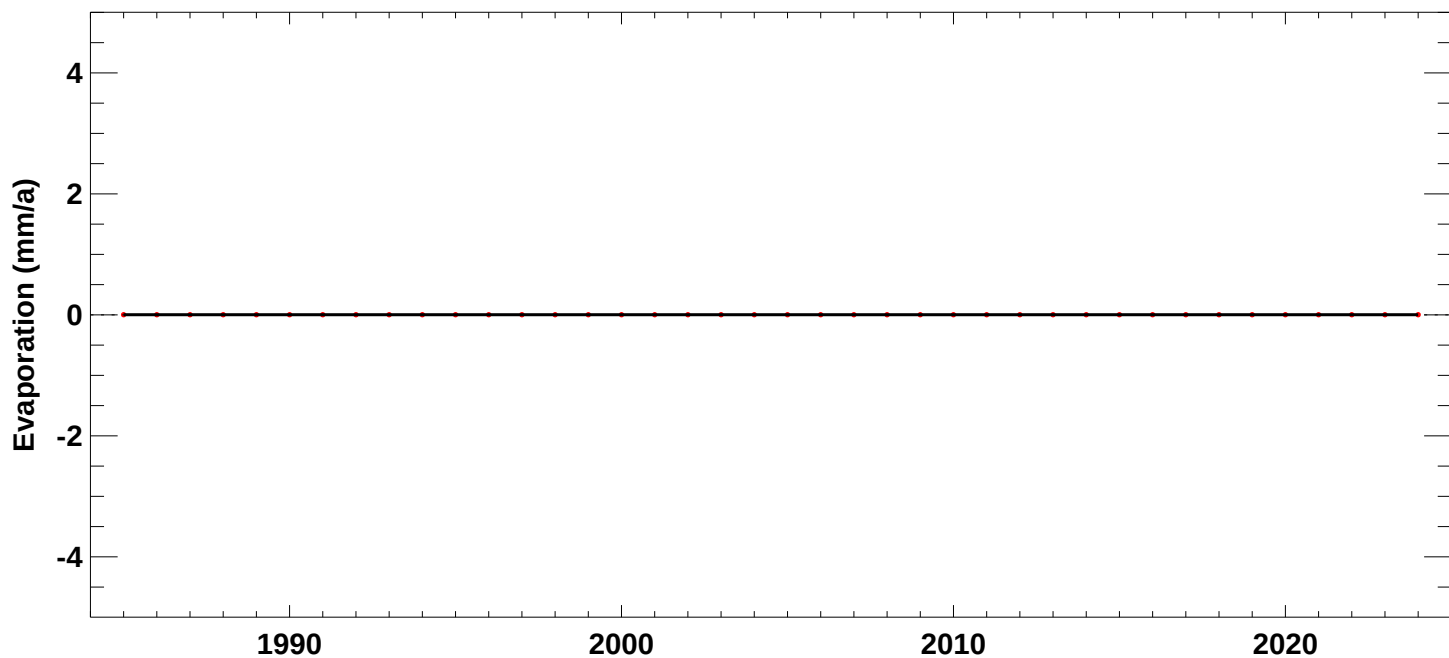
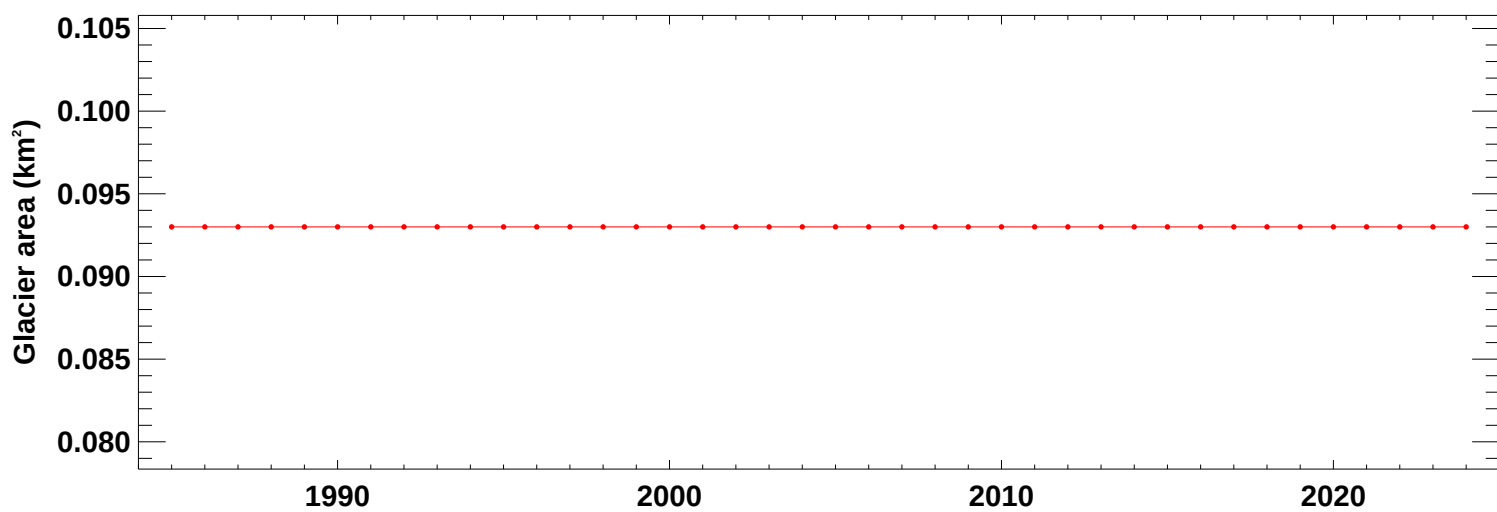
