

Ax8



Bx8

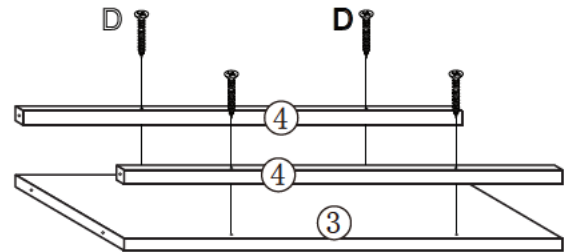
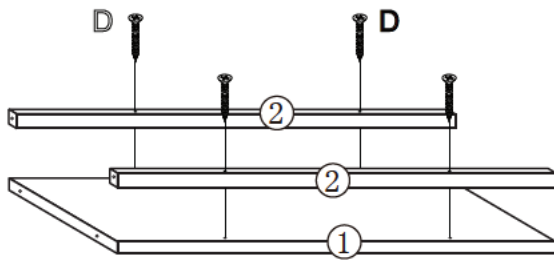


Cx1



Dx8

1



2

