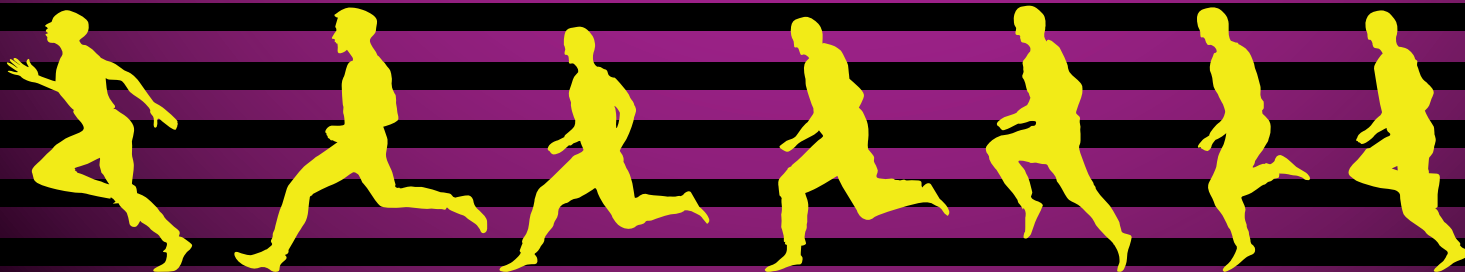
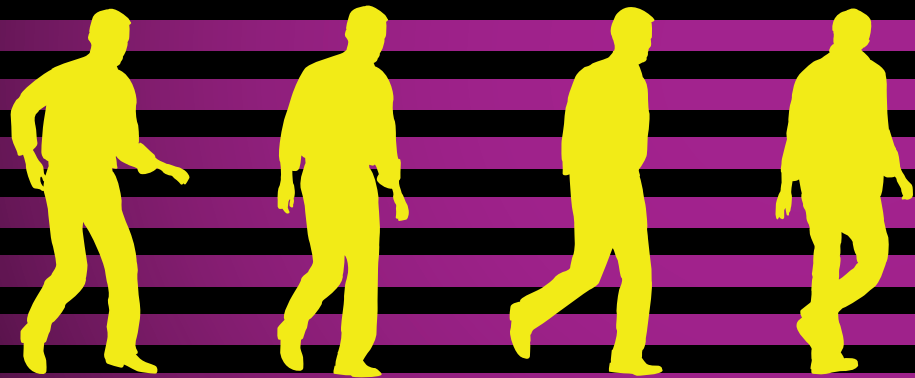




ACTION MOVEMENT



freevector