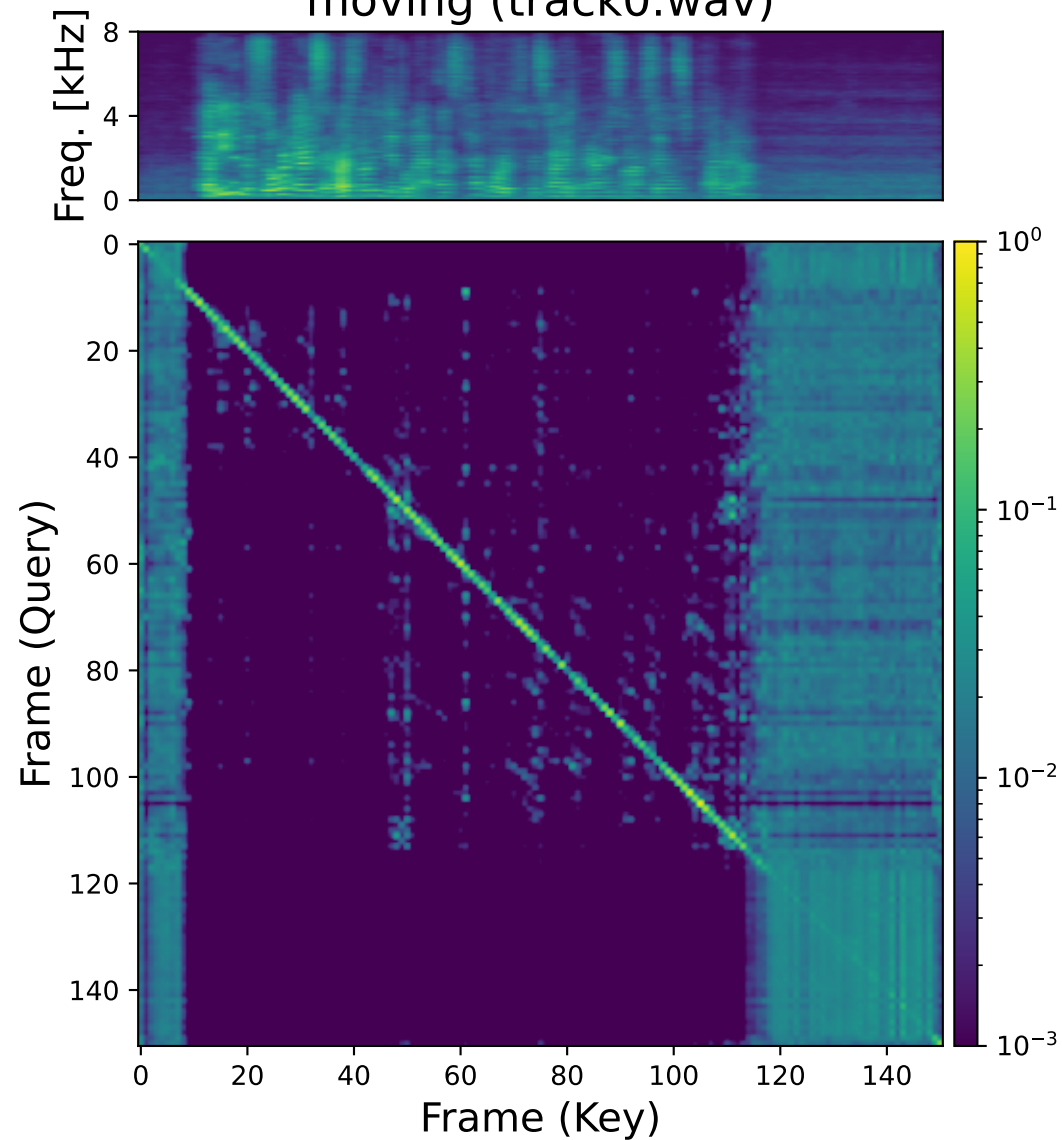


moving (track0.wav)



moving (track1.wav)

