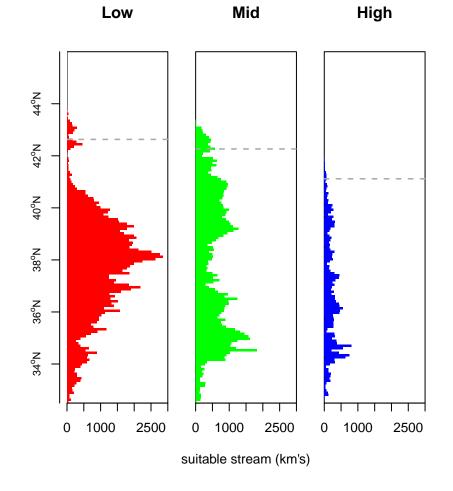
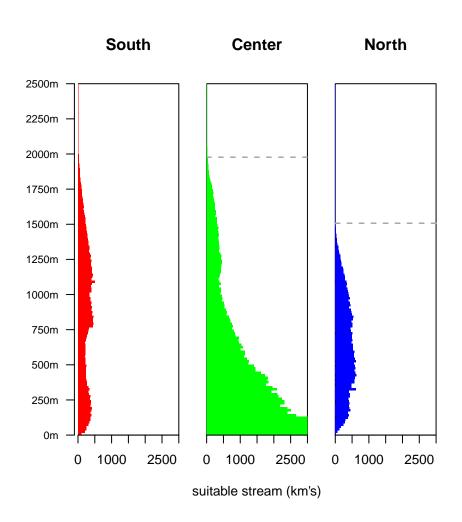
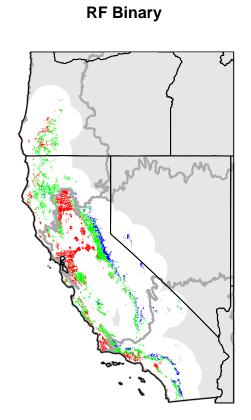
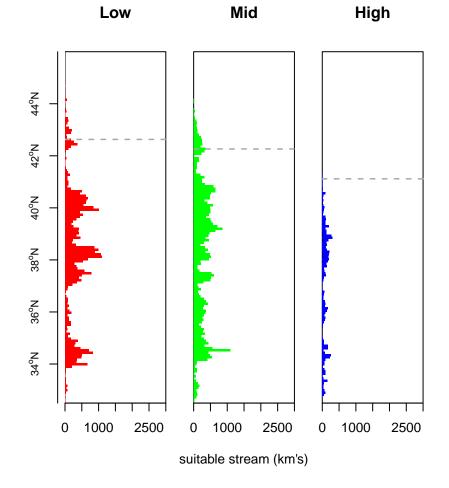


