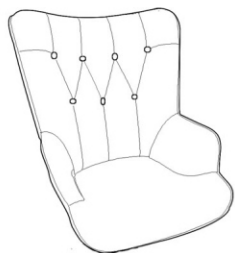
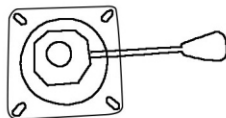


# MARLOV

(1)x1



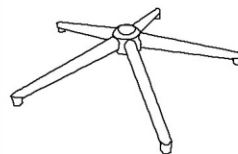
(2)x1



(3)x1



(4)x1



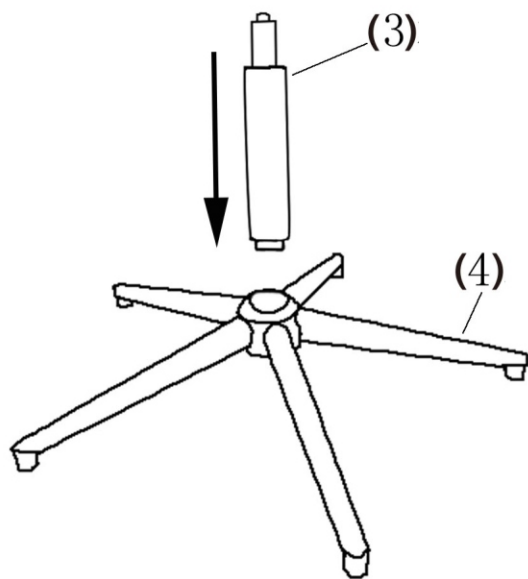
(5)x4



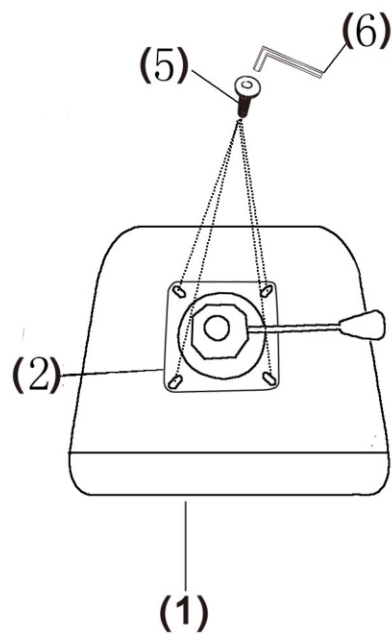
(6)x1



1



2



3

