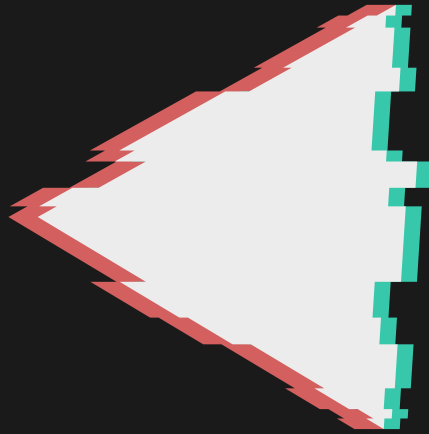


*RE*



*PLAY*