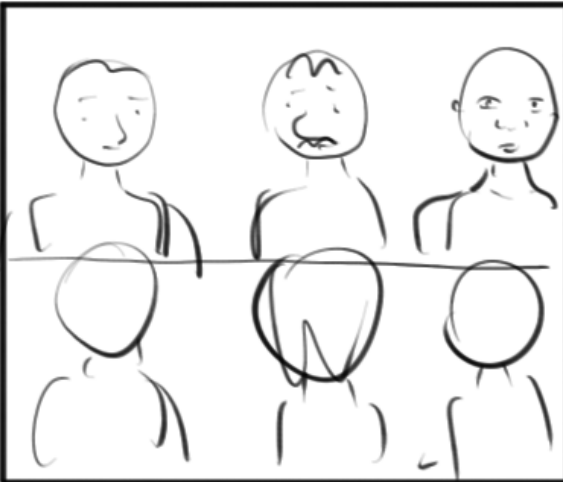
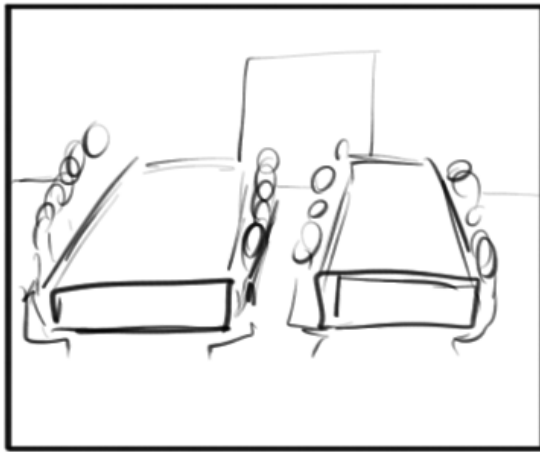
YES SIR

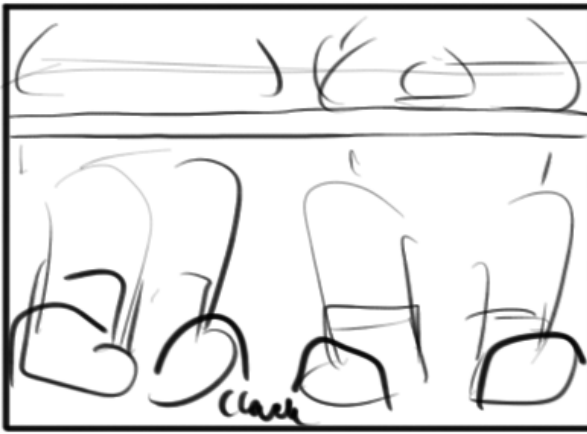


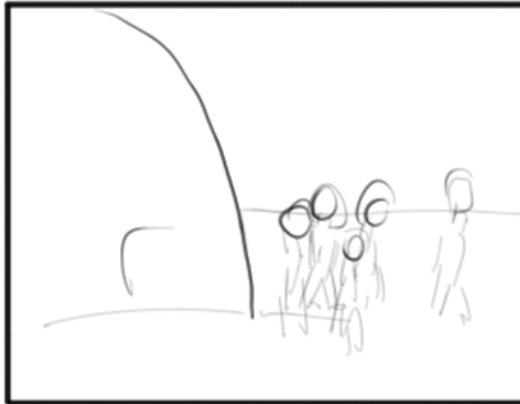


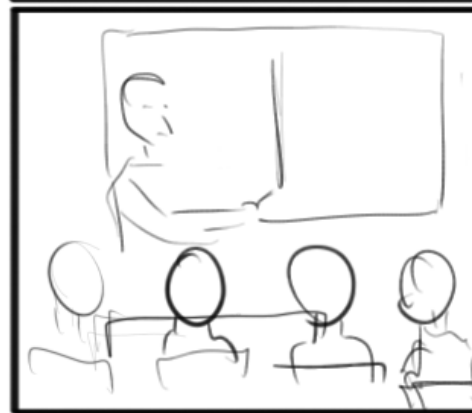


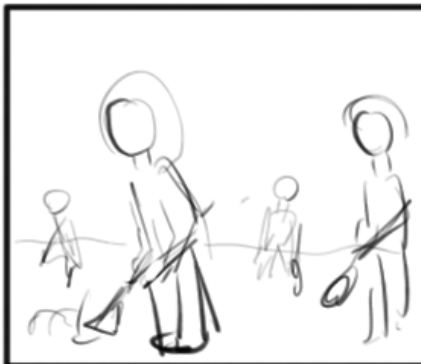


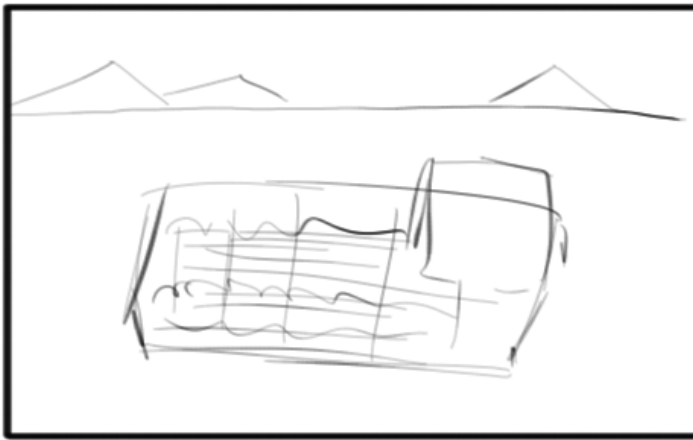


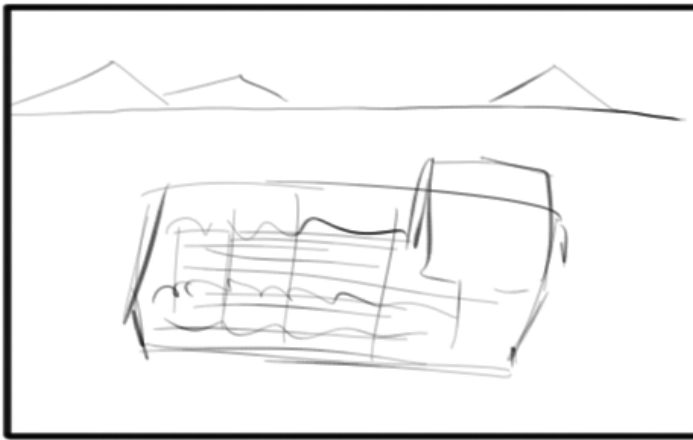




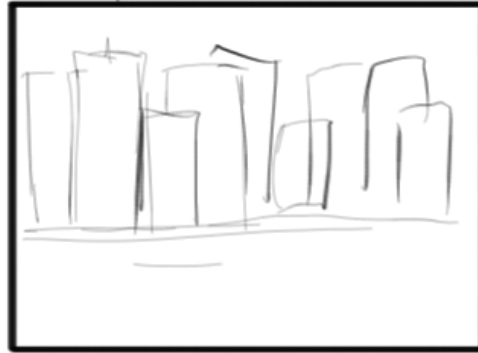
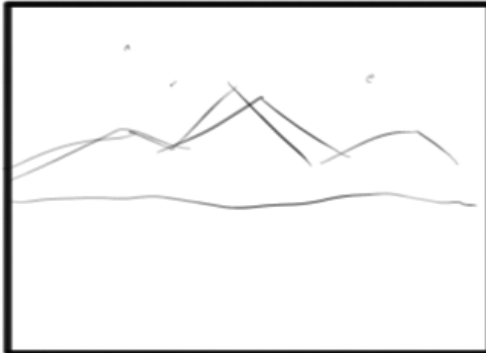


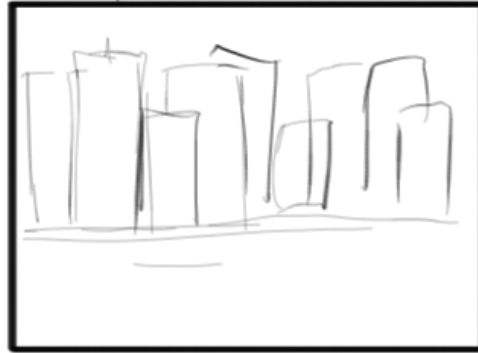
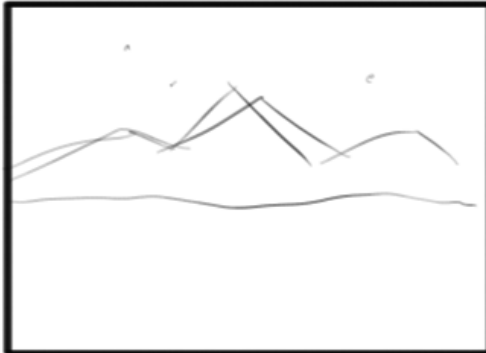


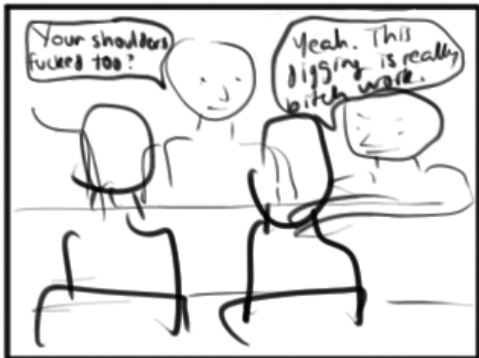
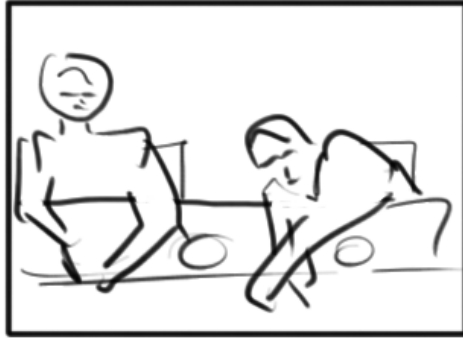
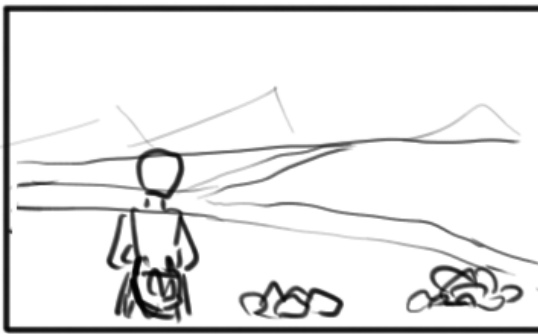




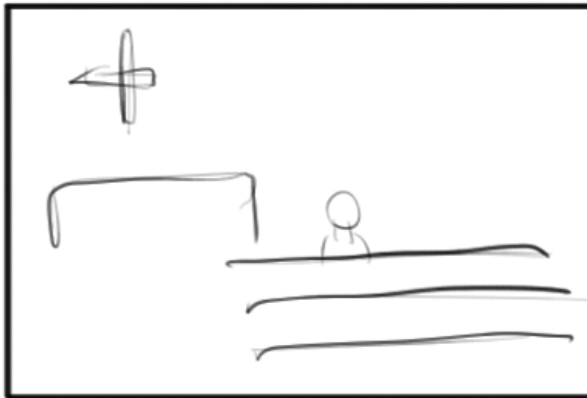






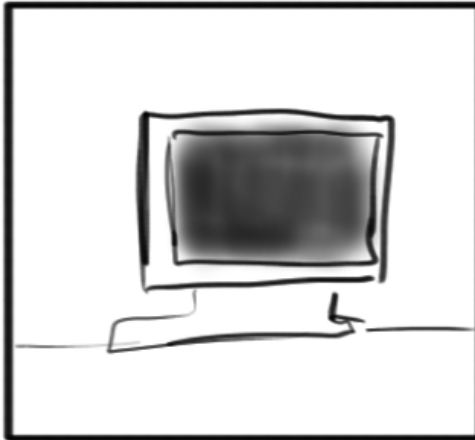




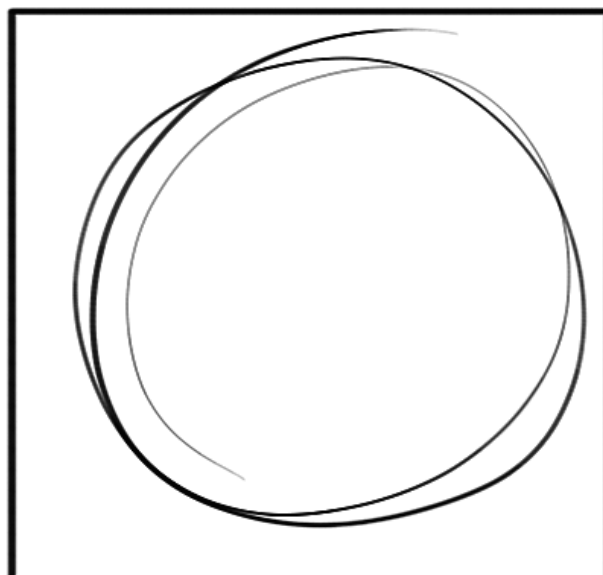
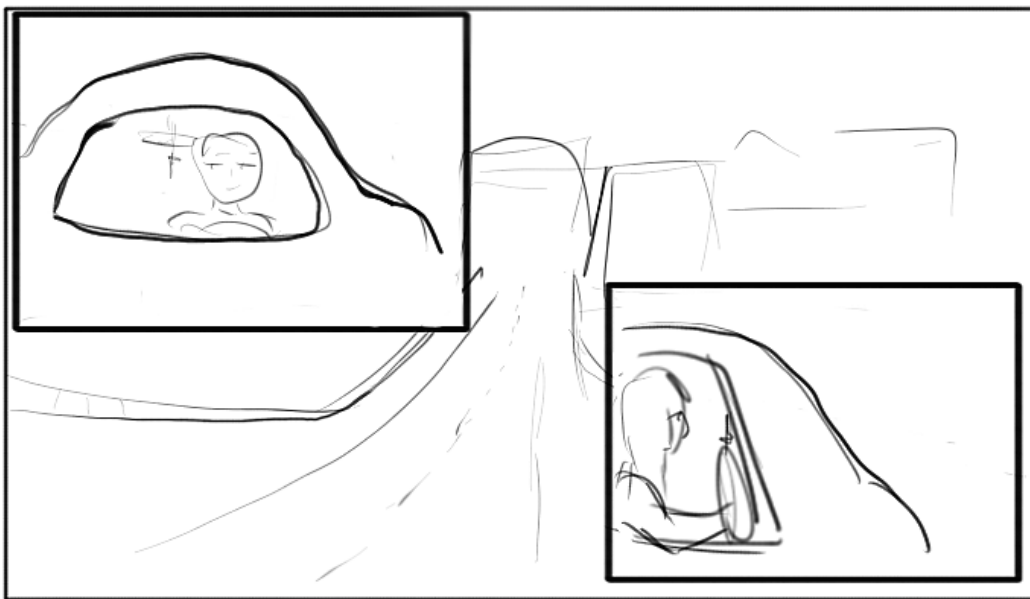


