

ASKOY

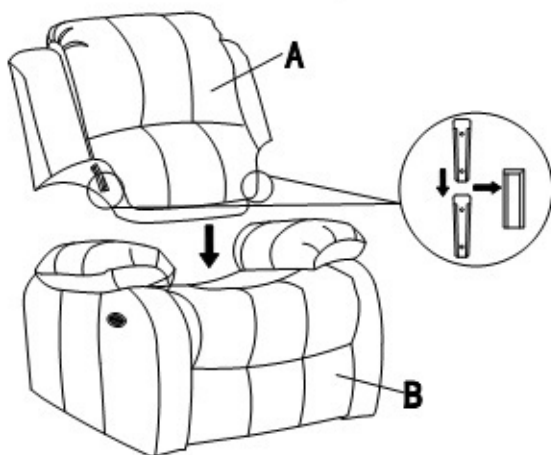
Ax1



Bx1



:1



:2

