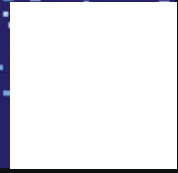




SONIC

THE HEDGEHOG

Booklet available in English on
Livret disponible en français sur
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From SEGA® fan creation to LEGO® fan creation

A fan-designed LEGO® model inspired by the original SEGA® Sonic the Hedgehog™ game is simply a match made in play heaven. In fact, SEGA has a long history of working on successful collaborations with dedicated fans. The Sonic Mania™ game was created with the help of two fans-turned-professionals, developer Christian "Taxman" Whitehead and illustrator and director Tyson Hesse, to celebrate the game's 25th anniversary. It went on to become one of the most popular Sonic games to date. Tyson Hesse also recently worked on the *Sonic the Hedgehog* movie released in 2020.

In the true spirit of SEGA Genesis, LEGO fan designer Viv Grannell has taken Sonic fan works to the next level. In her Green Hill Zone, she recreated the game's pixelated graphics and gameplay so vividly with LEGO bricks and packed it with humorous nods to the classic game and the cool, cute and quirky characters we have loved for 30 years. The Sonic and LEGO fan communities rallied around the project from the very beginning. Viv took the time to read and reply to every comment and suggestion and surprised and enthralled everyone with her creative new updates and details along the way.



Des créations d'amateurs de SEGA® à la création d'une amatrice de LEGO®

Ce modèle LEGO® inspiré par le premier jeu Sonic the Hedgehog™ de SEGA® et conçu par une amatrice a vraiment tout pour plaire. En fait, SEGA a une longue histoire de collaborations réussies avec des adeptes dévoués. Le jeu Sonic Mania™ a été créé avec l'aide de deux amateurs maintenant professionnels, le développeur Christian « Taxman » Whitehead et l'illustrateur et réalisateur Tyson Hesse, pour célébrer le 25^e anniversaire du premier jeu. Il est devenu l'un des jeux de Sonic les plus populaires à ce jour. Tyson Hesse a également récemment travaillé sur le film *Sonic le hérisson* sorti en 2020.

De crear como fan de SEGA® a crear como fan de LEGO®

Un modelo LEGO® diseñado por una fan inspirándose en Sonic the Hedgehog™, el juego original de la plataforma SEGA®, es la combinación perfecta de dos mundos. De hecho, SEGA tiene un largo historial de colaboraciones exitosas con fans dedicados. El juego Sonic Mania™ fue creado con la ayuda de dos profesionales que se iniciaron como fans, Christian "Taxman" Whitehead y el ilustrador y director Tyson Hesse, para celebrar el 25 aniversario del videojuego. Con el tiempo, llegó a convertirse en uno de los juegos más populares protagonizados por Sonic. Tyson Hesse también colaboró en la película *Sonic the Hedgehog*, cuyo lanzamiento tuvo lugar en 2020.

Haciendo honor a su calidad de adepta de la plataforma SEGA Genesis, la fan diseñadora de LEGO Viv Grannell llevó la obra de los seguidores de la franquicia al siguiente nivel. Su versión de la Green Hill Zone reproduce con bricks LEGO la estética pixelada y la experiencia de juego de manera increíblemente vívida, llena de graciosas referencias al clásico videojuego y los simpáticos y peculiares personajes que hace 30 años

Tout en conservant l'esprit de la SEGA Genesis, la conceptrice amatrice LEGO Viv Grannell a fait passer les œuvres des amateurs de Sonic au niveau supérieur. Dans sa Green Hill Zone (zone de la colline verte), elle a brillamment recréé la jouabilité et les graphismes pixelisés du jeu avec des briques LEGO et a inclus plusieurs clins d'œil amusants au jeu classique et aux personnages mignons et excentriques que nous aimons depuis 30 ans. Les communautés d'amateurs de Sonic et de LEGO se sont ralliées au projet dès le début. Viv a pris le temps de répondre à chaque commentaire et suggestion et a enchanté tout le monde avec ses nouvelles mises à jour et les détails créatifs qu'elle a ajoutés en cours de route.

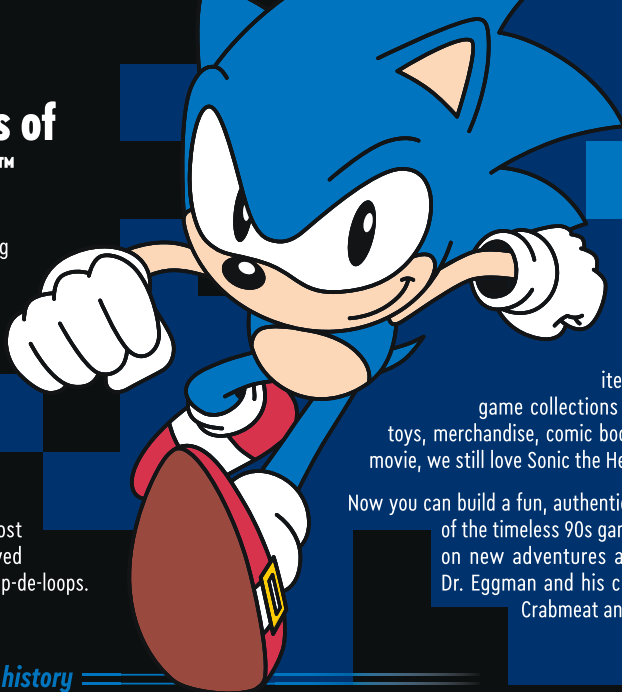
comenzaron a ganarse nuestro cariño. Las comunidades de fans de Sonic y de LEGO mostraron su apoyo al proyecto desde el principio. Viv se dio tiempo para leer y responder cada comentario y sugerencia, y sorprendió a todos con las creativas actualizaciones y detalles que fue revelando sobre la marcha.



Celebrating 30 years of Sonic the Hedgehog™

In 1991, an ultra-fast, clever and charming blue hedgehog with a spiky hairdo and big red sneakers took the gaming world by storm. People of all ages were drawn into a semi-psychedelic, pinball-like world of tantalizing colors and action to help their hero collect rings and free South Island and the Chaos Emeralds from Dr. Ivo Robotnik, better known as the brilliant evil genius Dr. Eggman.

For 30 years, fans have embraced the most famous hedgehog in the world and followed him through thick and thin and countless loop-de-loops.



Nearly a hundred different 2D, 3D, racing, arcade, console, computer and mobile game iterations, spin-offs and game collections later, not to mention toys, merchandise, comic books, a TV series and a movie, we still love Sonic the Hedgehog™.

Now you can build a fun, authentic, hands-on recreation of the timeless 90s gameplay and send Sonic on new adventures against the dastardly Dr. Eggman and his creations the Badniks, Crabmeat and Moto Bug.

Sonic the Hedgehog - A super-fast history



1991

A star is born! Sonic jumps onto the gaming scene in 16-bit style!



1992

Meet Tails! Sonic The Hedgehog 2 introduces Sonic's best friend Miles "Tails" Prower



1996

3D game, Sonic 3D Blast releases



2004

Sonic Heroes brings back lesser-known characters



2008

Sonic Unleashed action goes between 2D and 3D

Sonic the Hedgehog - Un survol ultra-rapide

Une étoile est née ! Sonic fait son entrée dans le monde des jeux vidéo en 16 bits !

Tails entre dans la partie ! Sonic The Hedgehog 2 marque la première apparition du meilleur ami de Sonic, Miles « Tails » Prower.

Le jeu en 3D Sonic 3D Blast est lancé.

Sonic Heroes ramène des personnages moins connus.

Sonic Unleashed offre de l'action en 2D et en 3D.

Sonic the Hedgehog: una historia ultrarrápida

¡Ha nacido una estrella! Sonic irrumpe en la escena de los videojuegos con 16 bits de puro estilo.

¡Y este es Tails! Sonic The Hedgehog 2 introduce al mejor amigo de Sonic: Miles "Tails" Prower.

Juego 3D: lanzamiento de Sonic 3D Blast.

Sonic Heroes trae de regreso a personajes menos populares.

La acción de Sonic Unleashed transcurre entre el 2D y el 3D.

Célébration des 30 ans de Sonic le hérisson

En 1991, un hérisson bleu ultra-rapide, astucieux et charmant, avec une coiffure hérissée et de grosses chaussures rouges, prend d'assaut le monde des jeux vidéo. Les gens de tous âges sont entraînés dans un monde quasi psychédélique, semblable à une machine à boules, et doivent aider leur héros à ramasser des anneaux et à libérer South Island et les émeraudes du chaos de l'emprise du génie du mal Dr Ivo Robotnik, plus connu sous le nom de Dr Eggman.

Depuis 30 ans, les adeptes suivent le hérisson le plus célèbre du monde dans les moments difficiles et les innombrables boucles. Près d'une centaine de versions différentes de jeux en 2D et en 3D de course, d'arcade, de console, d'ordinateur et d'appareil mobile, de jeux dérivés et de collections de jeux plus tard, sans parler des jouets, des produits dérivés, des bandes dessinées, d'une série télévisée et d'un film, nous aimons toujours Sonic le hérisson.

Vous pouvez maintenant construire une reproduction authentique du jeu intemporel des années 1990 et lancer Sonic dans de nouvelles aventures contre l'infâme Dr Eggman et ses créations : les Badniks, le Crabmeat et le Moto Bug.

Celebramos 30 años de Sonic the Hedgehog

En 1991, un ultrarrápido, inteligente y encantador erizo azul con un inconfundible peinado hacia atrás y grandes tenis rojos llegó para quedarse al mundo de los videojuegos. Jugadores de todas las edades se sintieron atraídos por un universo semipicodélico de color y acción en el que tienen que ayudar a su héroe a recolectar anillos y liberar South Island de las Chaos Emeralds del Dr. Ivo Robotnik, un genio malvado de grandes alcances mejor conocido como Dr. Eggman.

Durante 30 años, los fans han ofrecido un lugar en su corazón al erizo más famoso del mundo, siguiéndolo en las buenas y en las malas (¡y en innumerables volteretas!). Después de cerca de un centenar de juegos en 2D, 3D y de carreras para maquinitas, consolas, computadoras y dispositivos móviles, sin mencionar juguetes, objetos de colección, libros de cómics, una serie para televisión y una película, Sonic the Hedgehog sigue siendo una de nuestras franquicias favoritas.

Ahora puedes construir una divertida, auténtica e interactiva recreación de la intemporal experiencia de juego de los años 90 y llevar a Sonic a vivir nuevas aventuras luchando contra el despreciable Dr. Eggman y sus malévolas creaciones (llamadas Badniks), como el Crabmeat y el Motobug.



2011

Sonic Generations brings back the classic design

Sonic Generations ramène des concepts classiques.

Sonic Generations recupera el diseño clásico.



2014

Sonic Boom TV series premieres, introducing new characters

La nouvelle série télévisée Sonic Boom présente de nouveaux personnages.

Se estrena la serie para televisión Sonic Boom, que da la bienvenida a nuevos personajes.



2017

Sonic Mania, one of the most beloved games in the series!

¡Sonic Mania est l'un des jeux les plus adorés de la série !

¡Sonic Mania, uno de los juegos más aclamados de la serie!



2020

Sonic the Hedgehog movie released

Le film Sonic le hérisson sort en salles.

Se estrena la película Sonic the Hedgehog.



2021

30th anniversary celebrated

Le 30^e anniversaire est célébré.

Celebramos el 30 aniversario.



Viv Grannell

Meet the Fan Designer

Viv Grannell (LEGO® Ideas name toastergrl) lives in the UK. She studied Computer Science and loves making art, reading and writing short stories, and programming for hobbyist video games.

"I've loved the Sonic series since I was a kid - his vibrant, colorful world is always a fantastic place to explore, and his endearing friends have quite the range - not to mention it's always a blast to blow up robots and race for rings. This Green Hill Zone set represents the quintessential starting point of Sonic's many adventures, and it's one of the most famous and iconic video game levels of all time. I submitted the model in 2019 and updated it in January 2020, as the COVID-19 pandemic began, and for me this project was a way to connect with other people and share my passion and joy with them. During difficult times, together, it's our passion and compassion, and those who entertain us, like toy makers that keep our spirits going and with LEGO Ideas, anyone can become a toy maker. I'm eternally thankful to the Sonic fans and LEGO Ideas community who helped make this set come to life."

Rencontre avec la conceptrice amatrice

Viv Grannell (pseudonyme LEGO® Ideas : toastergrl) vit au Royaume-Uni. Elle a étudié l'informatique et aime créer de l'art, lire et écrire des nouvelles, et programmer des jeux vidéo d'amateurs.

« J'adore la série Sonic depuis que je suis enfant. Son monde vivant et coloré est toujours un endroit fantastique à explorer, ses amis sont attachants, et c'est toujours un plaisir de faire exploser des robots et de courir pour amasser des anneaux. Cet ensemble Green Hill Zone représente le point de départ par excellence de nombreuses aventures de Sonic, et c'est l'un des niveaux de jeu vidéo les plus célèbres et emblématiques de tous les temps. J'ai soumis le modèle en 2019 et je l'ai actualisé en janvier 2020, au début de la pandémie de COVID-19, et ce projet était pour moi un moyen de tisser des liens avec d'autres personnes et de partager ma passion et ma joie avec elles. Dans les moments difficiles, nous gardons le moral grâce à notre passion, à notre compassion et à ceux qui nous divertissent, comme les fabricants de jouets. Grâce à LEGO Ideas, n'importe qui peut devenir un fabricant de jouets. Je suis éternellement reconnaissante envers les amateurs de Sonic et la communauté de LEGO Ideas pour avoir contribué à donner vie à cet ensemble. »

Conoce a la fan diseñadora

Viv Grannell (llamada toastergrl en LEGO® Ideas) vive en el Reino Unido. Estudió Ciencias de la Computación y le encanta crear arte, leer y escribir cuentos cortos y programar videojuegos como pasatiempo.