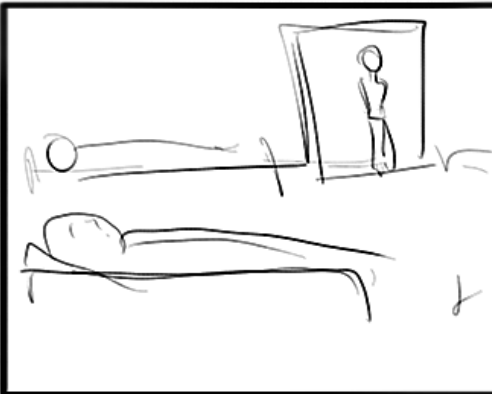
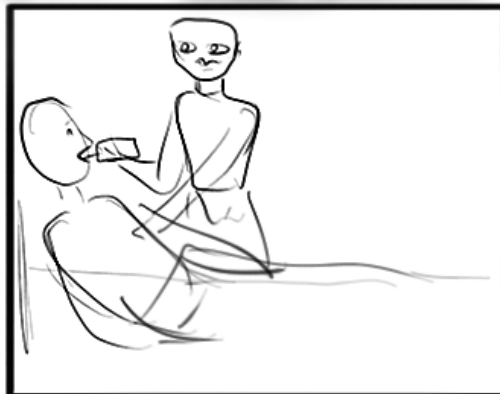
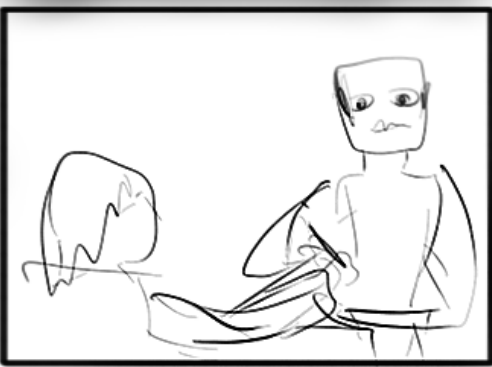
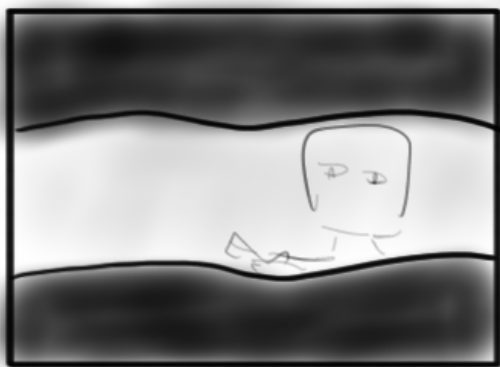
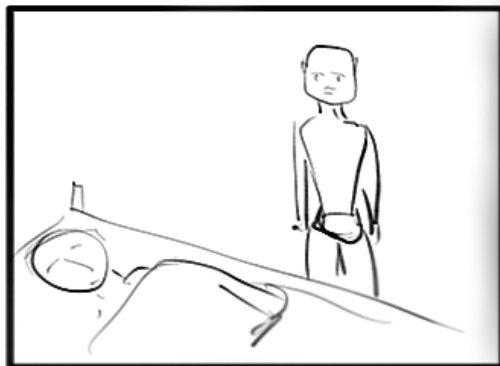
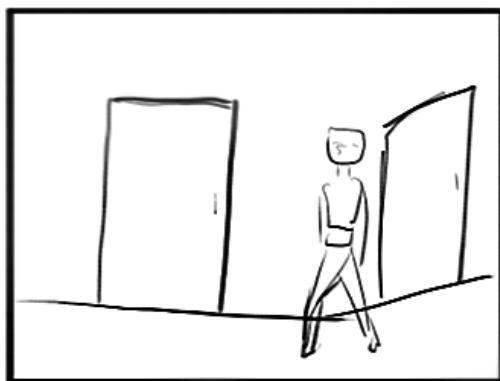


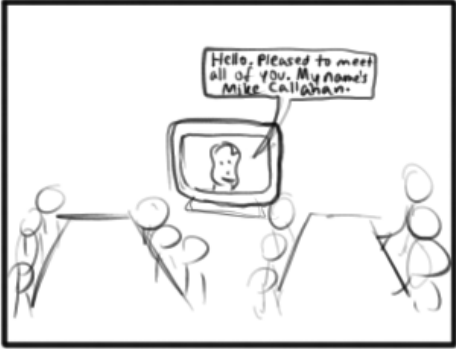
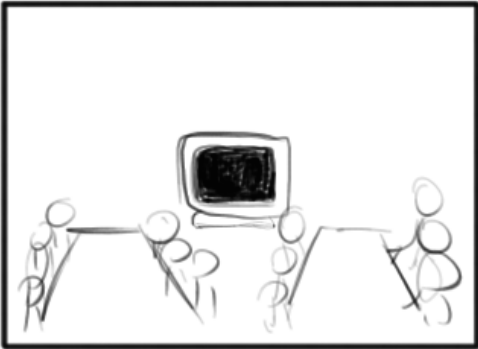


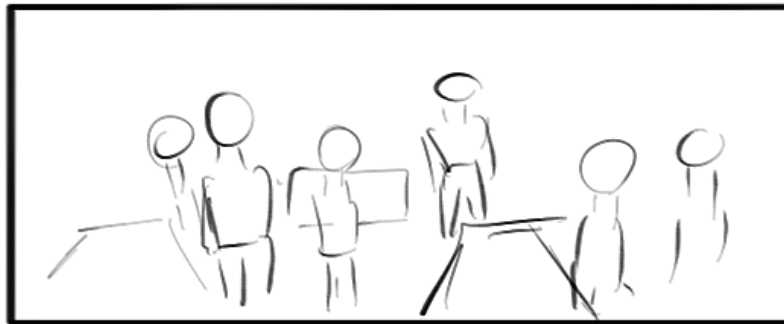
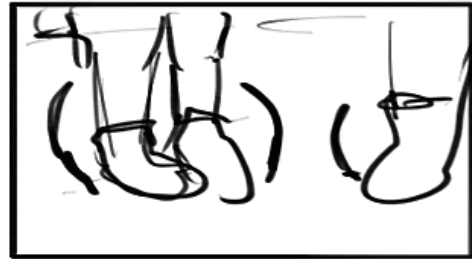
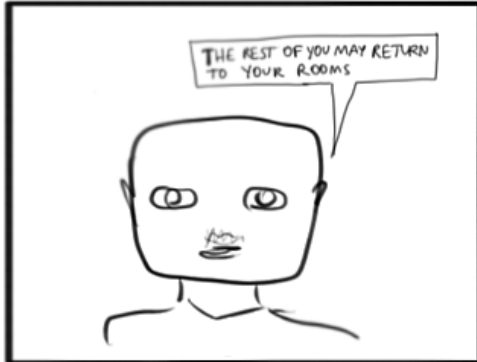
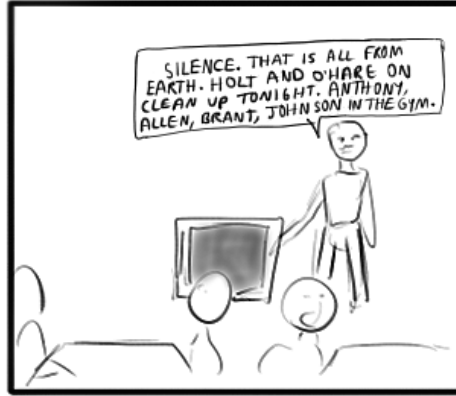




