

Ax1

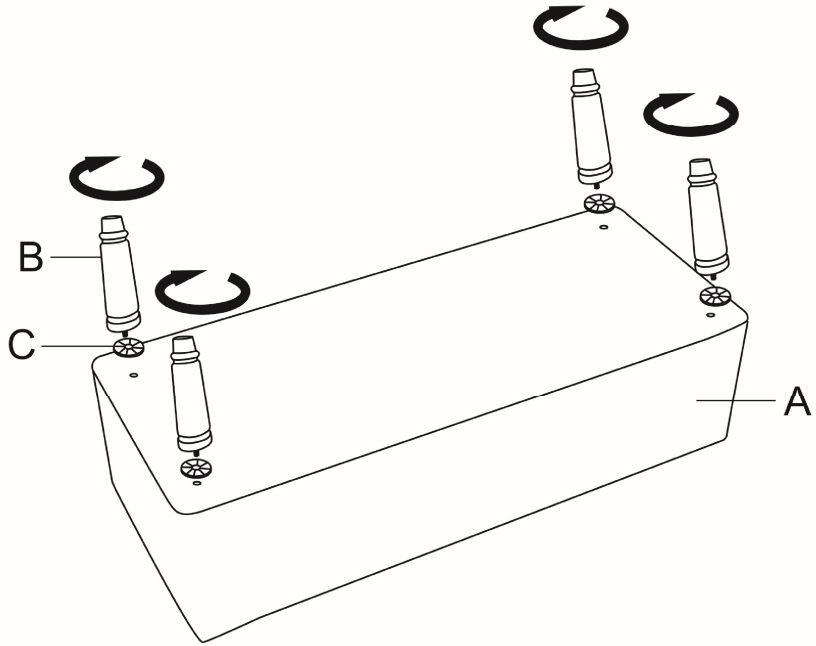


Bx4



Cx4

1



2

