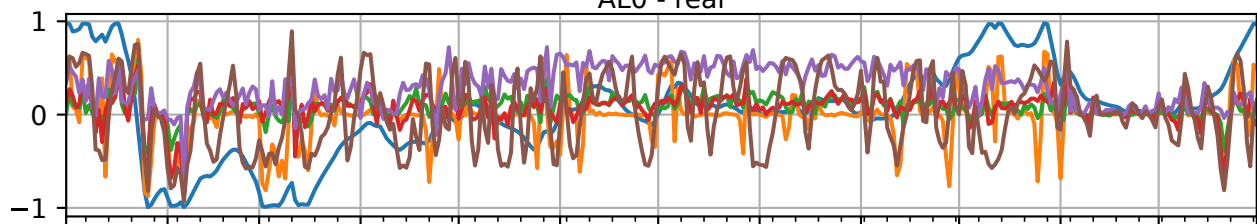
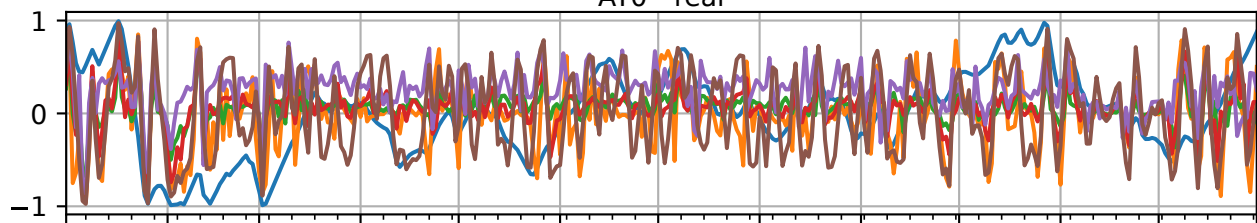


