



Ax1



Bx1



Cx1



Dx1



Ex4

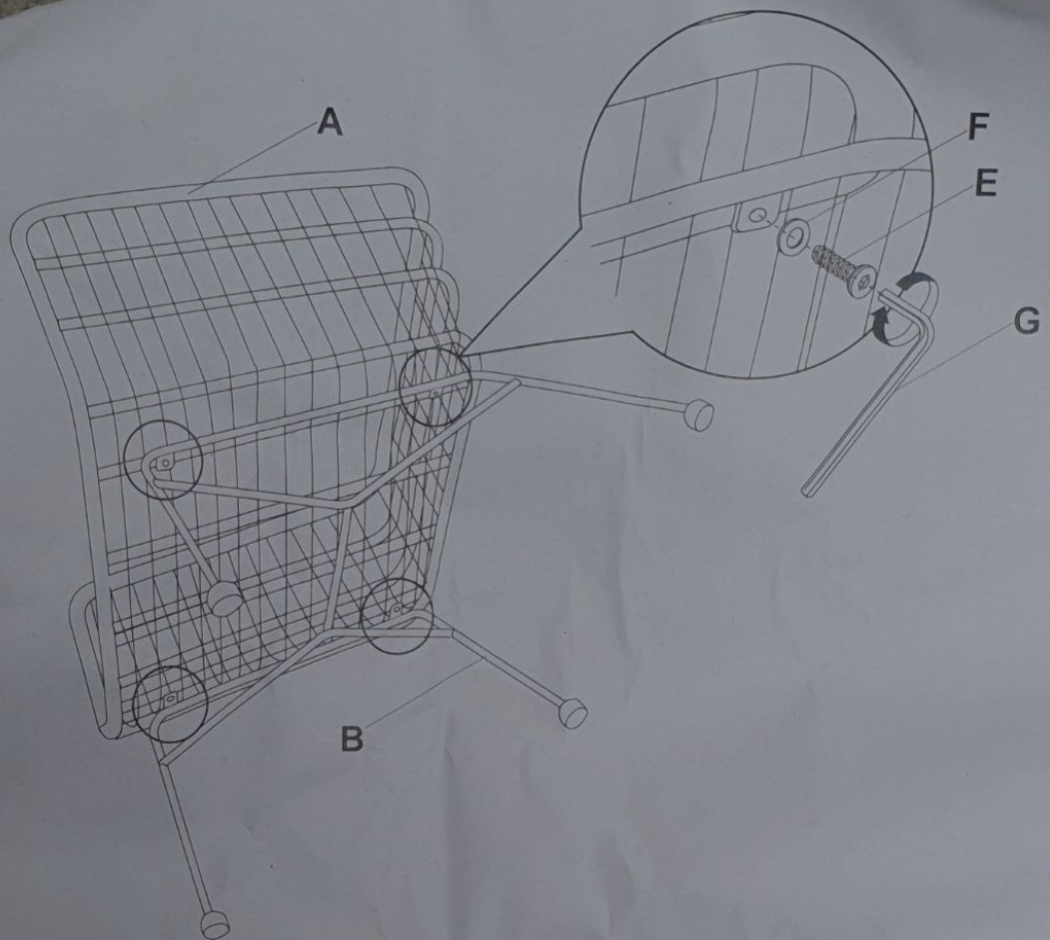


Fx4



Gx1

1



2

