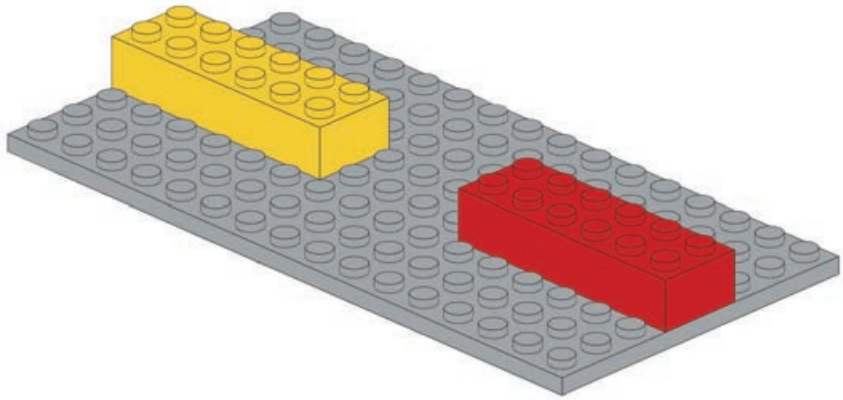


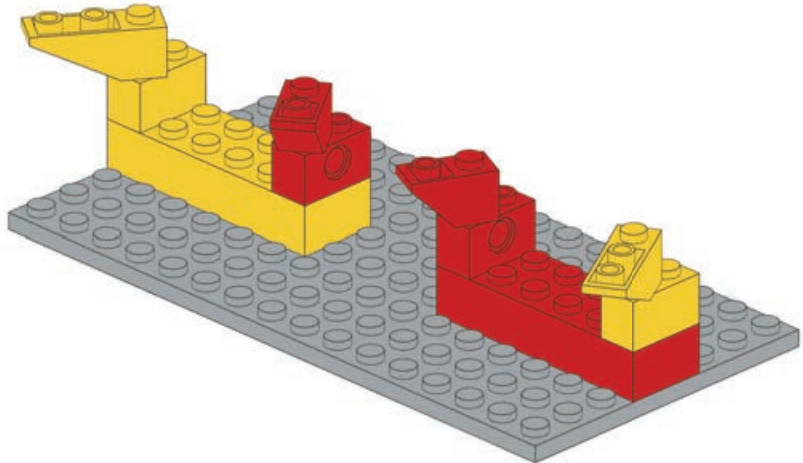
1

- (2x6)
1x
- (2x6)
1x
- 1x



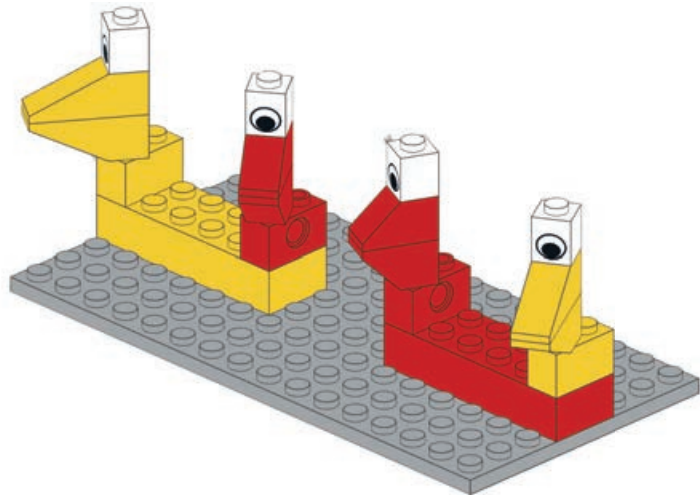
2

- (1x2)
2x
- 2x
- 2x
- 2x

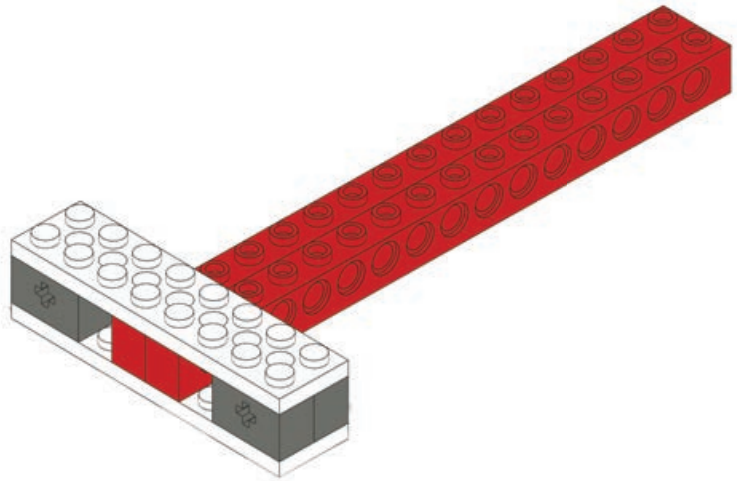
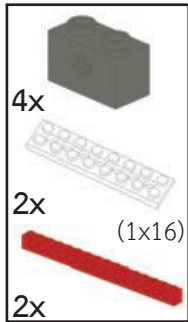


3

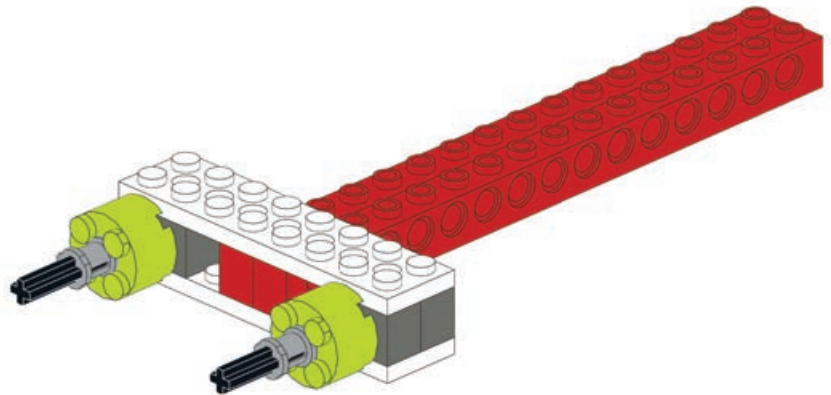
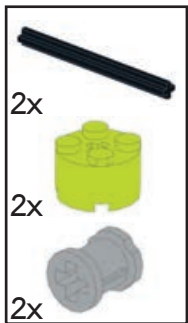
- 2x
- 2x
- 4x



4



5



6

