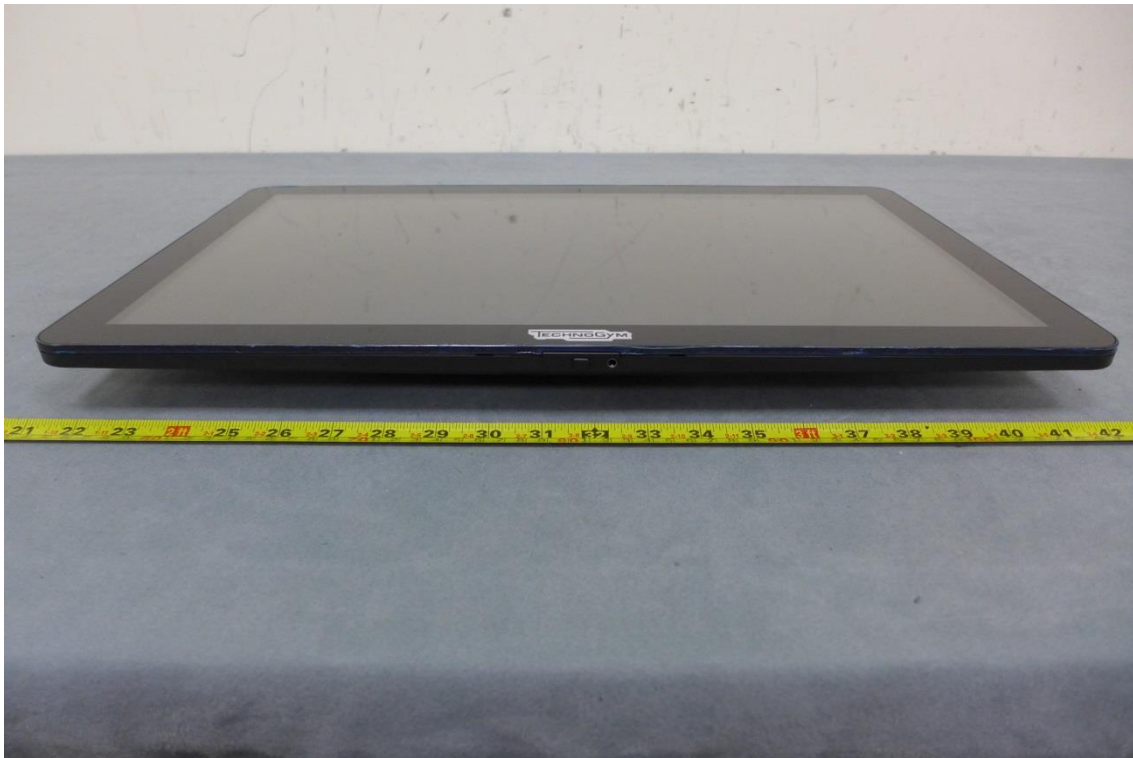
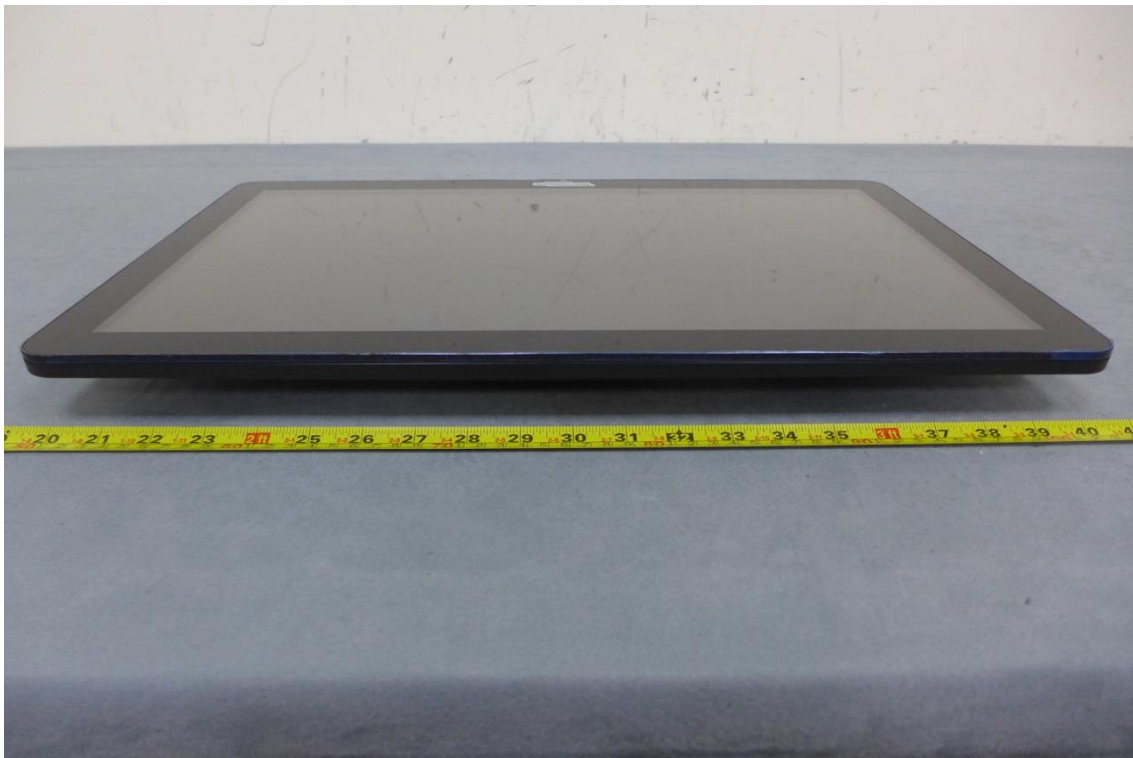
