

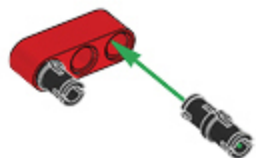


2x



1x

1

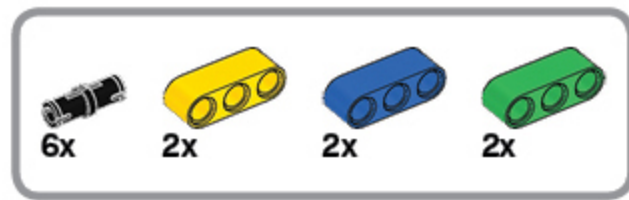




1x

2





3

