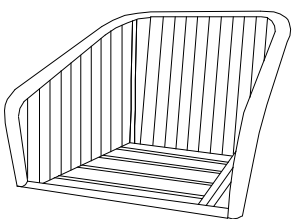


Ax1



Bx2



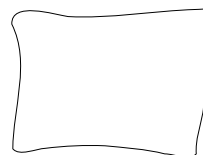
Cx2



Dx4



Ex1



Fx1

