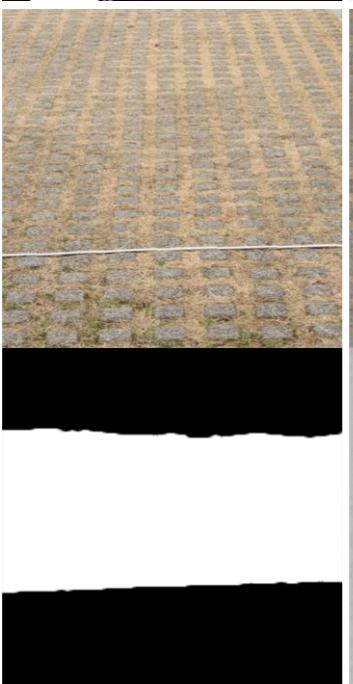
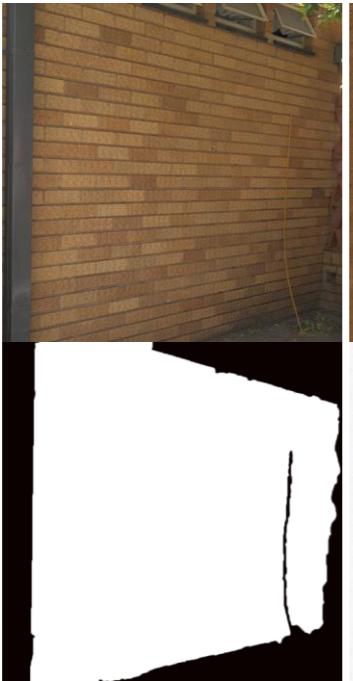
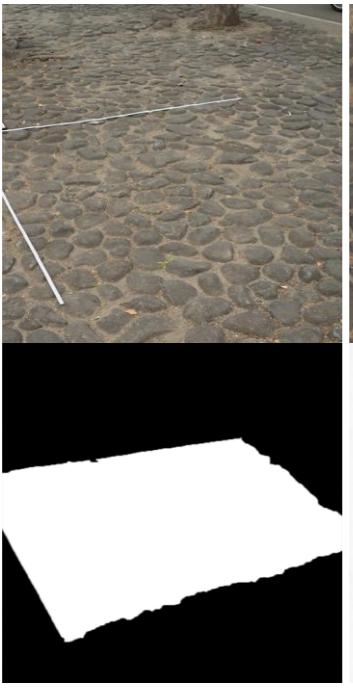
