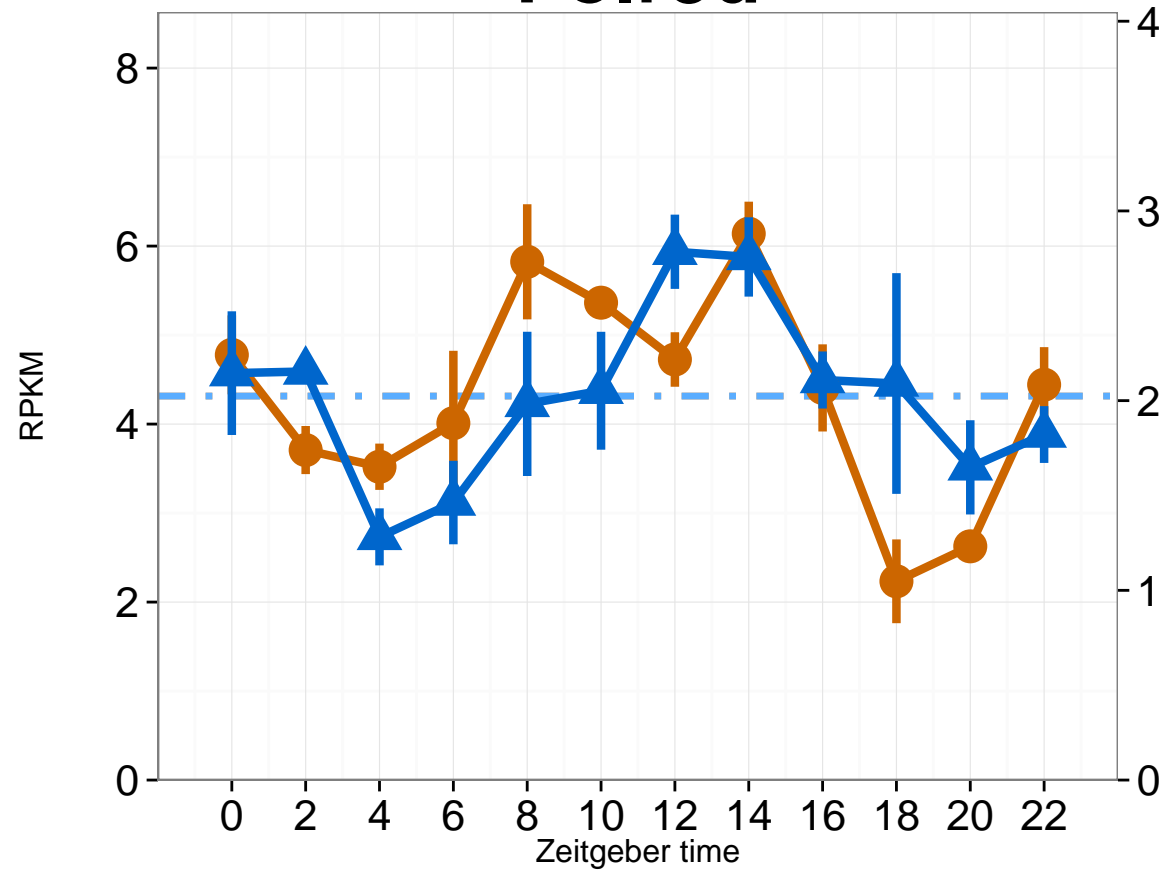


# Polr3d



# Polr3d

