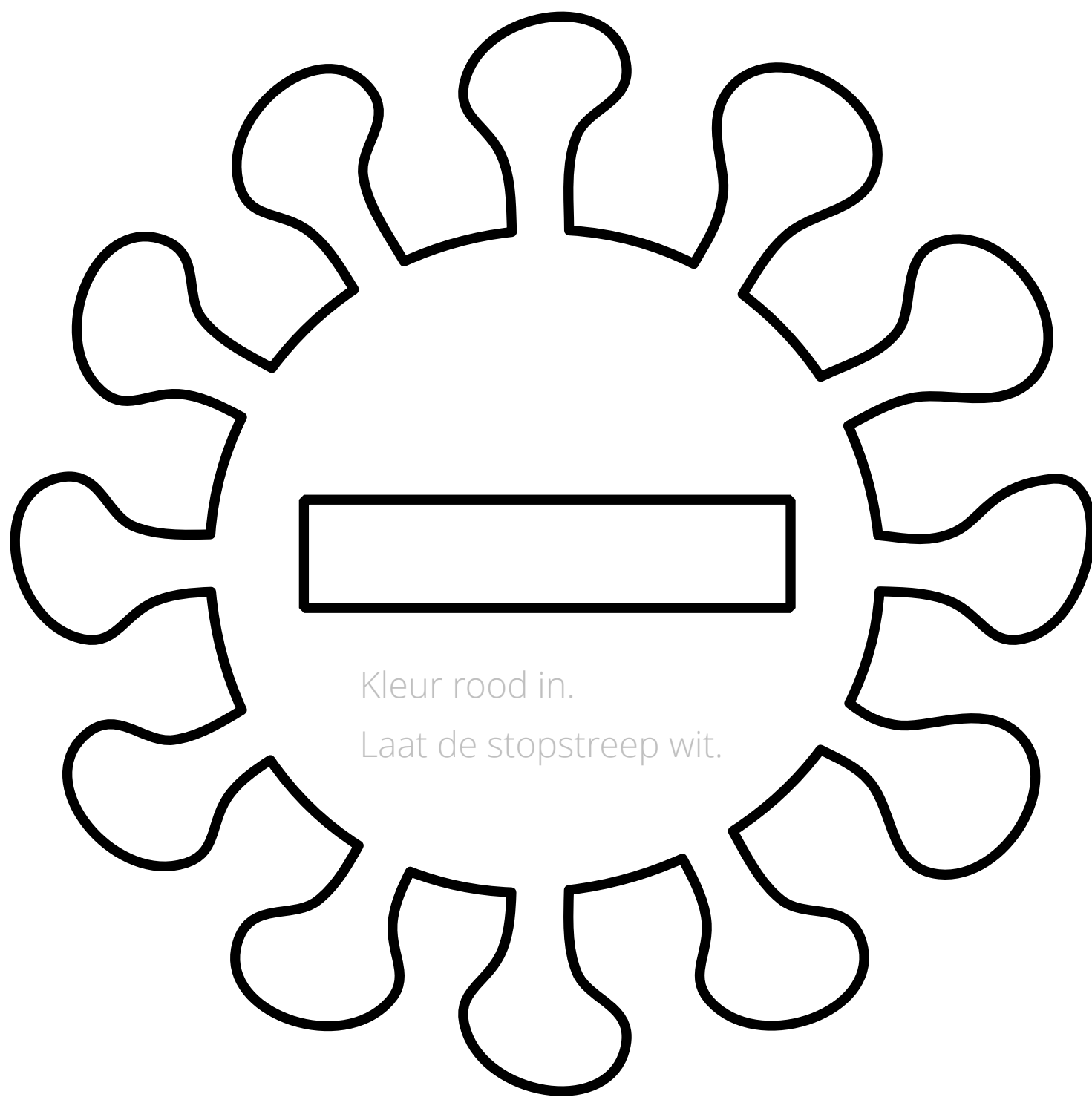


# stop!



# 1 richting!