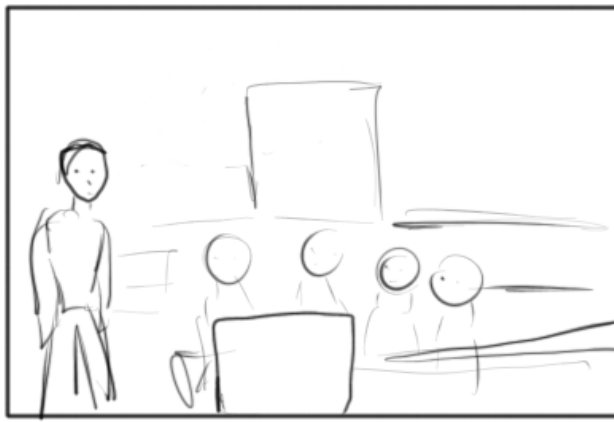










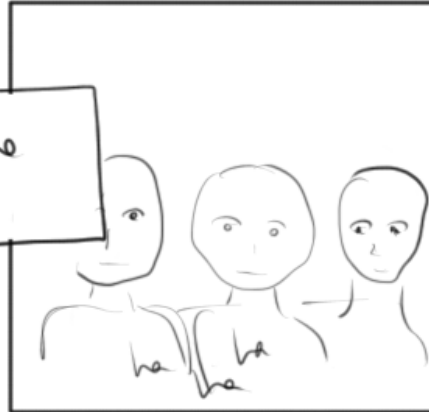


Dialogue  
~~~~~

ha ha ha
ha ha

(studio audience
laughter)



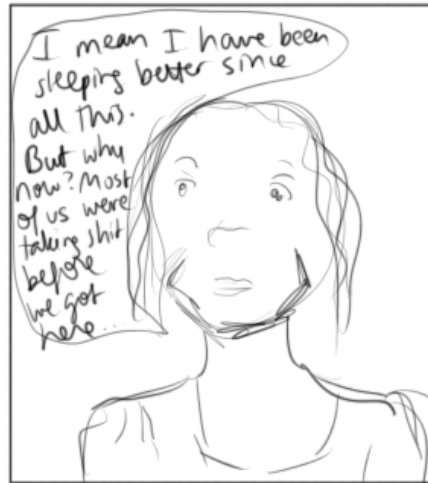


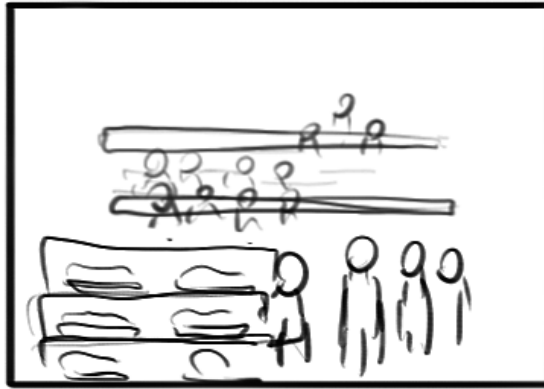
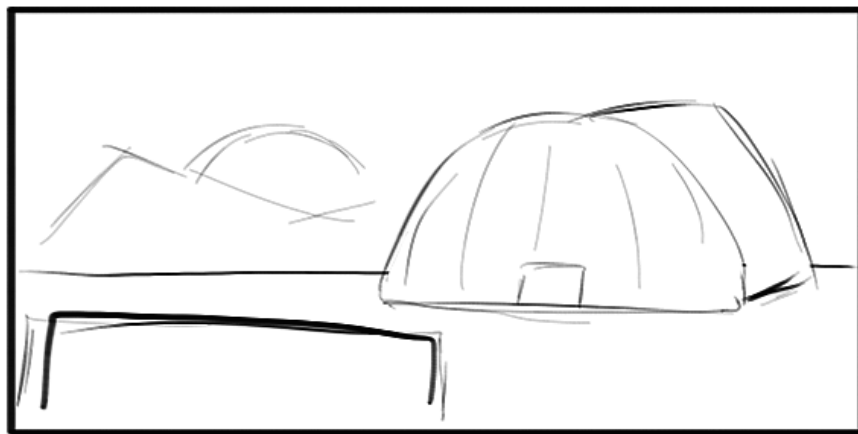
ha ha ha
ha ha ha

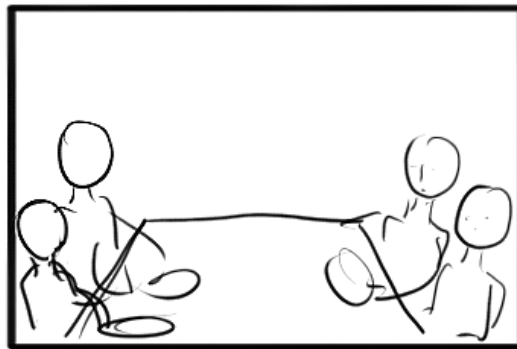


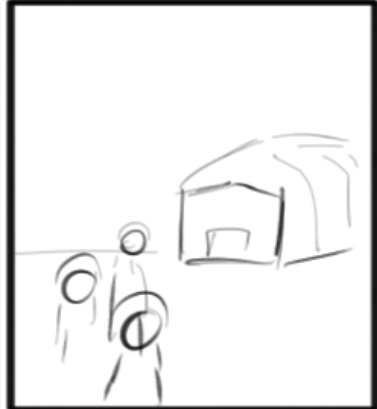
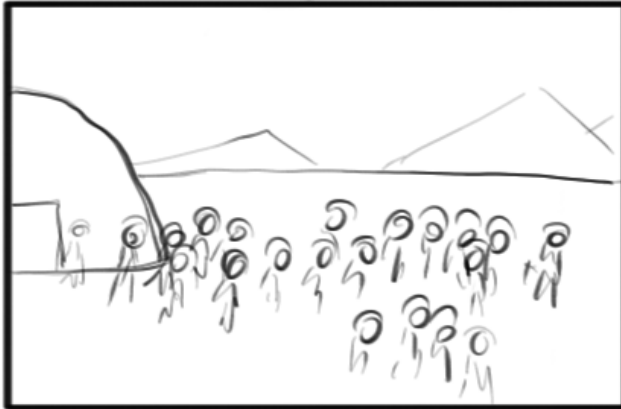
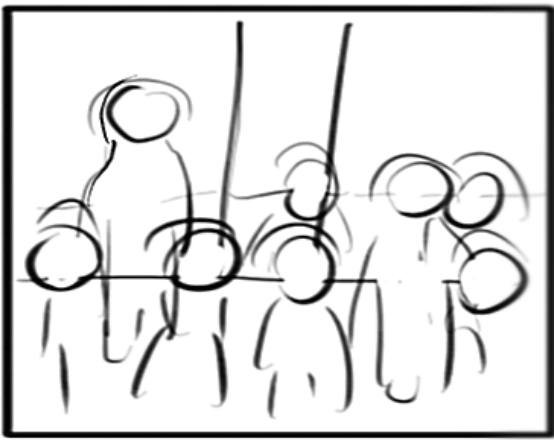


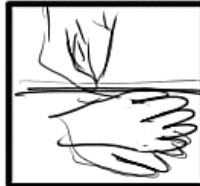


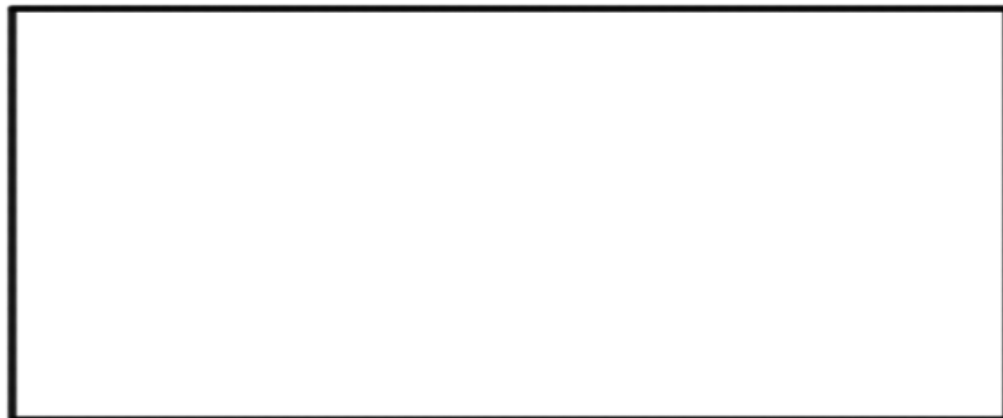


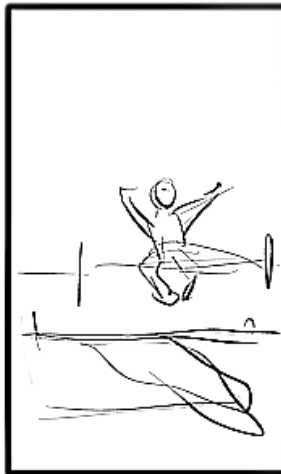
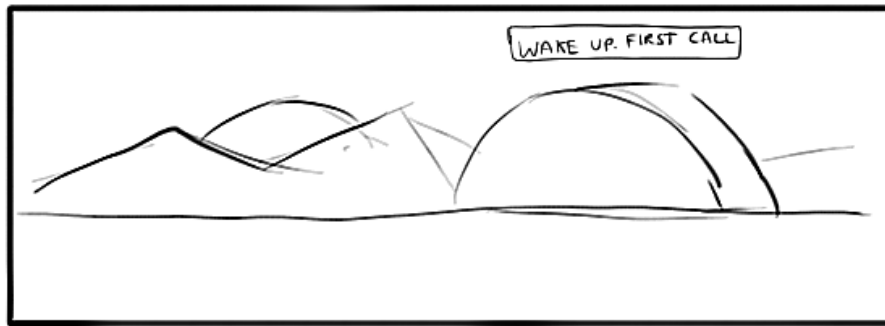
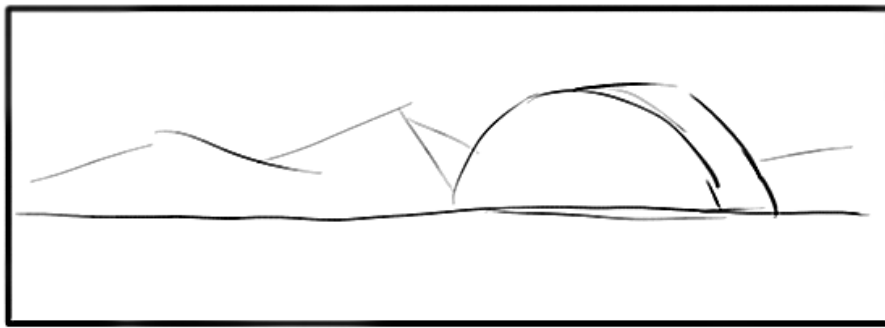


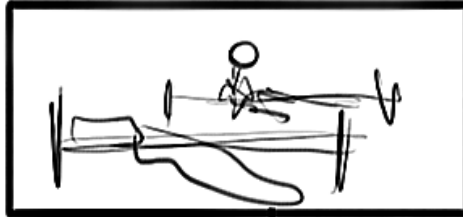
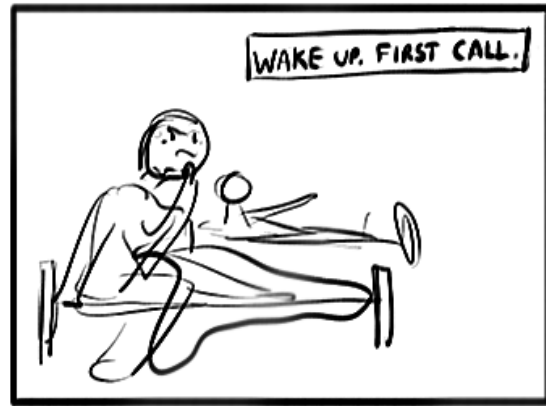
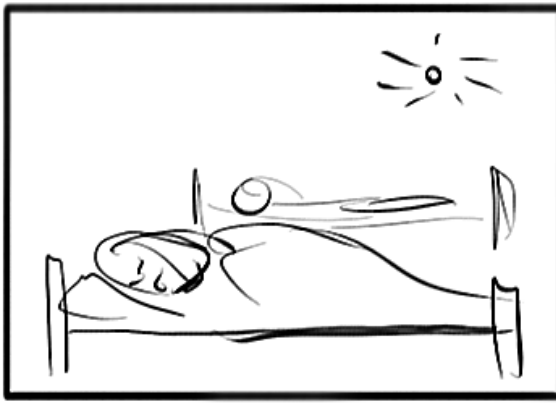


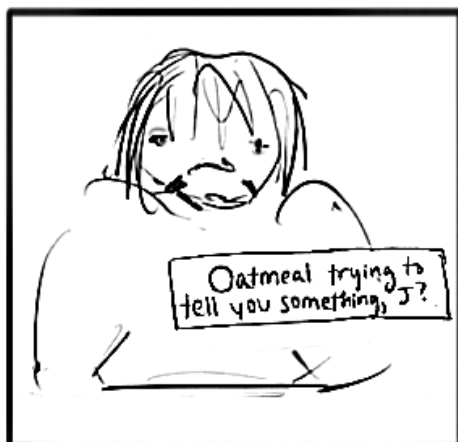
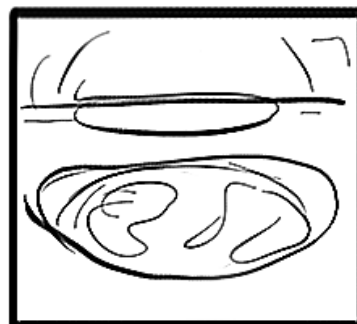
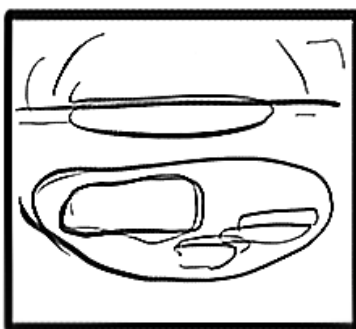


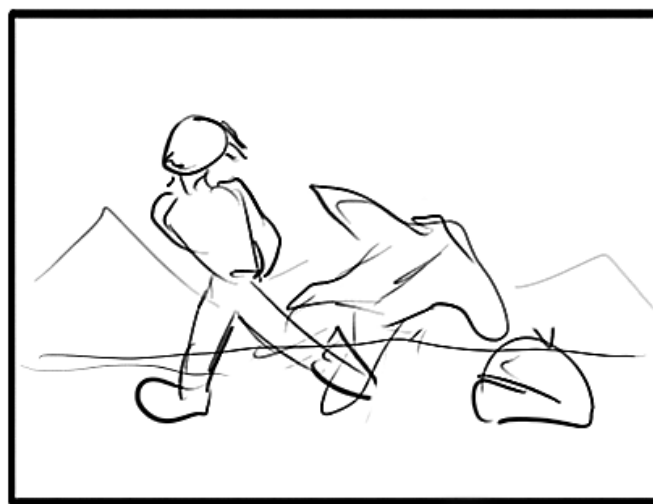
