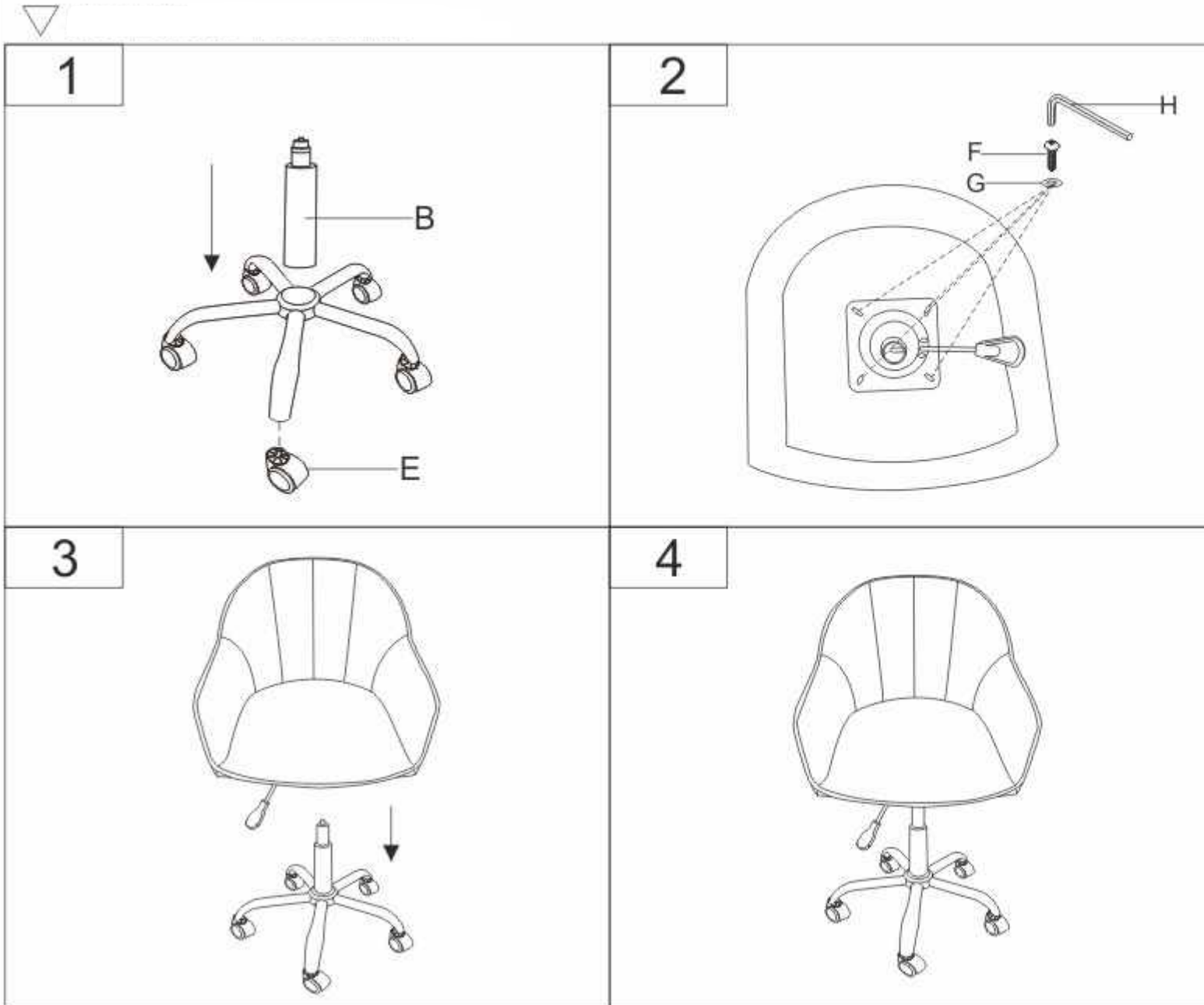


# EROL



Ax1



Ex5



Bx1



Fx4



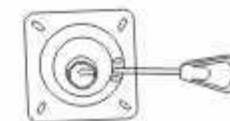
Cx1



Gx4



Dx1



Hx1

