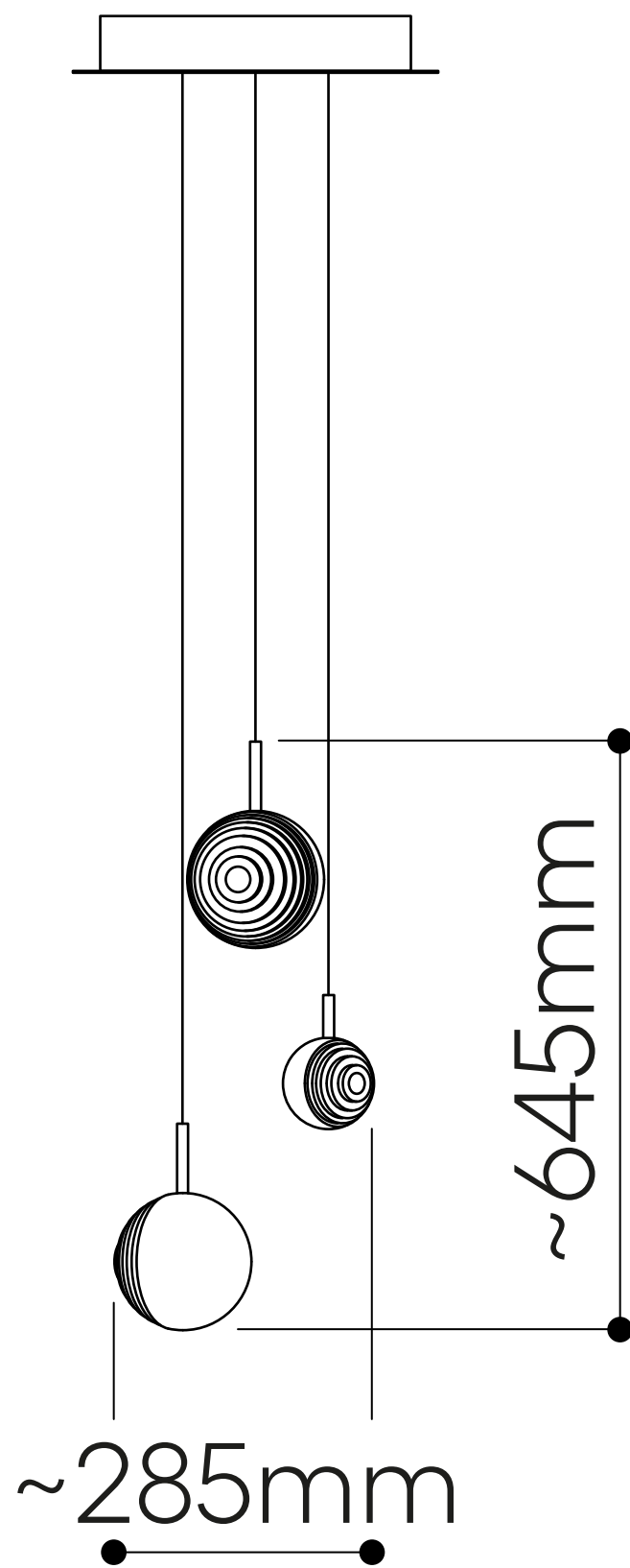


# dark & bright stor

3x



lo

