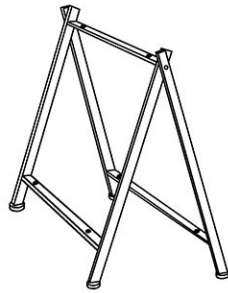


Ax2



Bx2



Cx1



Dx12