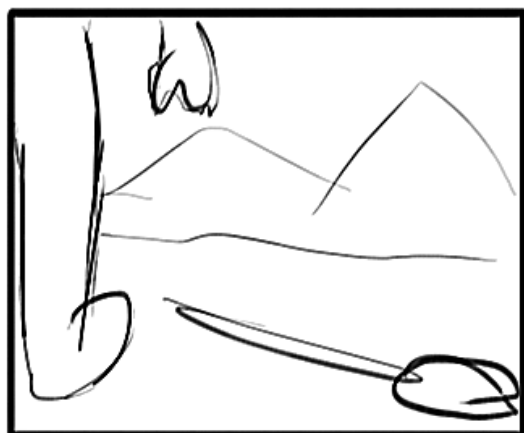
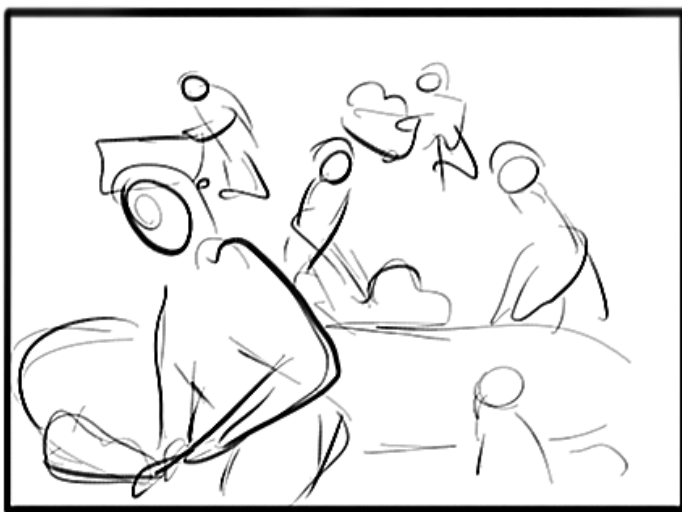


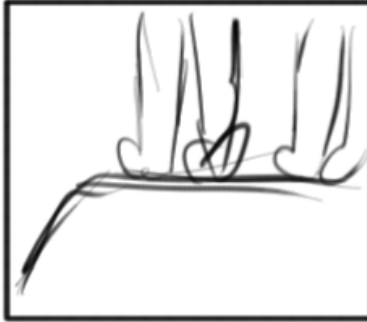
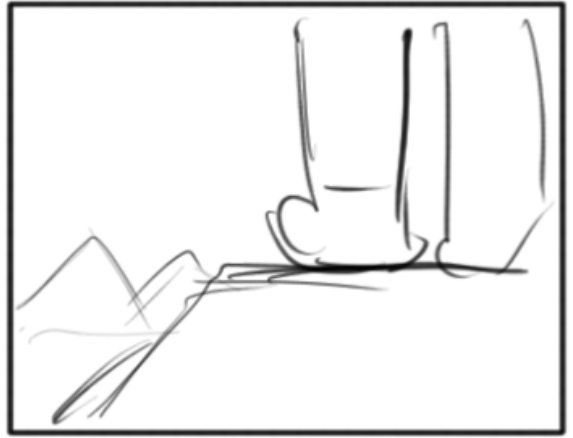
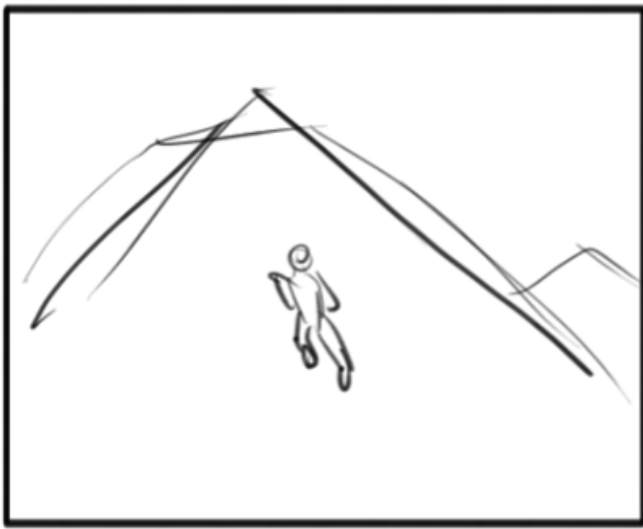


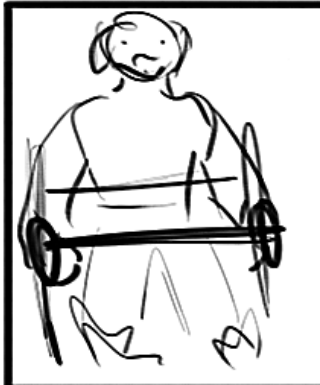
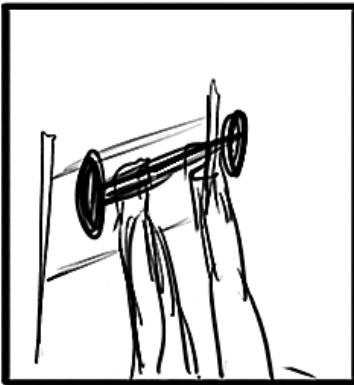
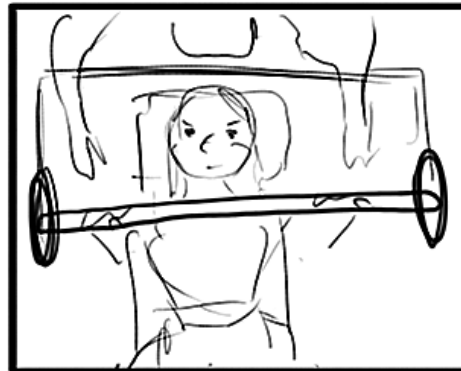




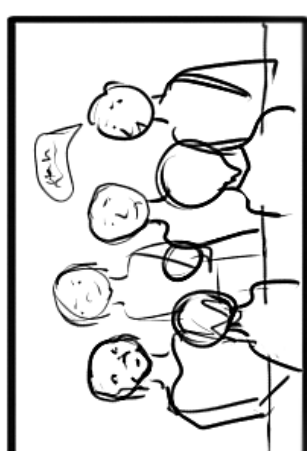
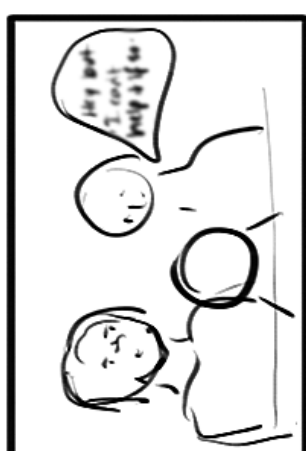
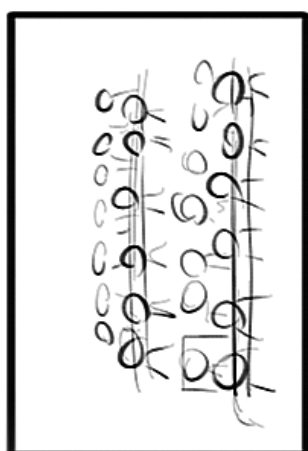
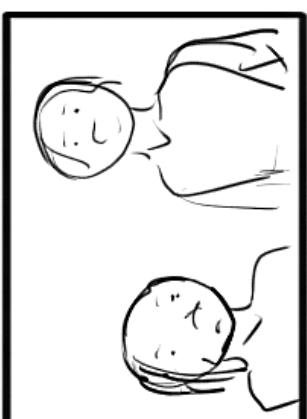
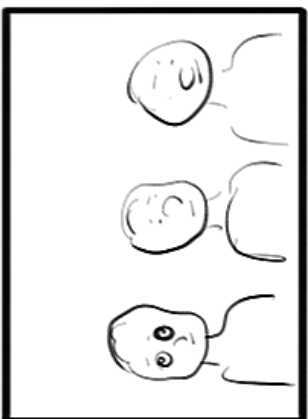




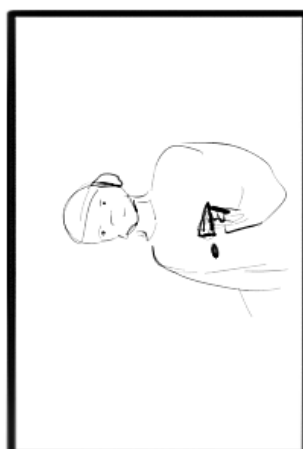


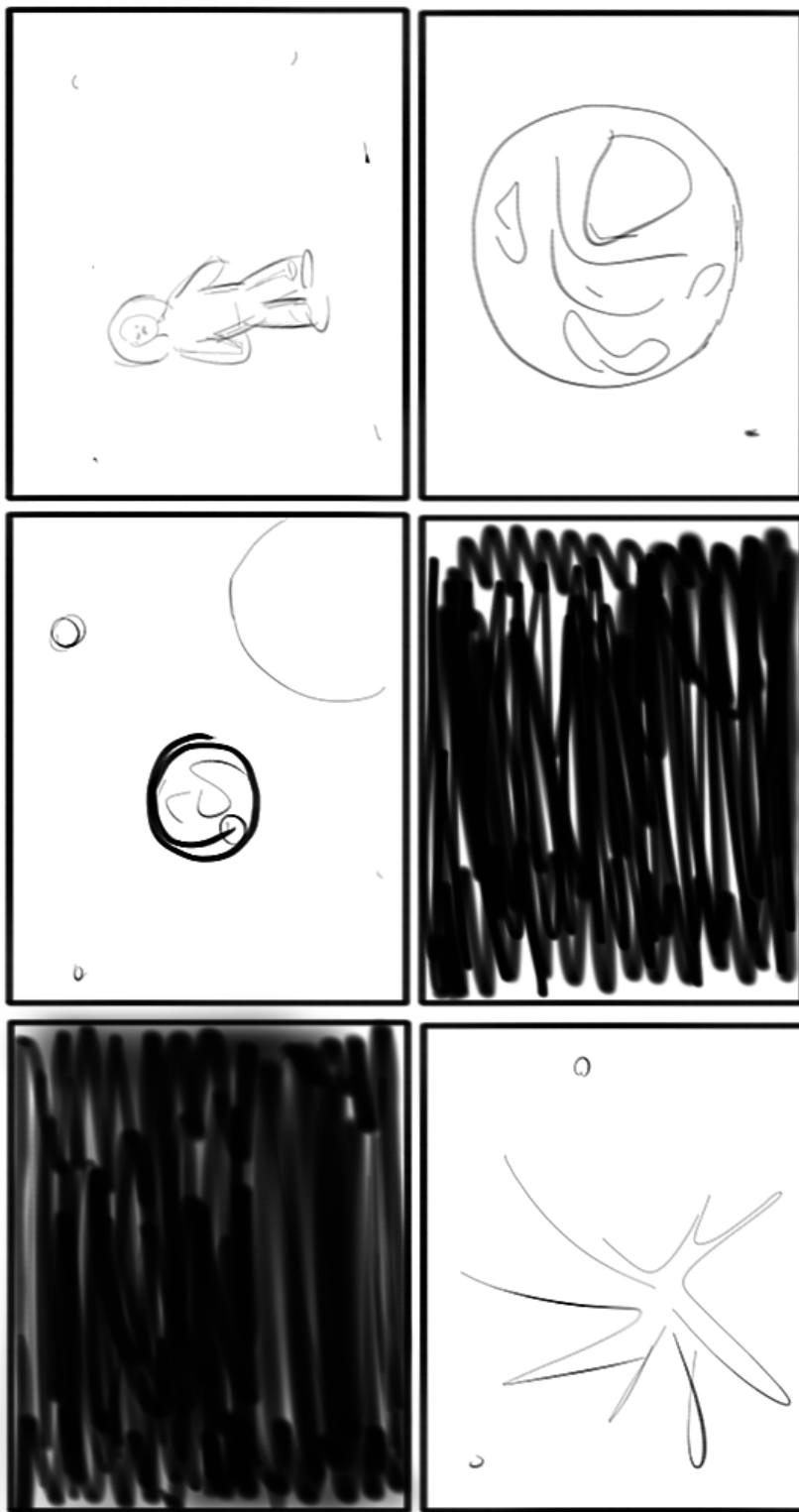


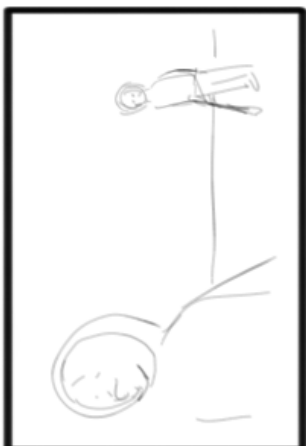
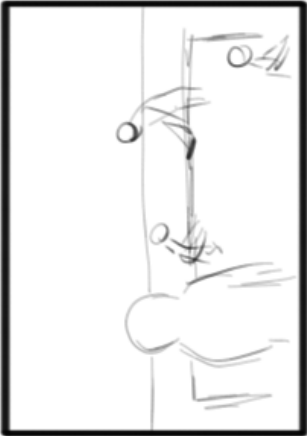
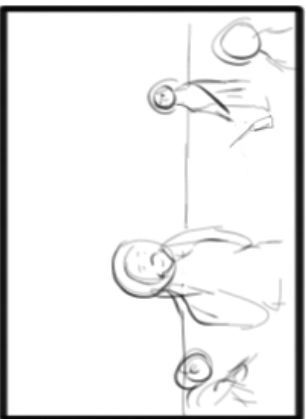


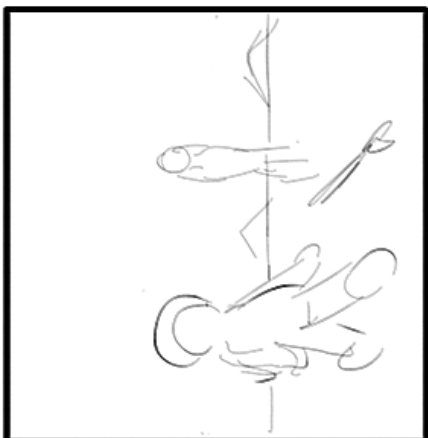
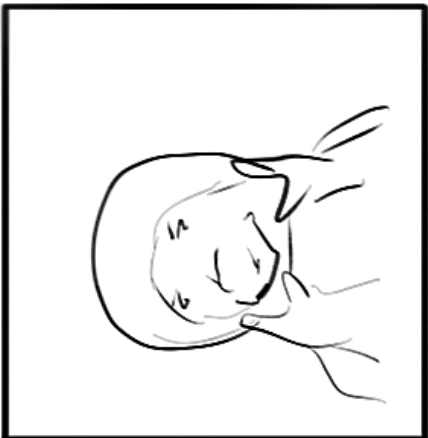
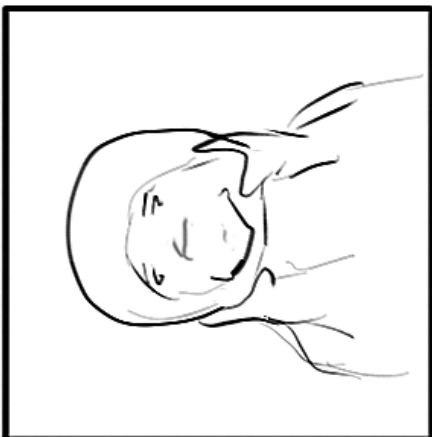


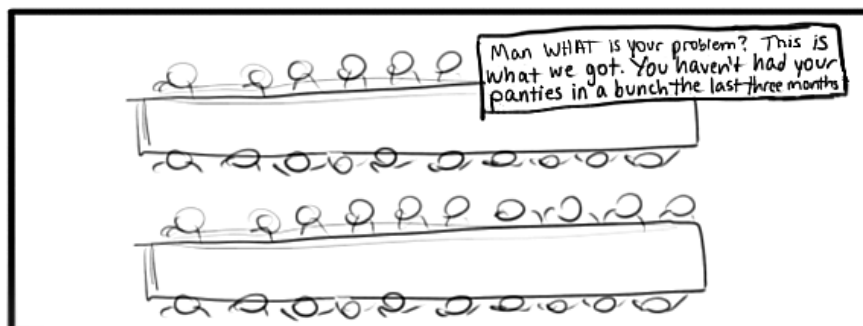
