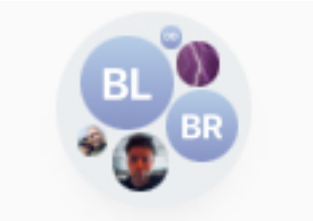


# Sample Image Render



Sample Image (Broken)[Image: Broken Image Test]

