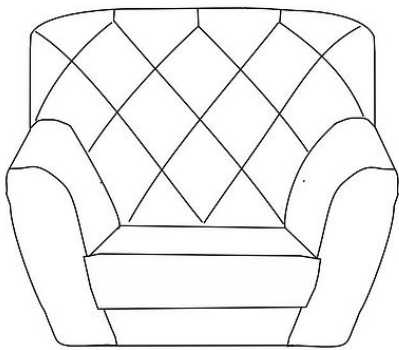
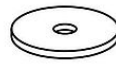


# Kier 1,2



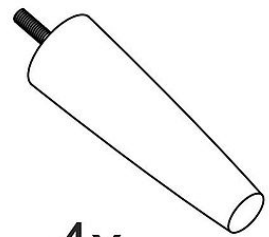
1x

+

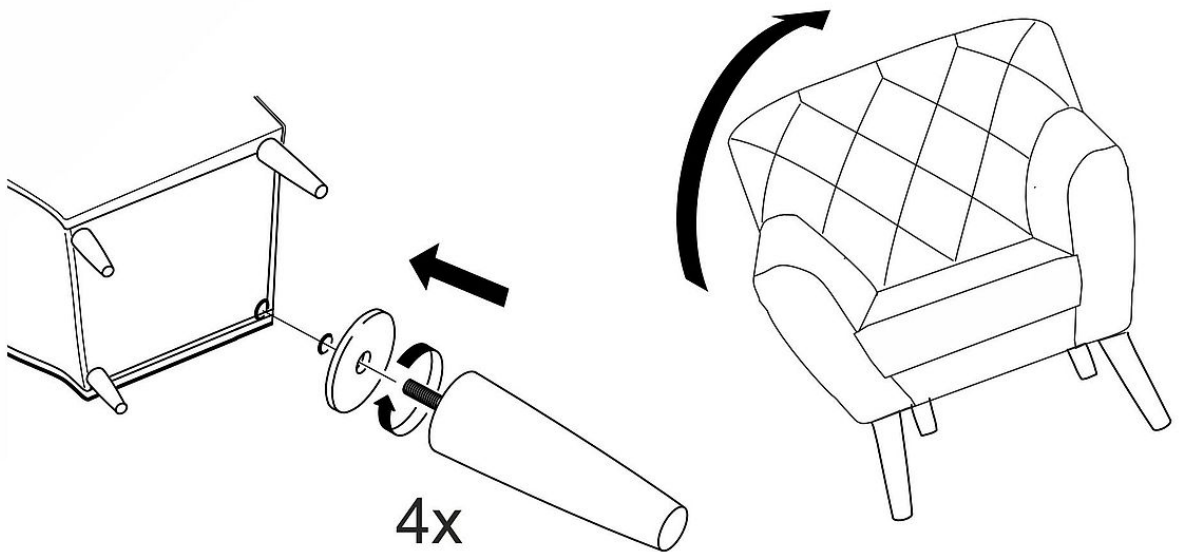


4x

+



4x



4x