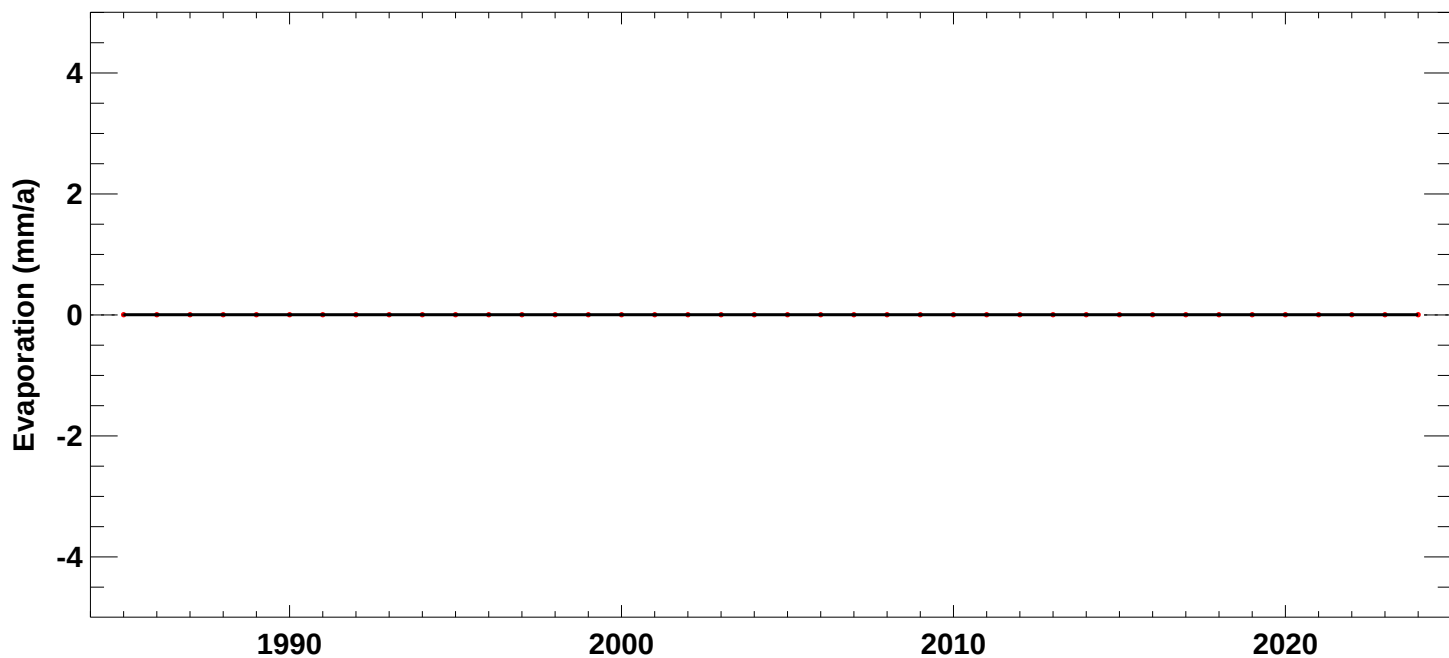
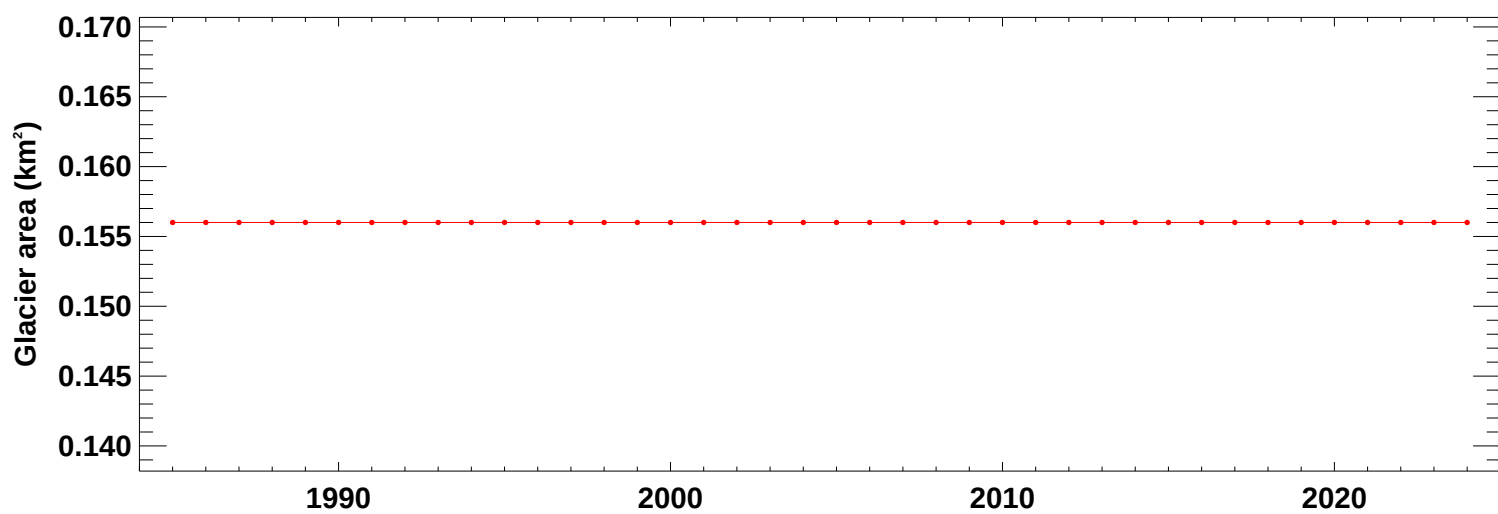
