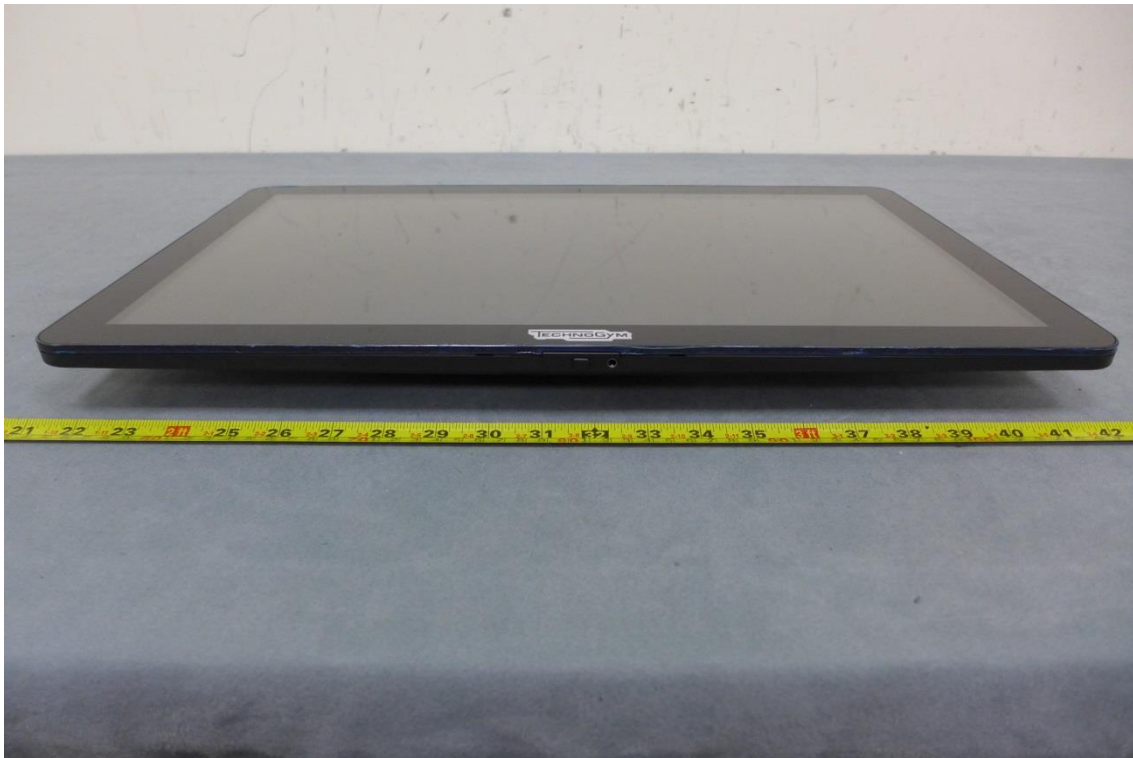
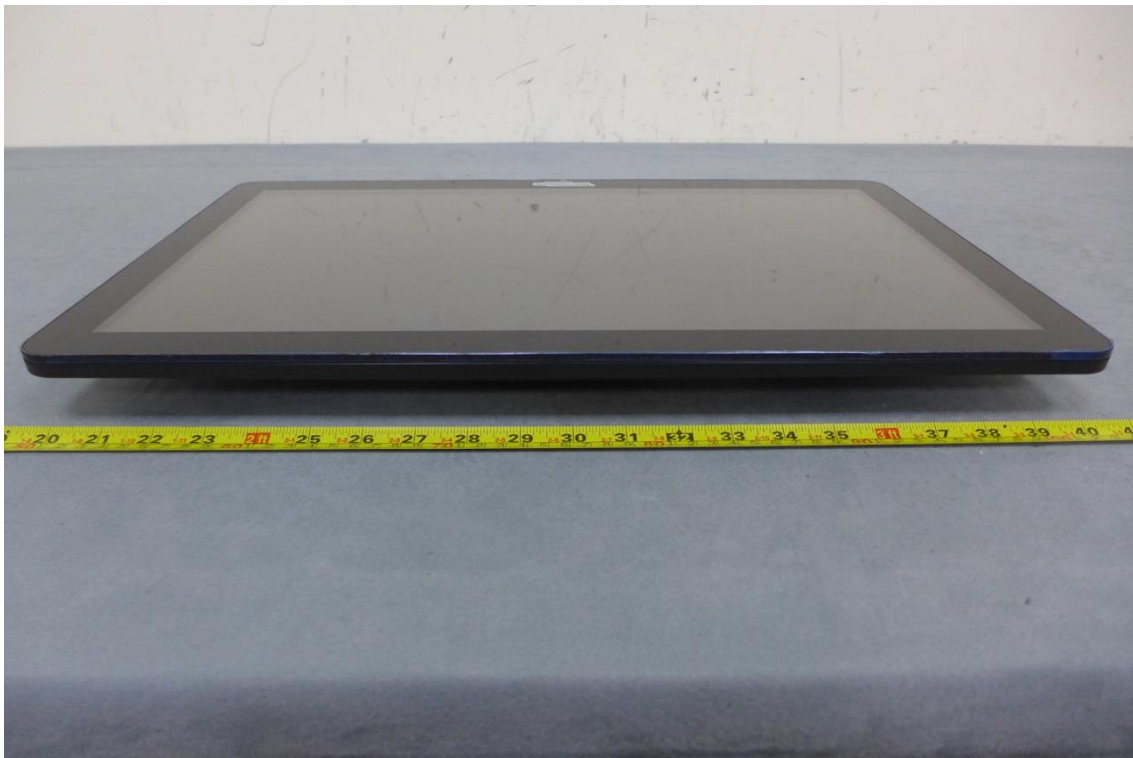
