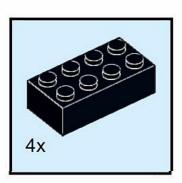
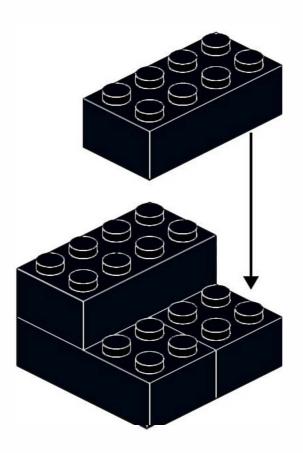
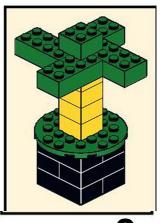


2x







x

