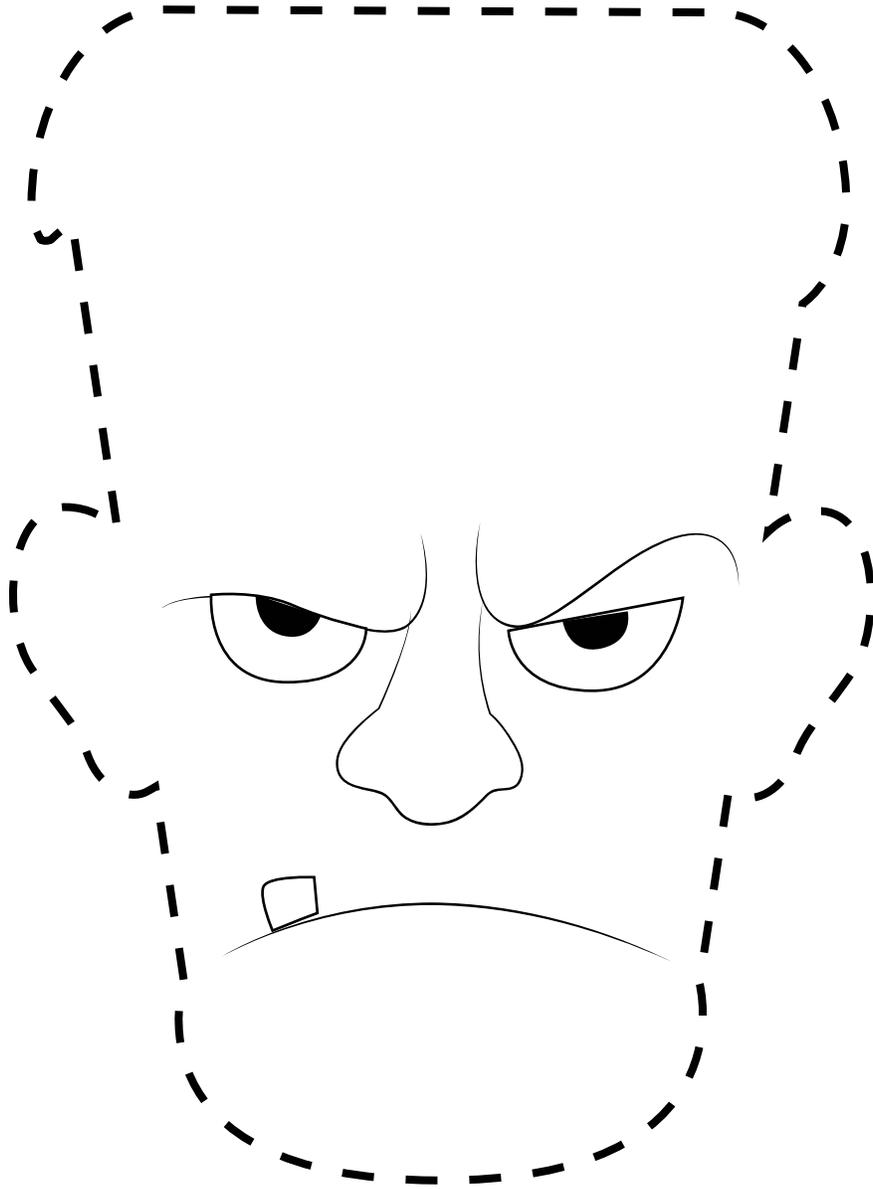


trace and color
the monster



Monster