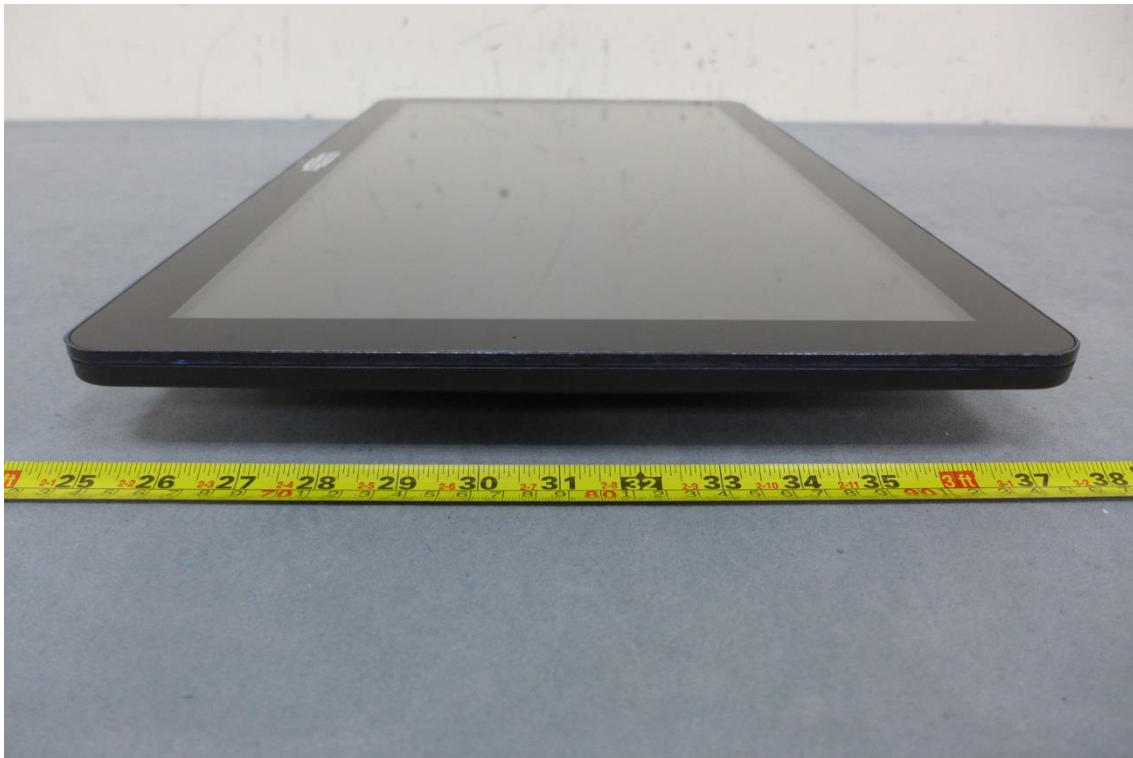


