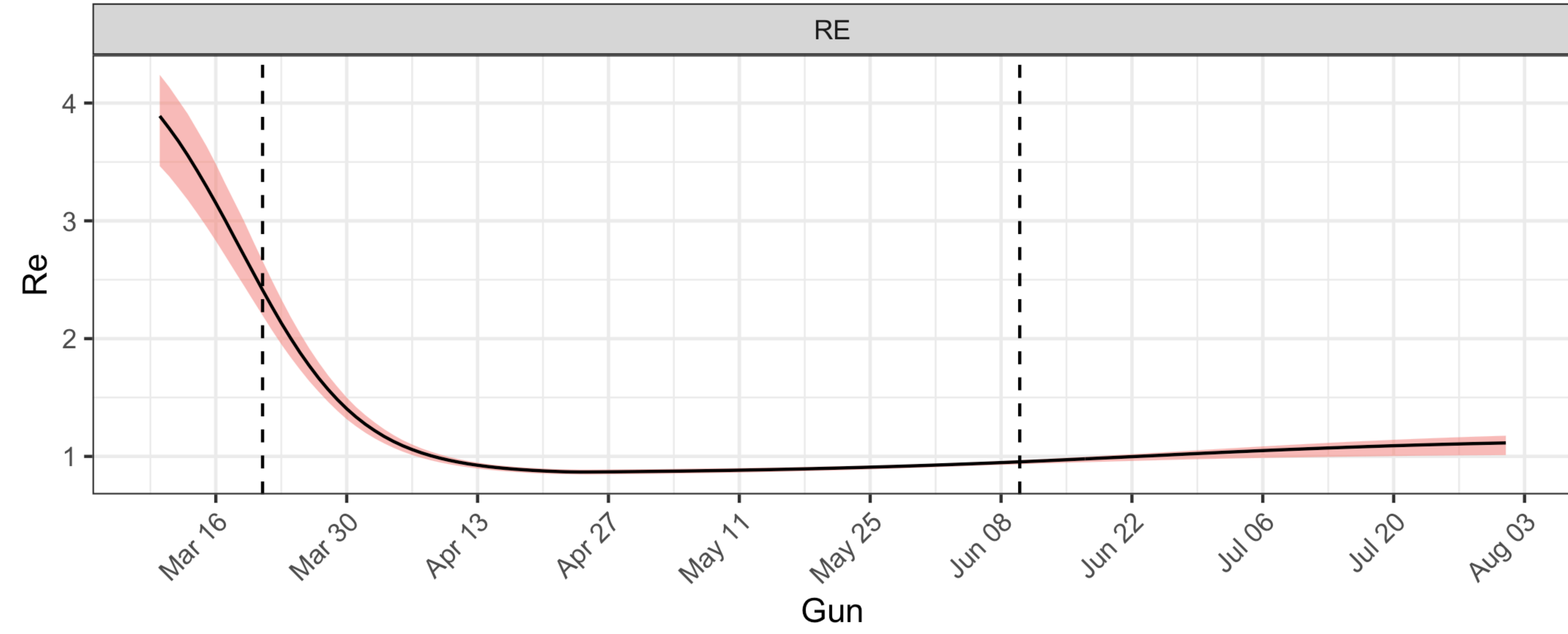


Yavaş Gevşeme (x1)



Hızlı Gevşeme (x2)

