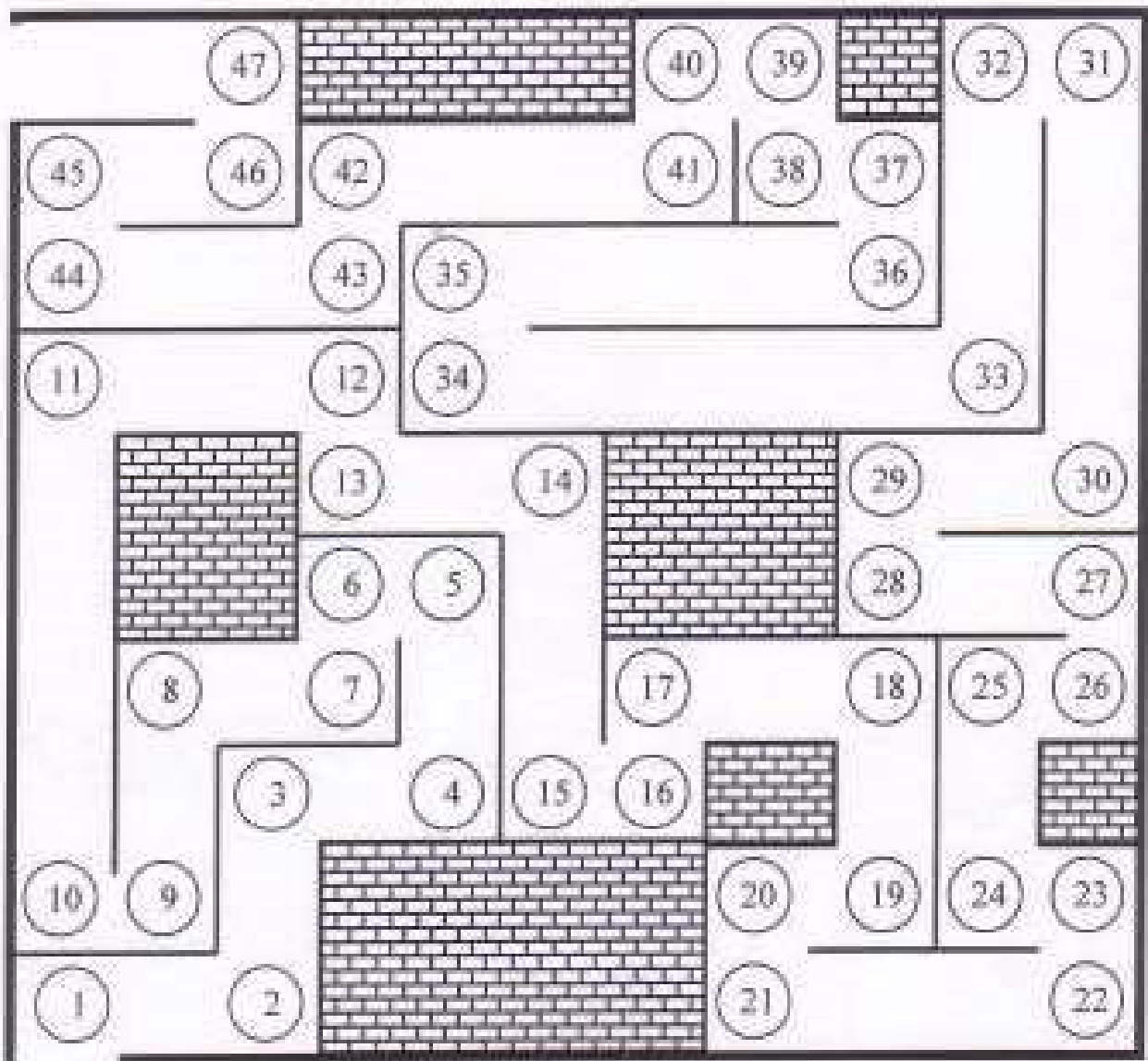


# MAZE



START