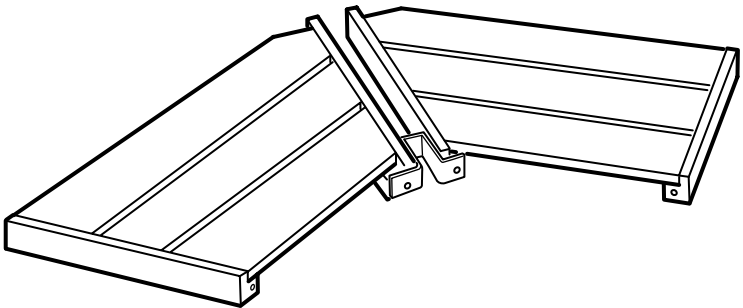
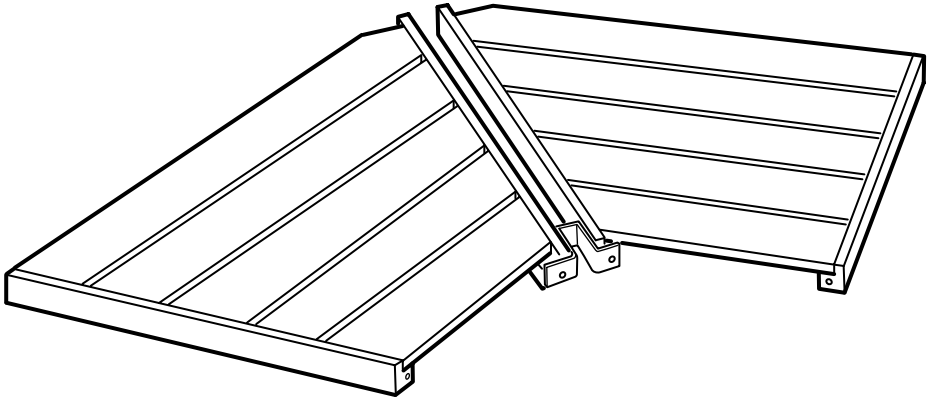
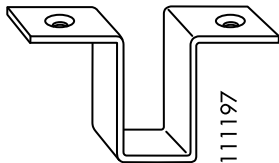
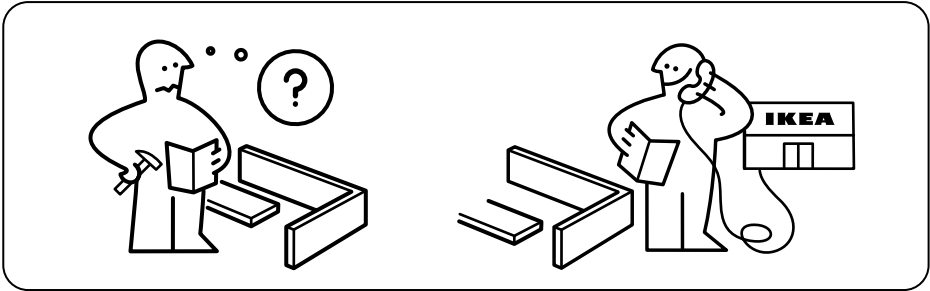
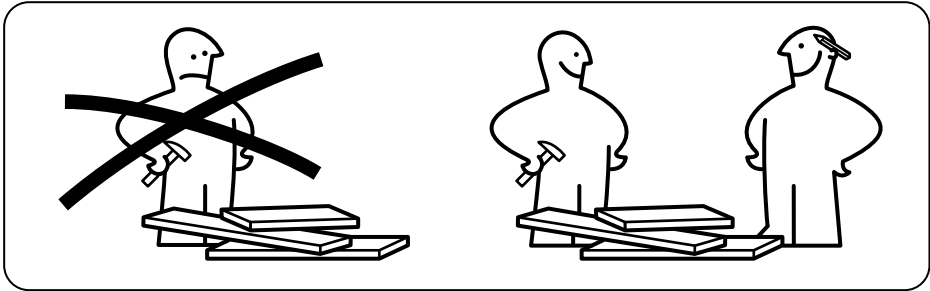
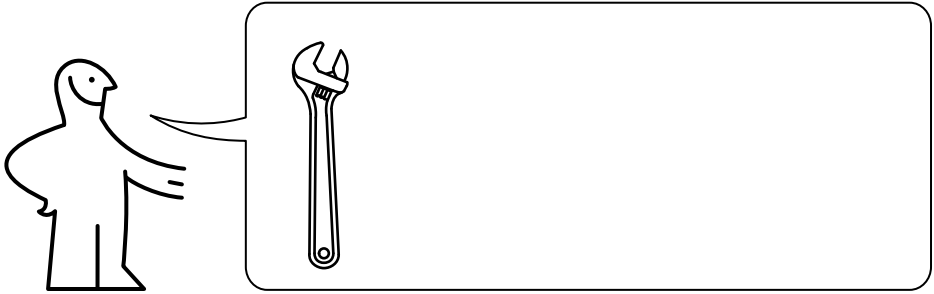
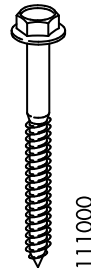