"Me encanta Sonic desde que era una niña: su vibrante y colorido mundo es un lugar fantástico para explorar y sus valientes amigos están más que a la altura, sin mencionar que siempre es divertido hacer estallar robots y correr para recolectar anillos. Ese set representa la Green Hill Zone, el inconfundible punto de inicio de muchas aventuras de Sonic y uno de los niveles de videojuegos más famosos e icónicos de todos los tiempos. Envié el modelo en 2019 y lo actualicé en enero de 2020, justo al comenzar la pandemia de la COVID-19, ya que el proyecto significó para mí una manera de conectarme con otras personas y compartir con ellas mi pasión y alegría. En épocas difíciles, nuestras pasiones y la compasión nos mantienen unidos, y quienes nos brindan entretenimiento, como los fabricantes de juguetes, contribuyen a que mantengamos el buen ánimo. Con LEGO Ideas, cualquiera puede convertirse en un fabricante de juguetes. Estaré eternamente agradecida con los fans de Sonic y la comunidad de LEGO Ideas por ayudarme a dar vida a este set".

The LEGO® players

"As a big fan, I wanted the Sonic minifigure to be iconic & classic. It was a fun challenge to recreate the pixelated graphics from the game. I hope fans will enjoy the extra stickers (Item Boxes & Moto Bug) so they can customize the model."

– Lauren Cullen King – LEGO® Senior Graphic Designer

"Viv's model is so charming and in style with the classic games. She built it in modules, like game levels, and the finished set is pieced together that way, too. It was great working with her and the SEGA® designers, modifying details to give fans a great Sonic experience."

– Samuel Liltorp Johnson – LEGO® Design Manager

Lauren Cullen King



Les joueurs LEGO®

« En tant que grande amatrice, je voulais que la figurine Sonic soit emblématique et classique. Recréer les graphismes pixelisés du jeu était un défi amusant. J'espère que les adeptes apprécieront les autocollants supplémentaires (boîtes d'objet et Moto Bug) inclus pour leur permettre de personnaliser le modèle. »

– Lauren Cullen King – graphiste principale LEGO®

« Le modèle de Viv est charmant et recrée parfaitement l'essence des jeux classiques. Elle l'a construit en modules, comme les niveaux d'un jeu, et l'ensemble fini est également assemblé de cette façon. C'était génial de travailler avec elle et les concepteurs de SEGA®, et de modifier les détails pour offrir aux amateurs une expérience Sonic exceptionnelle. »

– Samuel Liltorp Johnson – responsable de la conception LEGO®

Samuel Liltorp Johnson



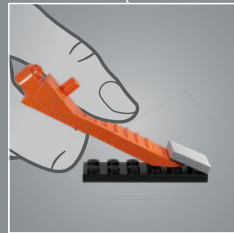
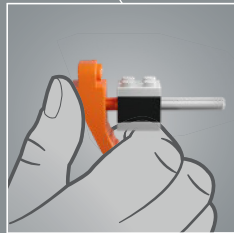
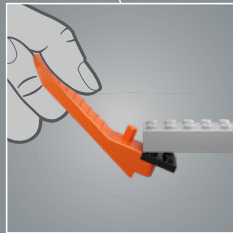
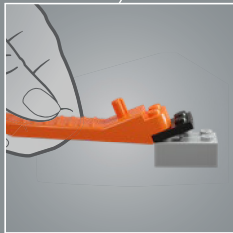
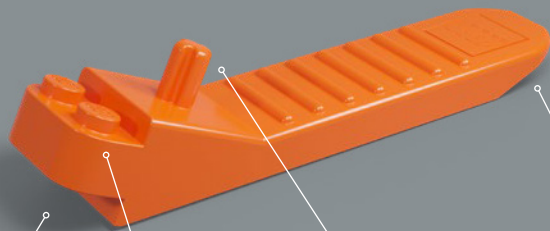
Los jugadores de LEGO®

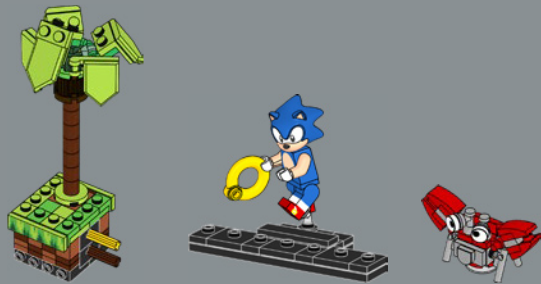
"Soy una gran fan, y por eso quería que la minifigura de Sonic fuera icónica y clásica a la vez. Recrear la estética pixelada del juego supuso un divertido desafío. Espero que las calcamanías extras (que representan contenedores y a un Motobug) les gusten a los fans y las usen para personalizar el modelo".

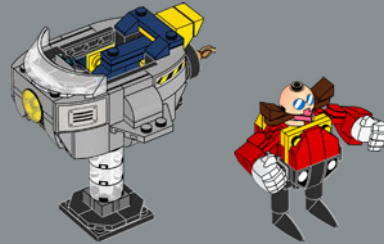
– Lauren Cullen King – Diseñadora gráfica sénior de LEGO®

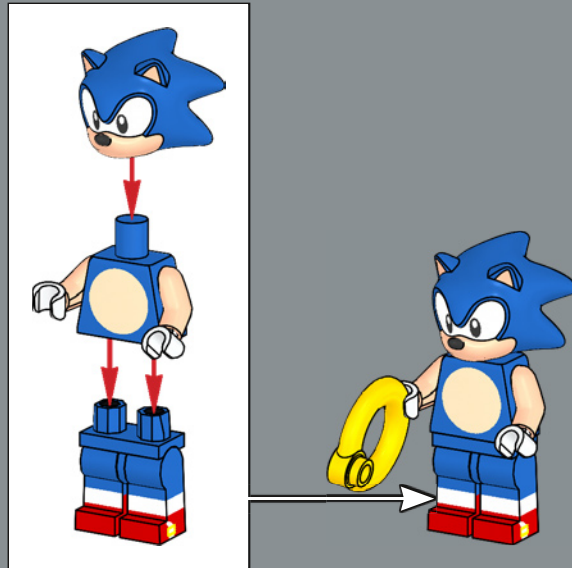
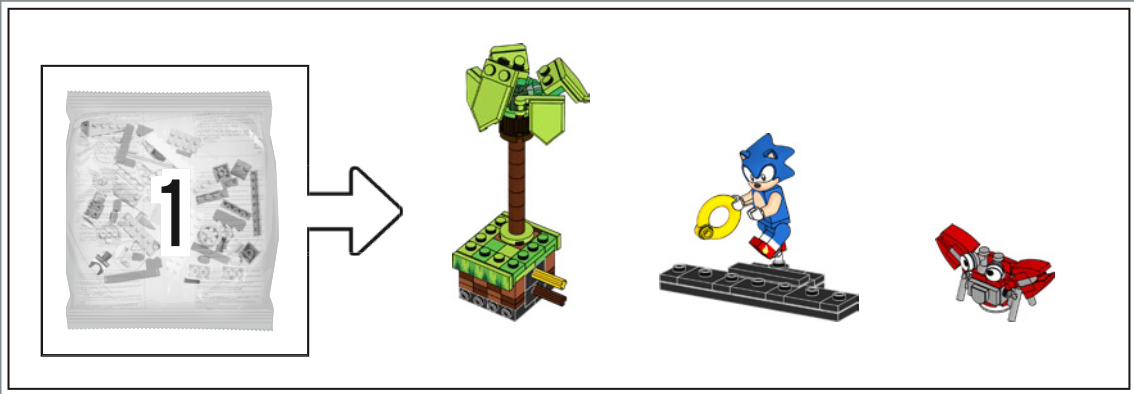
"El modelo de Viv es encantador y refleja a la perfección el estilo de los juegos clásicos. Lo construyó en módulos semejantes a los niveles de un videojuego, y el set terminado también se ensambla de esa manera. Trabajar con ella y con los diseñadores de SEGA® modificando detalles para ofrecer a los fans la mejor experiencia de Sonic fue algo fantástico".

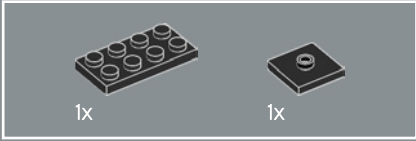
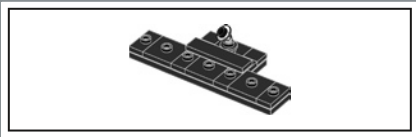
– Samuel Liltorp Johnson – Jefe de diseño de LEGO®



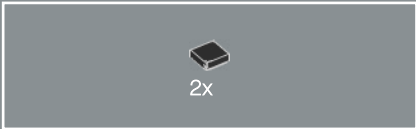
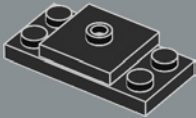




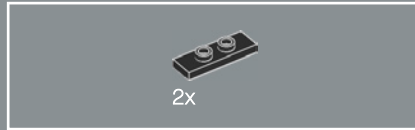
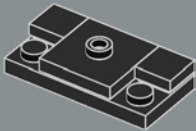




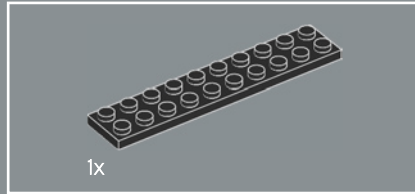
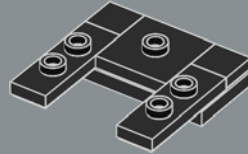
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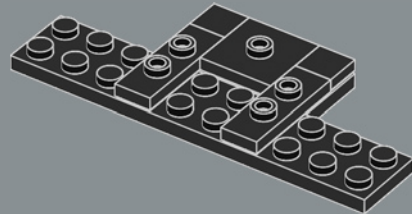
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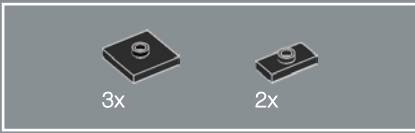


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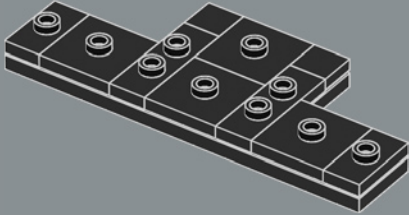


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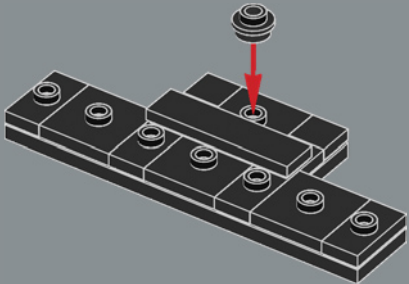




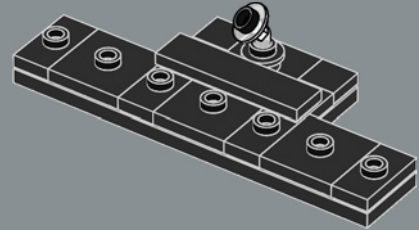
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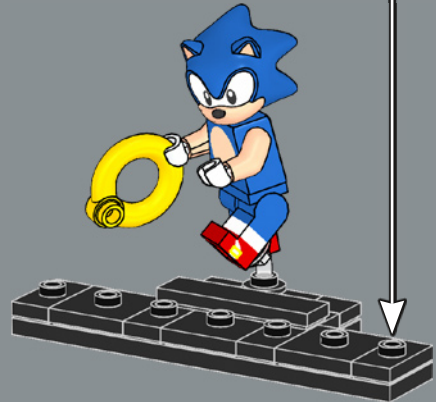
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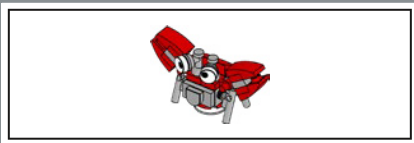


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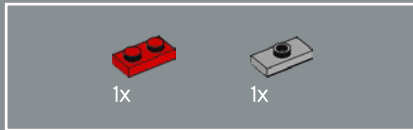
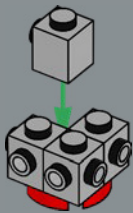




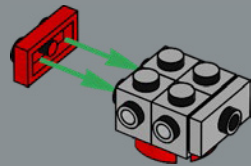
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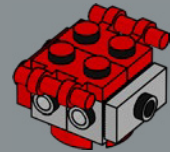
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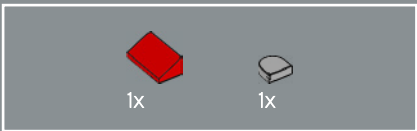


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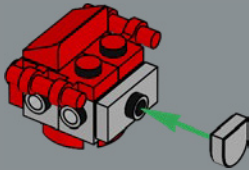


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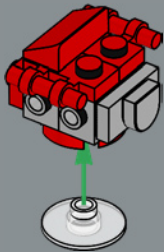




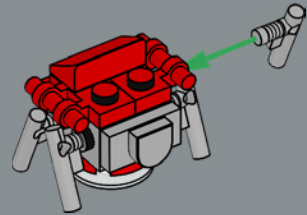
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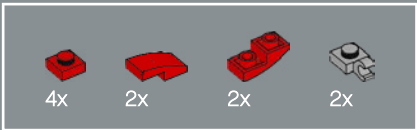