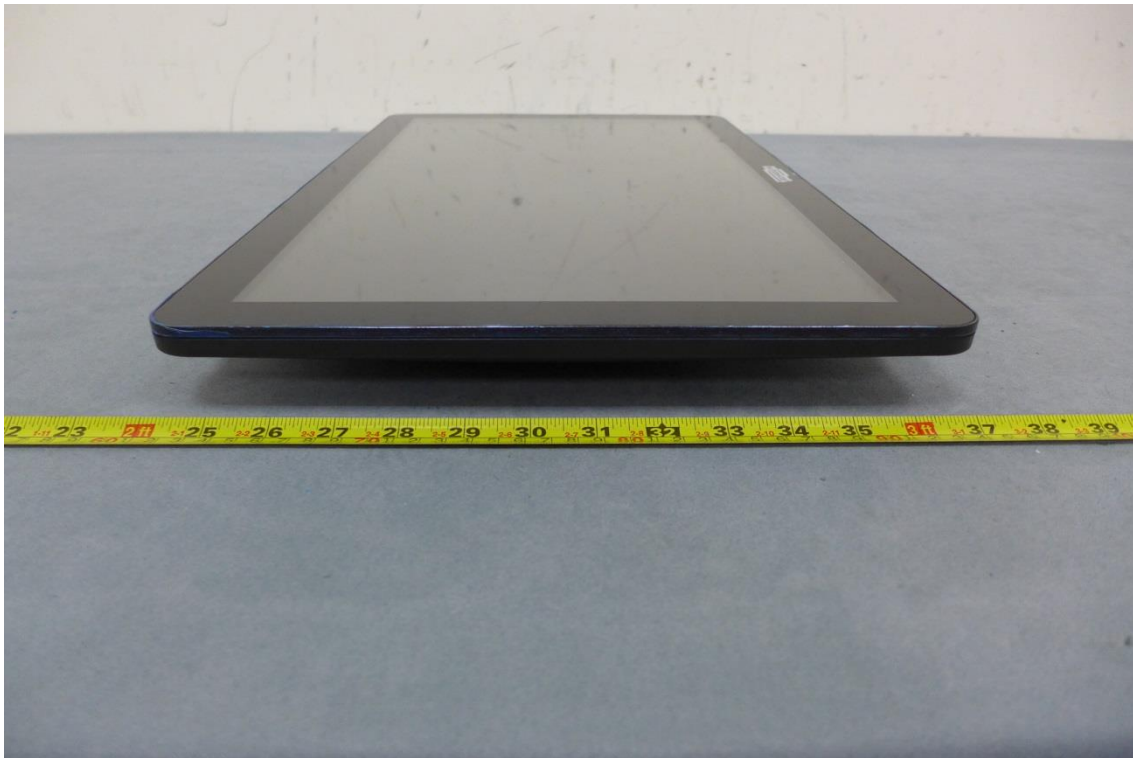
Unity22











Unity32





