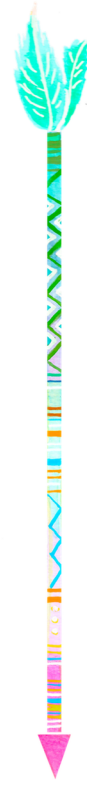




Reflect



Pause



Move Forward