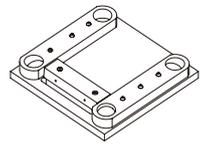
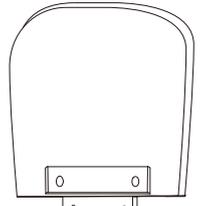


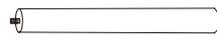
Ax1



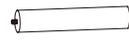
Bx2



Dx2



Ex4

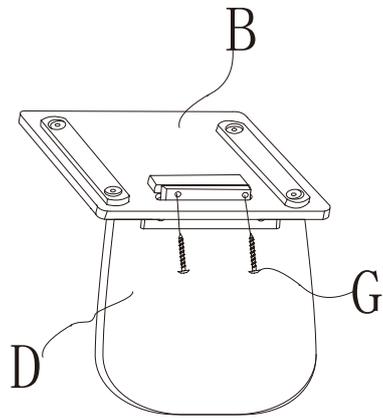


Fx8



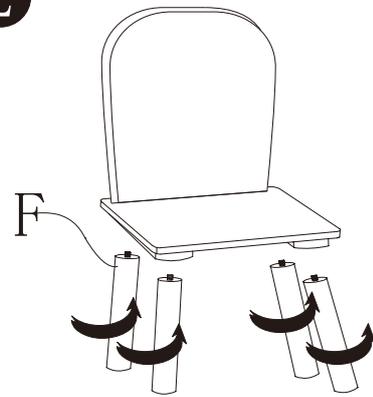
Gx4

1



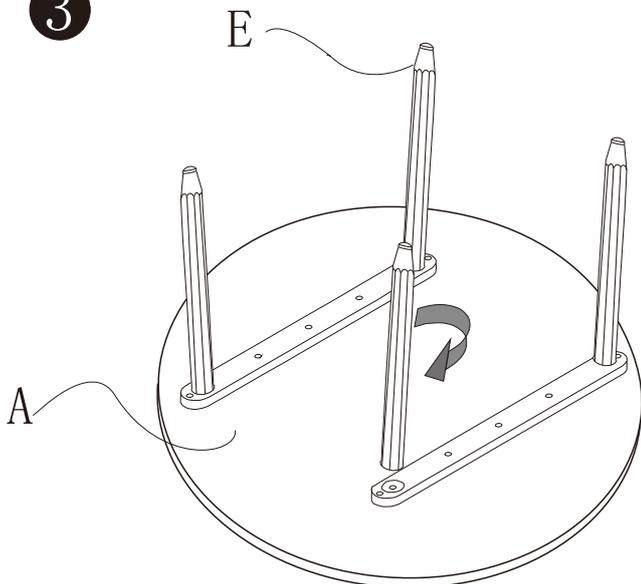
Gx4

2



*2

3



4

