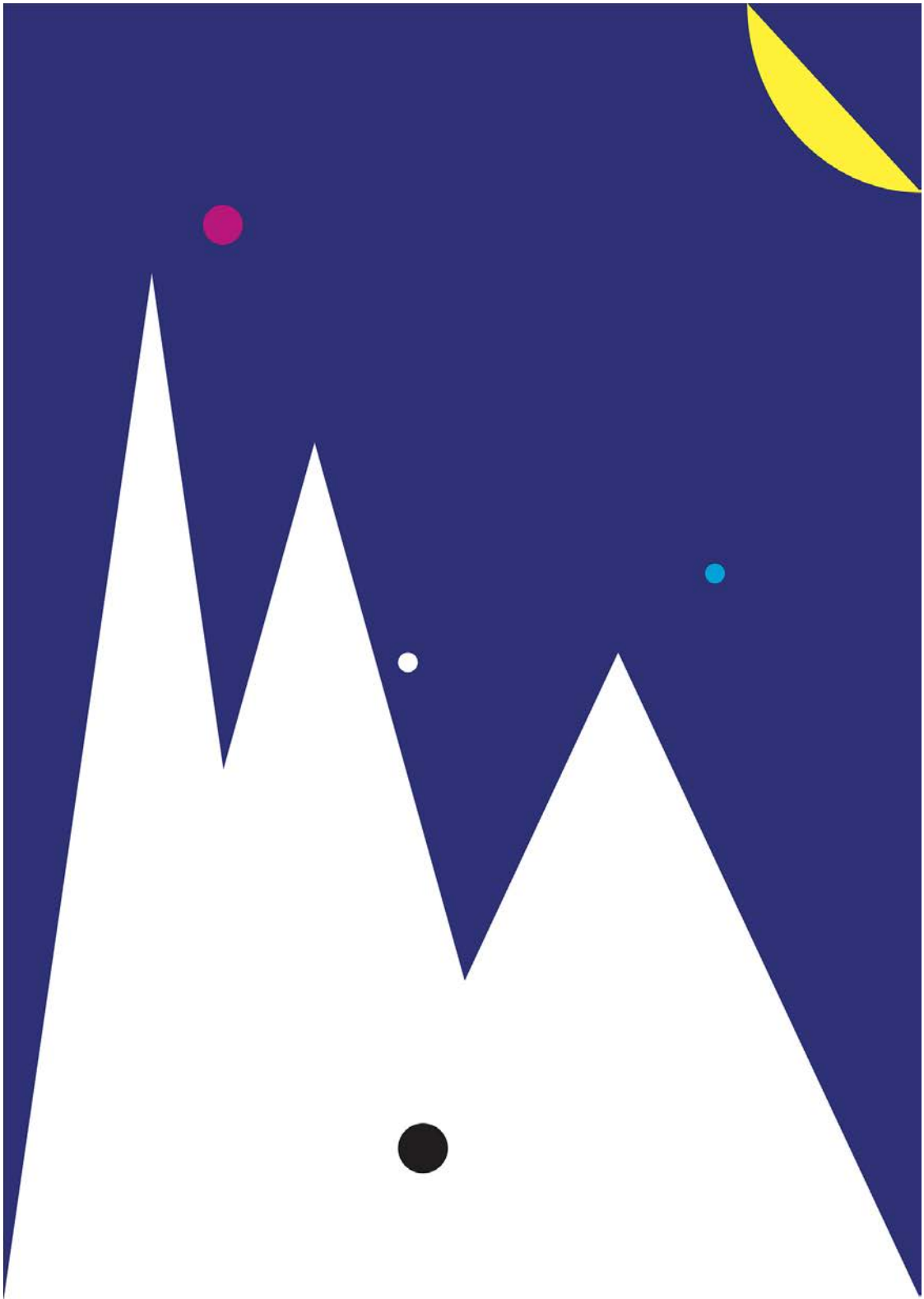


**PLAY**



**TIME**

# EXIT

