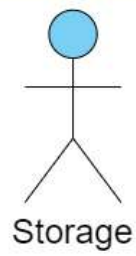
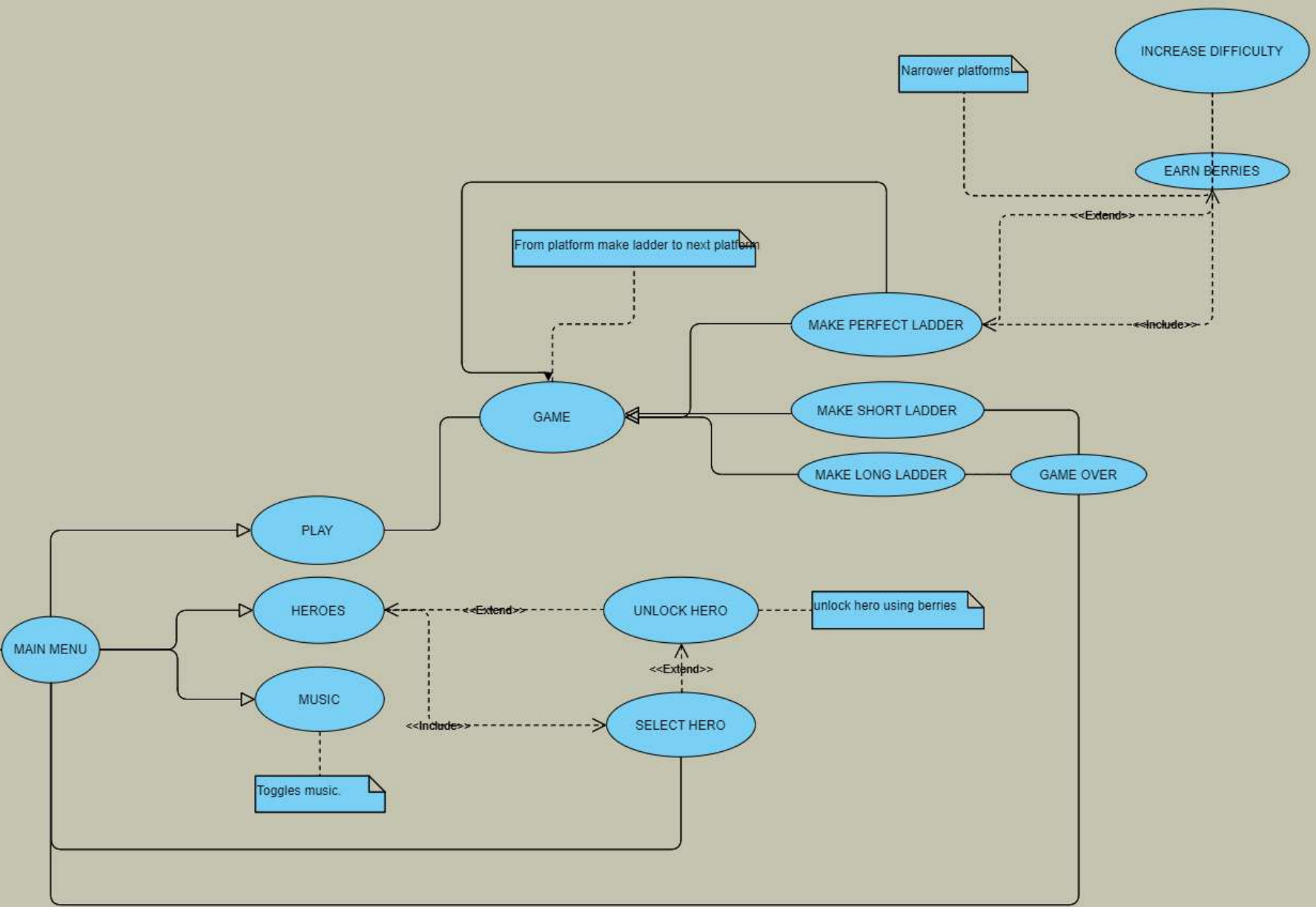


PLAYER



Storage