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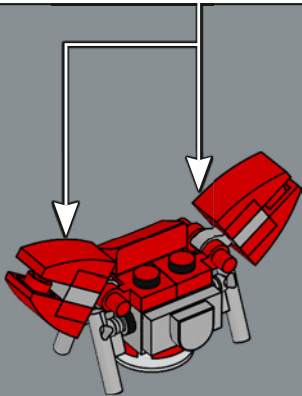
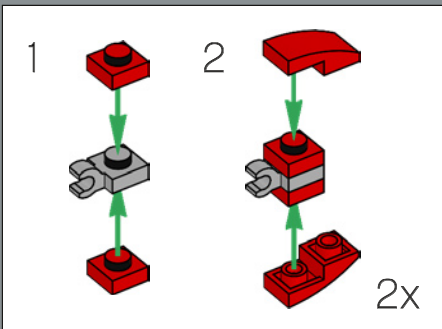


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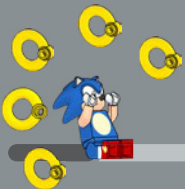
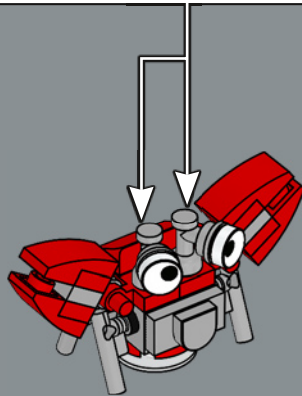
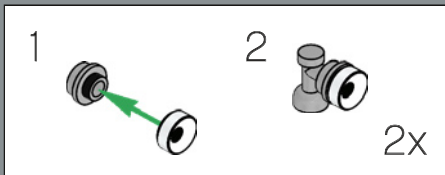


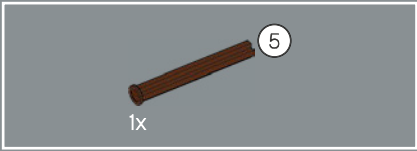


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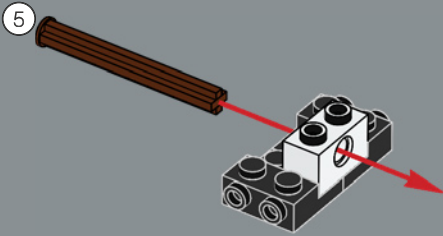


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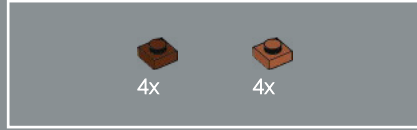
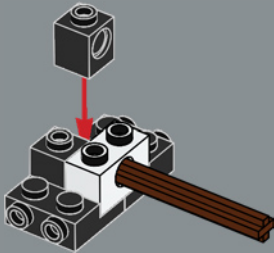




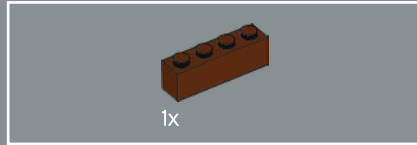
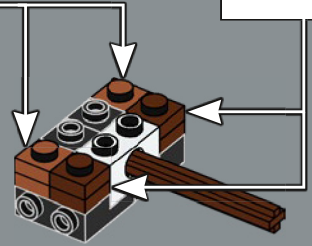
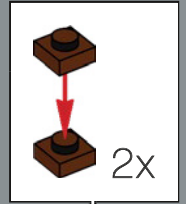
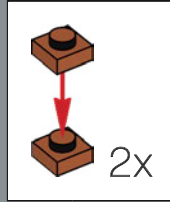
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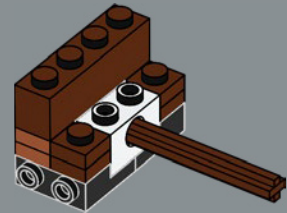
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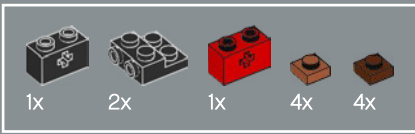


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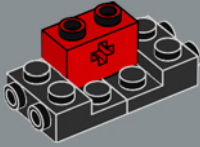


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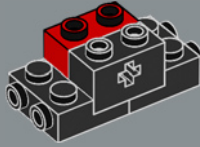
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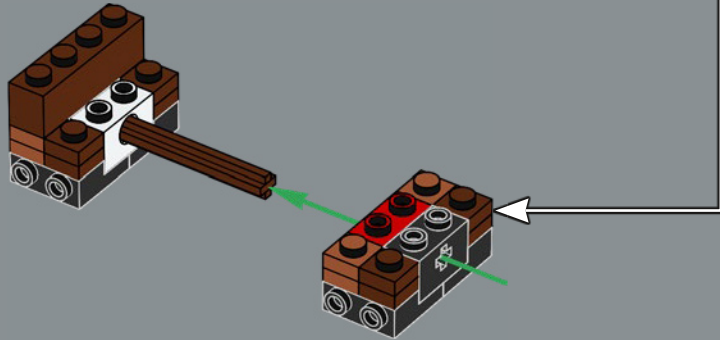
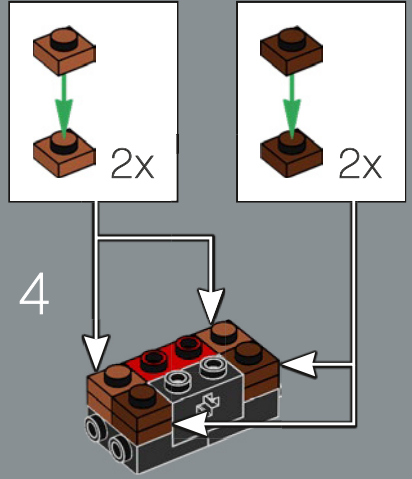
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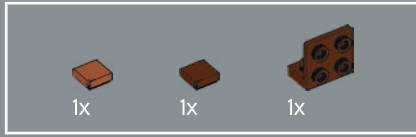
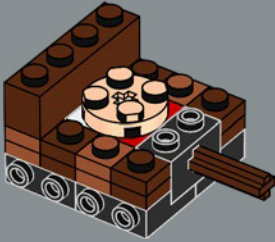


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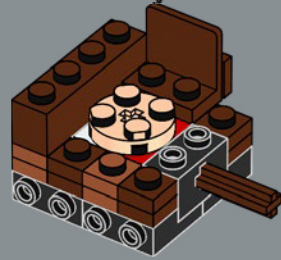
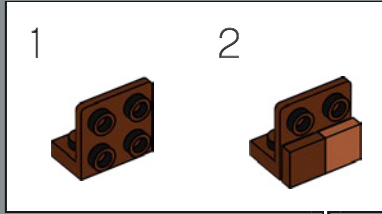


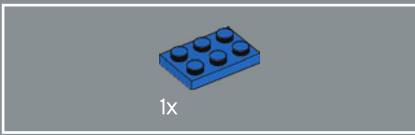


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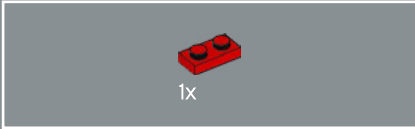
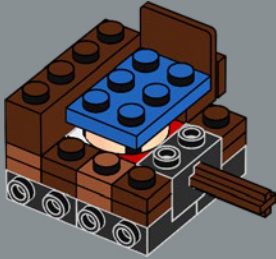


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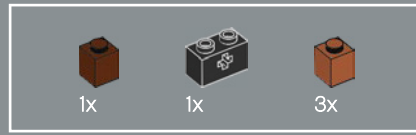
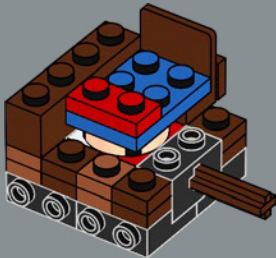




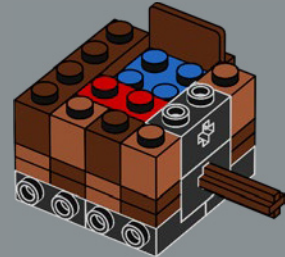
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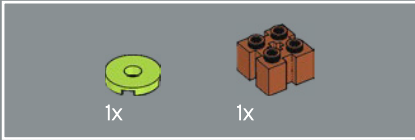


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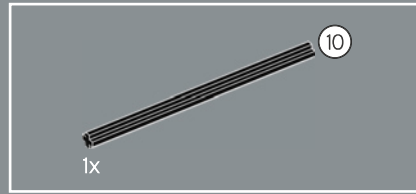
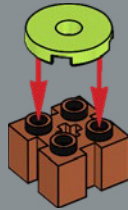


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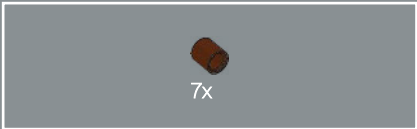


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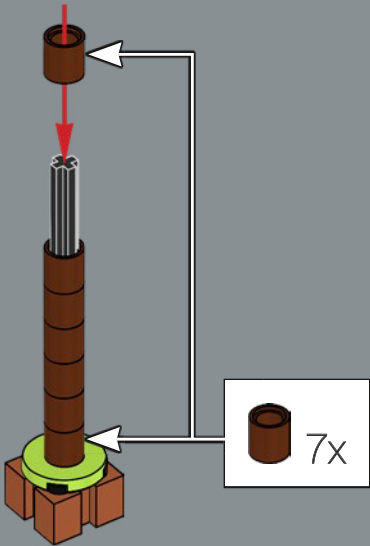


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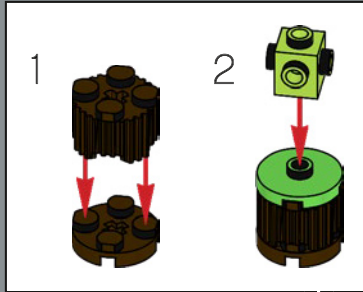




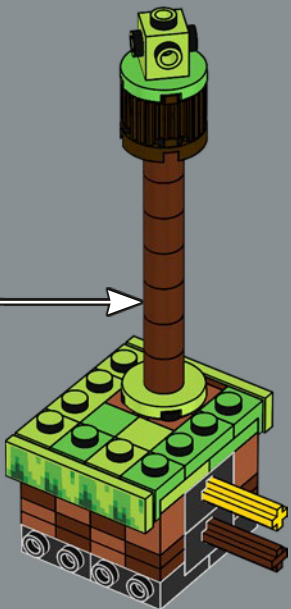
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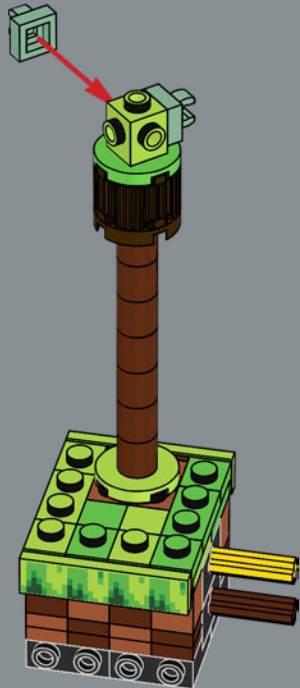
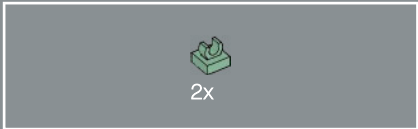
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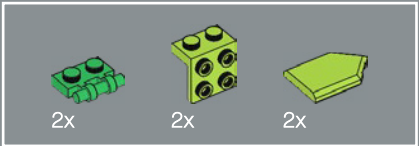


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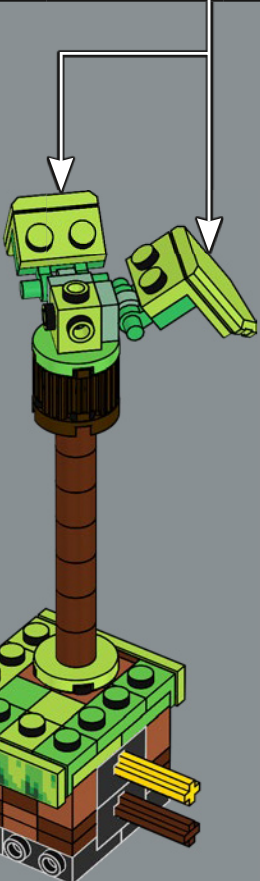
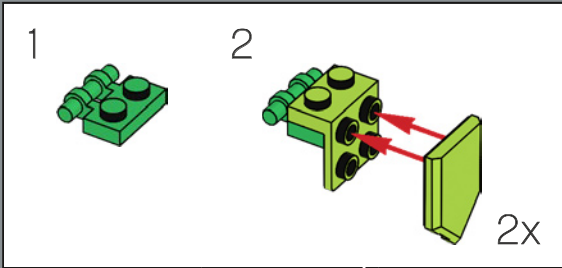