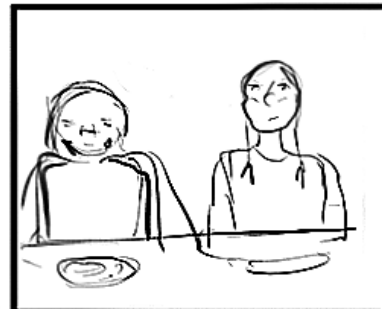
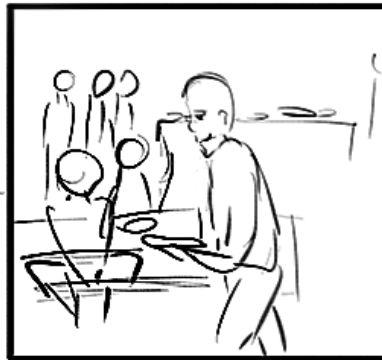
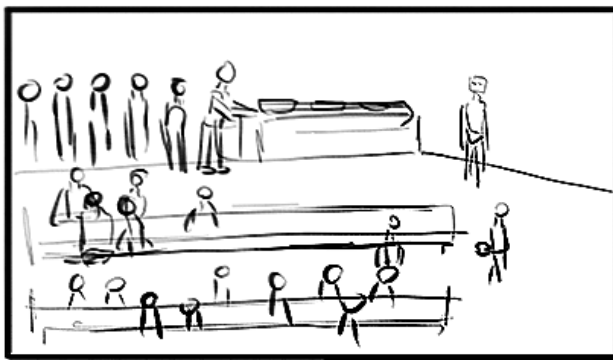


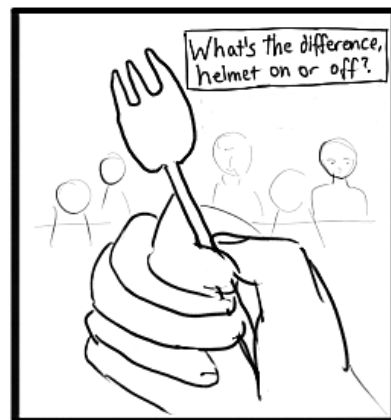
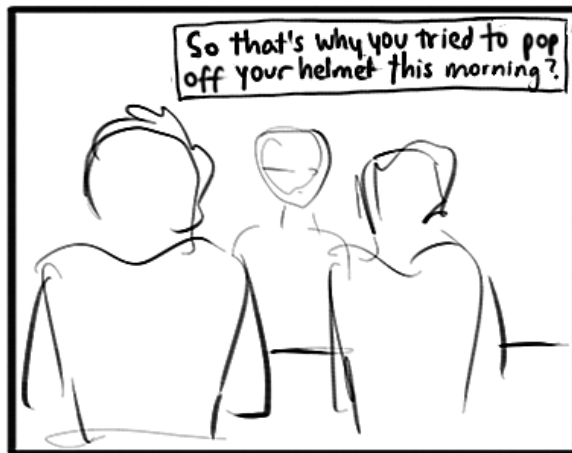


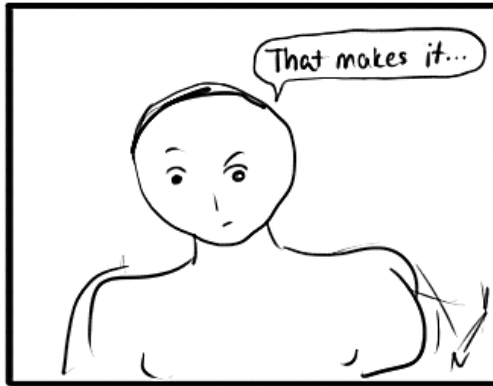


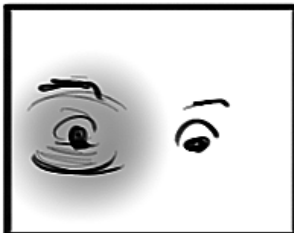


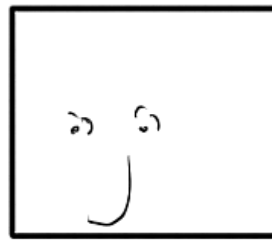


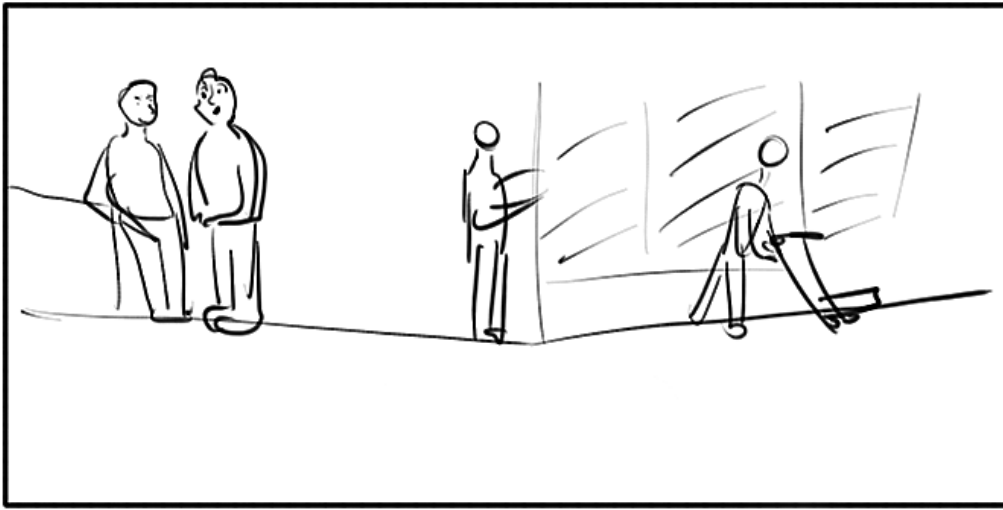


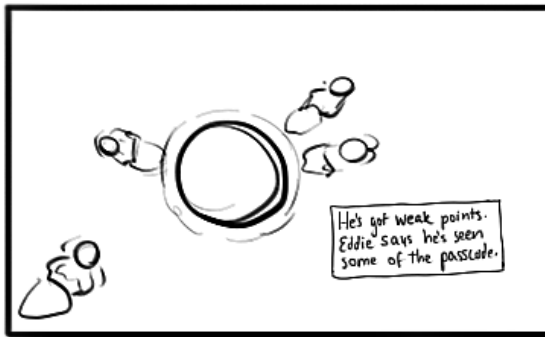


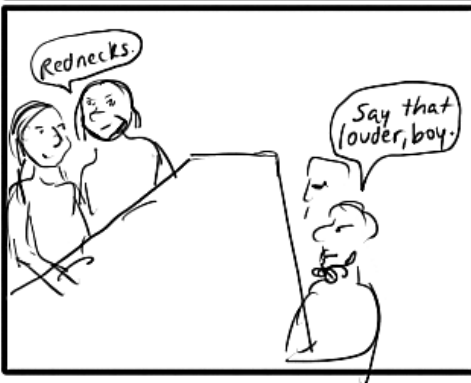
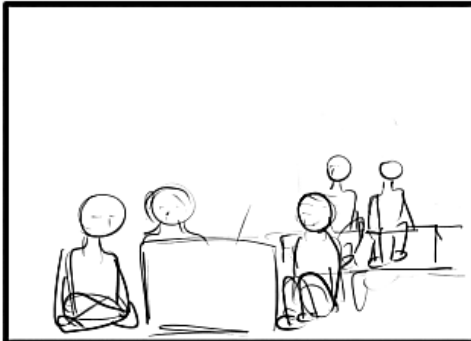
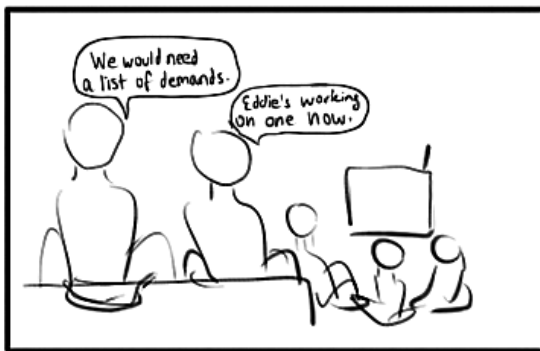


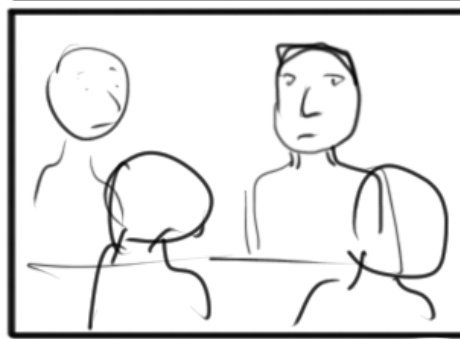
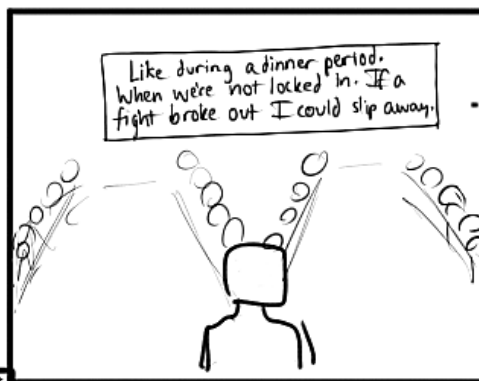


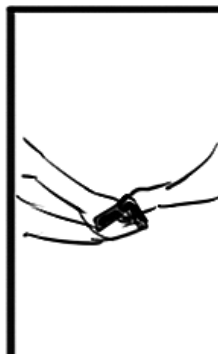


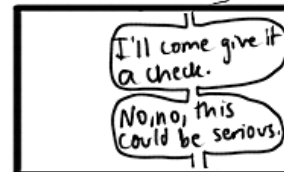
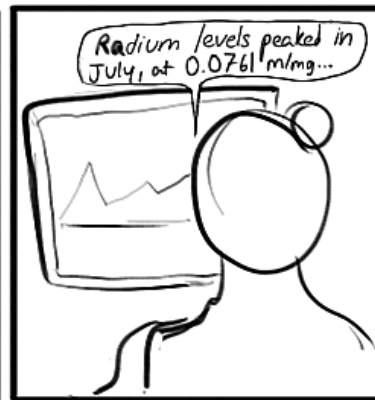


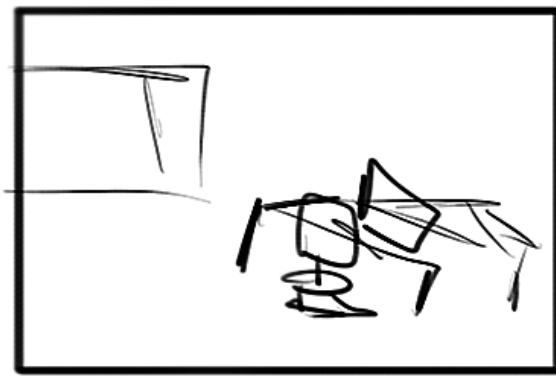


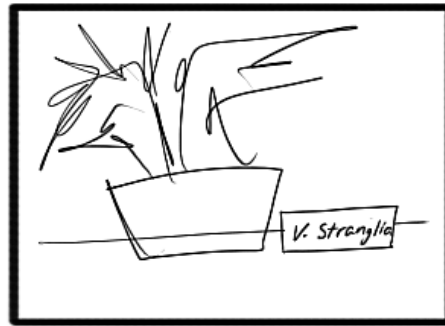
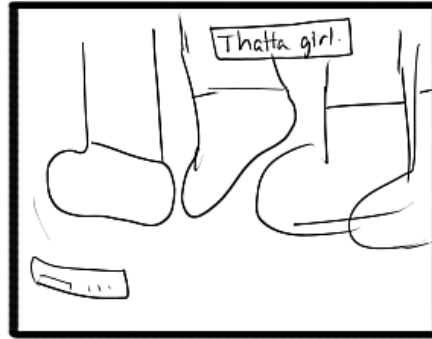


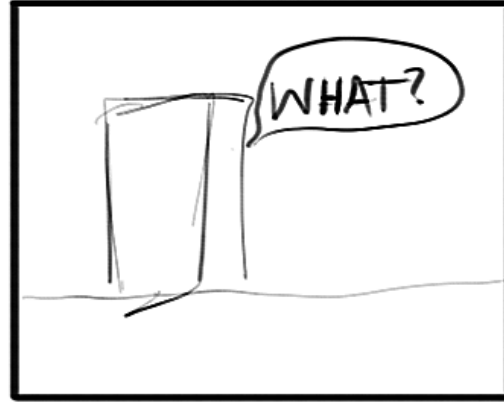
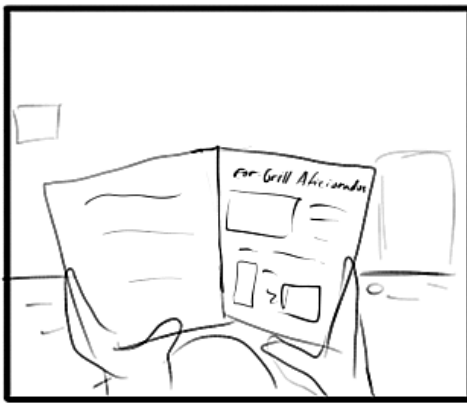


