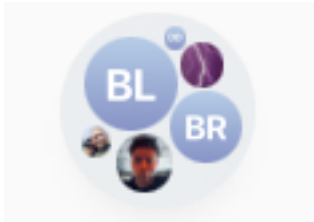


# Sample Image Render



mote)

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