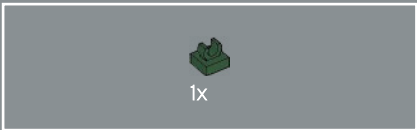
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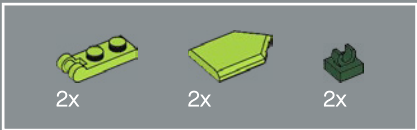
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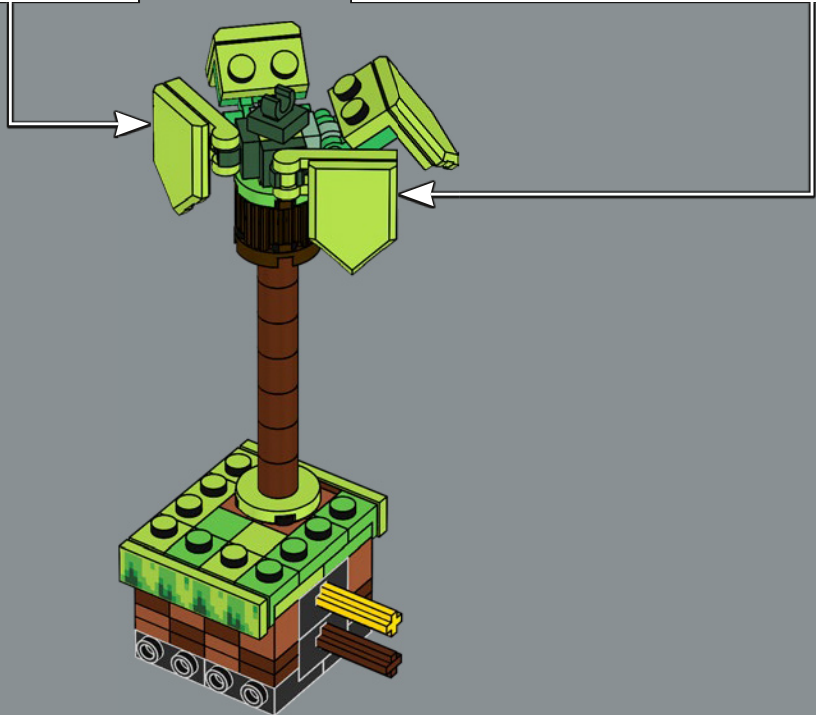
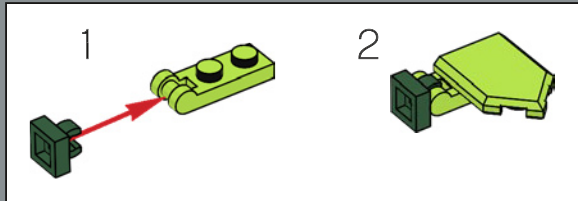
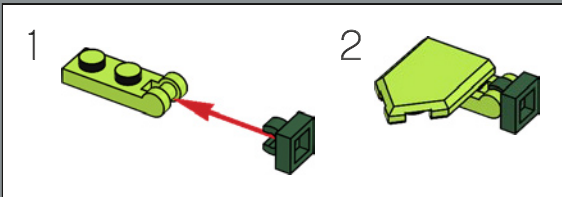


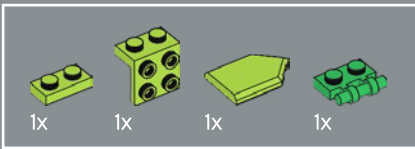
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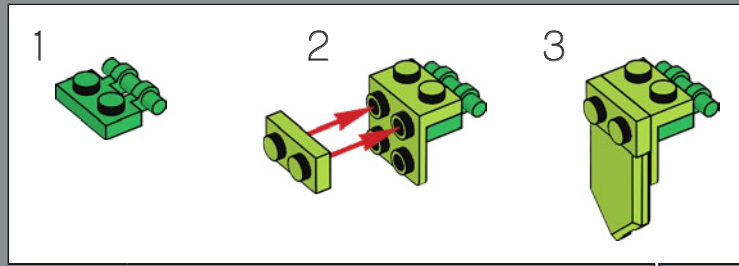


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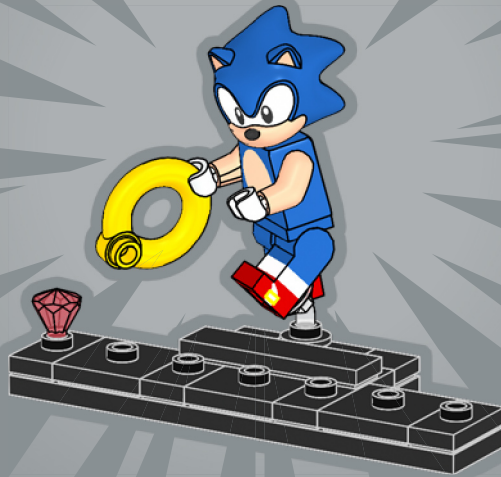
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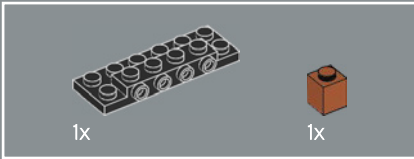
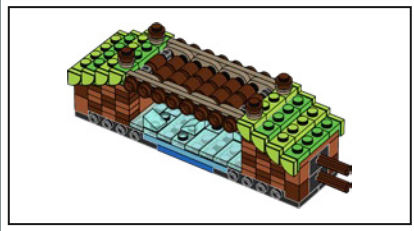
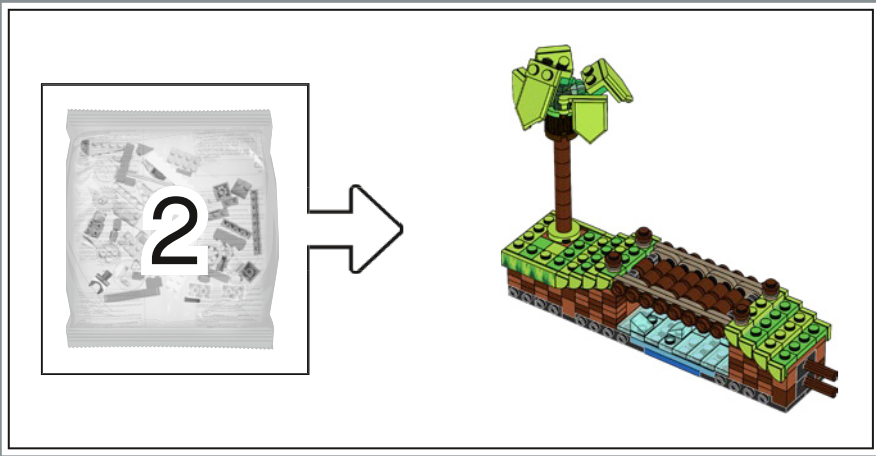




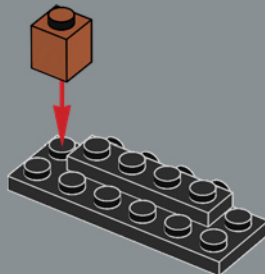
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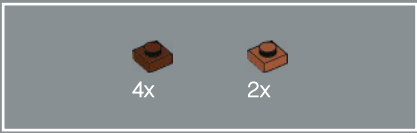
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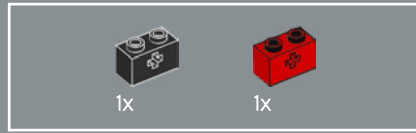
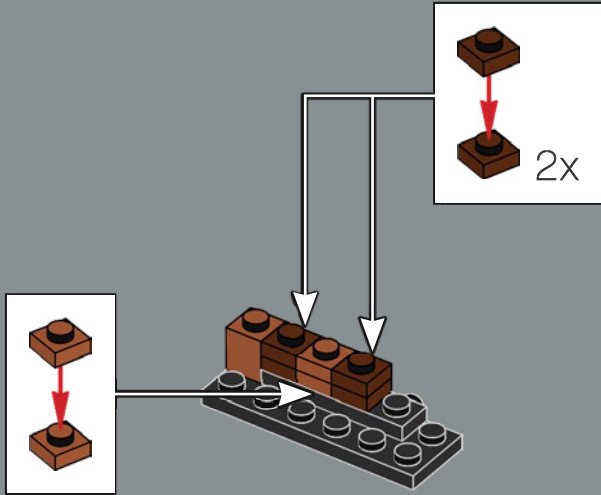


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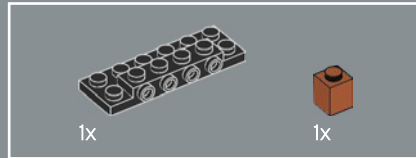
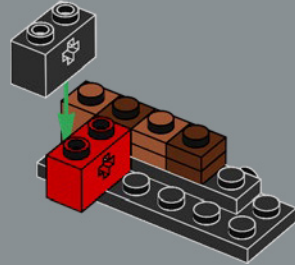




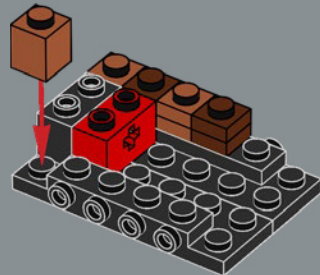
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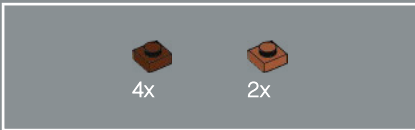


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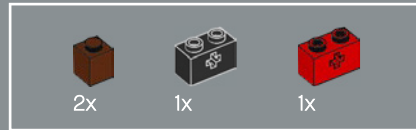
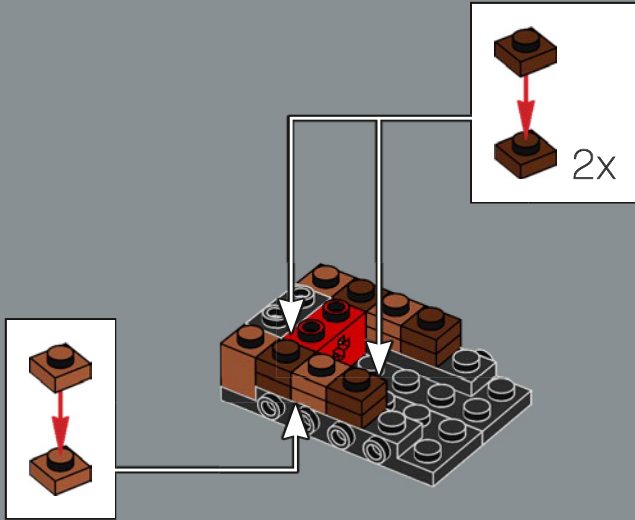


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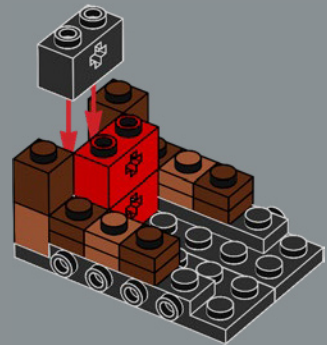


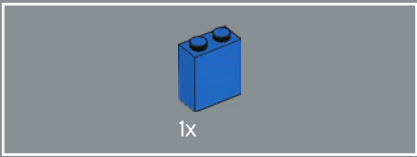


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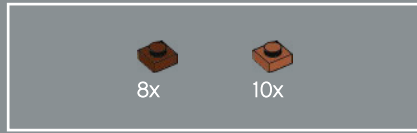
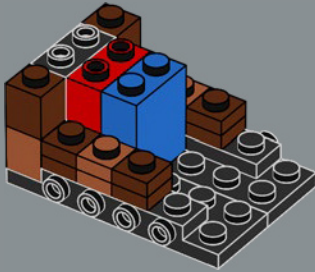


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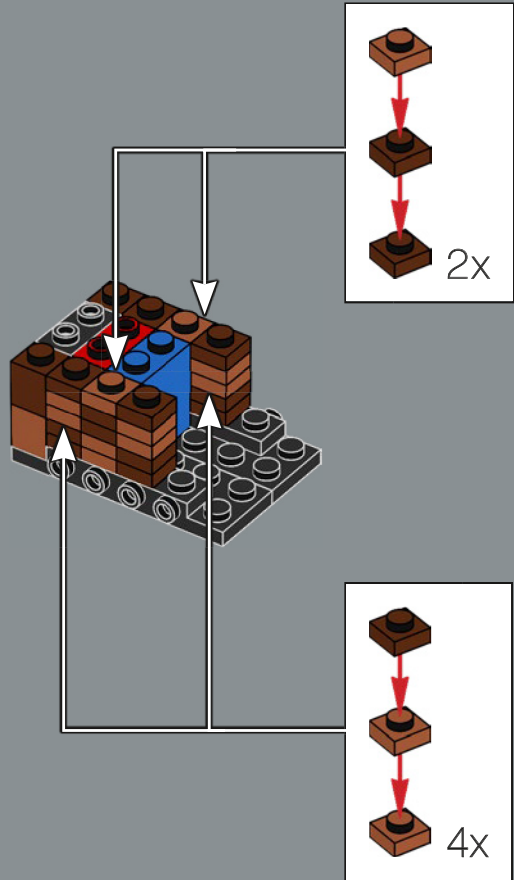


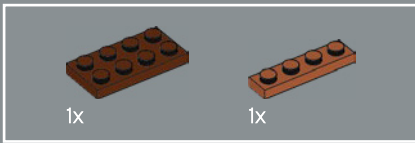


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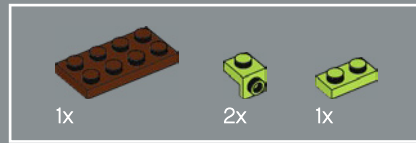
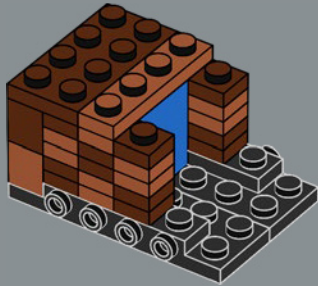


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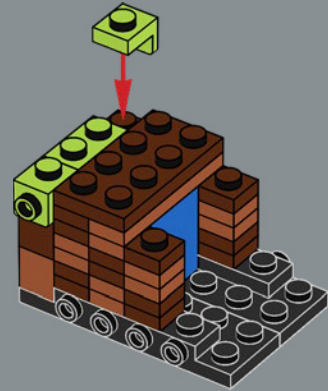