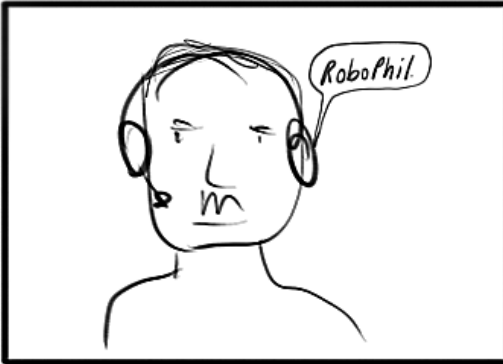


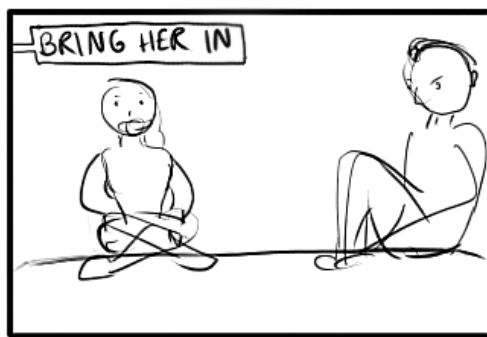


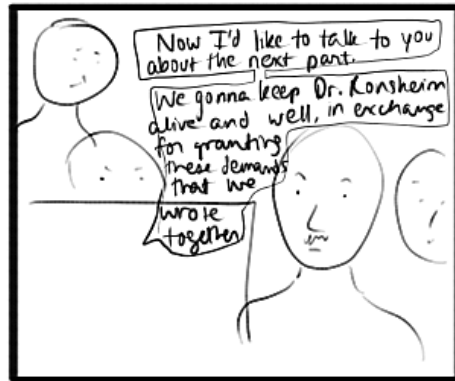


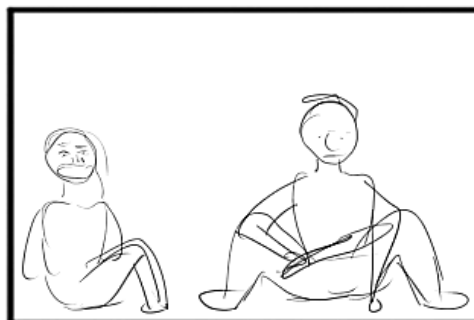
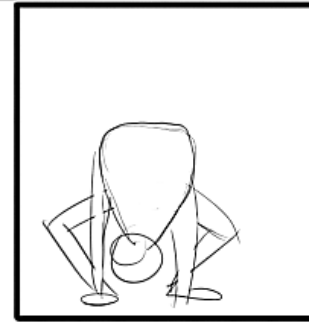


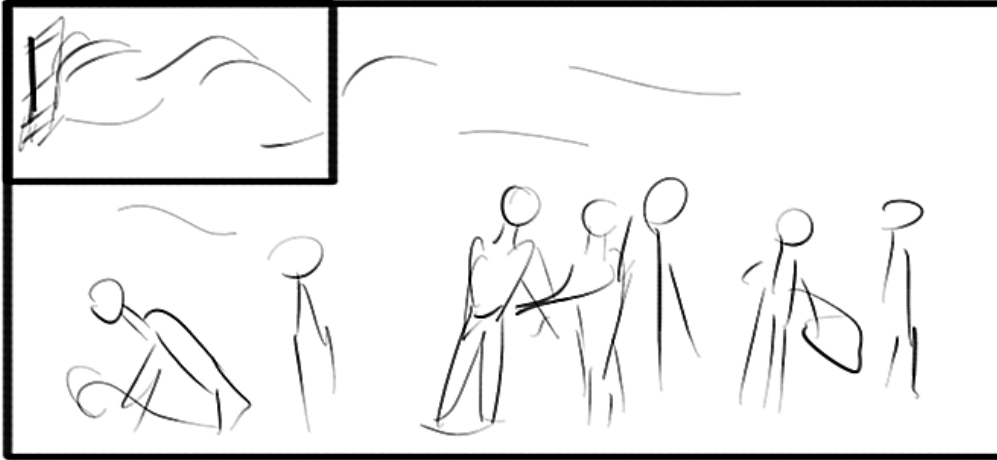
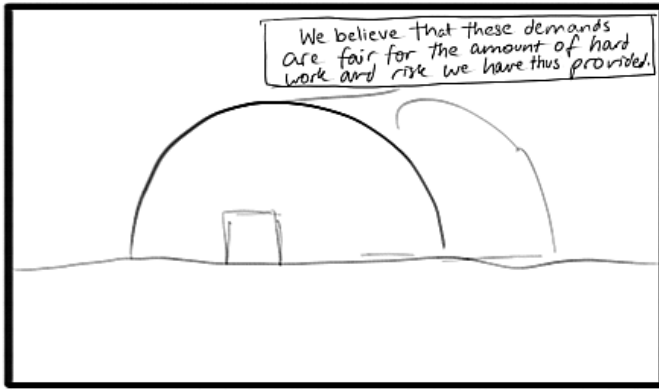


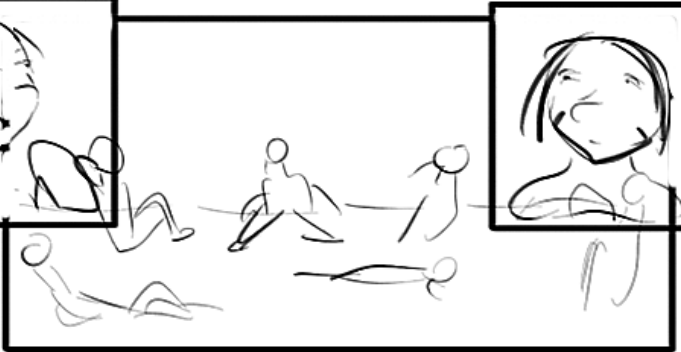
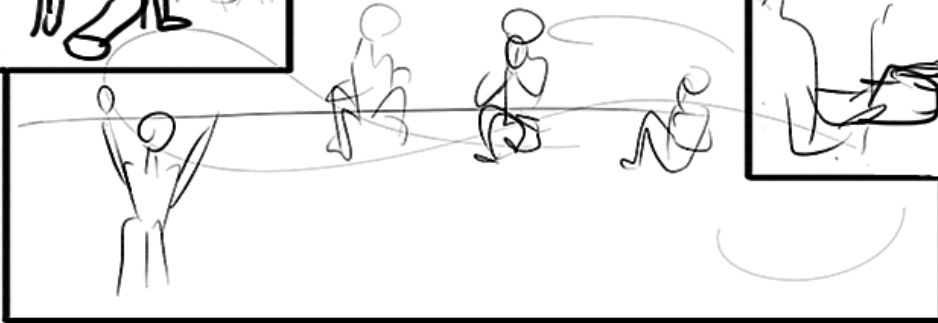
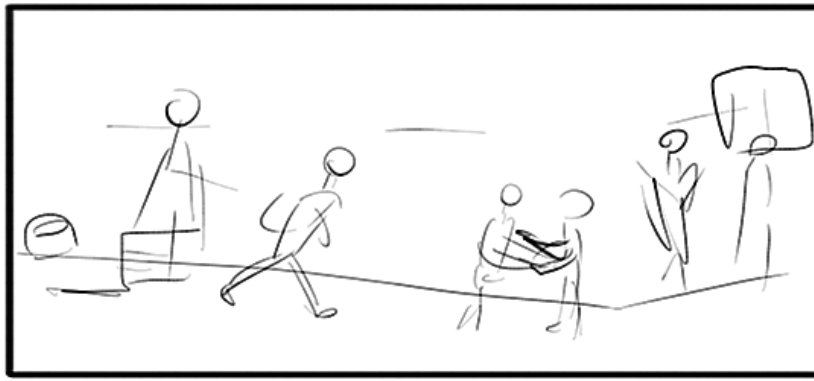


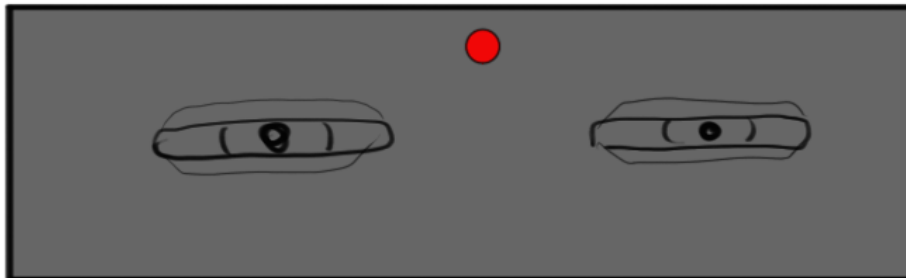
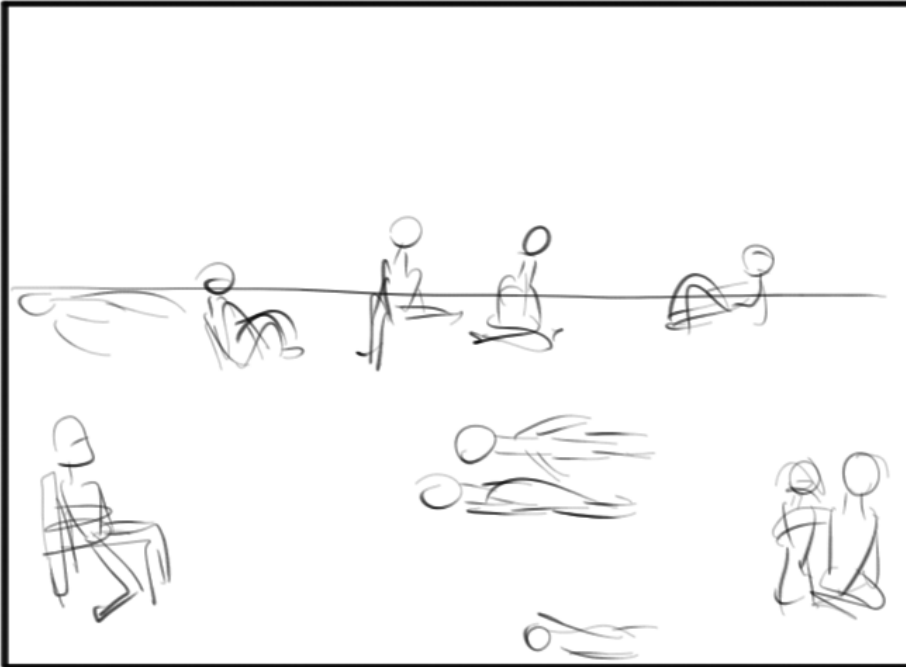




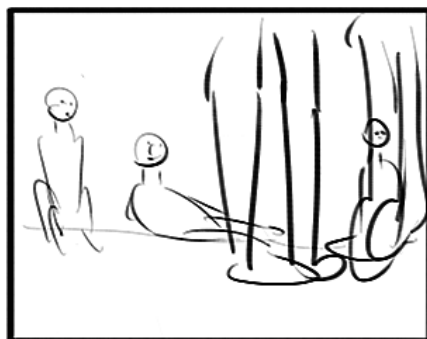
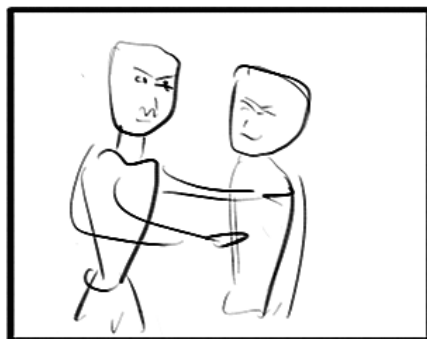
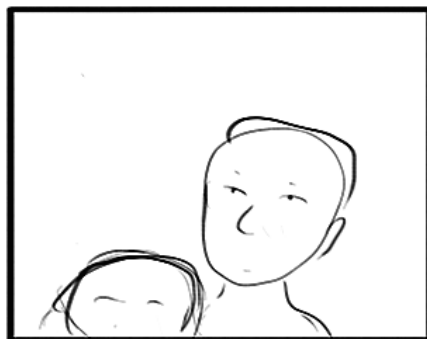


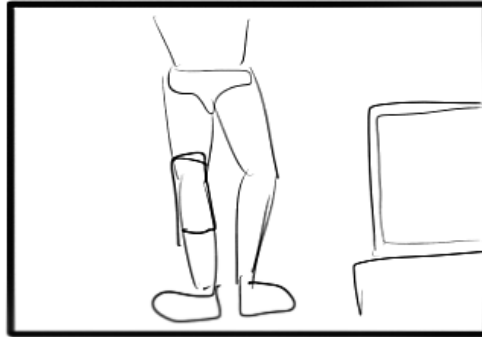
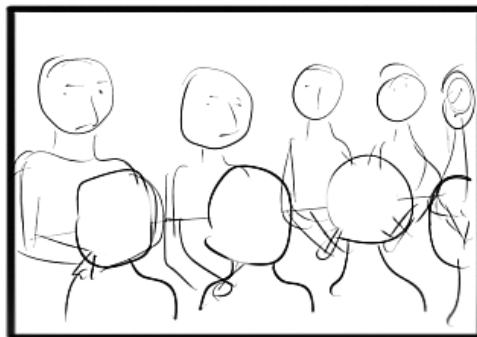
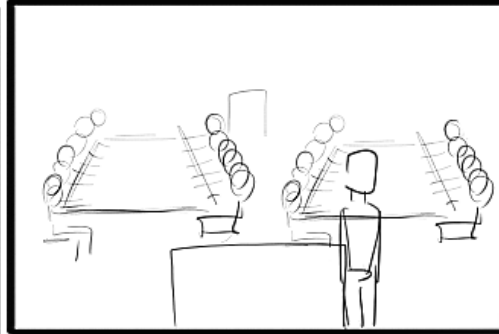
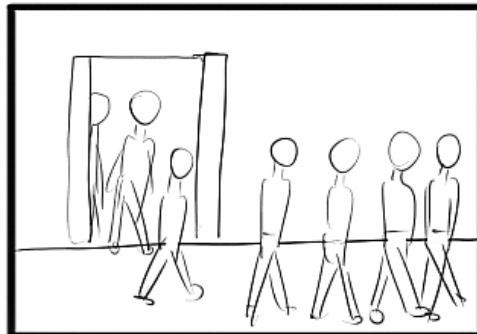
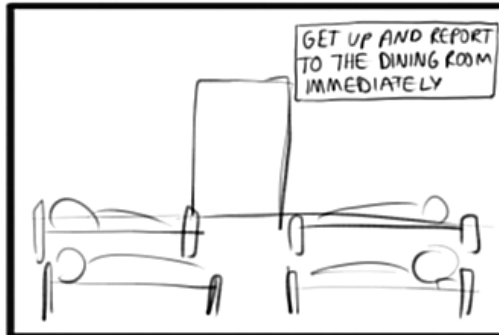
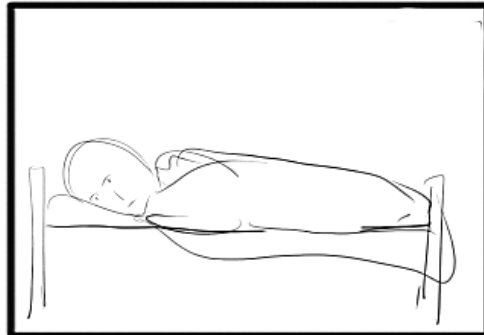
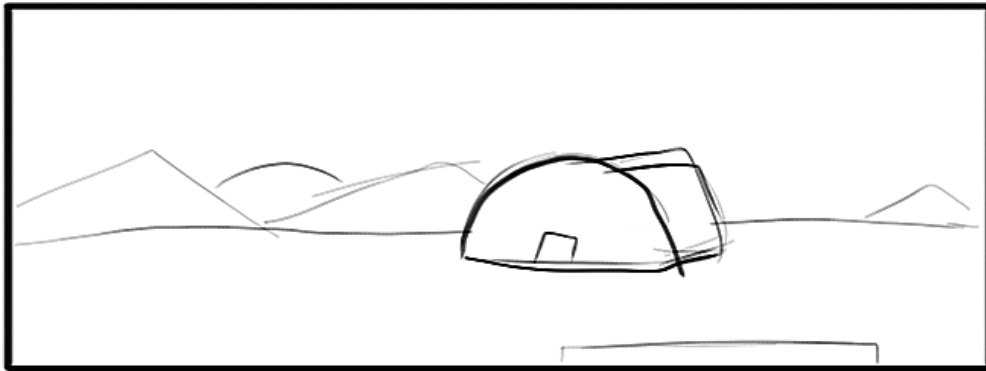


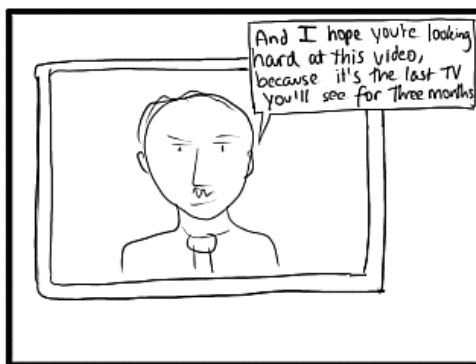
