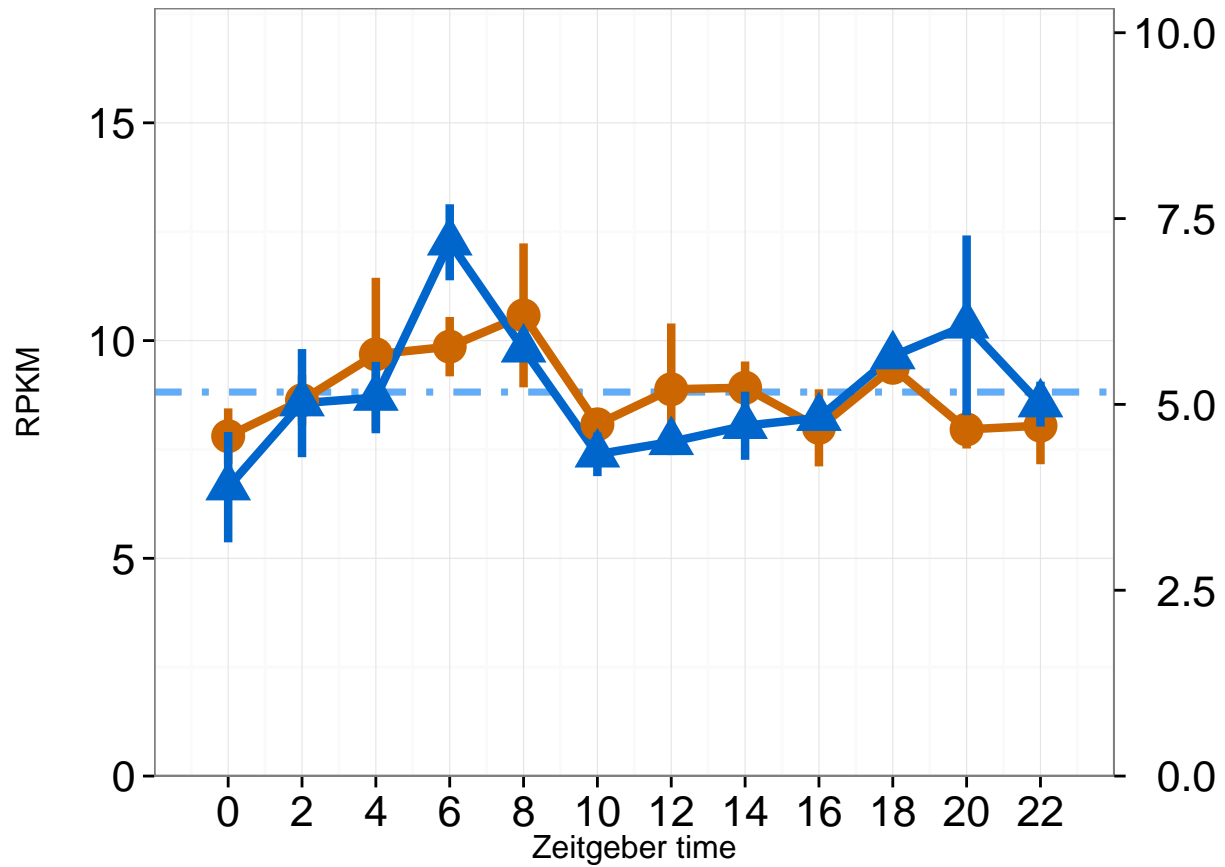


# Sac3d1



# Sac3d1

