

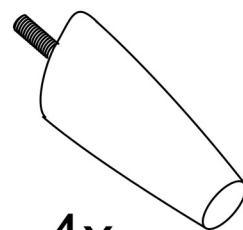
1x

+

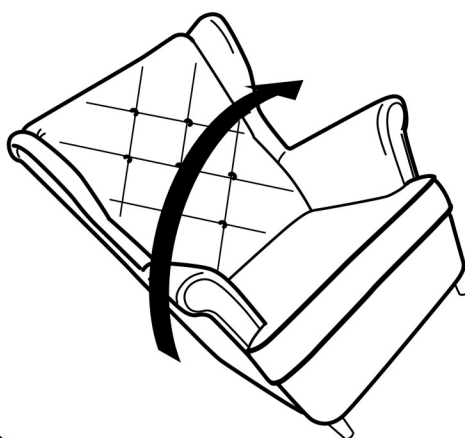
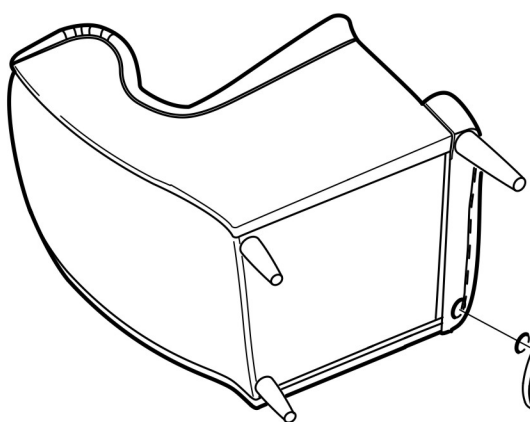


4x

+



4x



4x