

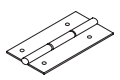
Ax8



Bx1



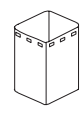
Cx2



Dx10



Ex1



Fx1



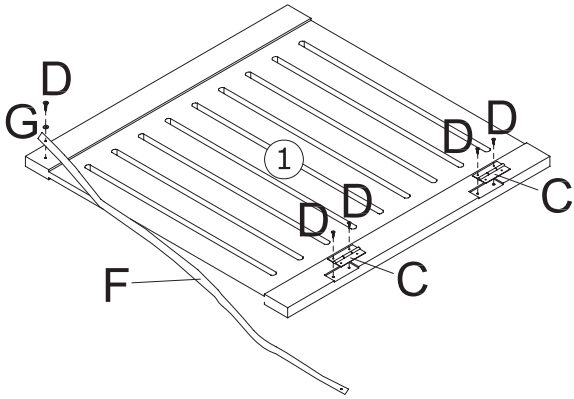
Gx2



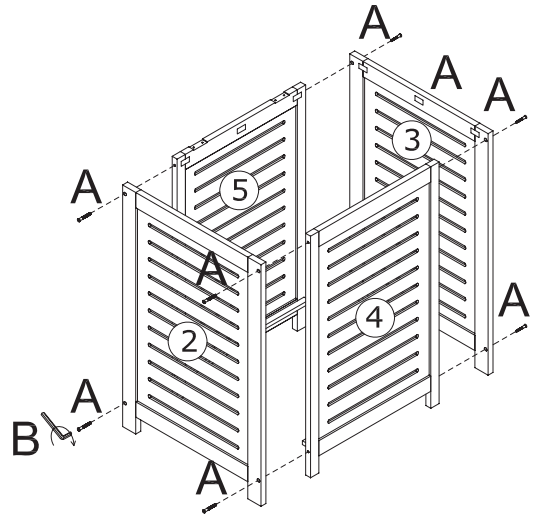
Hx8



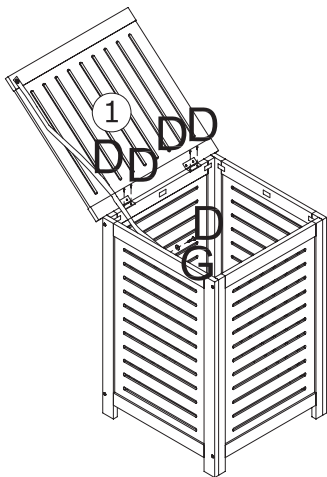
1



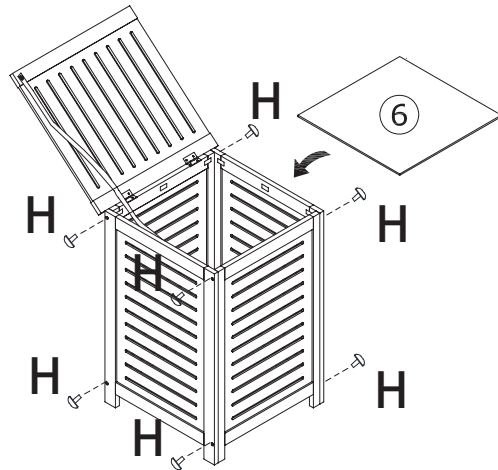
2



3



4



5