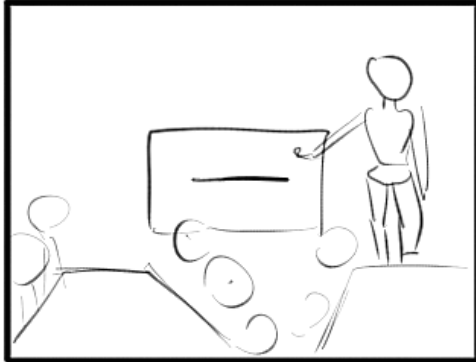
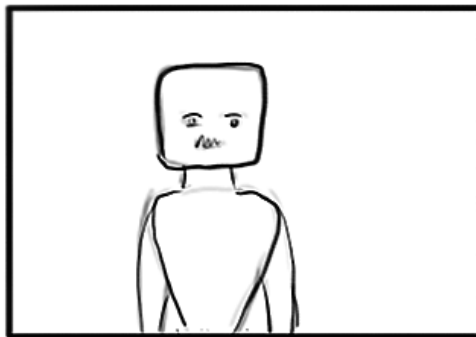


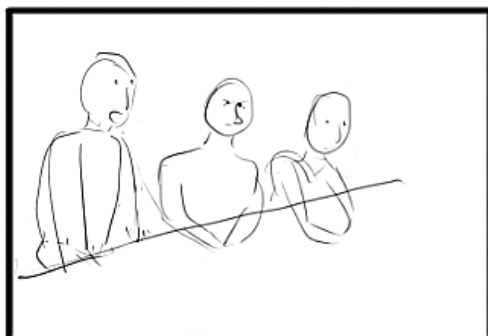
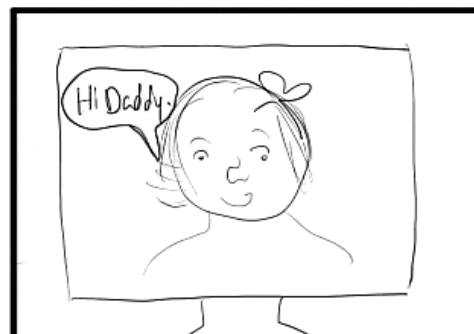
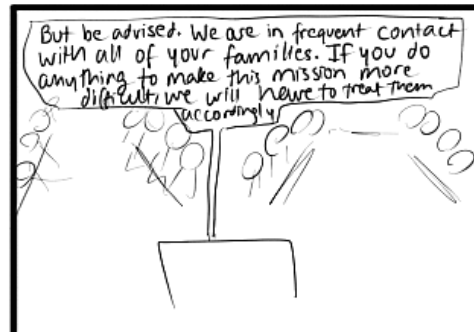


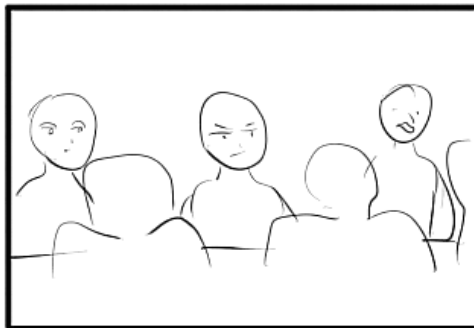
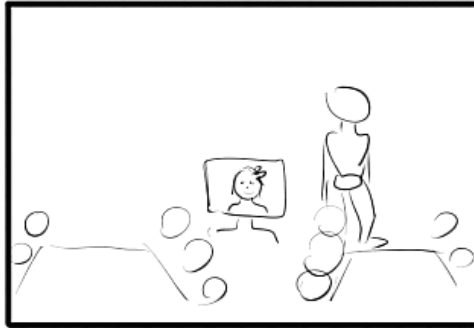


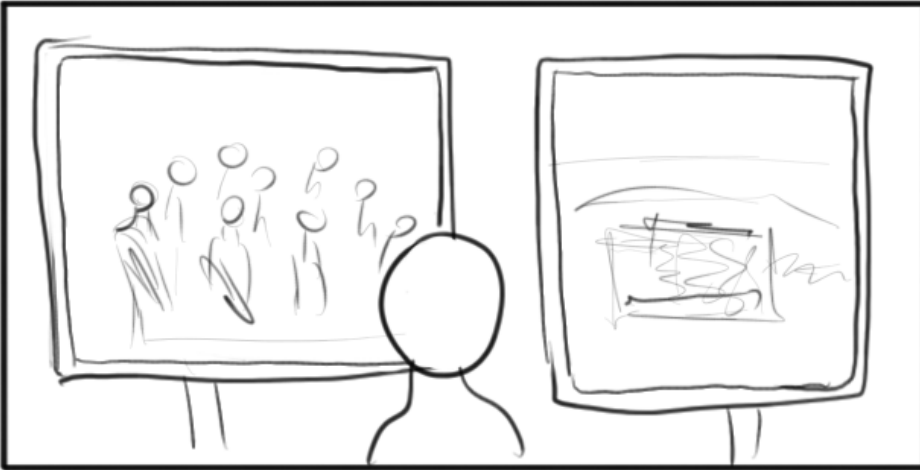
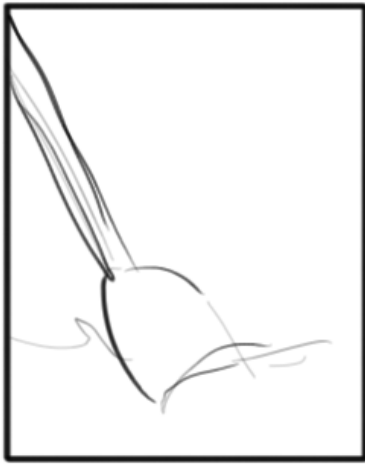


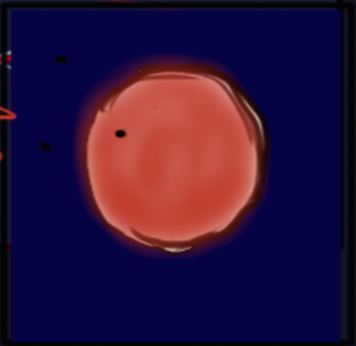
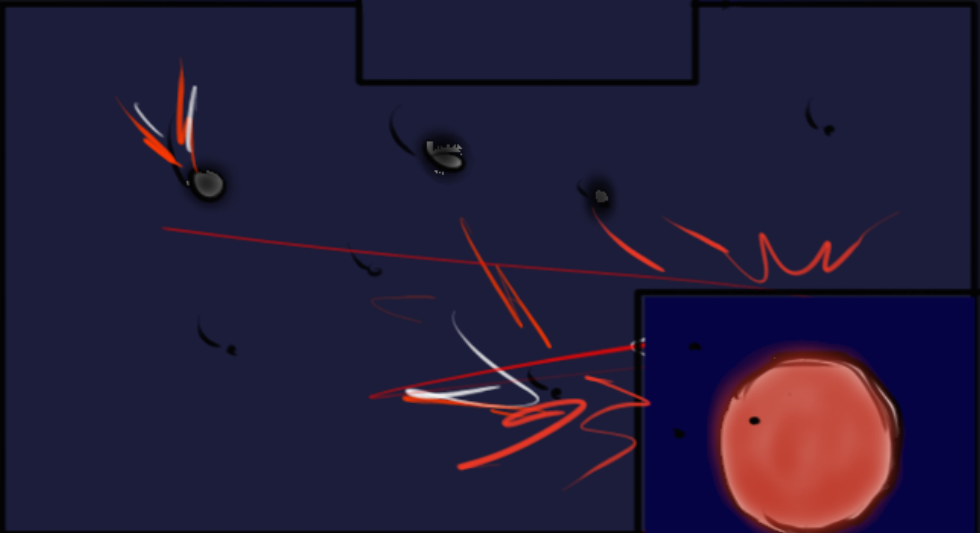
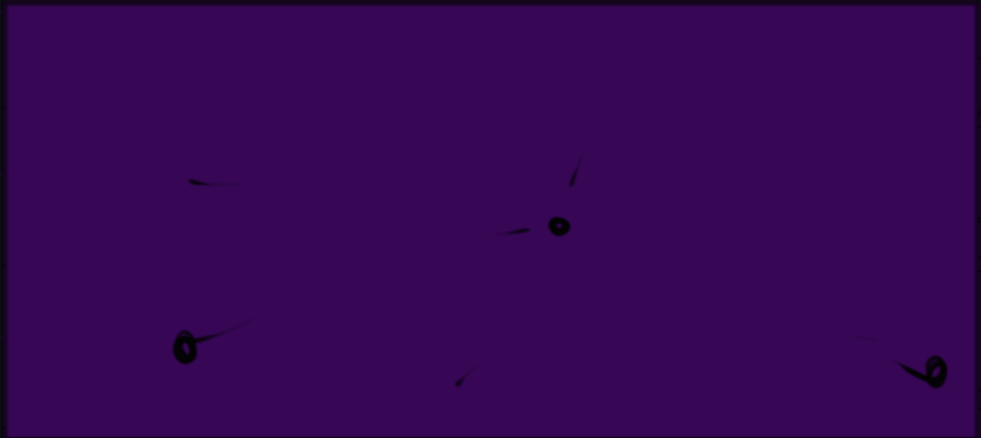


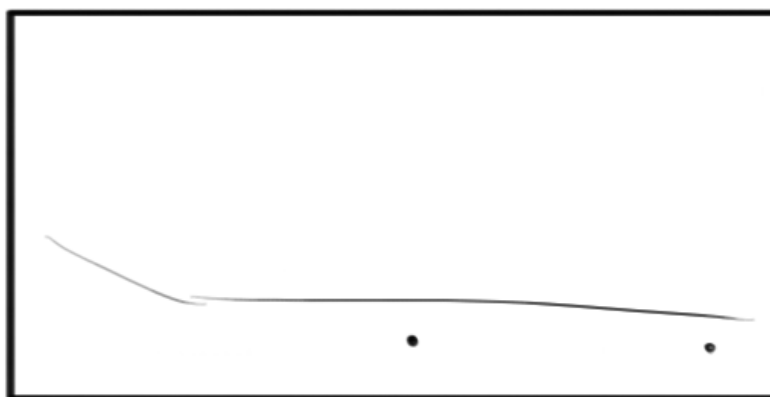
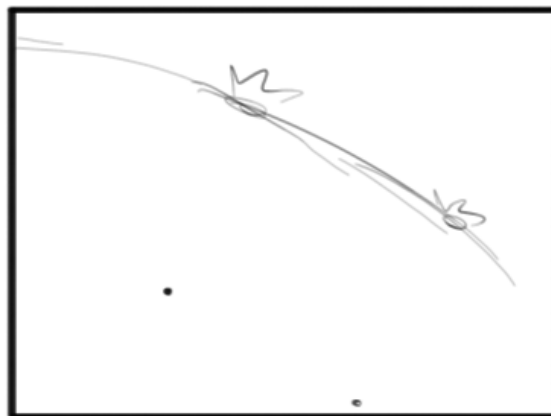
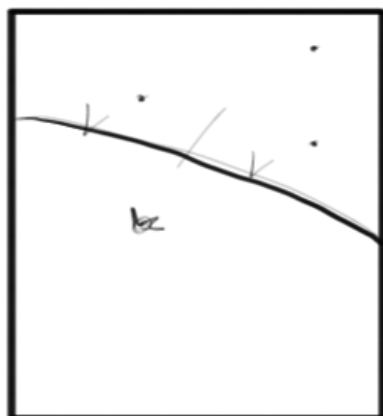
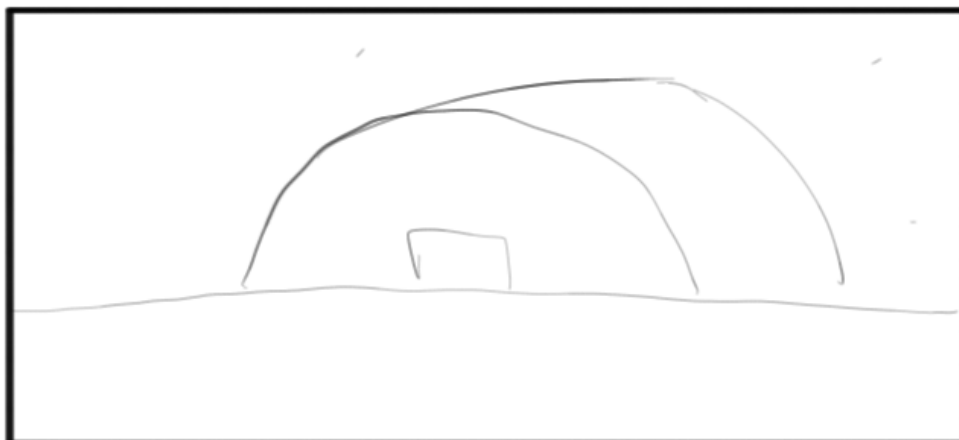


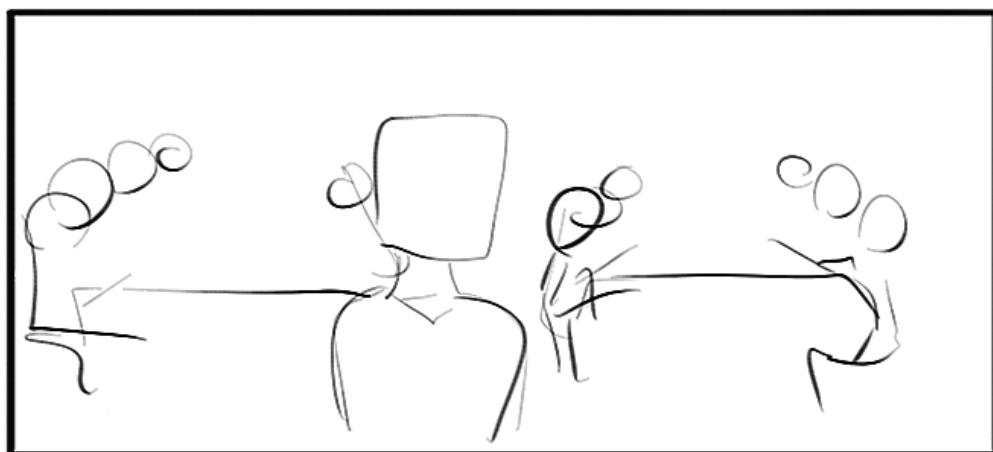


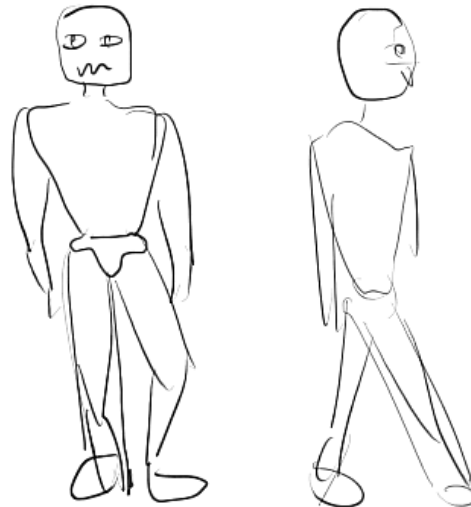
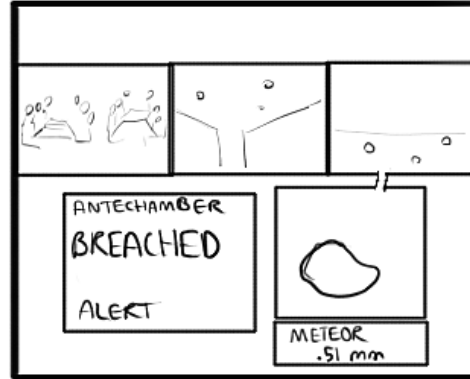
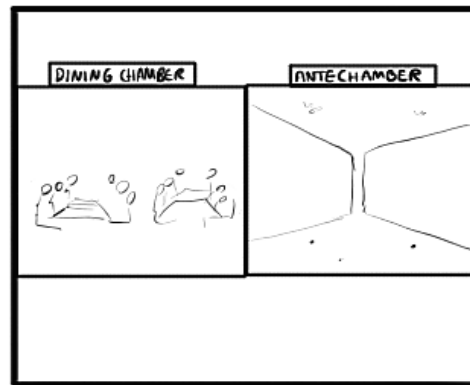
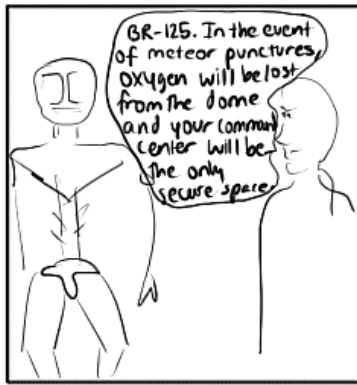


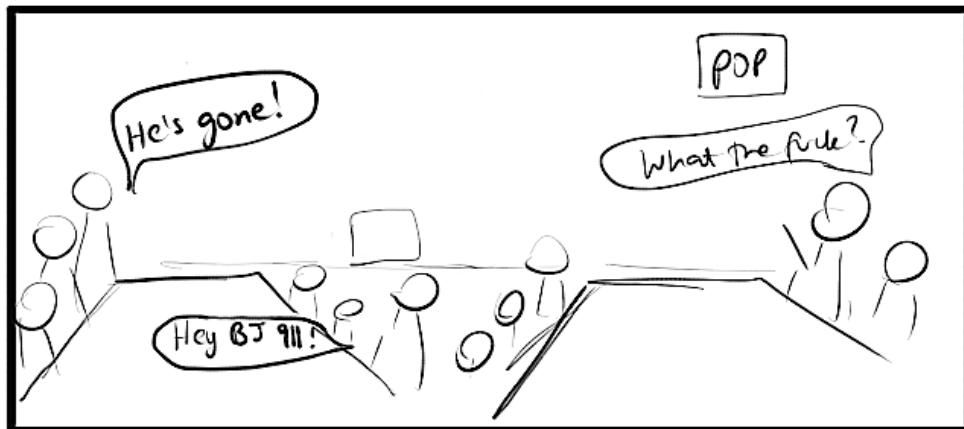