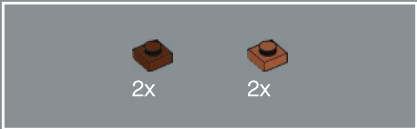


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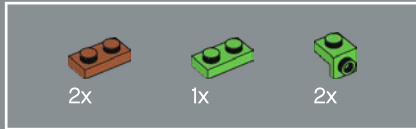
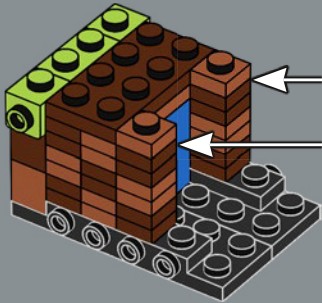
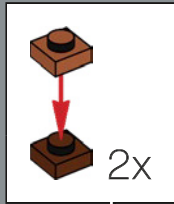


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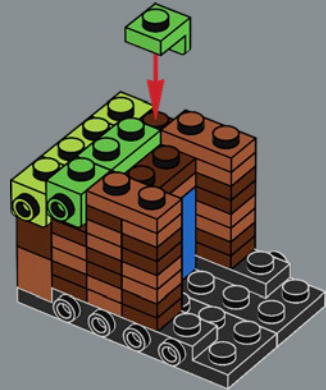


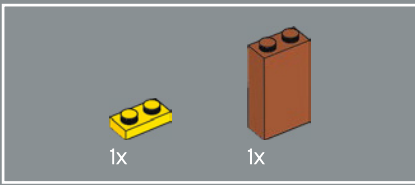


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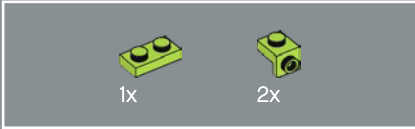
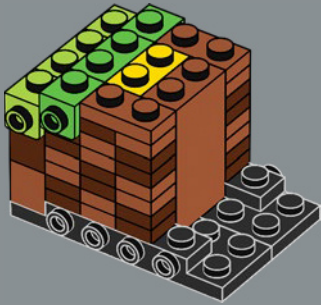


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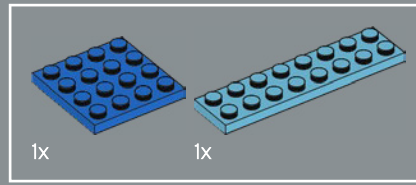
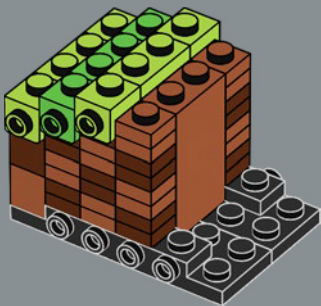




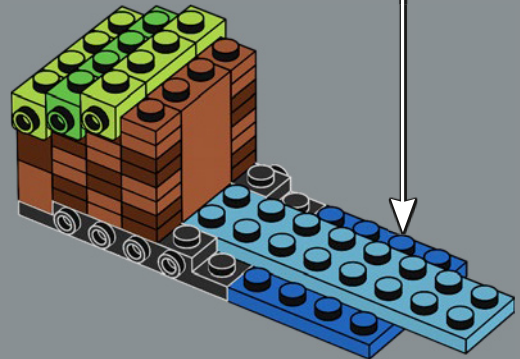
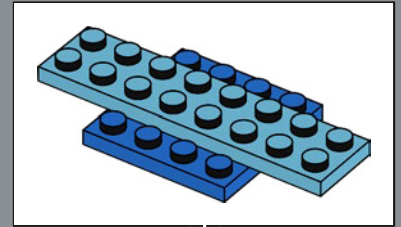
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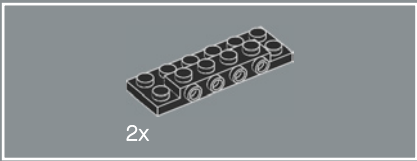


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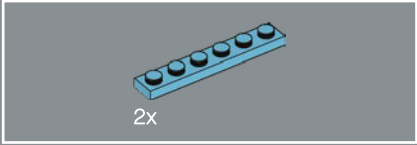
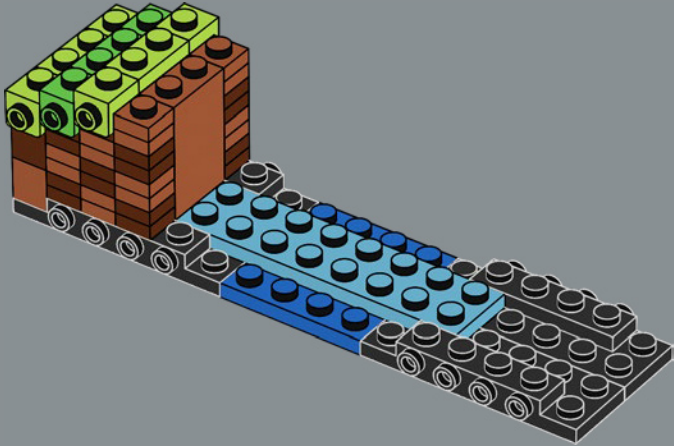


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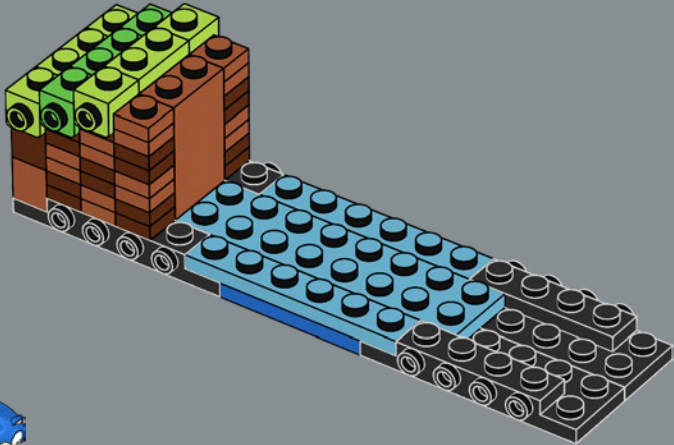


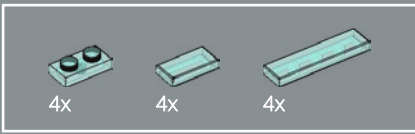


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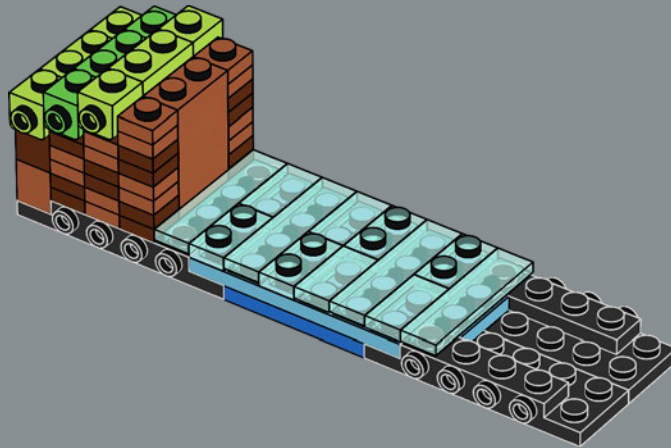


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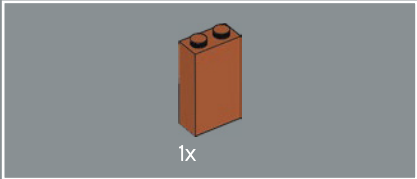
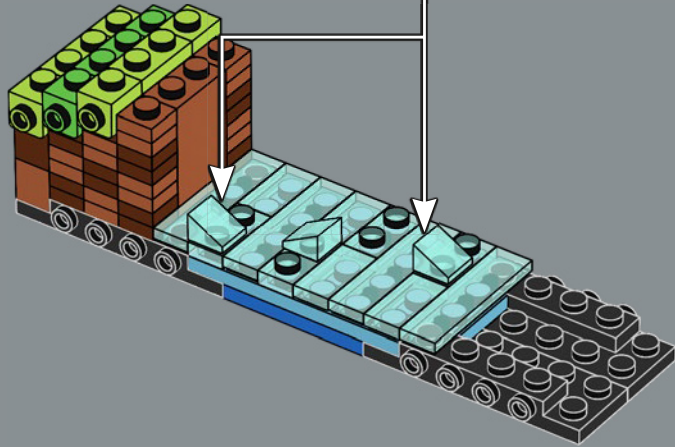
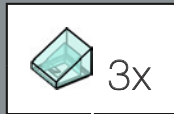


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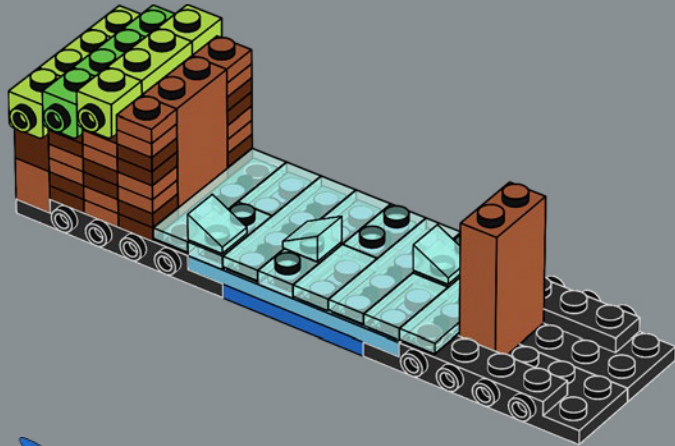


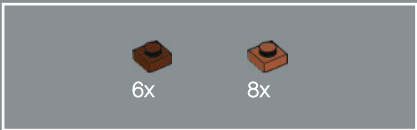


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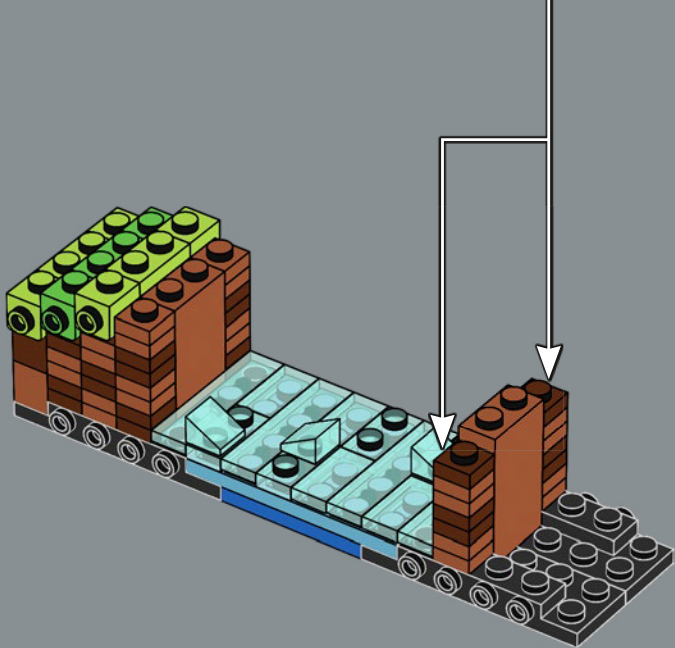
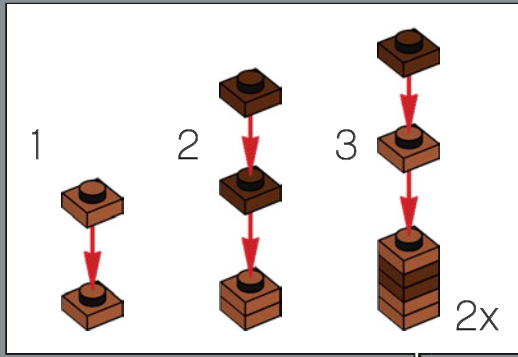


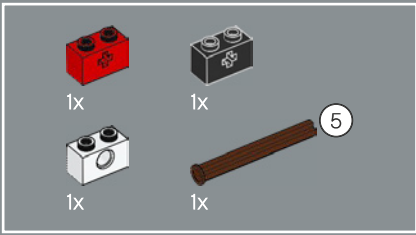
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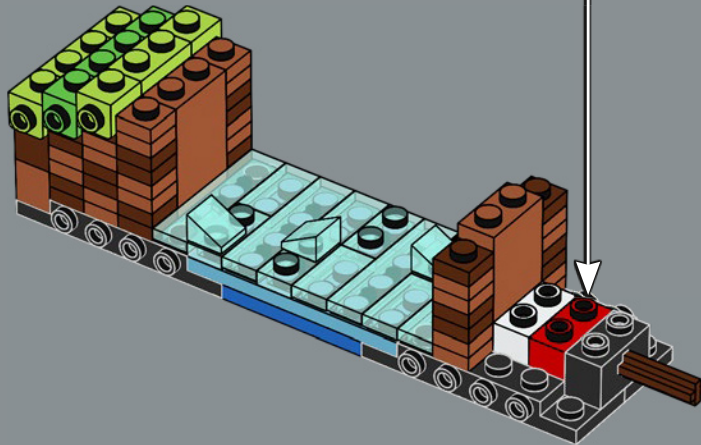
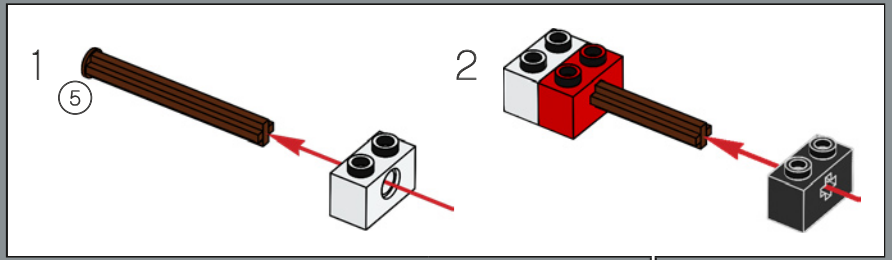


