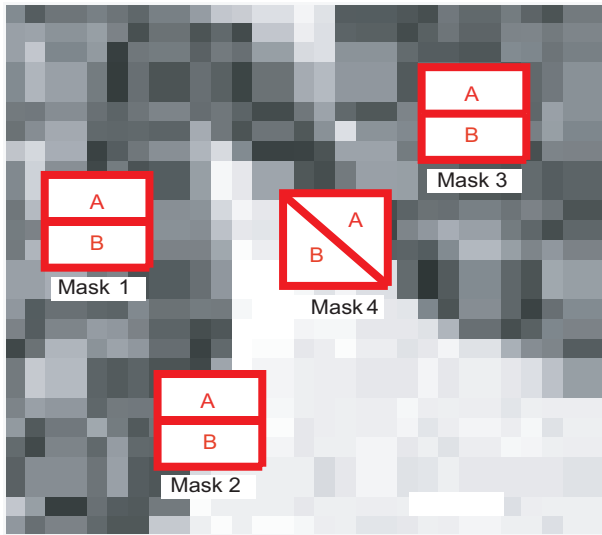


y



Mask 1

Mask 4

Mask 3

Mask 2

x