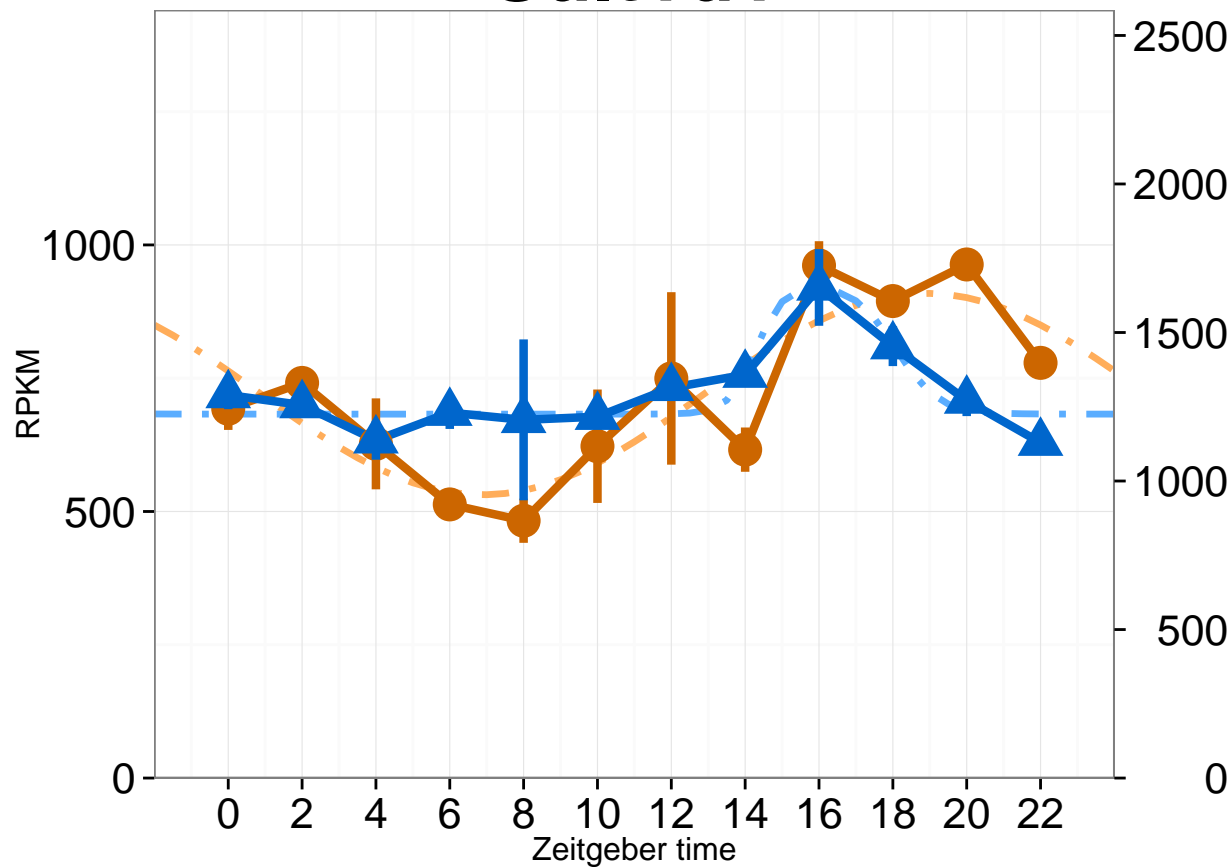


# Sult1d1



# Sult1d1