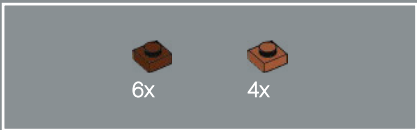
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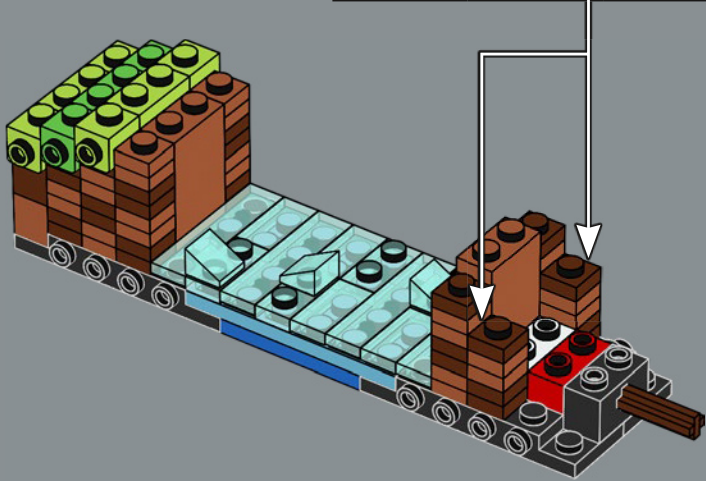
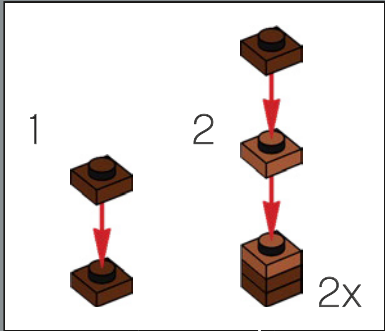


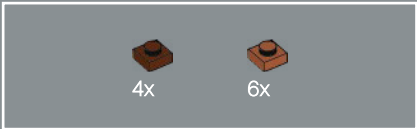
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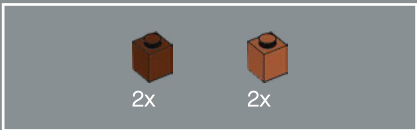
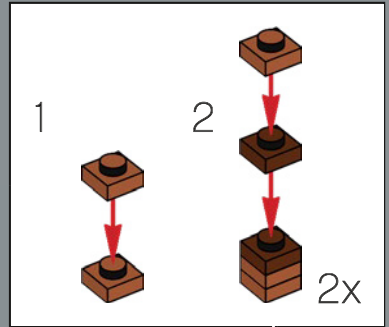
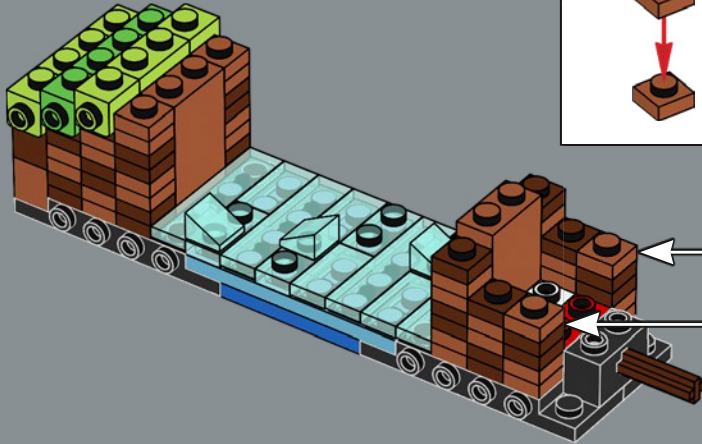


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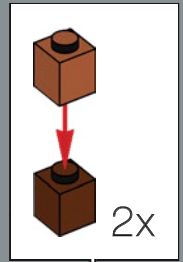
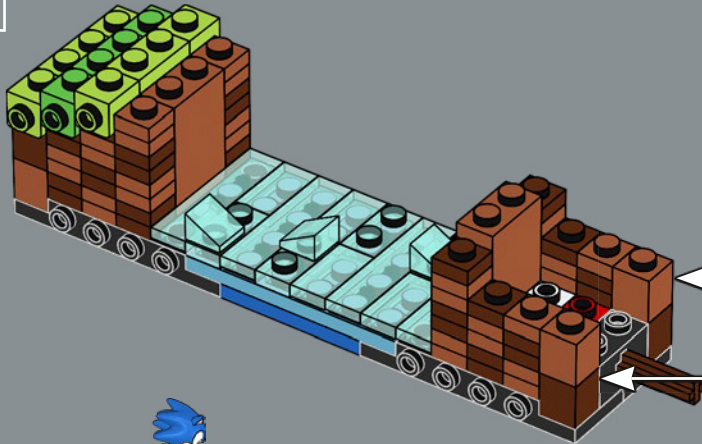


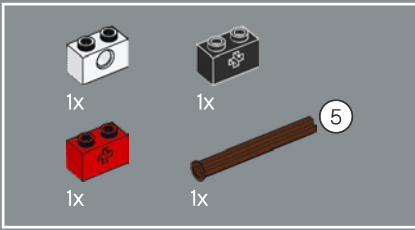


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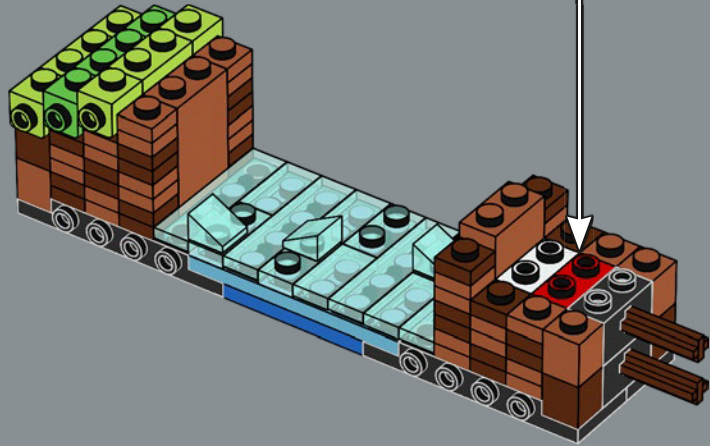
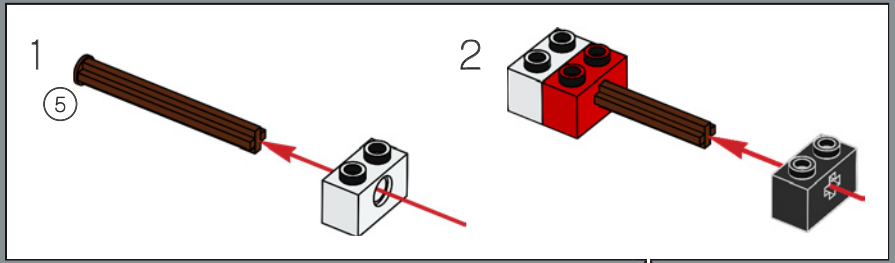


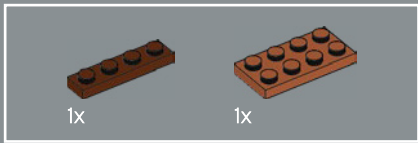
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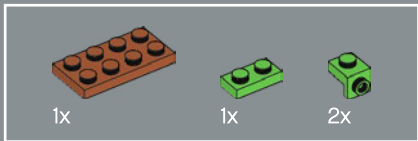
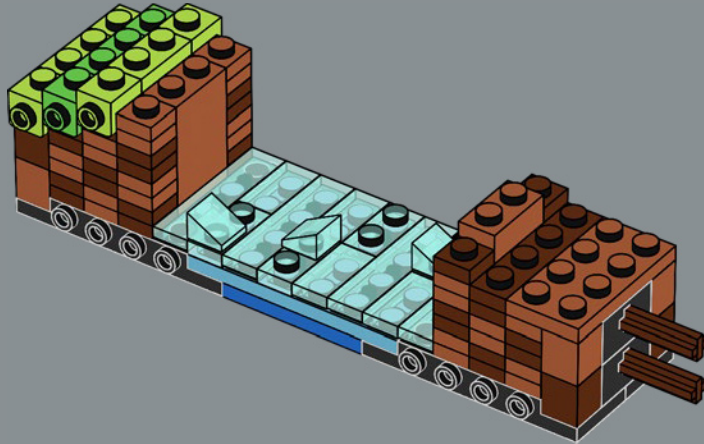


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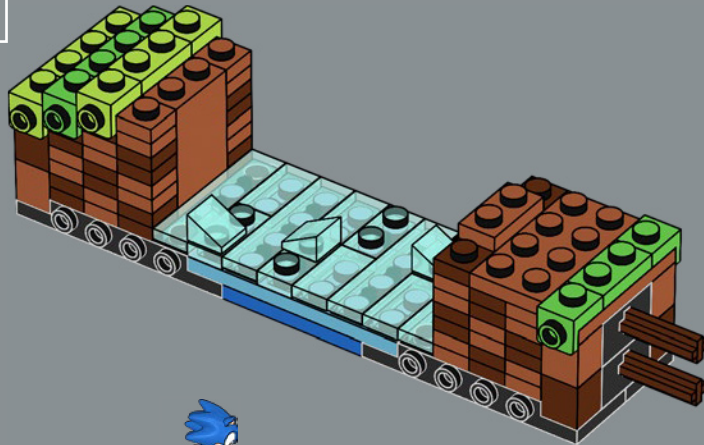


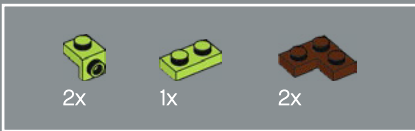


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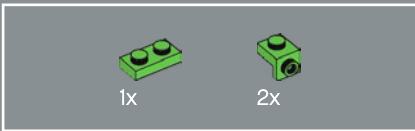
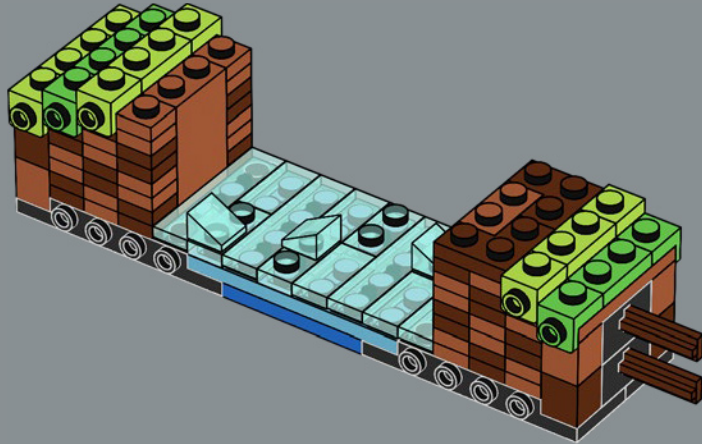


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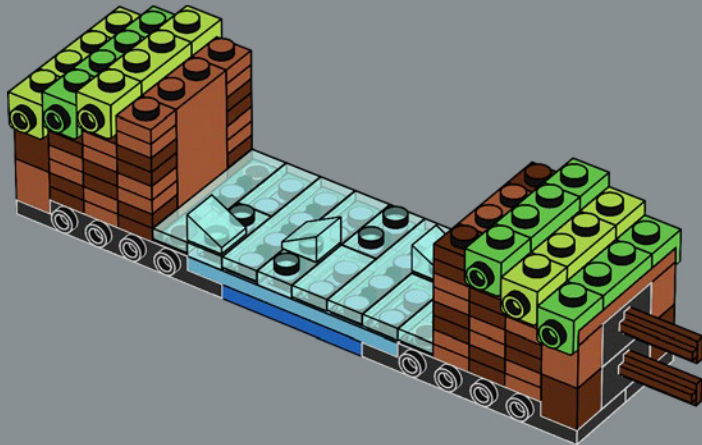


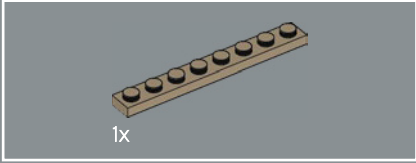
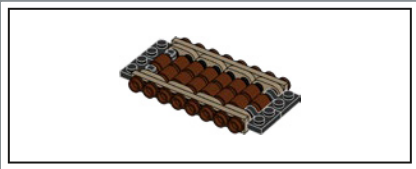


