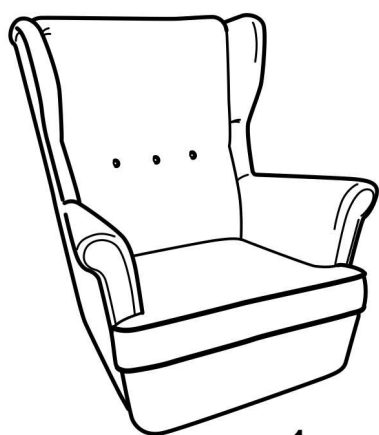




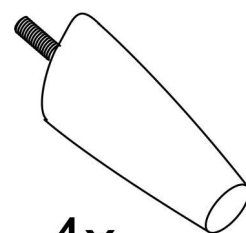
1x

+

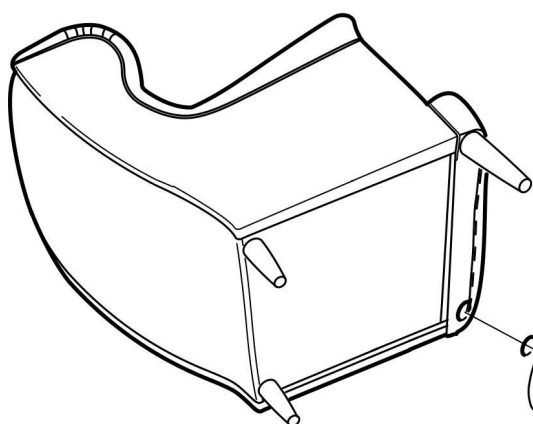


4x

+



4x



4x