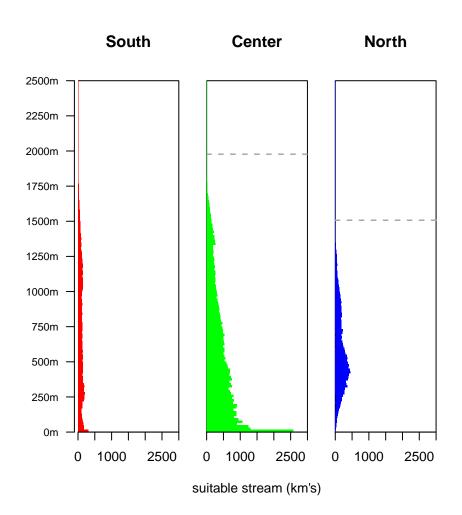
GAM Binary

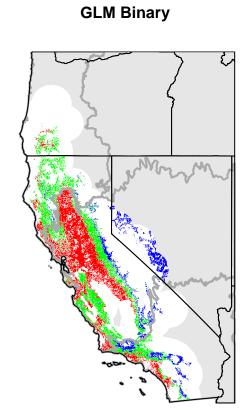


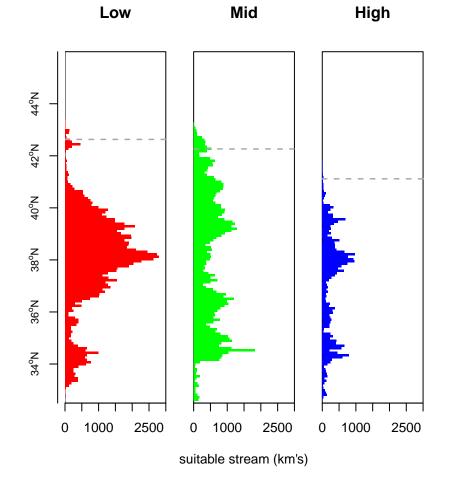


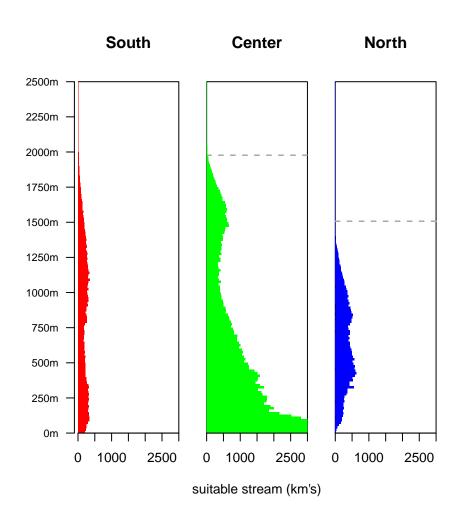


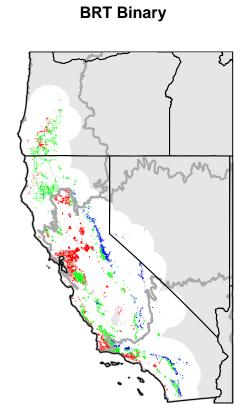


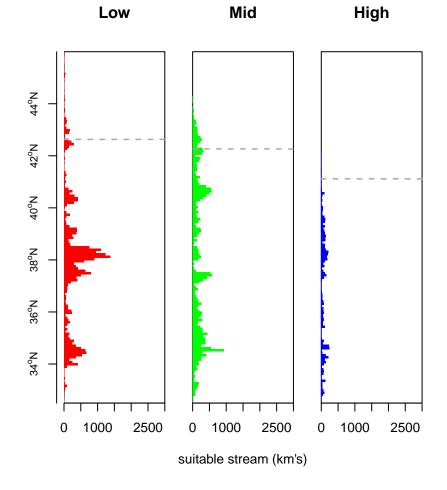


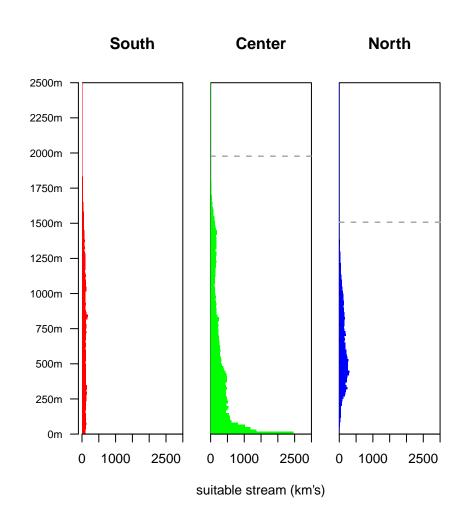


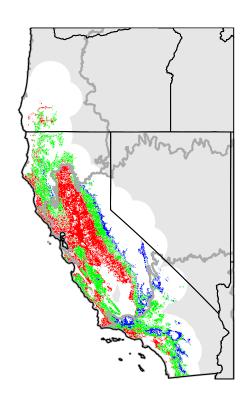












MAX Binary

