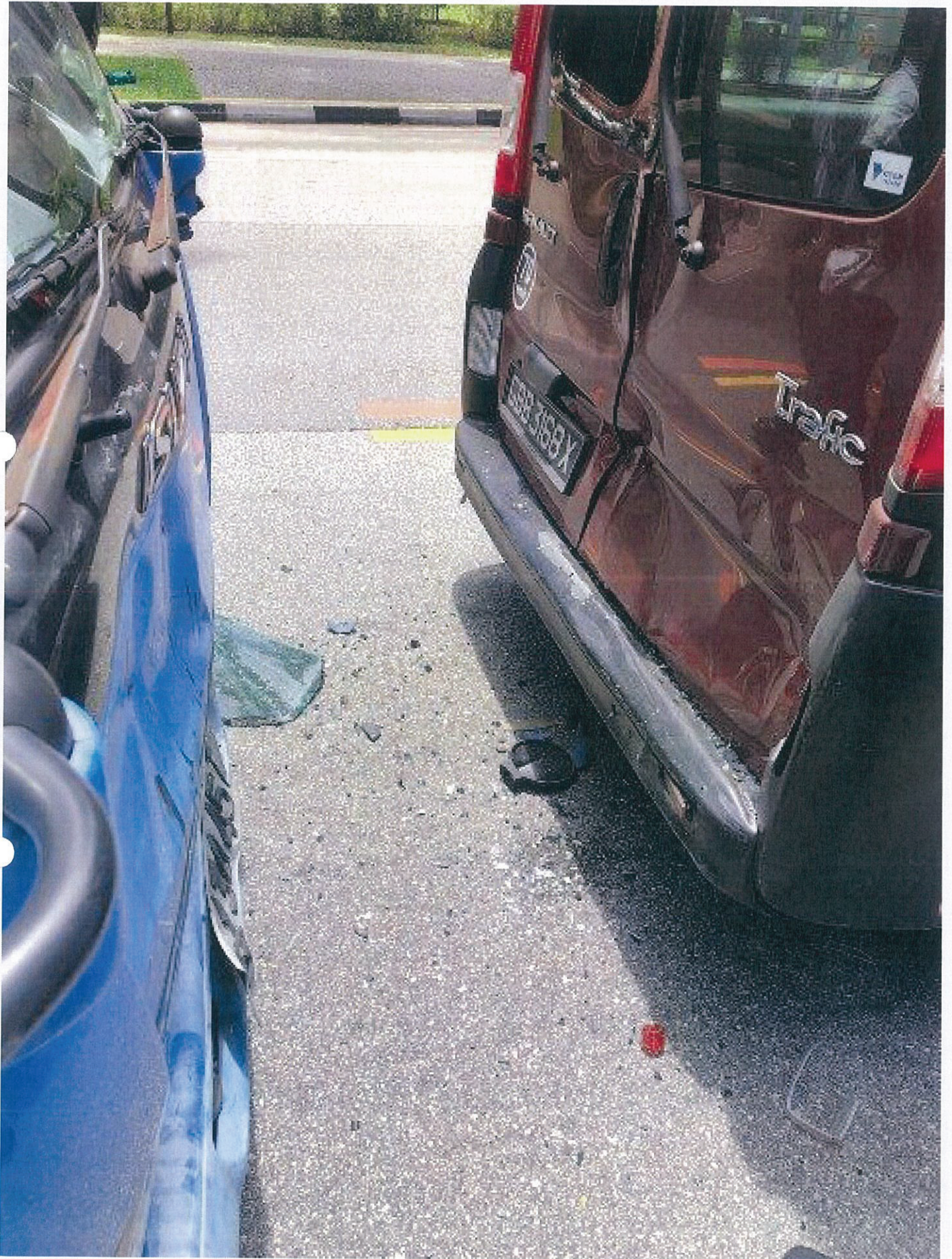


SCENE





# SCENE





SCENE