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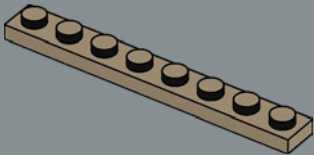
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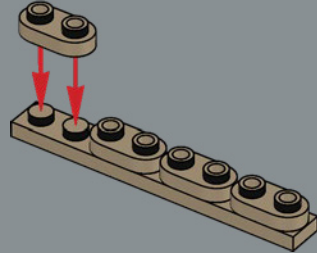
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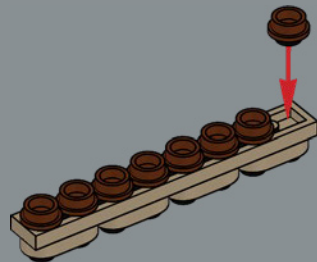
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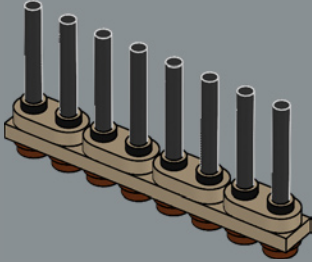
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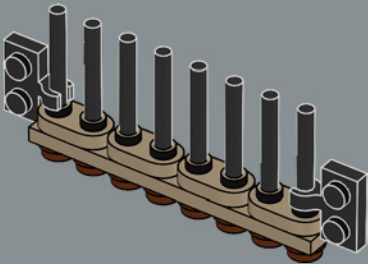




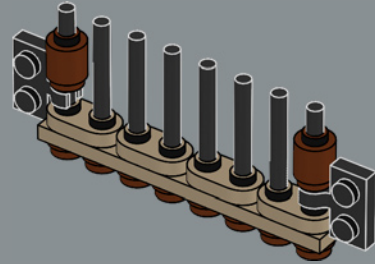
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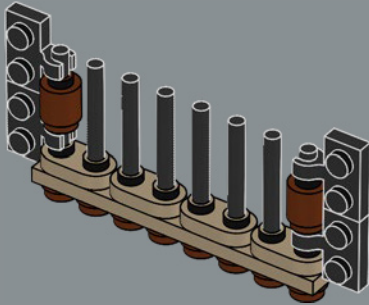


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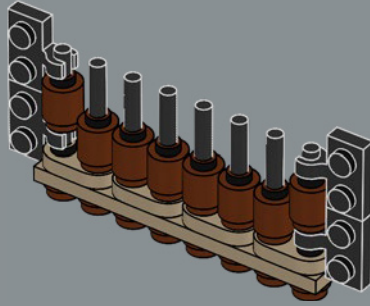




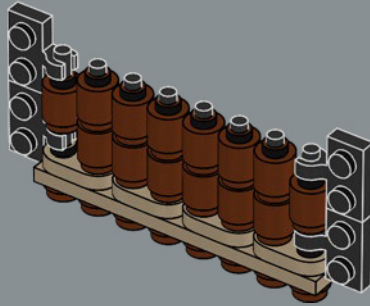
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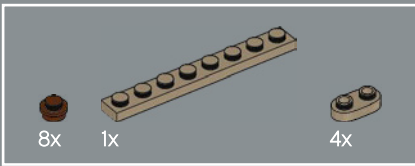


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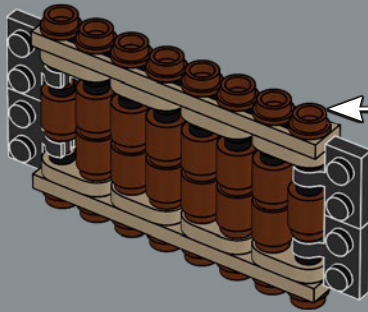
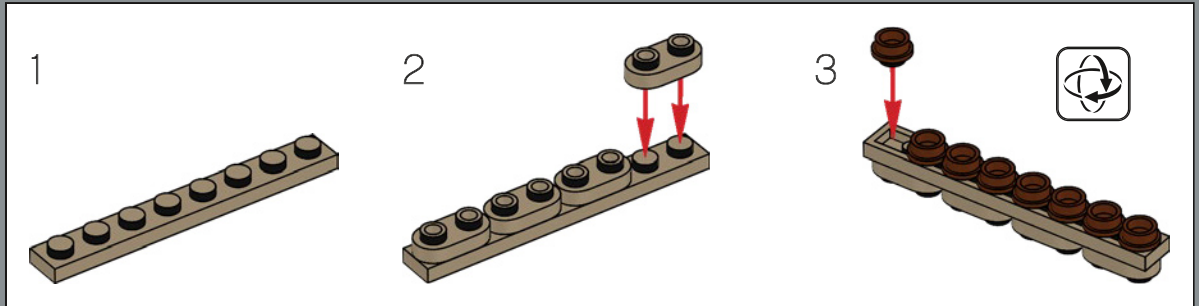


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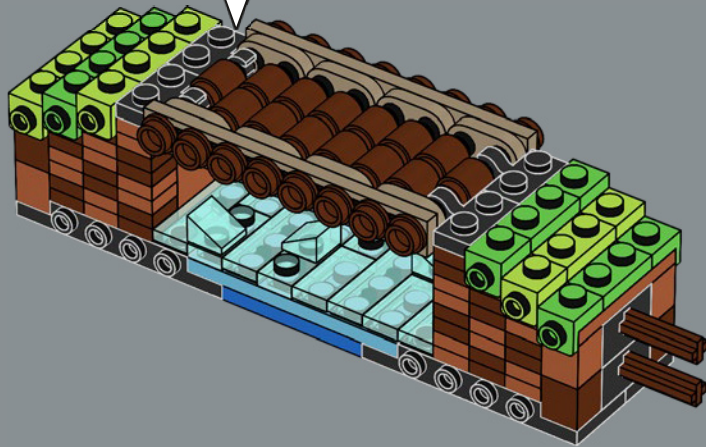


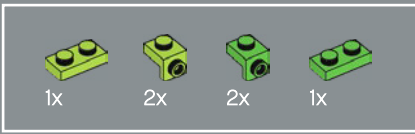


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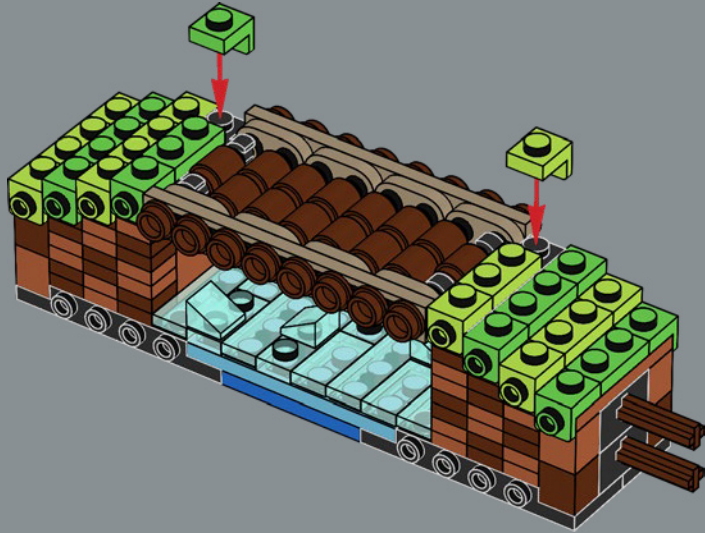


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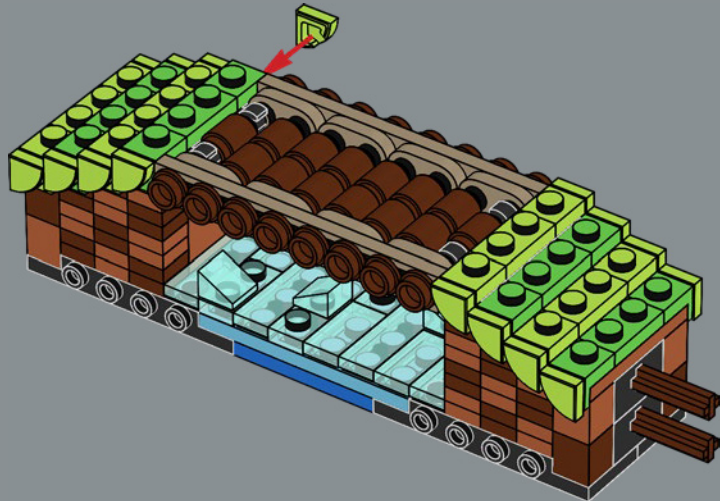




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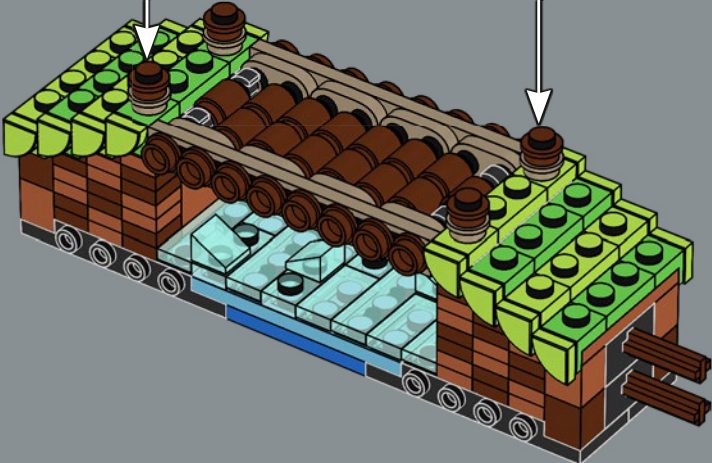
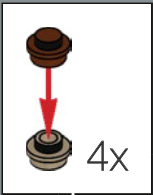


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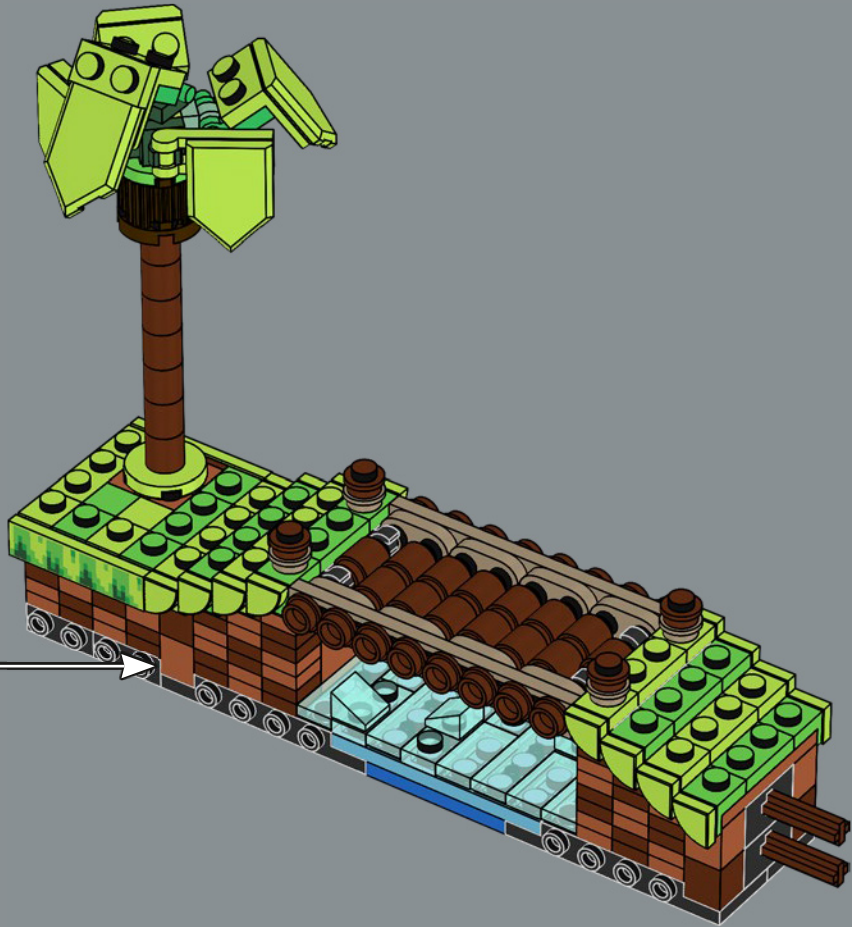




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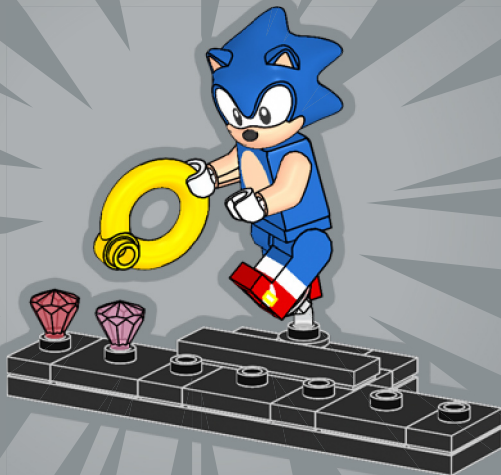
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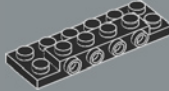
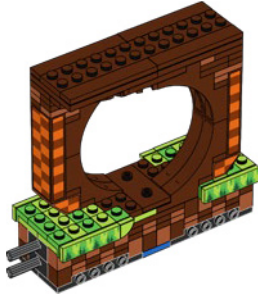
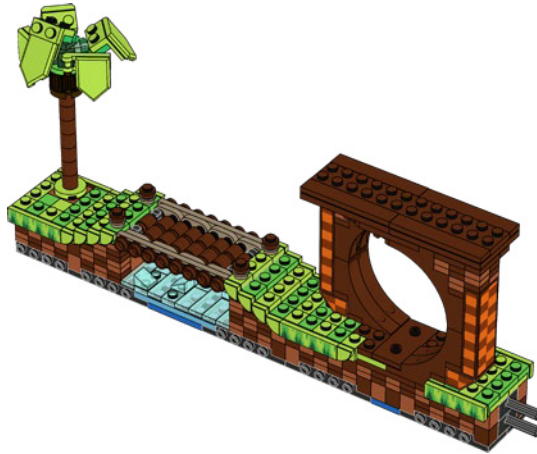
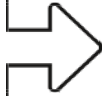