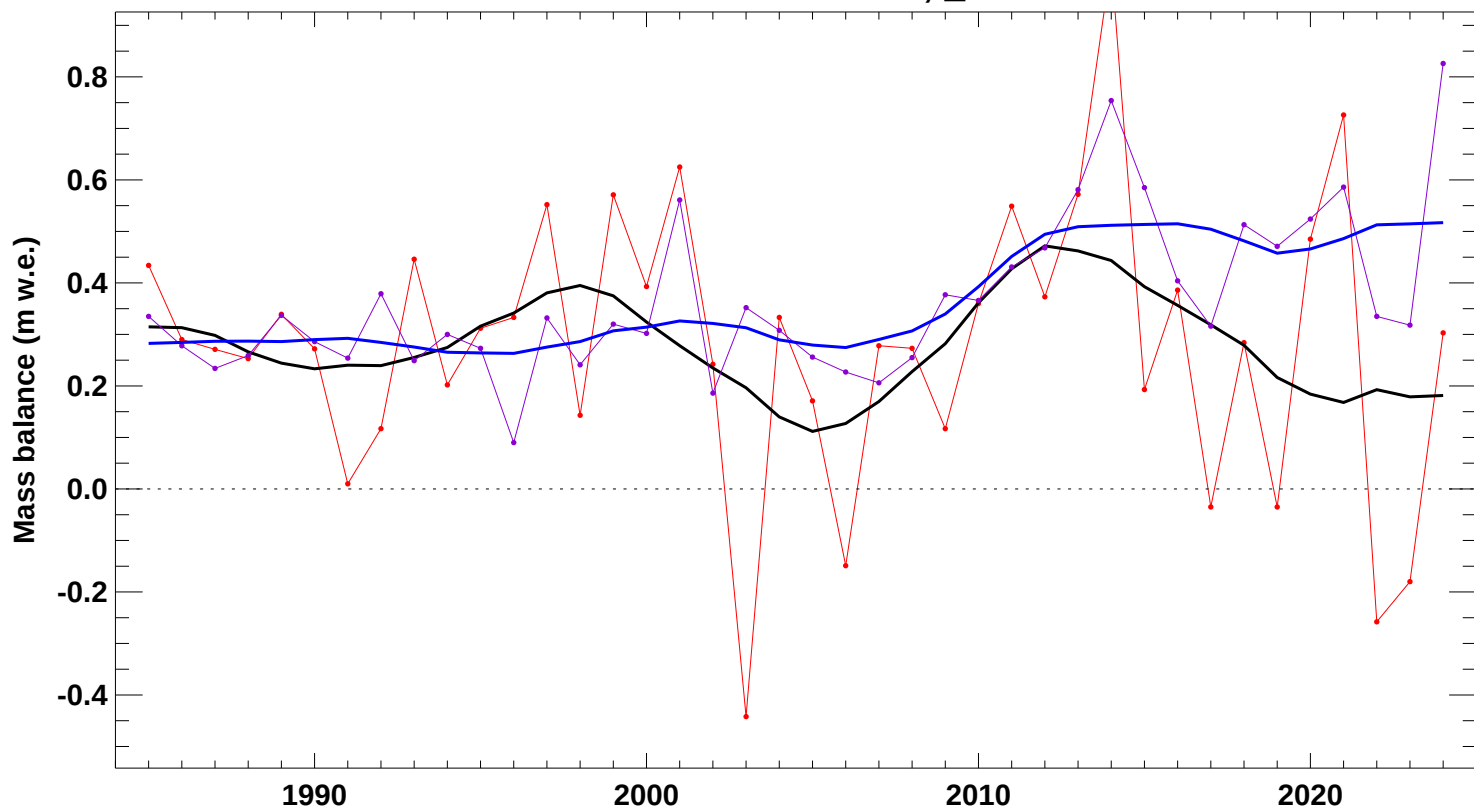
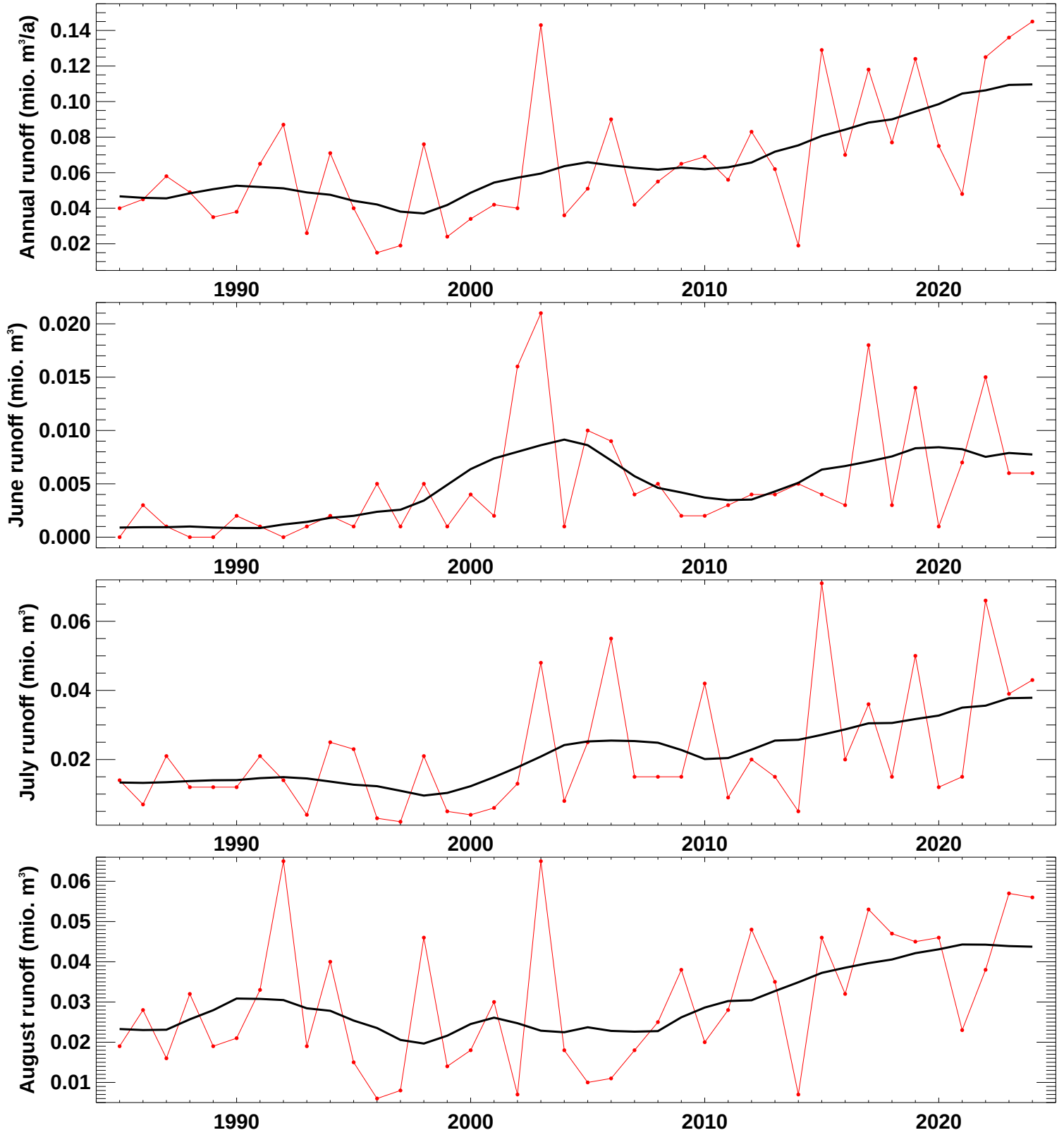


scerscen: Scenario 0; _wm1



scerscen: Scenario 0; _wm1



scerscen: Scenario 0

