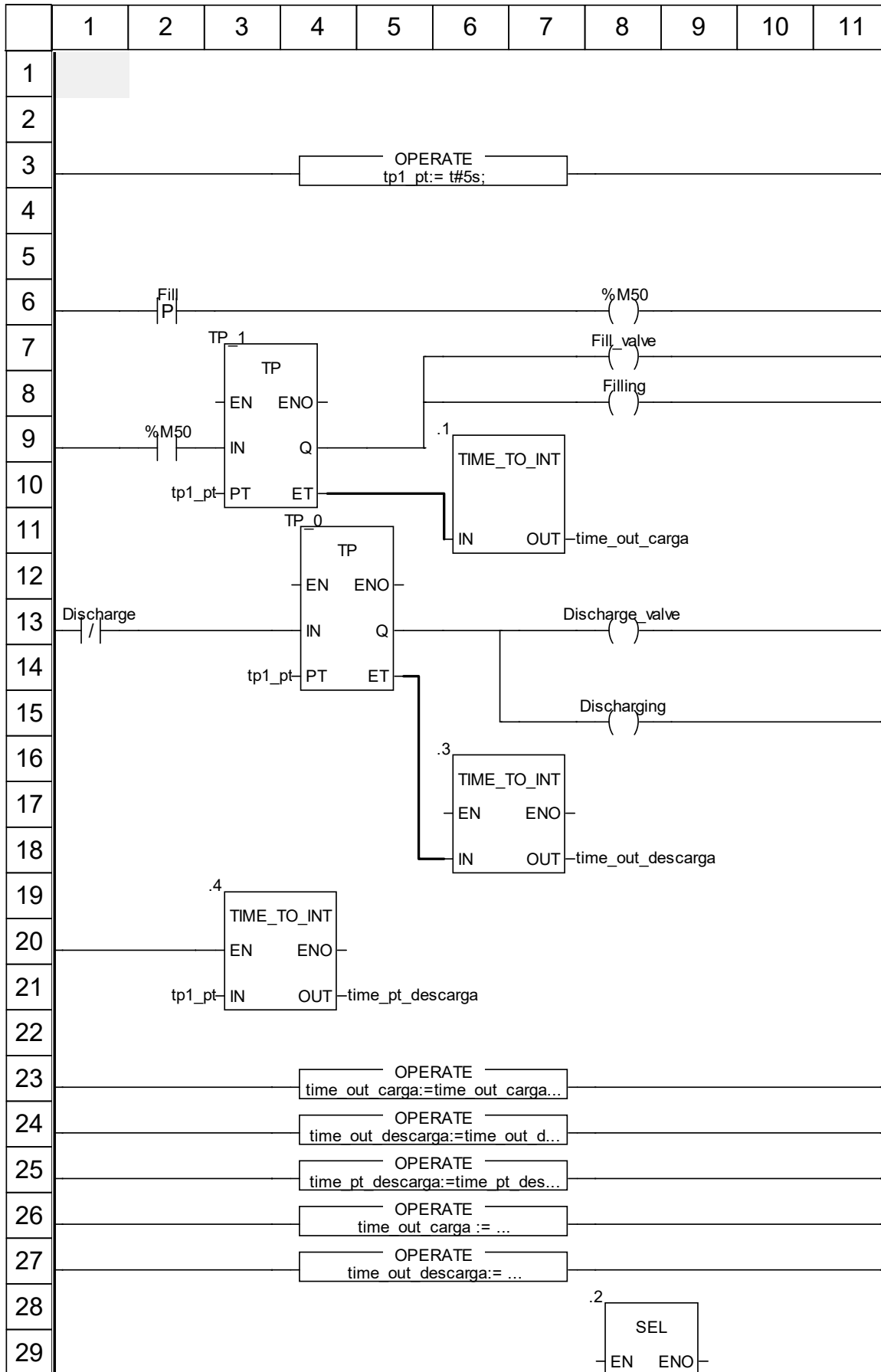


# Escena3\_LD



Escena3\_LD