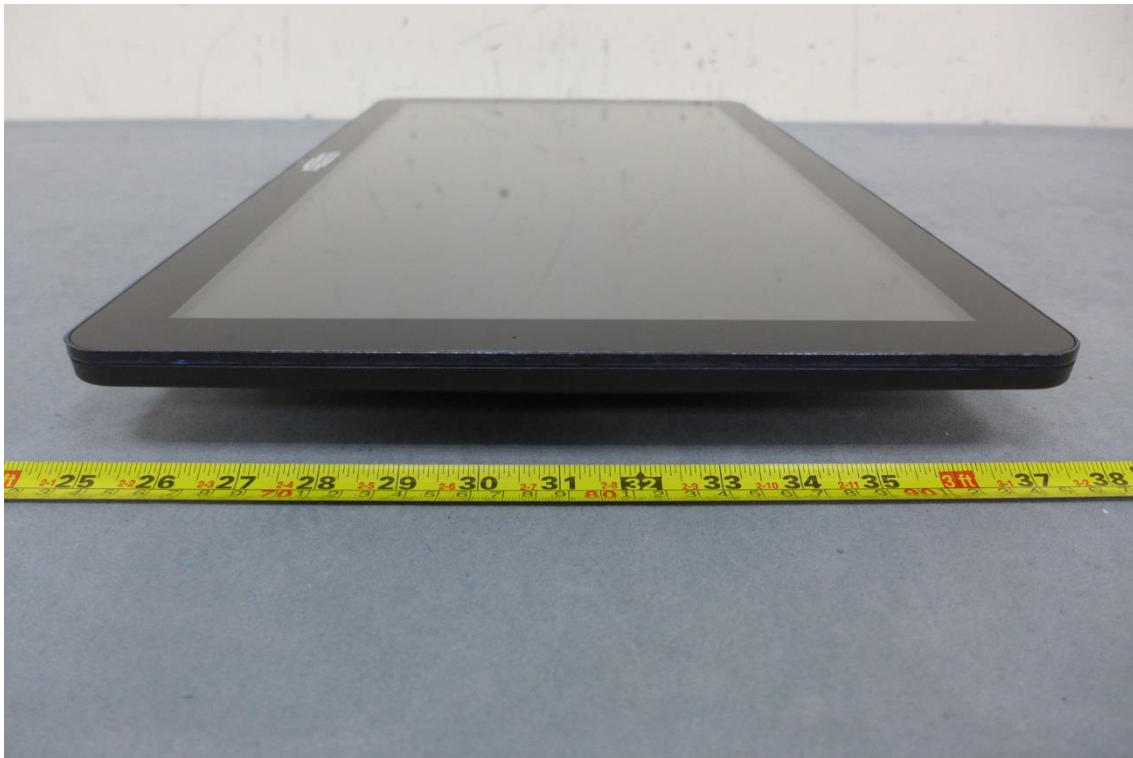