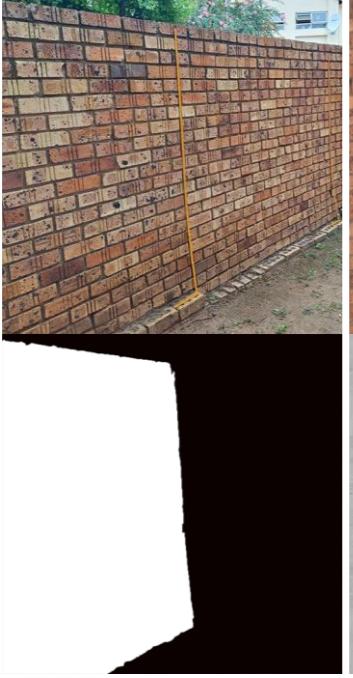
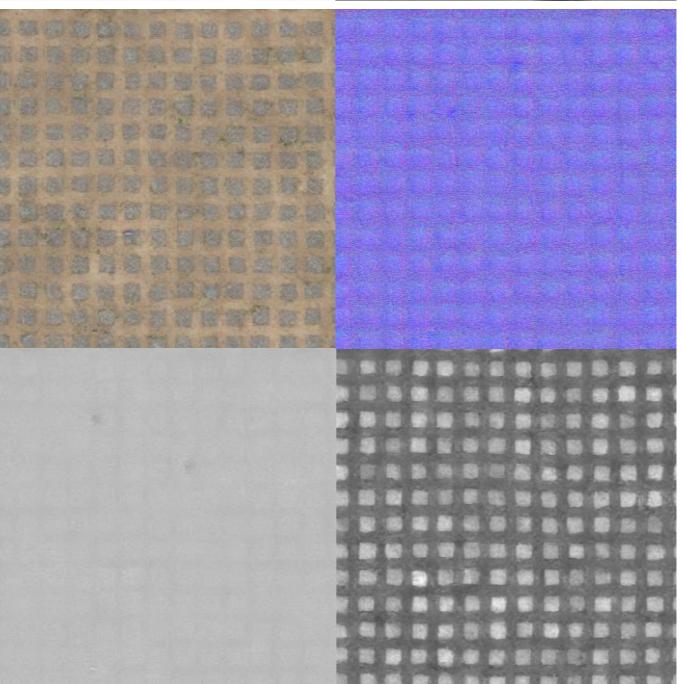
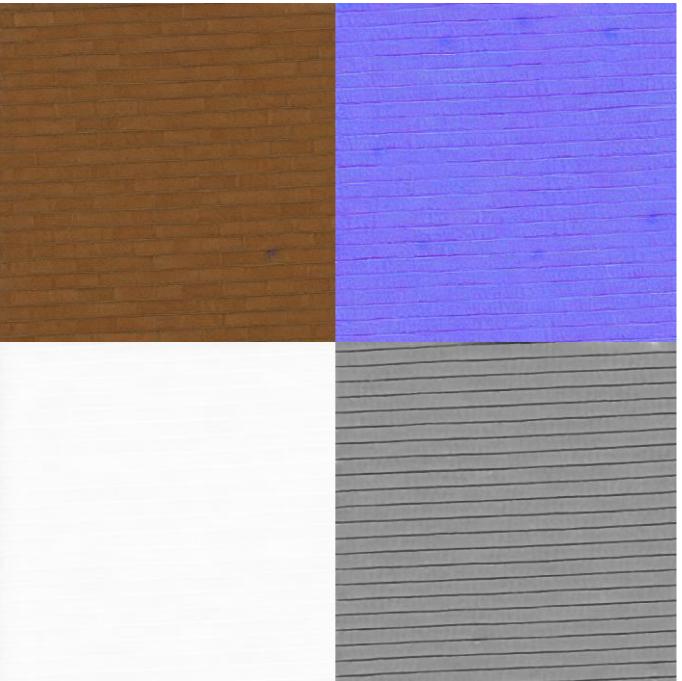
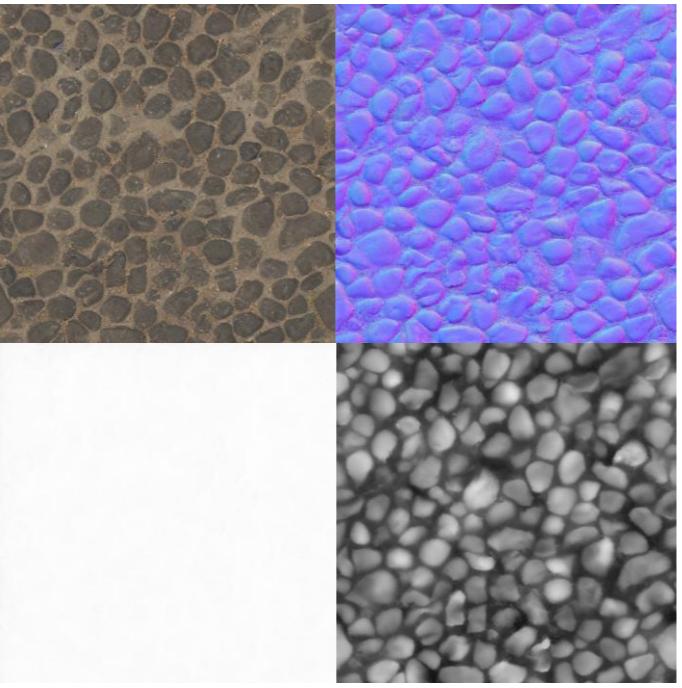
