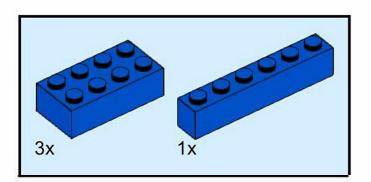
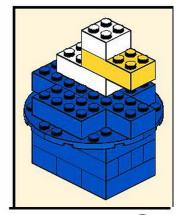


x





2x

