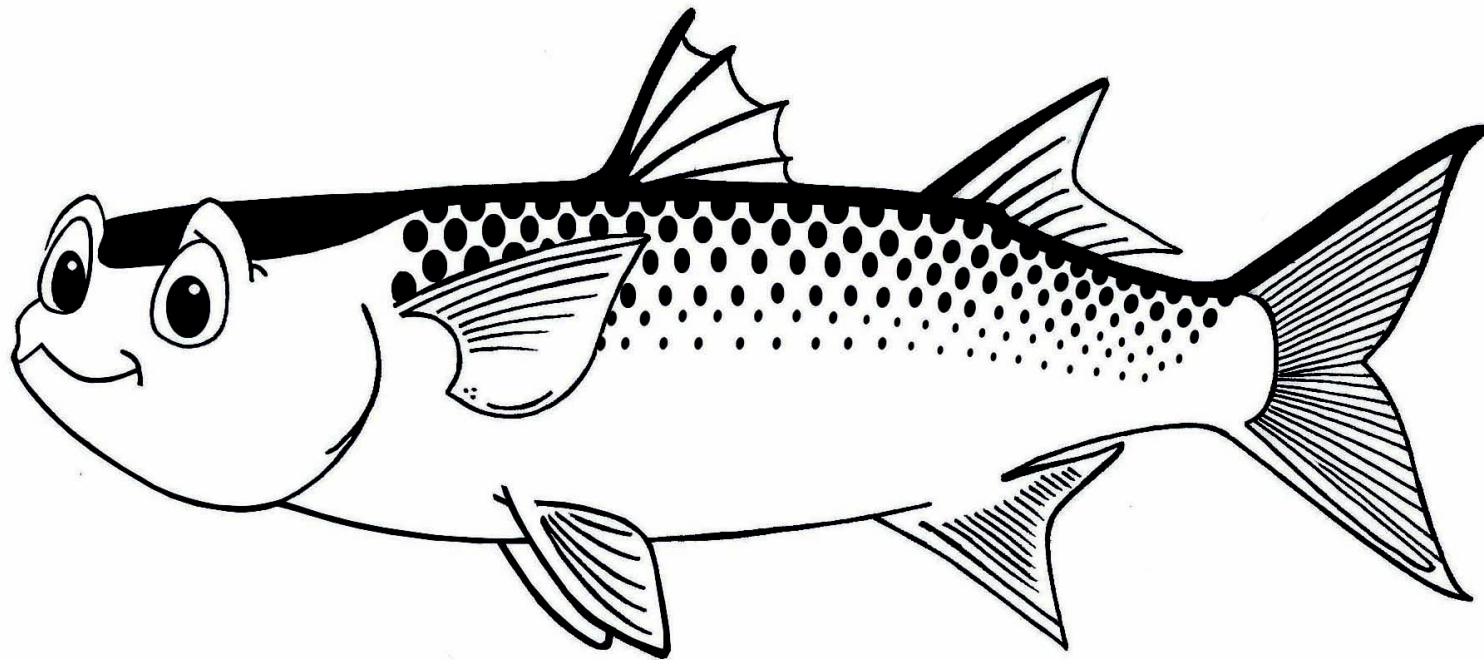


# PARA COLORIR



HUBER