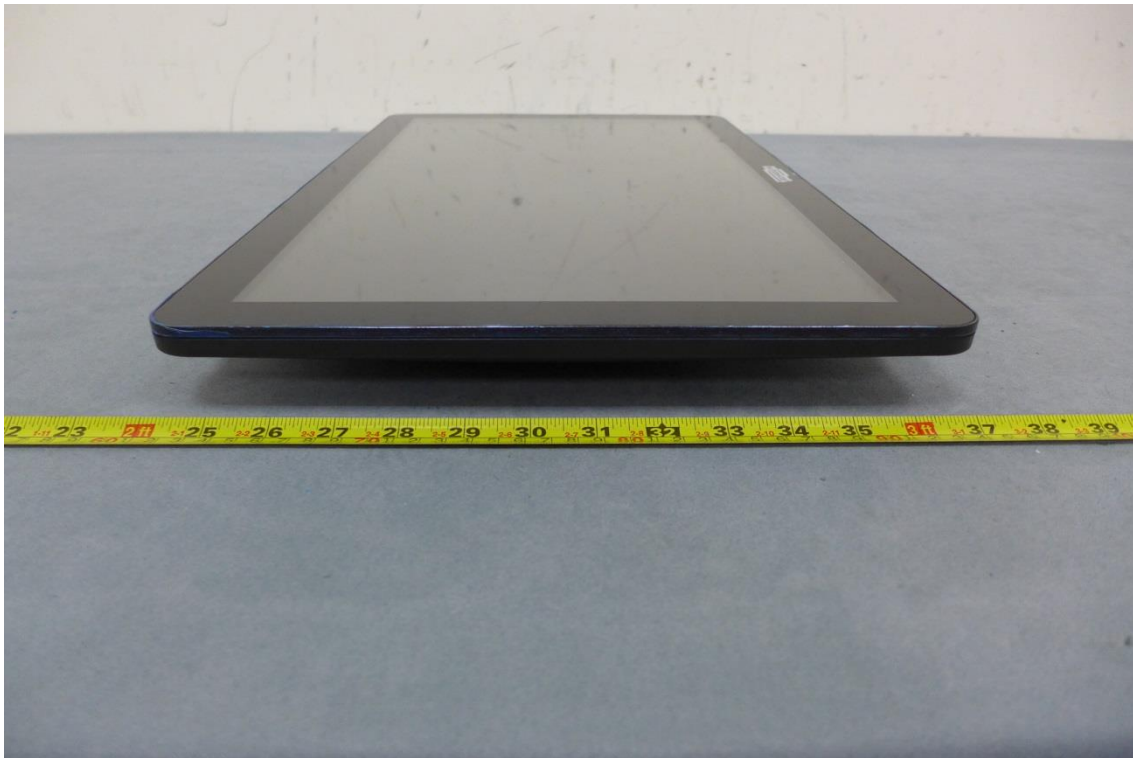
Unity22











Unity32



