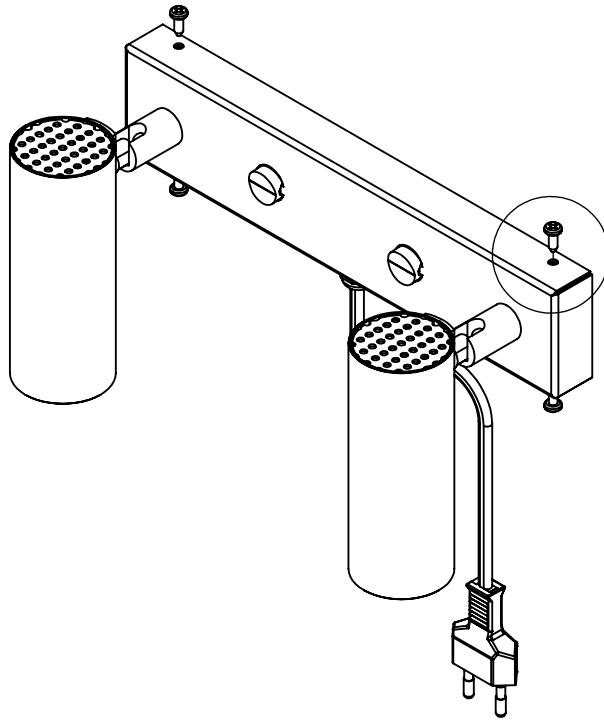
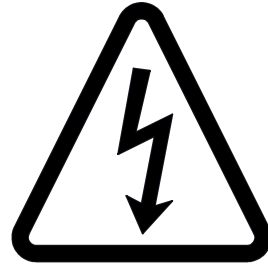
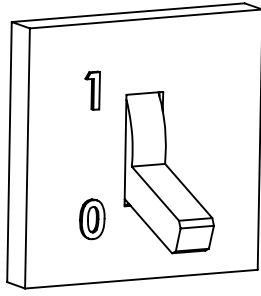


# Puck



**4x**

