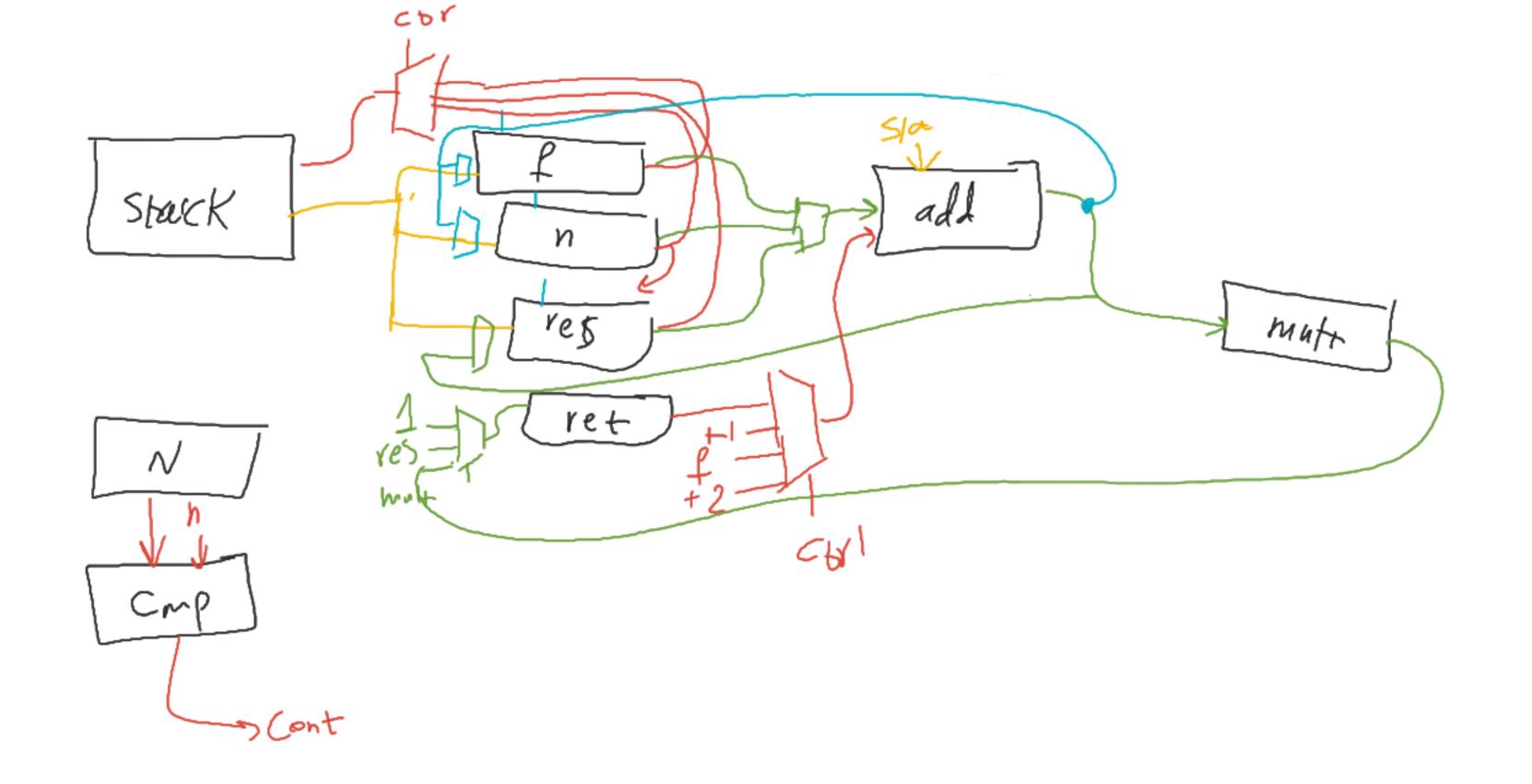
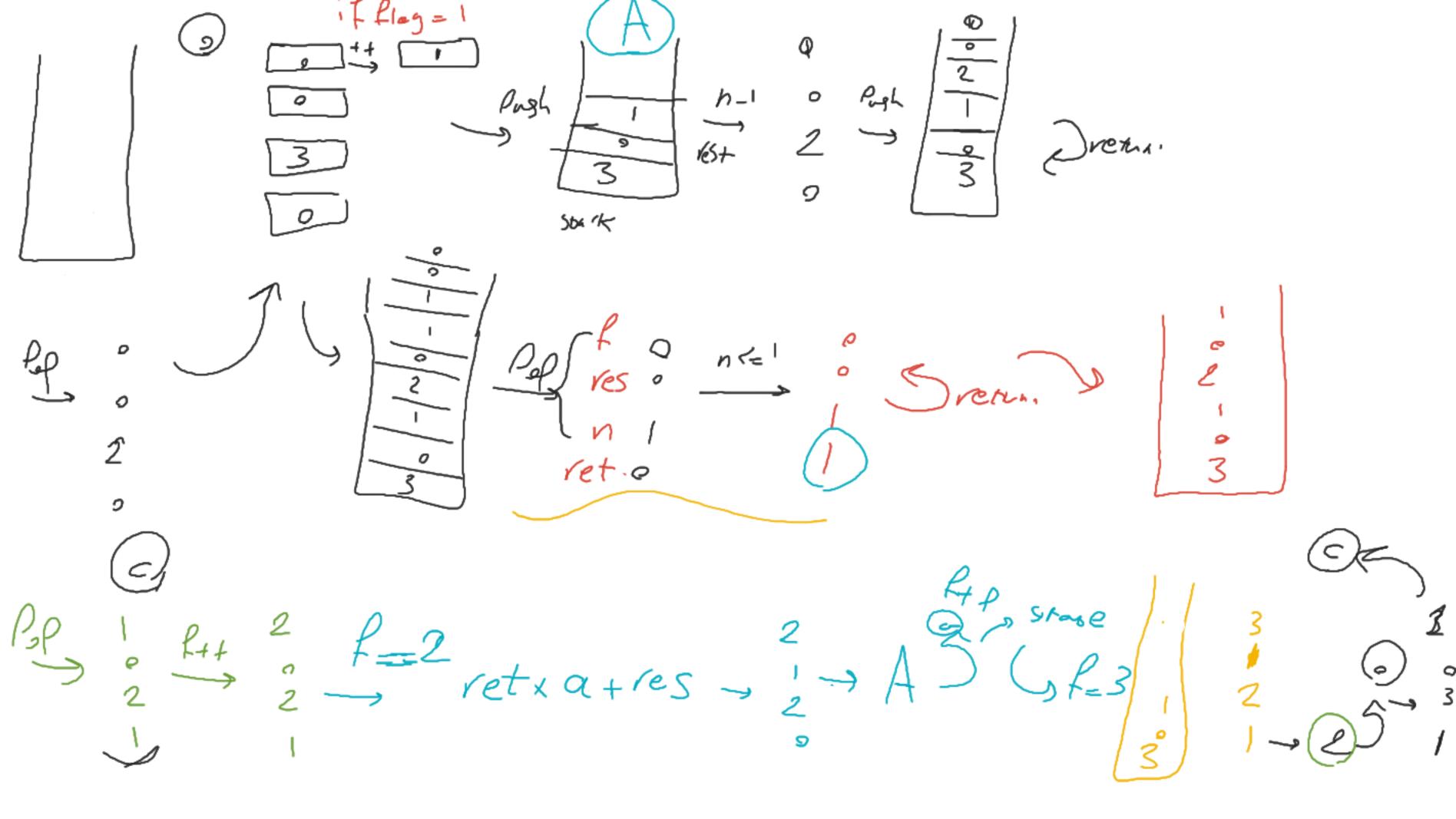
