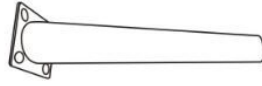
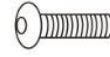


Ax1



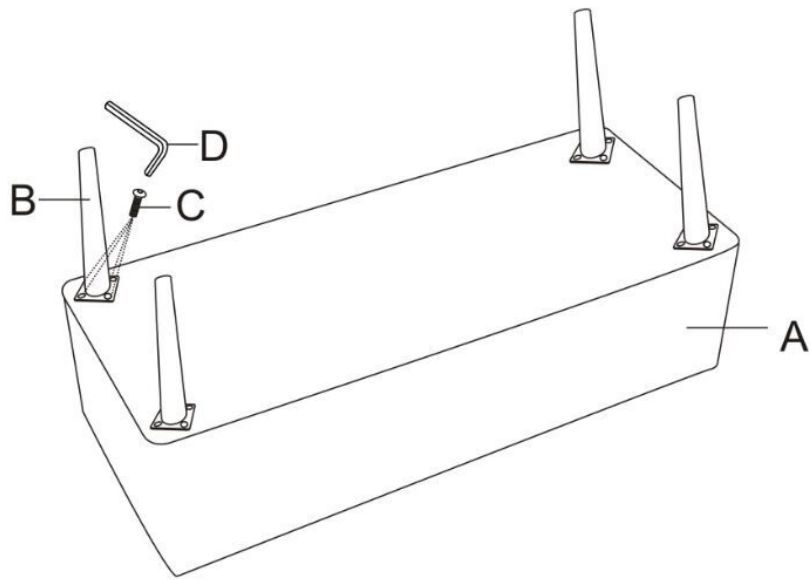
Bx4



Cx16



Dx1

1**2**