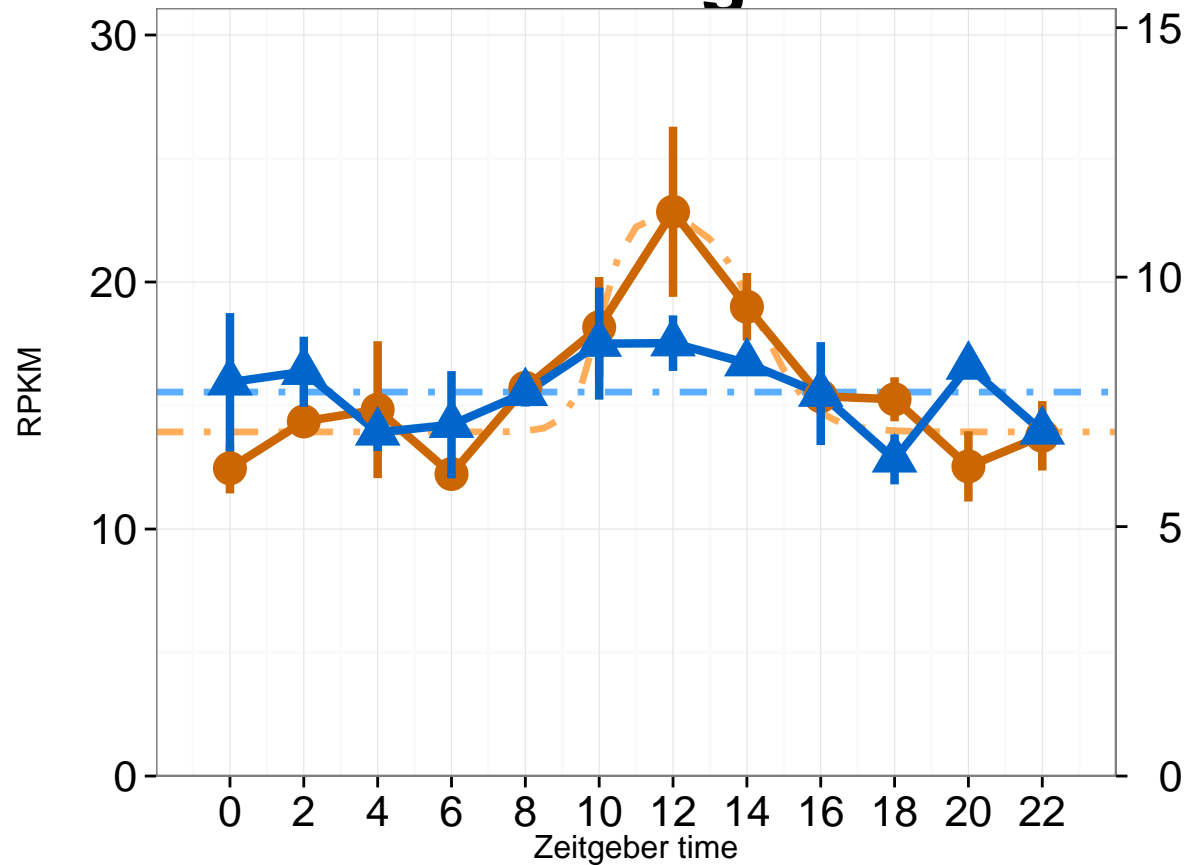


# Polr3gl



# Polr3gl