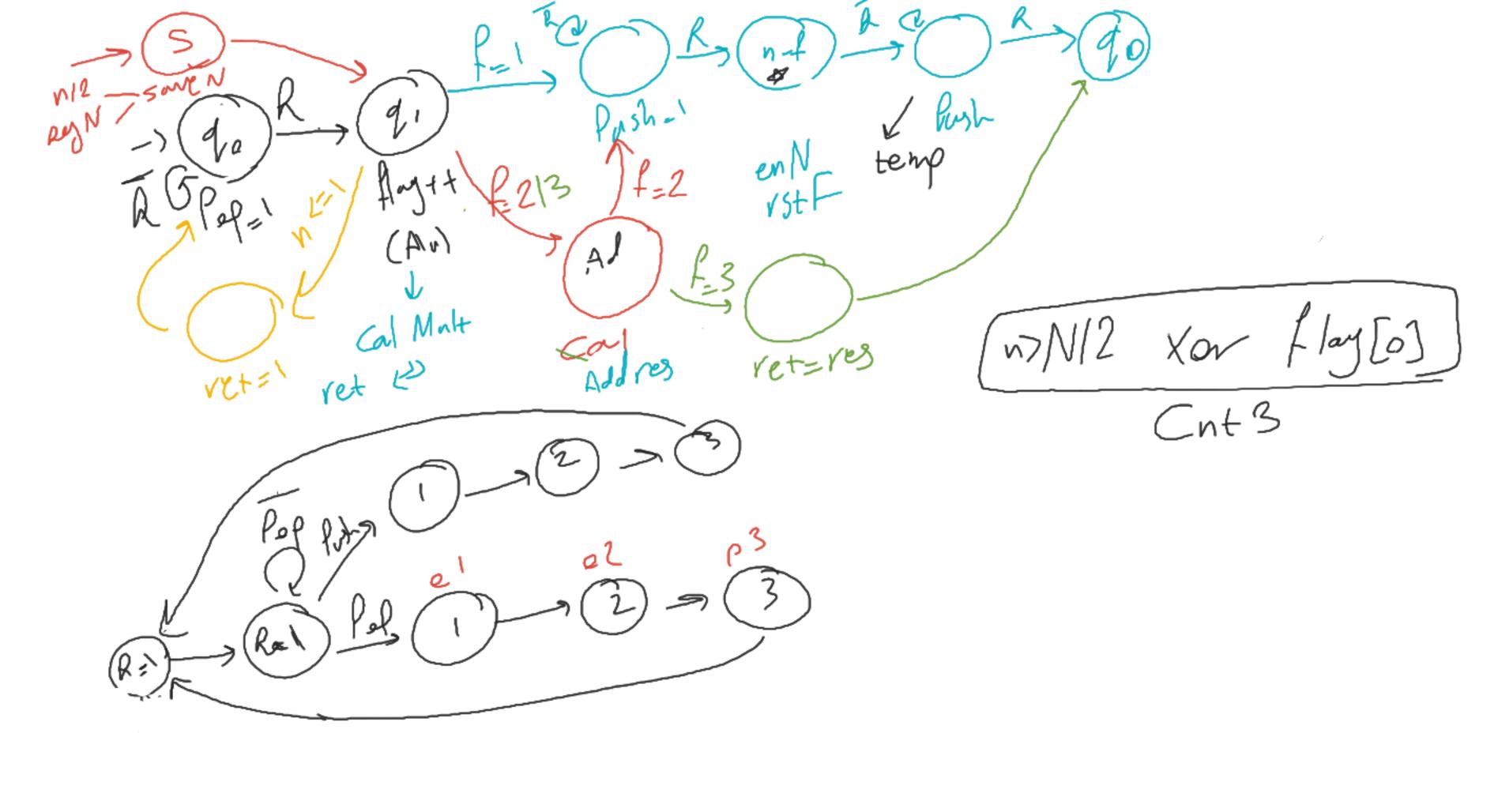


n=n-flag ret= xetPre Dalse: P. Play=2







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