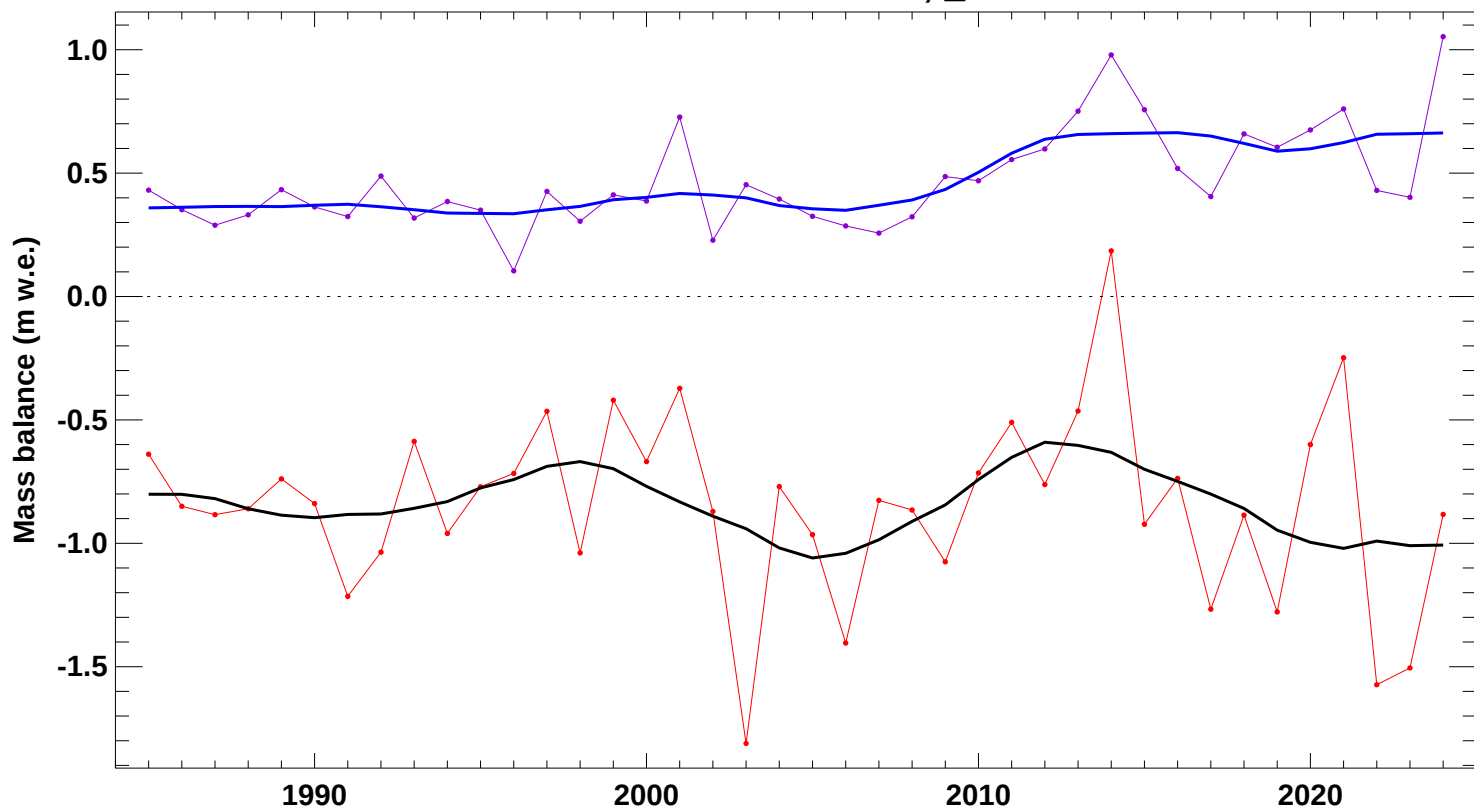
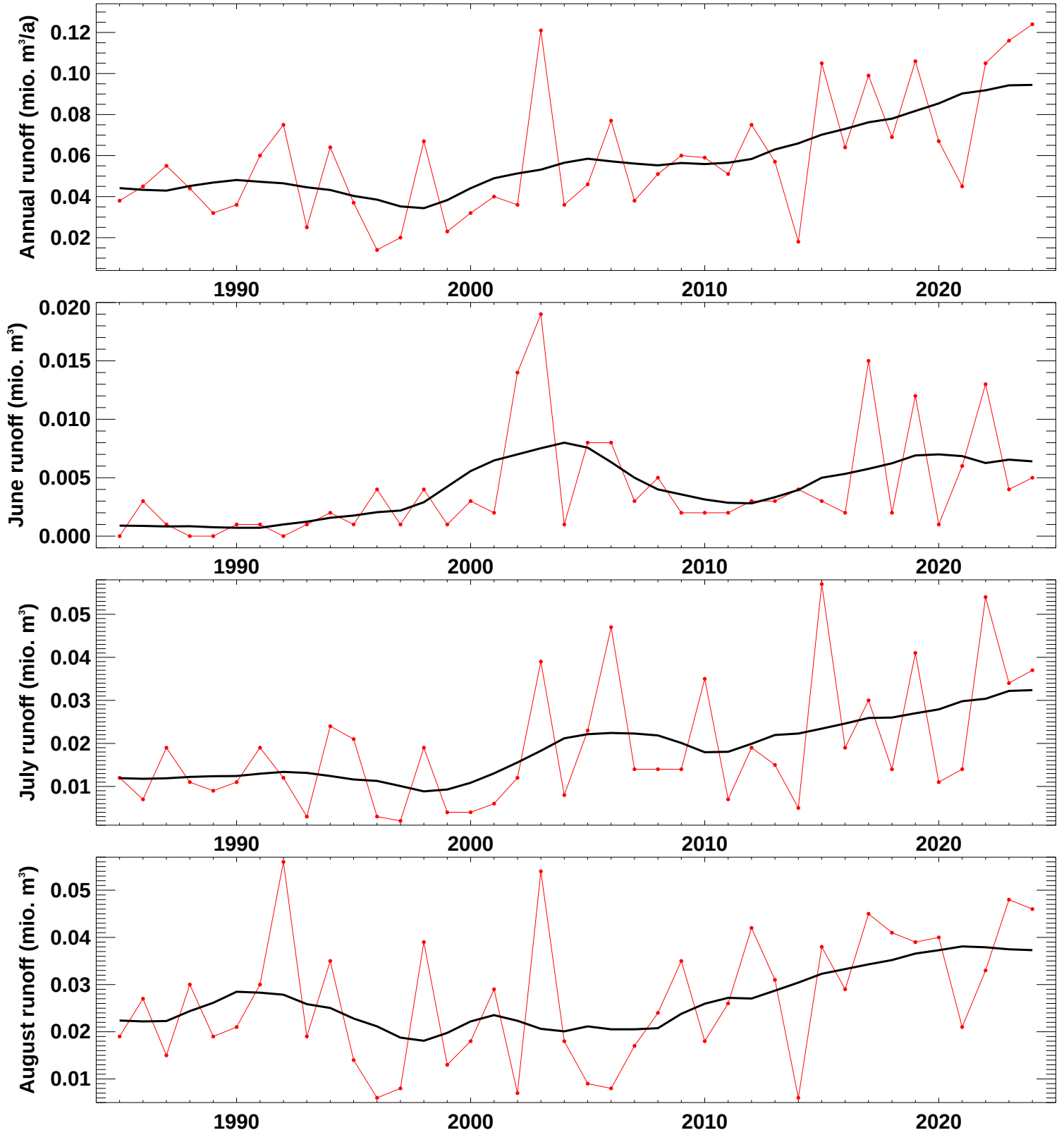


scerscen: Scenario 0; _wm2



scerscen: Scenario 0; _wm2



scerscen: Scenario 0