# GORM

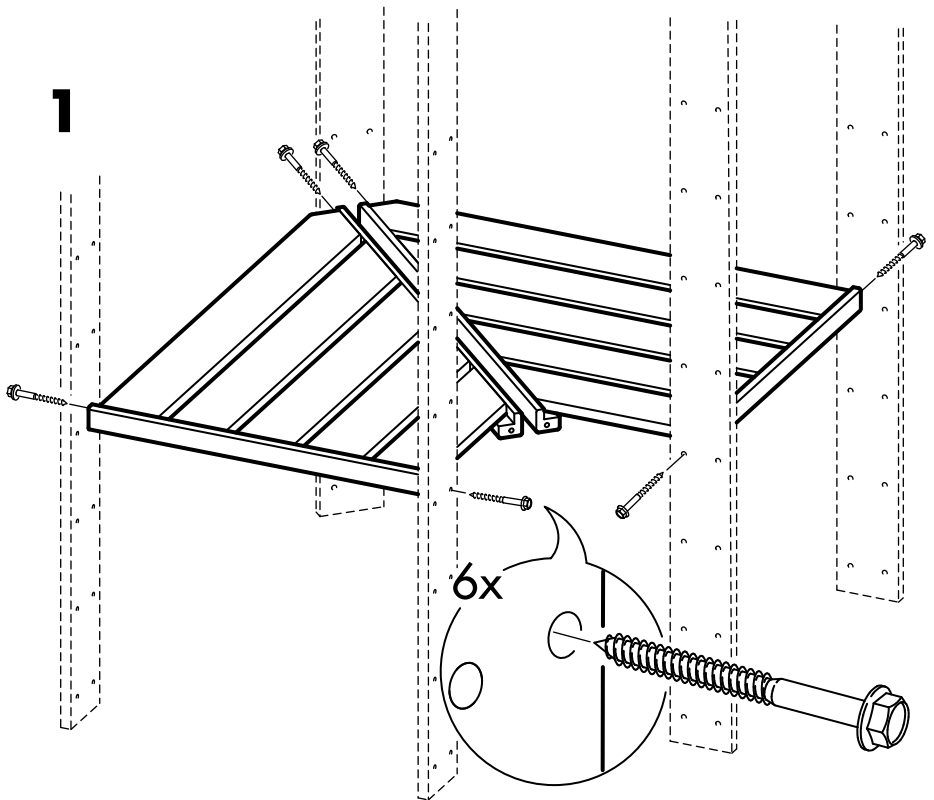
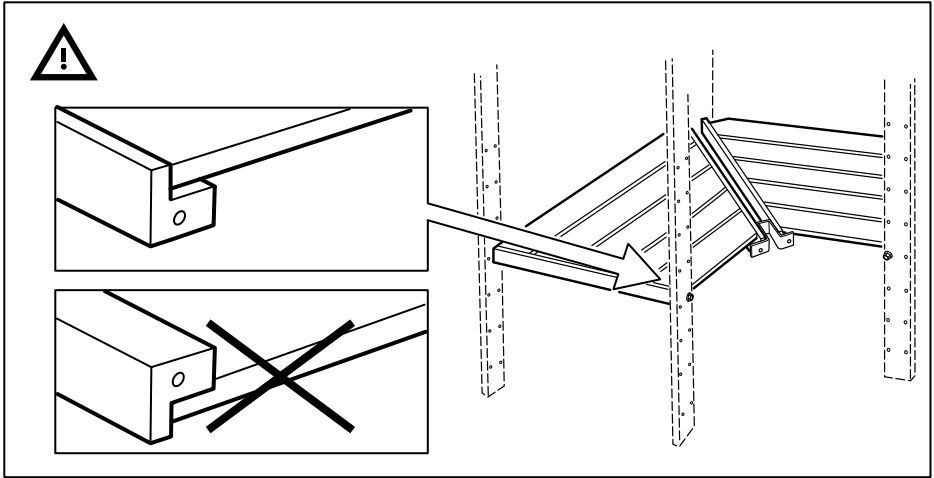




1x



8x



# 2

