



dup



... lup



dup

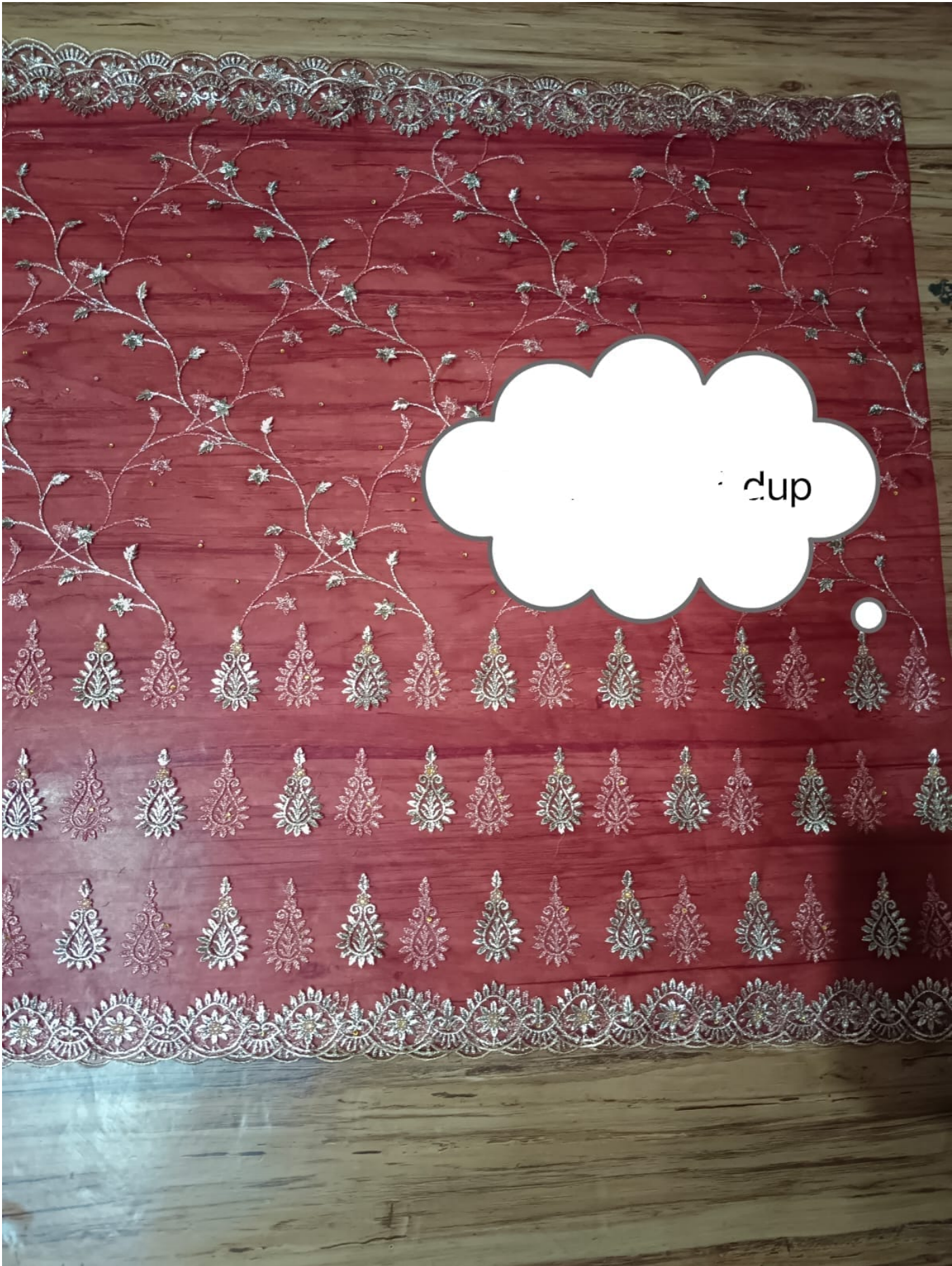


dup





dup



dup

dup





dup





dup



dup





box dup



dup