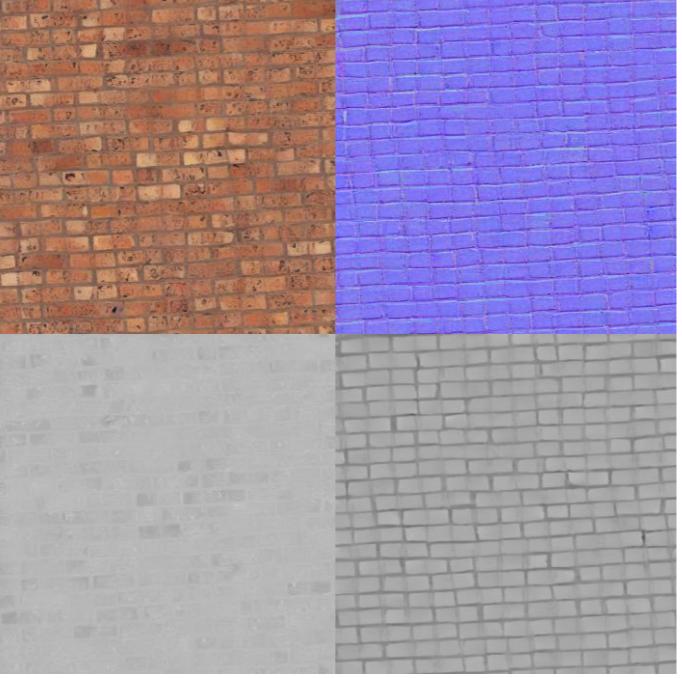


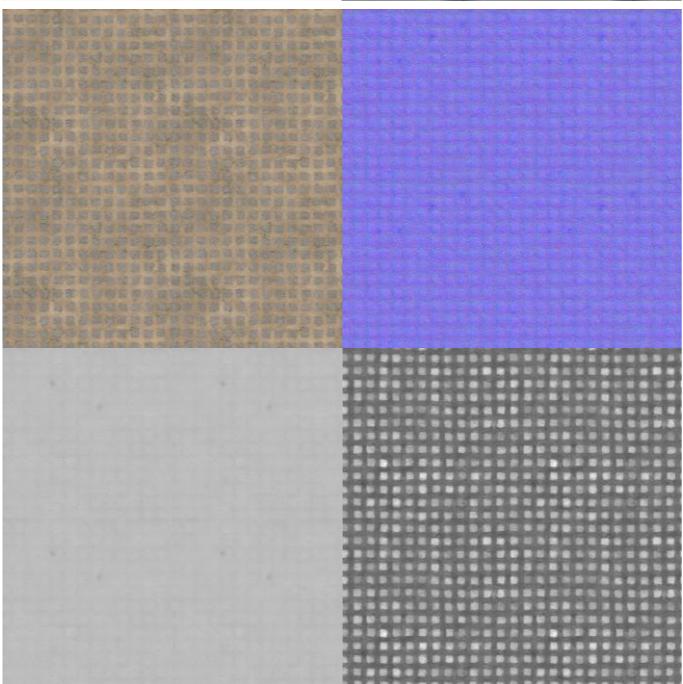
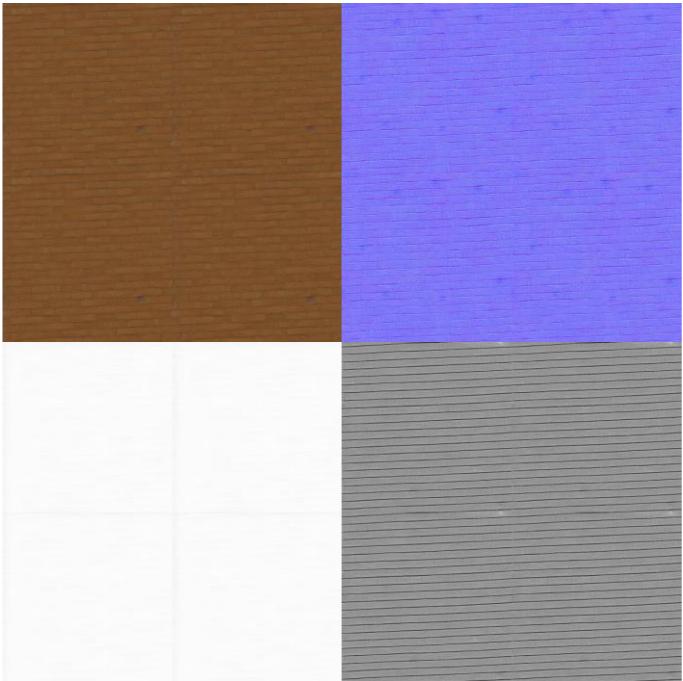
