

Ax1



Bx4



Cx16



Dx1

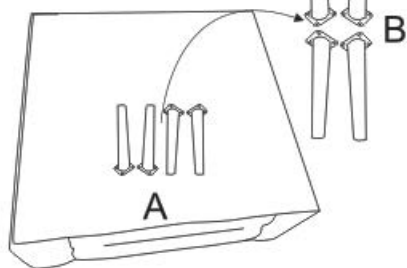


Ex4

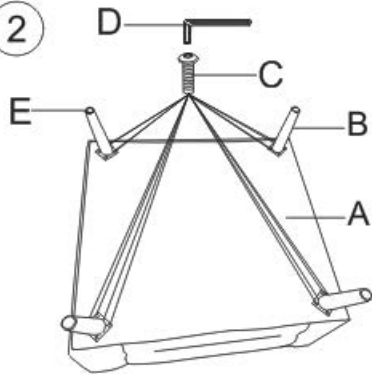


①

LEGS INSIDE



②



③

