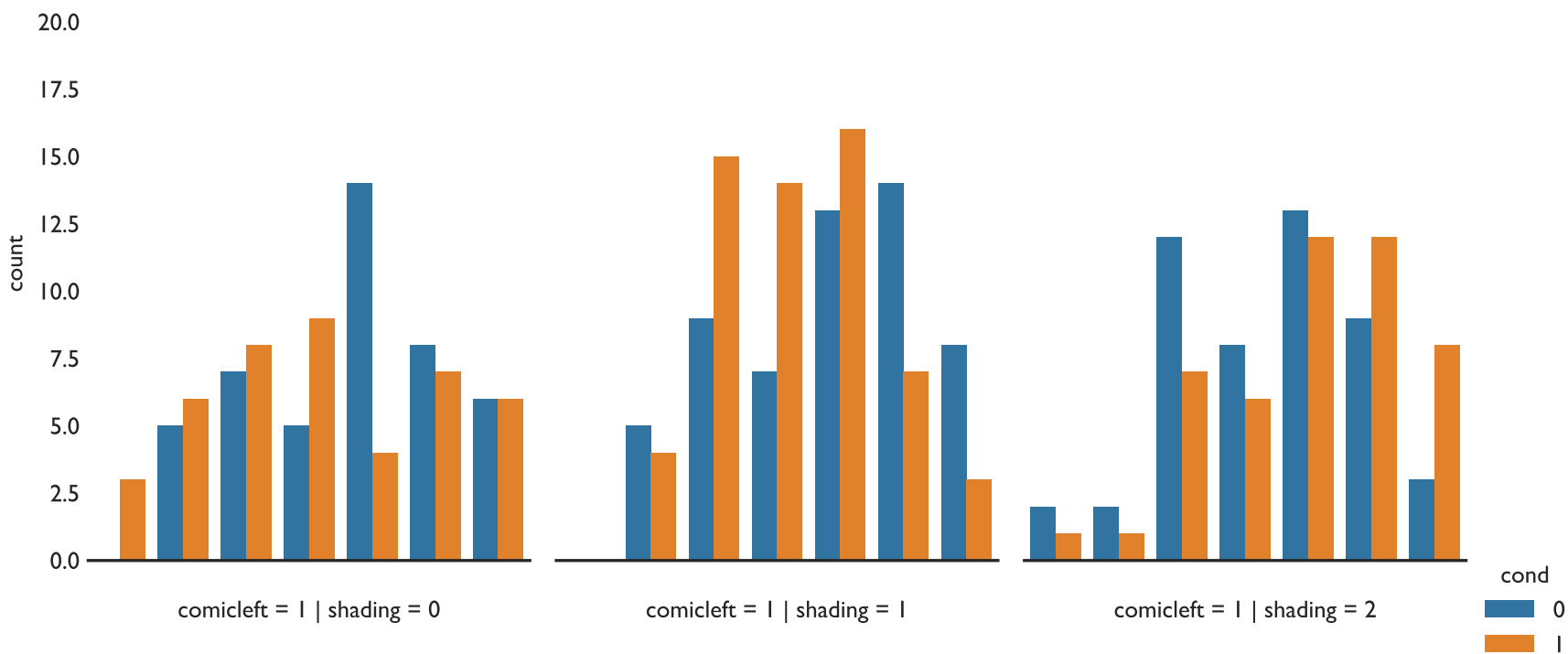


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comicleft = 0 | shading = 1

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