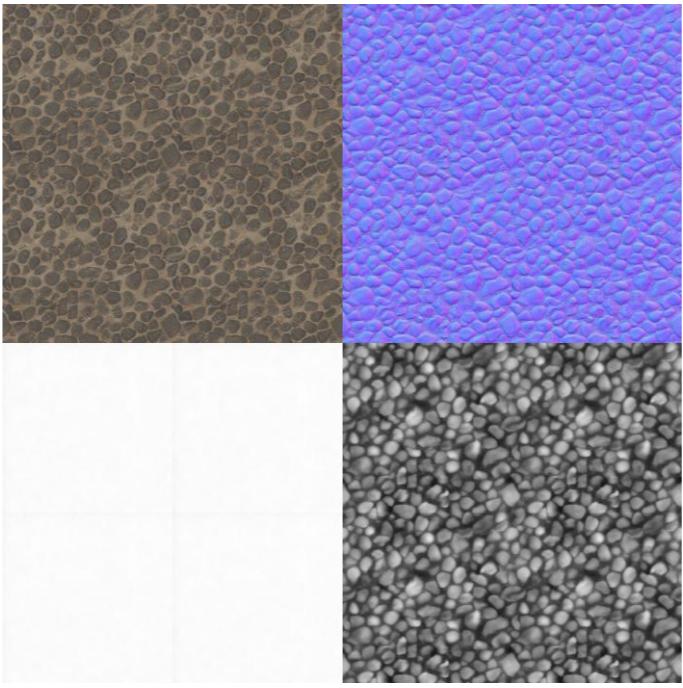
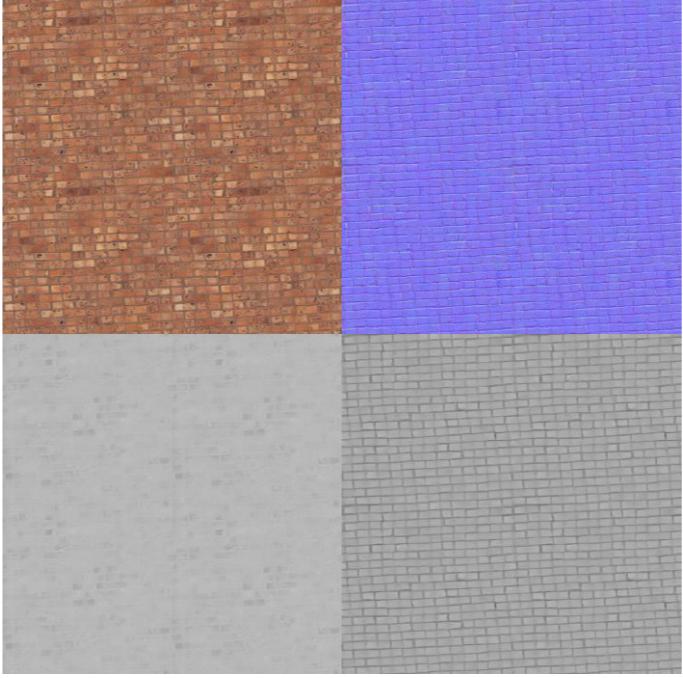
Condition



Material



Tiled Material



Render

