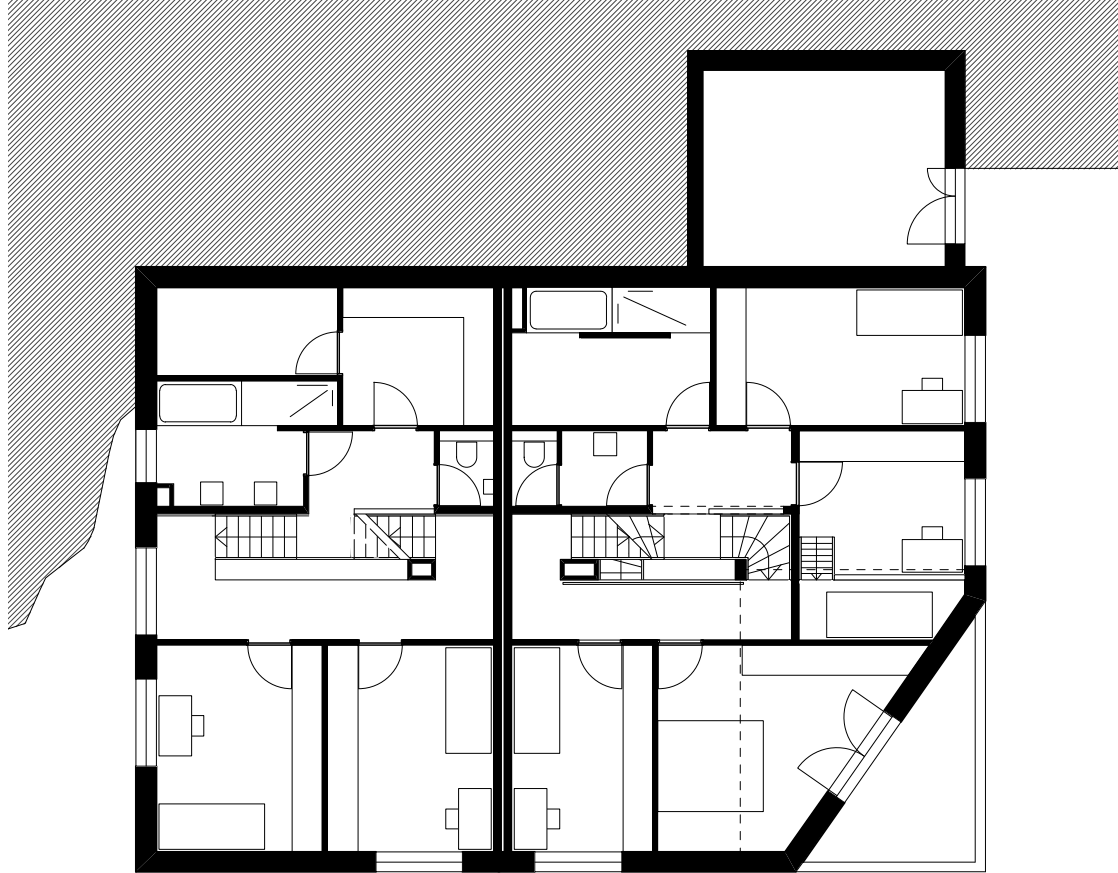


+0

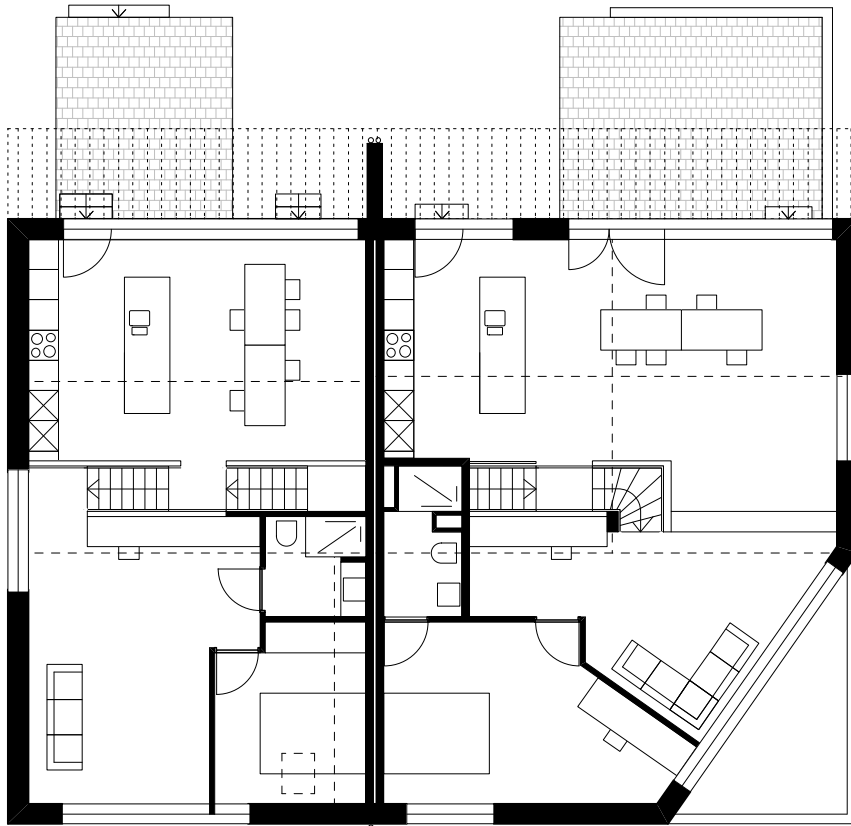
1:150





+1  
1:150





+2

1:150





snede

1:200