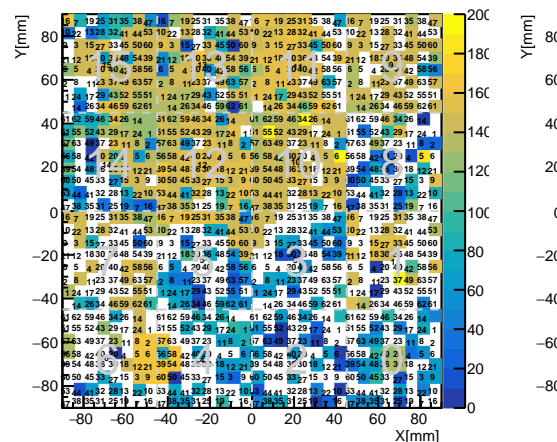
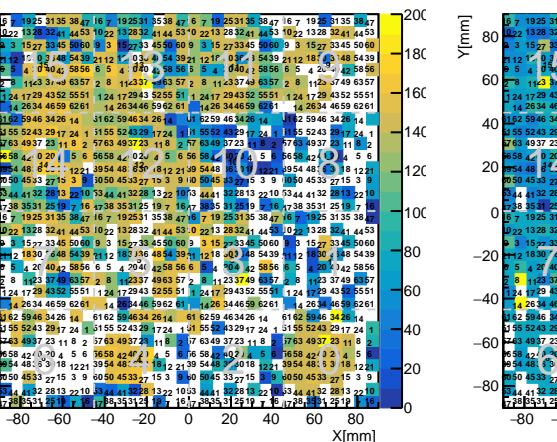


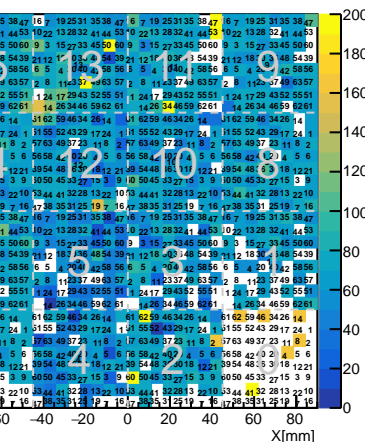
Hit Map Slab0



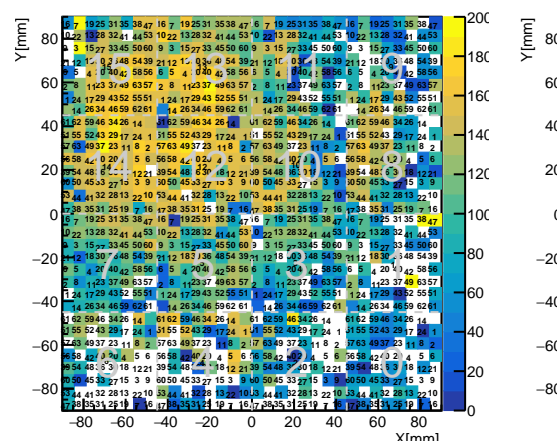
Map Slab1



Map Slab2



lit Map Slab3



Map Slab4

