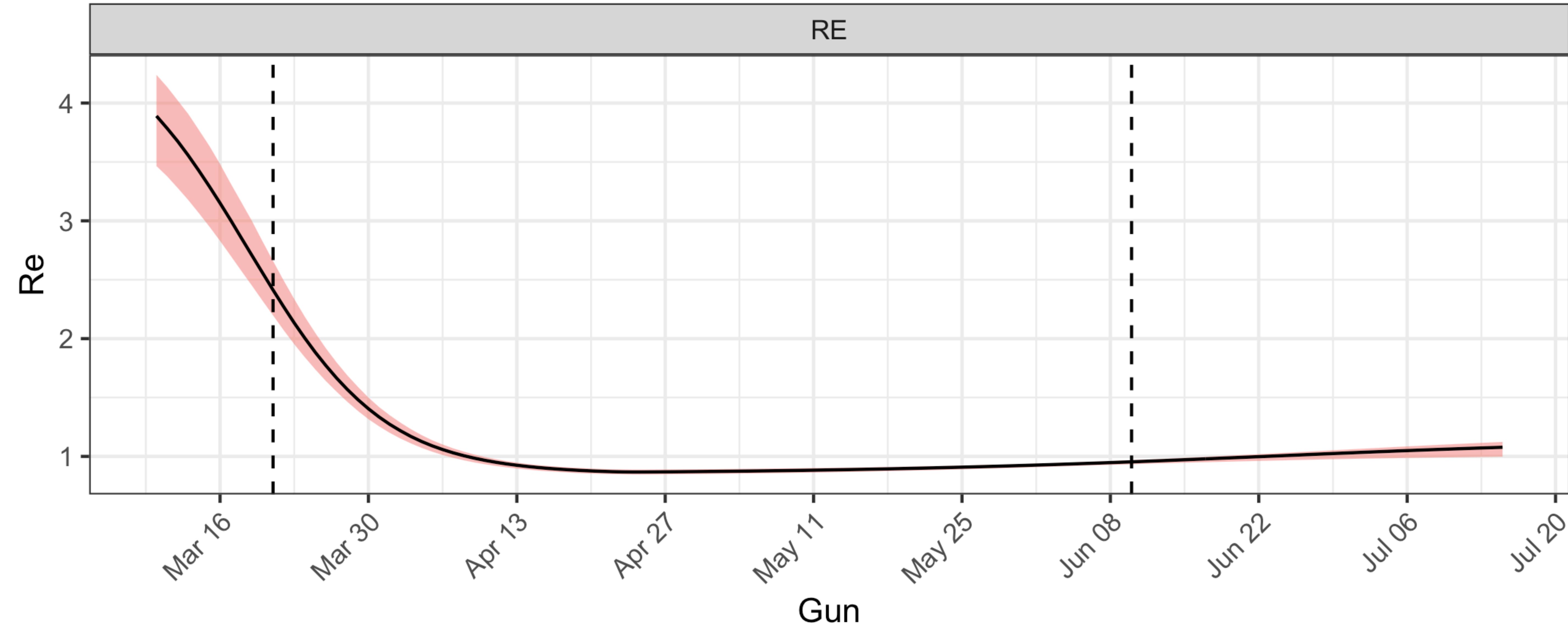


# Yavaş Gevşeme (x1)



# Hızlı Gevşeme (x2)

