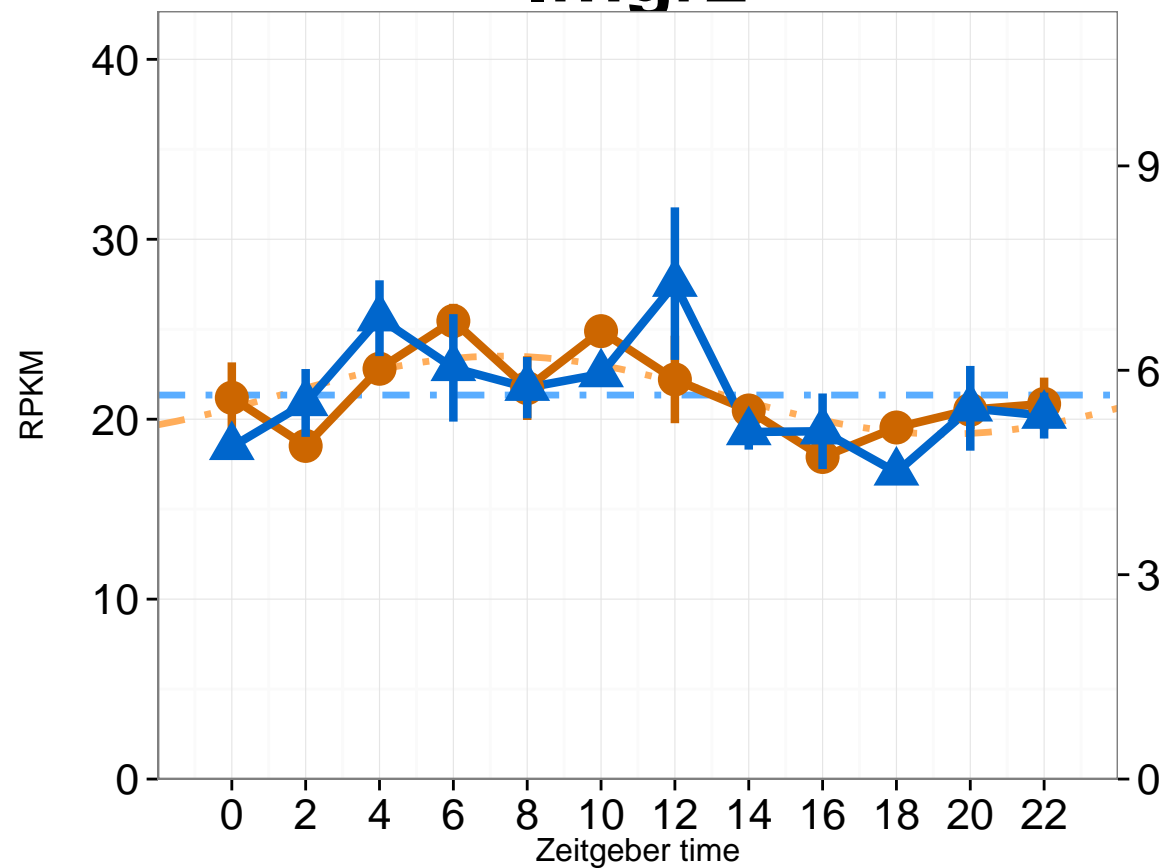


# Ifngr2



# Ifngr2

