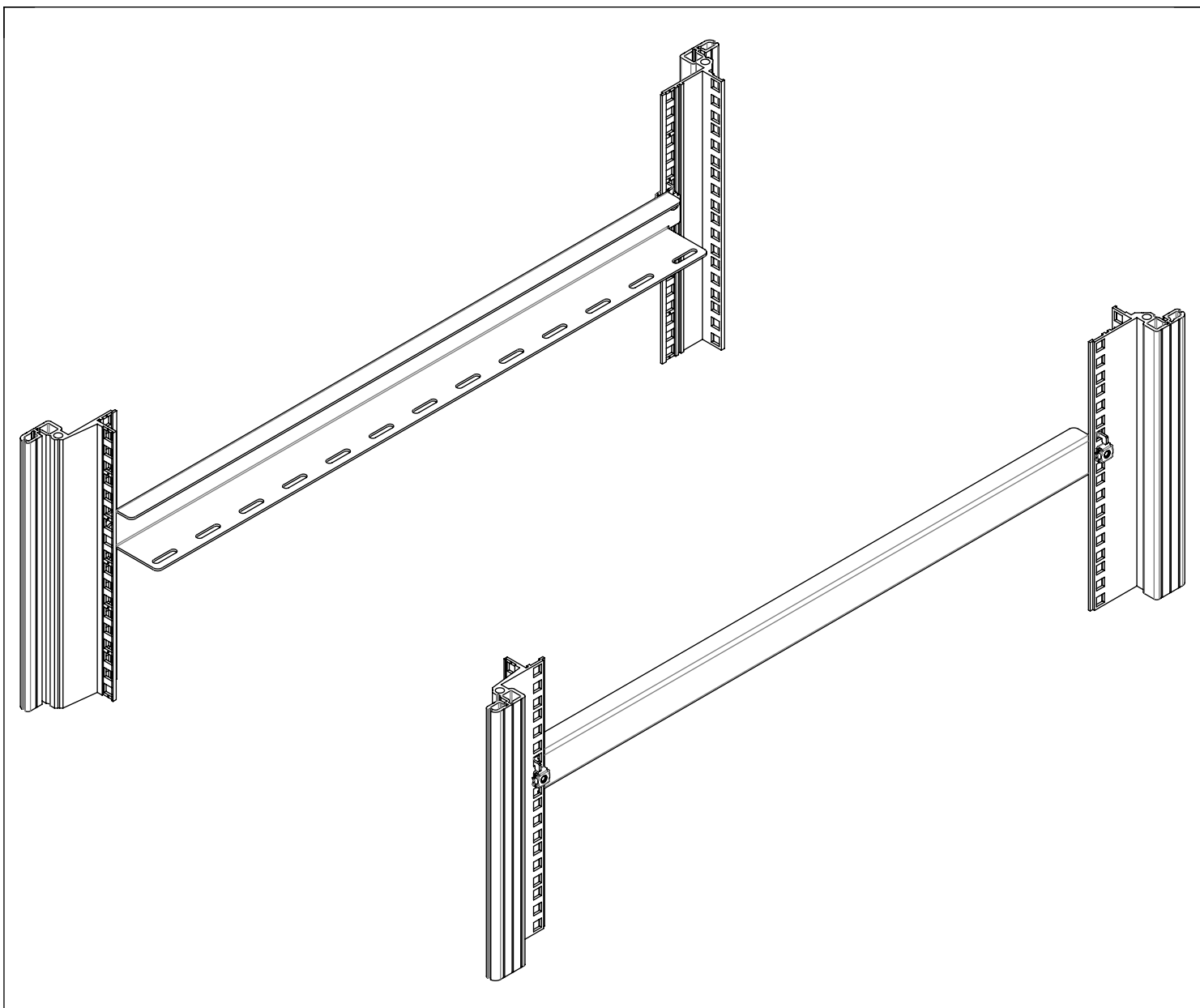
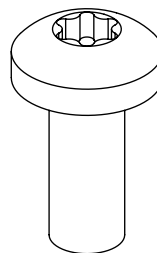


1 (4x)



2 (4x)