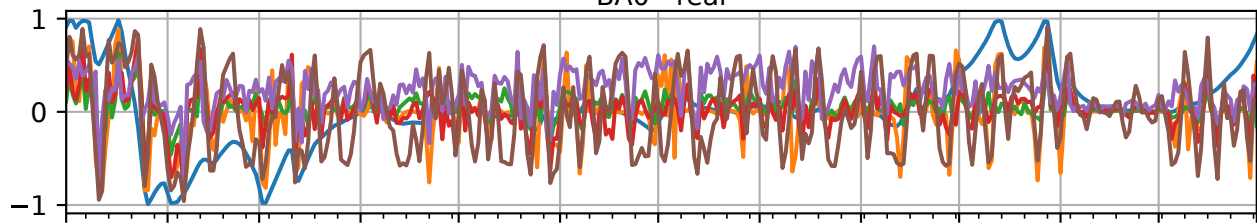
AL0 - real



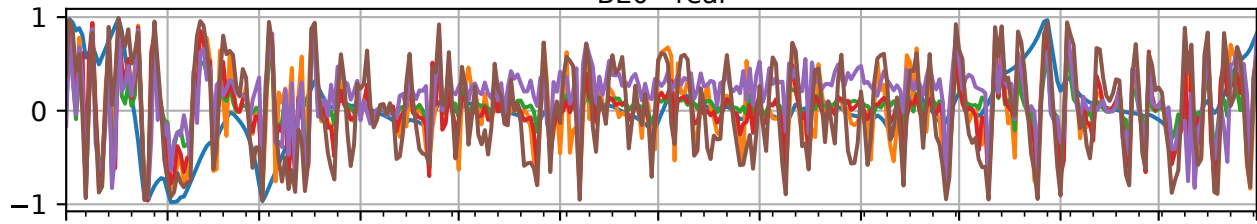
AT0 - real



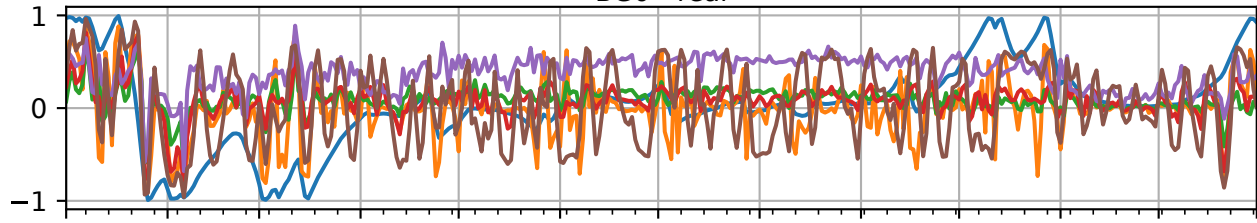
BA0 - real



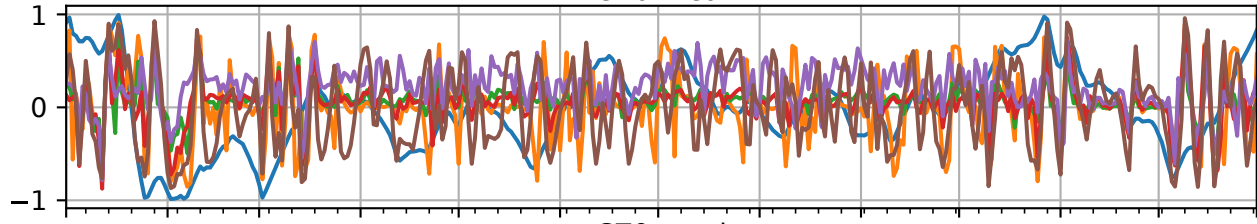
BE0 - real



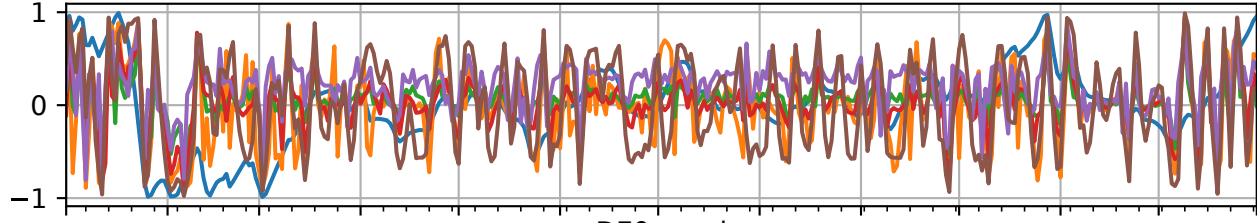
BG0 - real



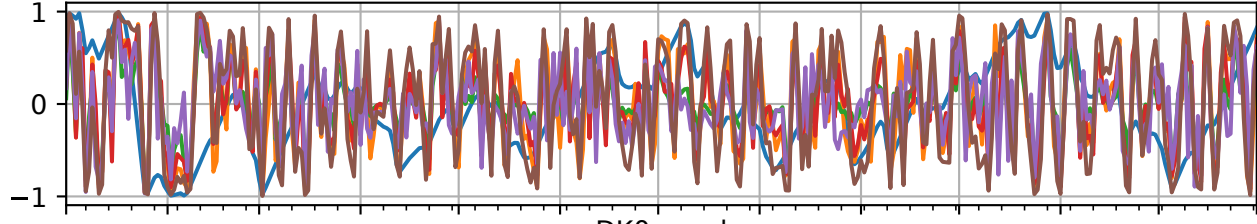
CH0 - real



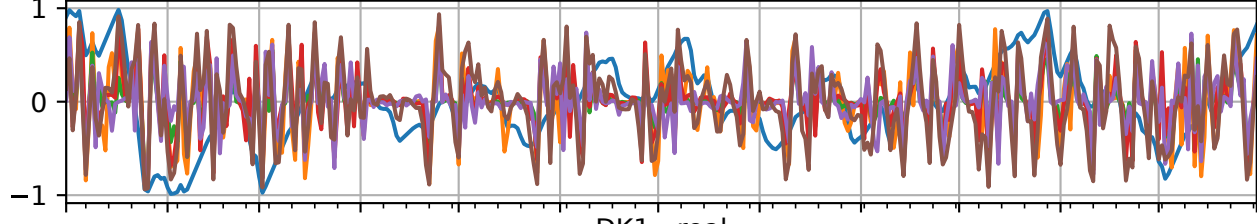
CZ0 - real



DE0 - real



DK0 - real



DK1 - real