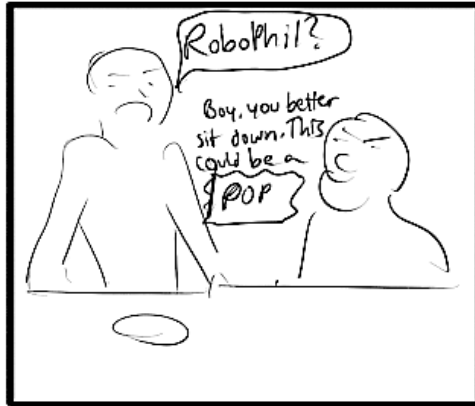
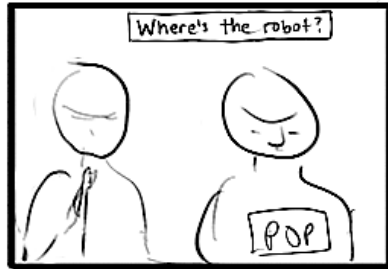
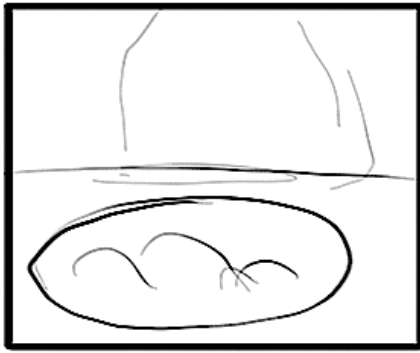


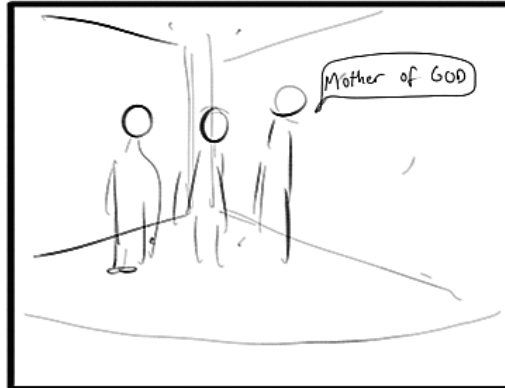
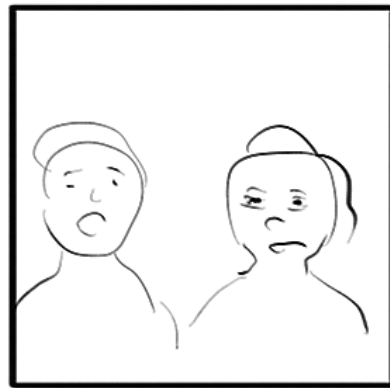
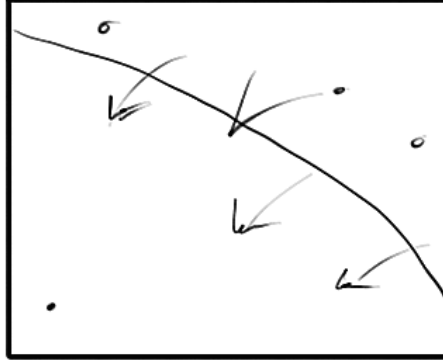
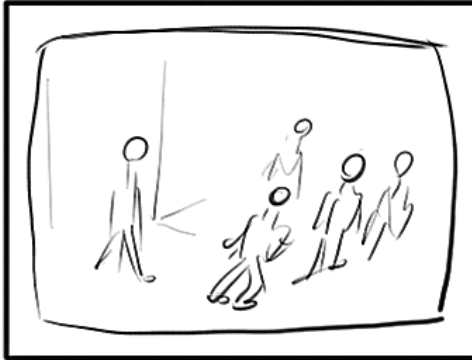
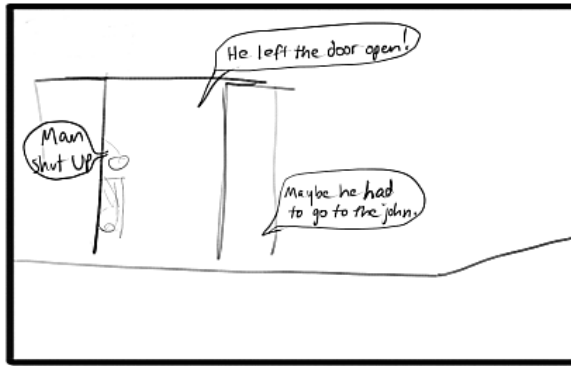


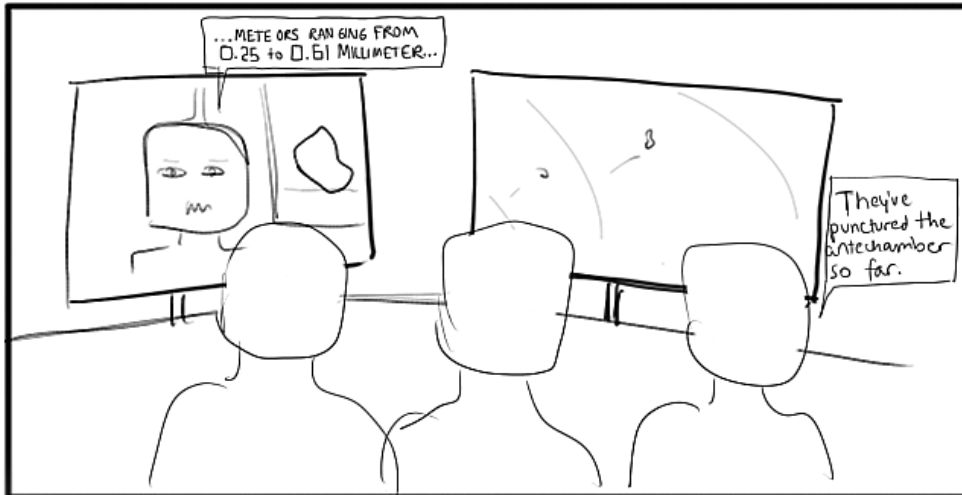
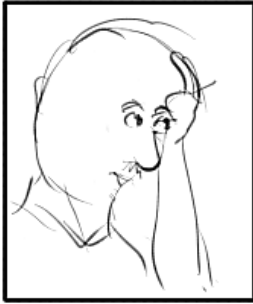


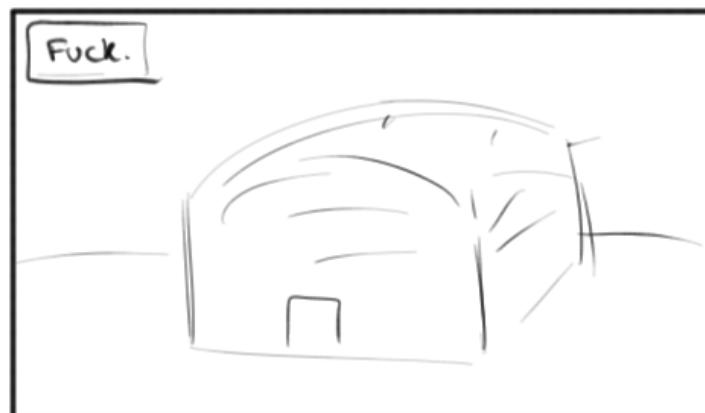
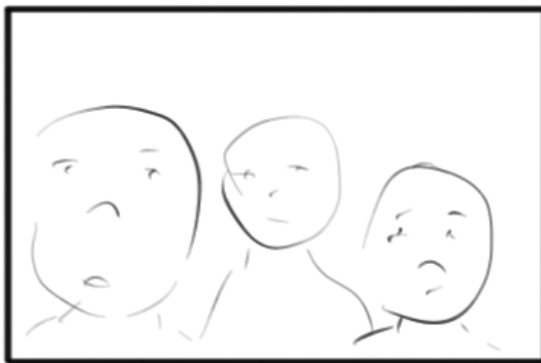
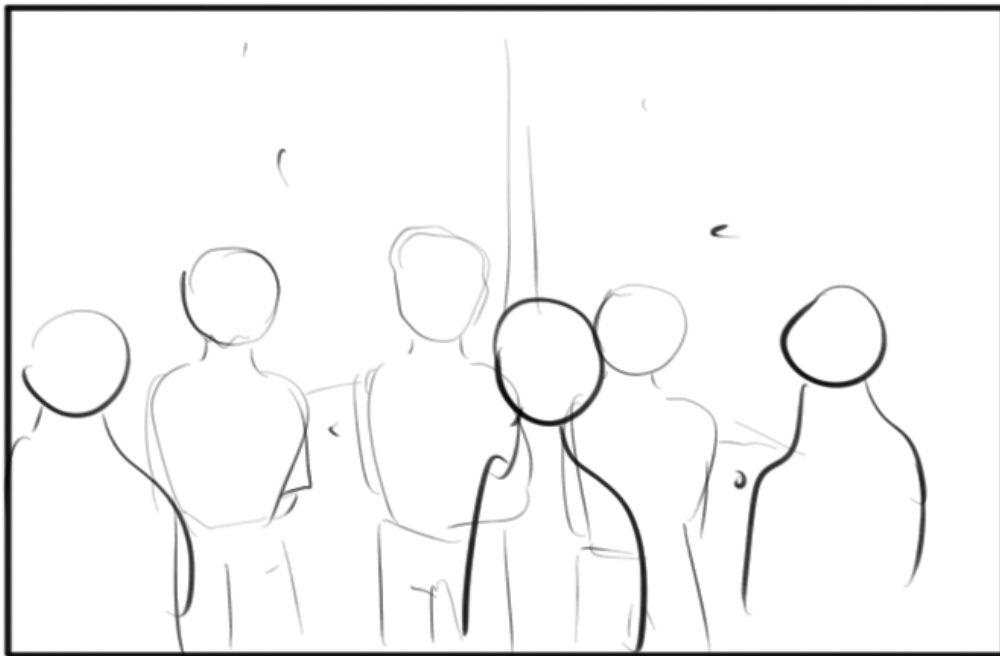




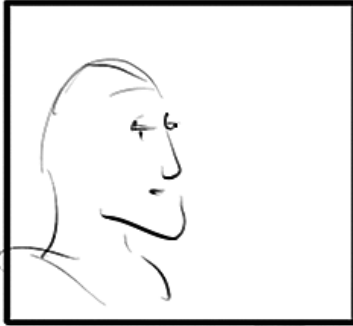


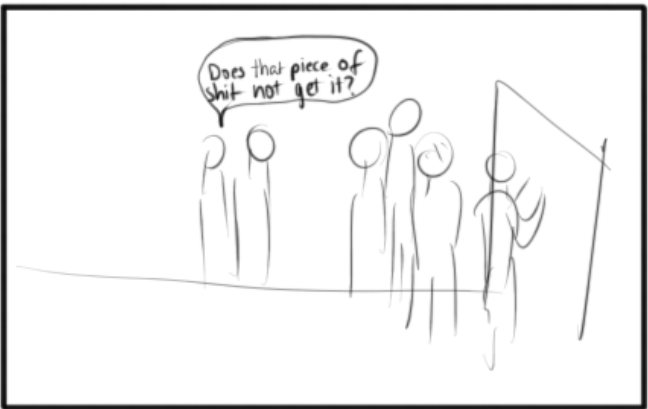


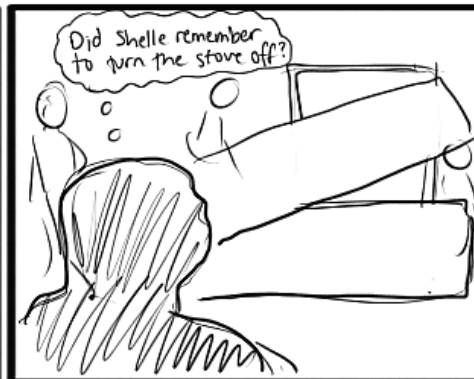
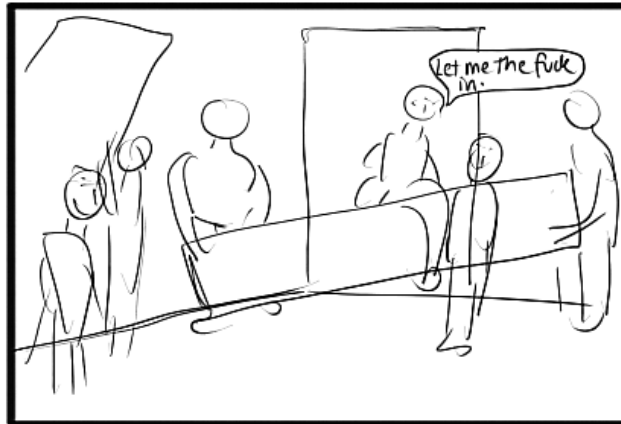


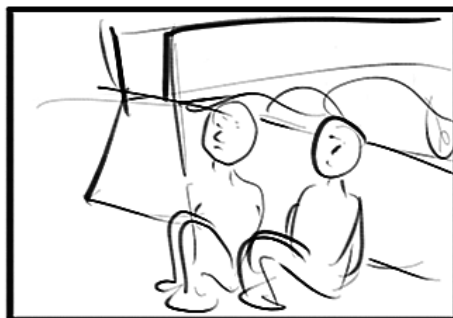
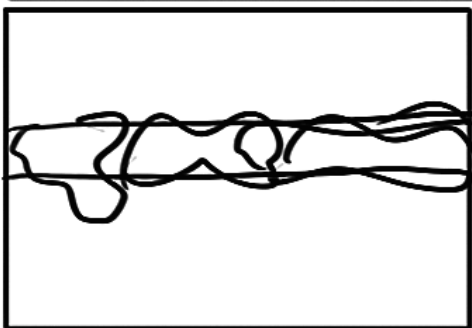
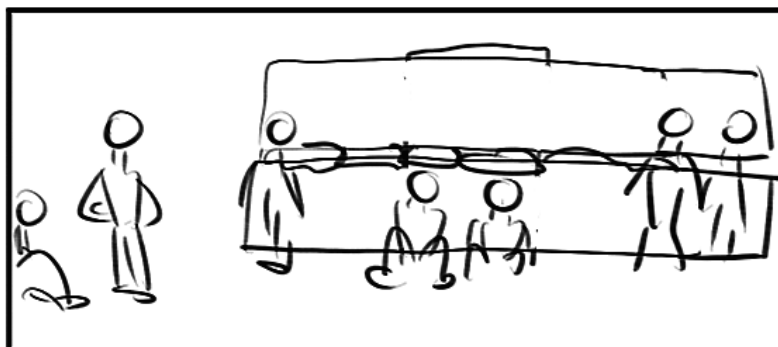


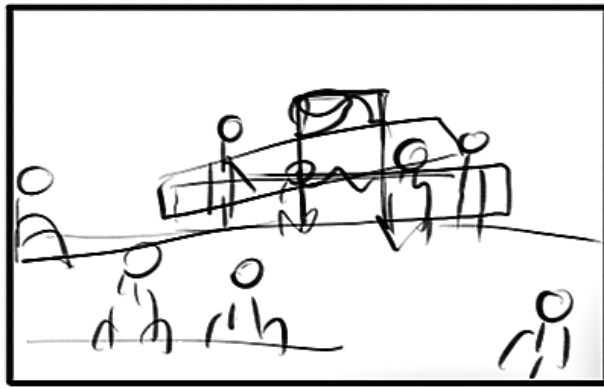












What the fuck?

Who did that?

Man don't move!
You're gonna fuck
up the tables.

