



ax8



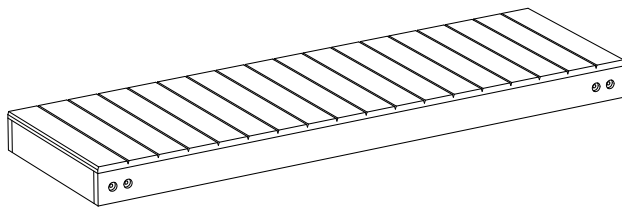
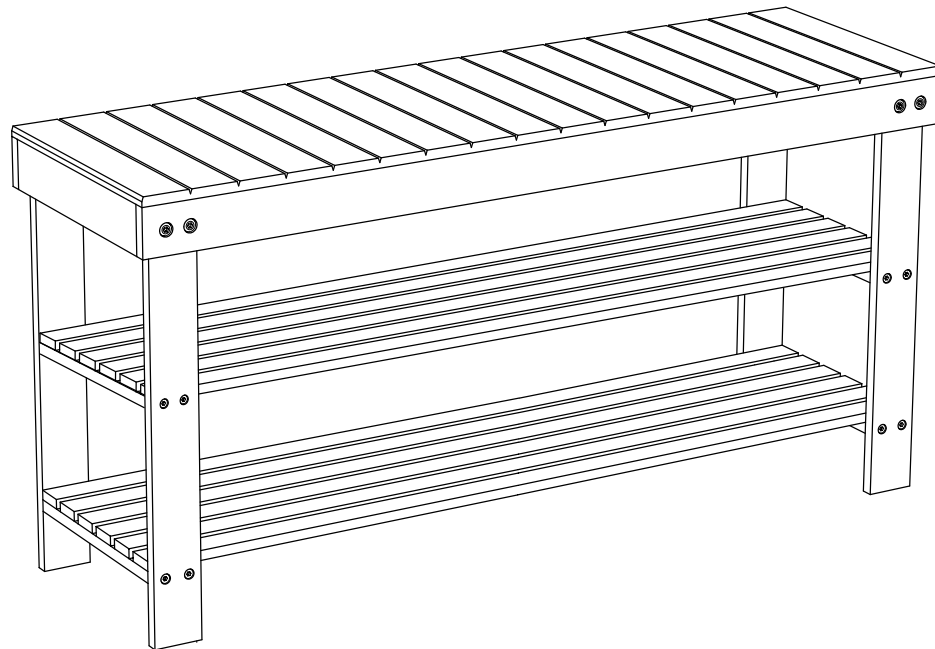
bx8



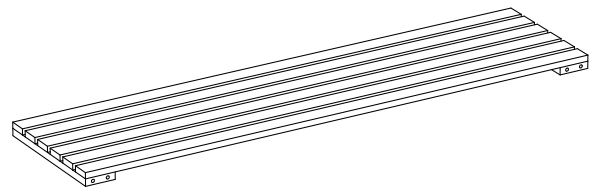
cx16



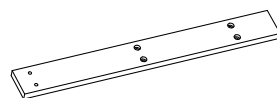
dx1



Ax1



Bx2



Cx4

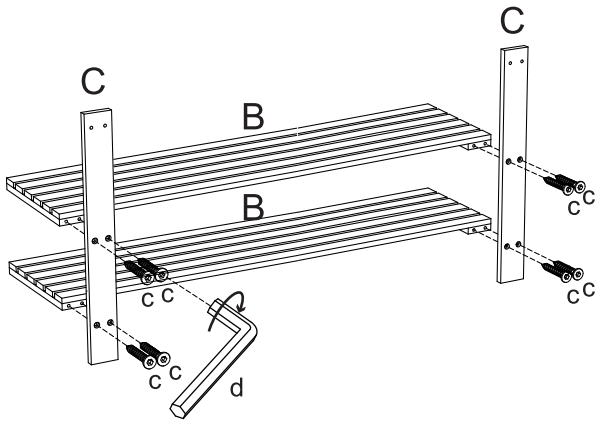
1



cx8



dx1



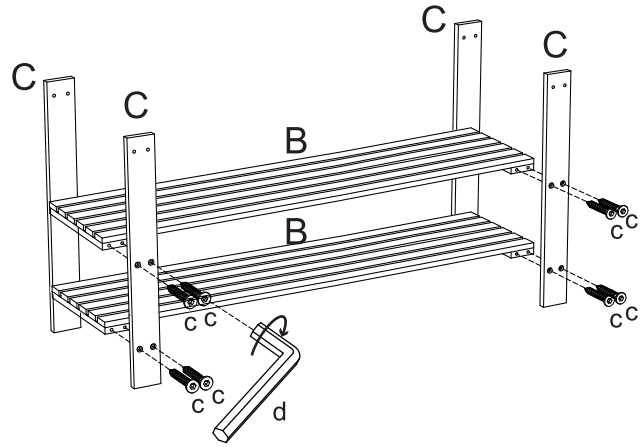
2



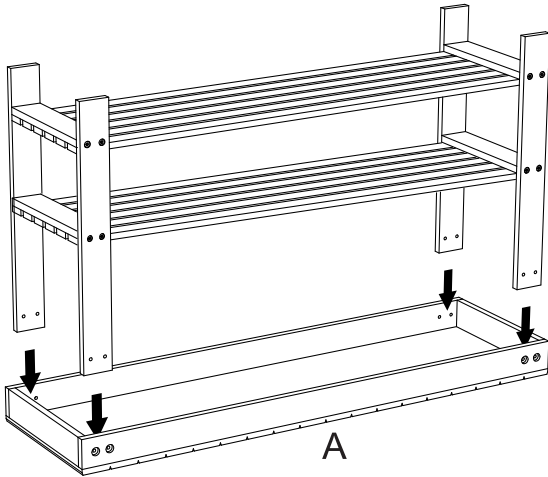
cx8



dx1



3



4



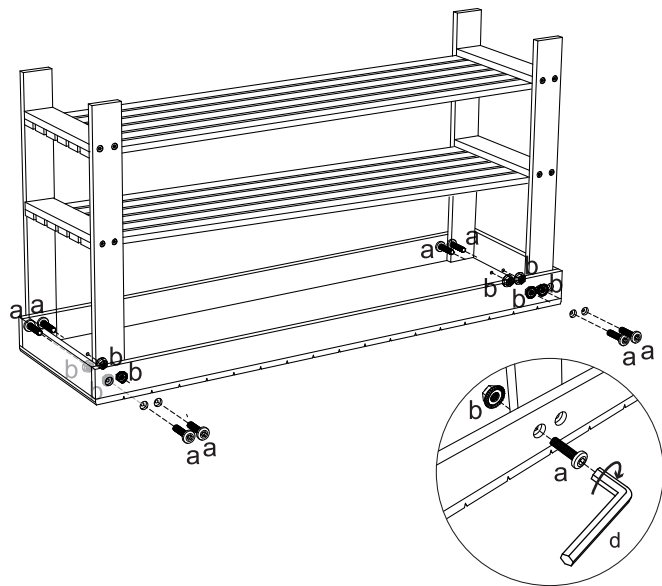
ax8



bx8



dx1



6