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72



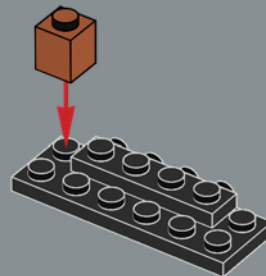


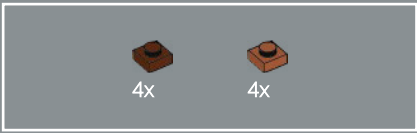
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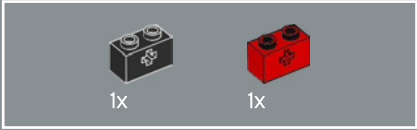
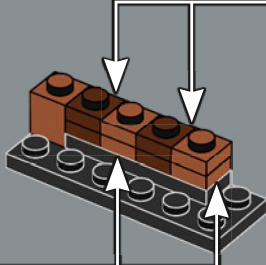
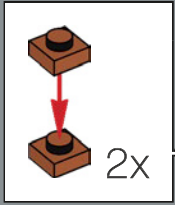
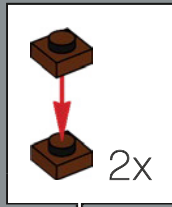
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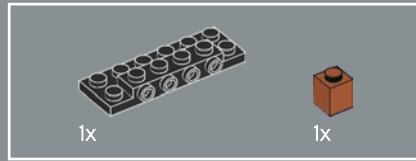
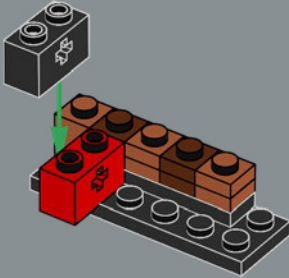




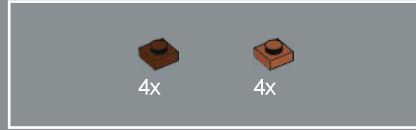
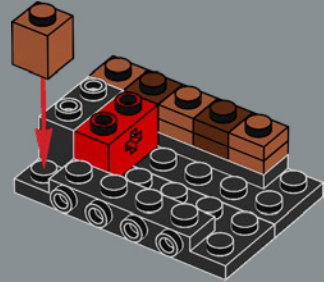
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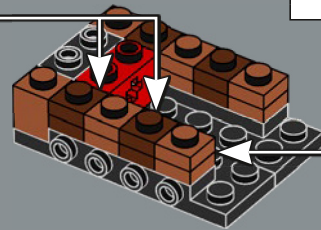
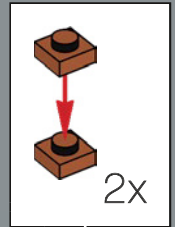
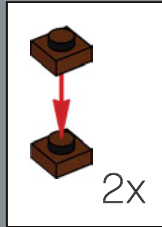
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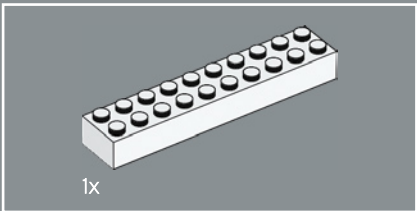
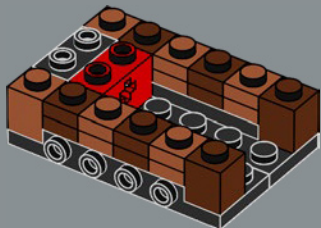


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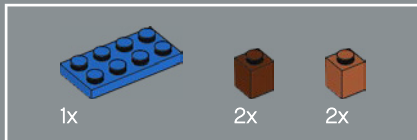
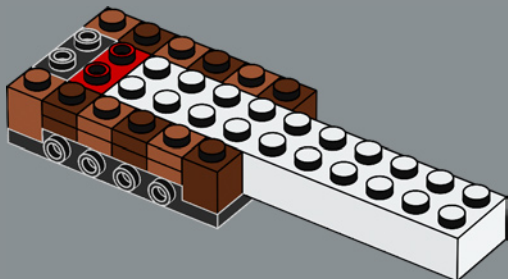




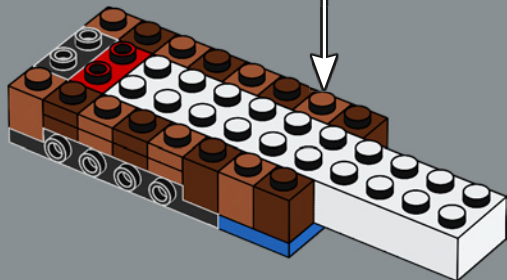
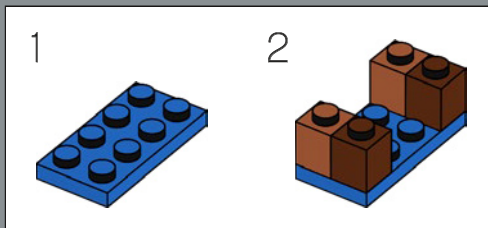
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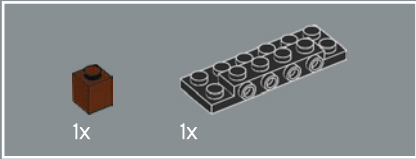
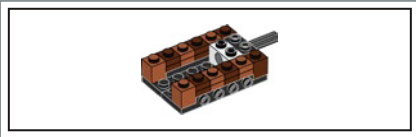


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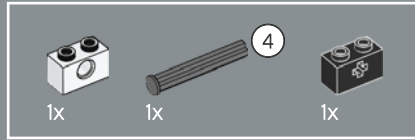
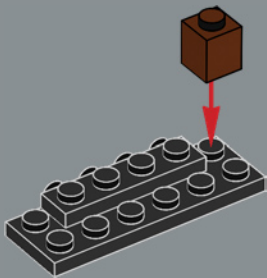


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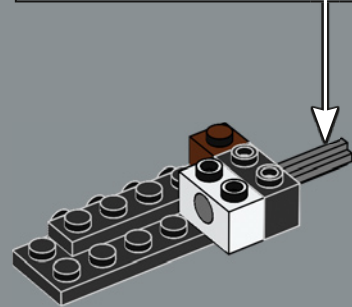
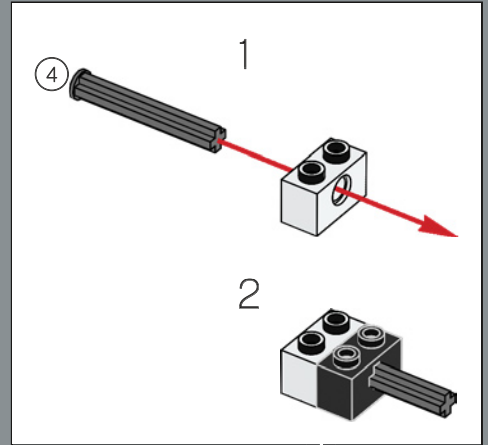


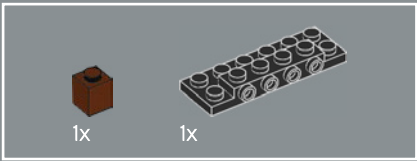


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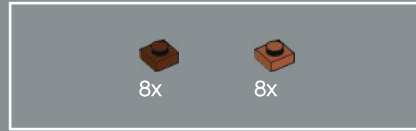
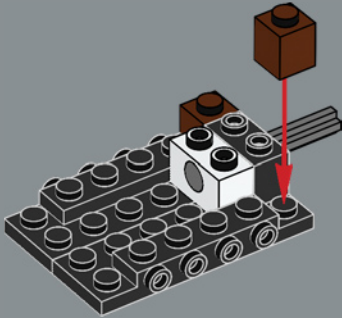


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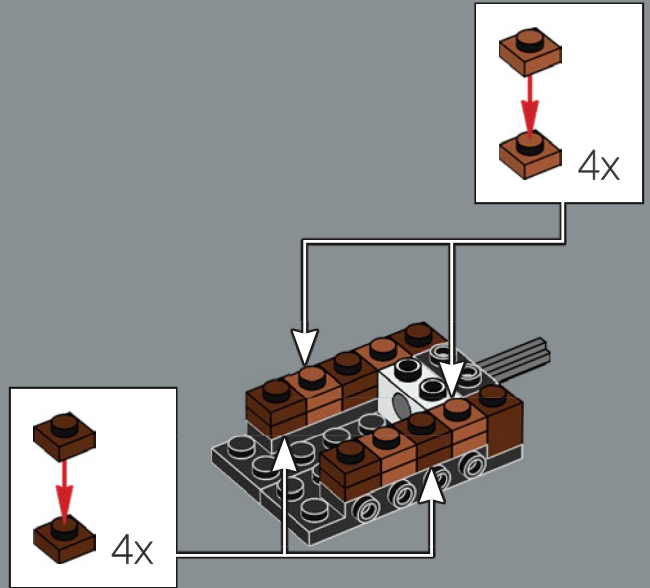


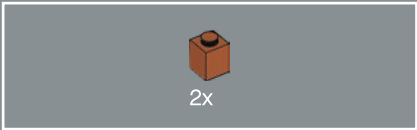


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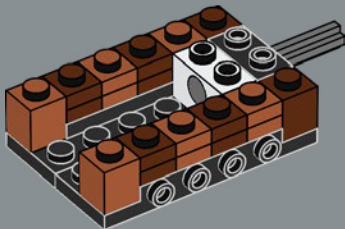


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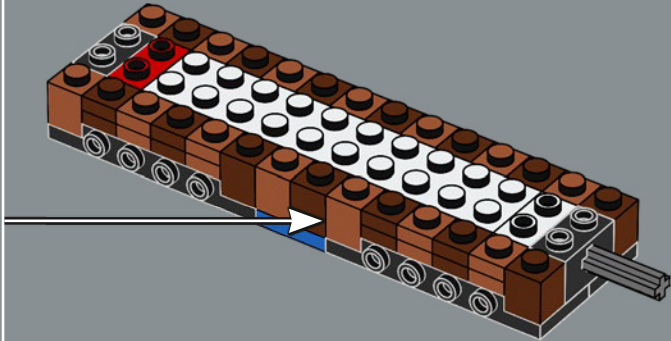


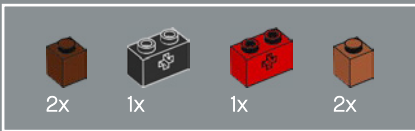


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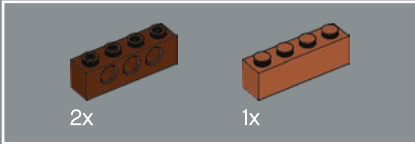
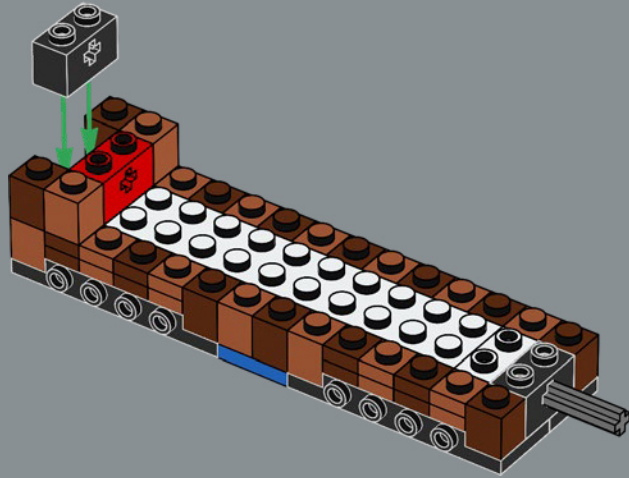


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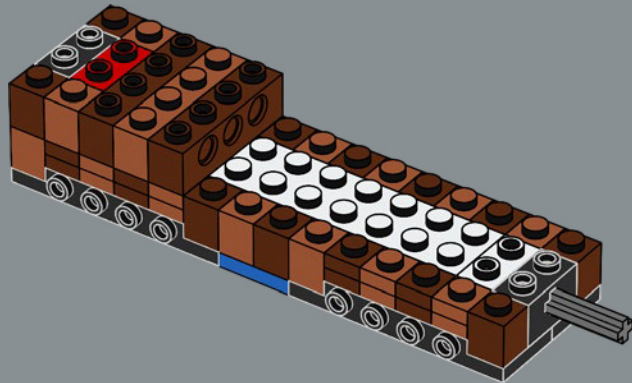


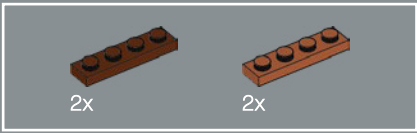


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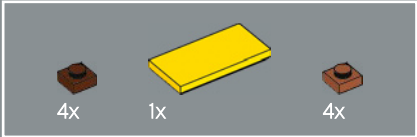
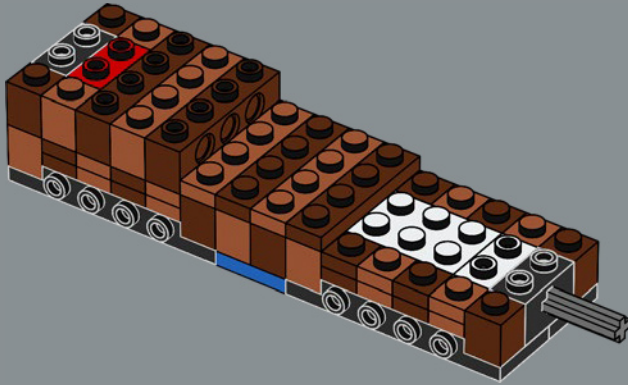


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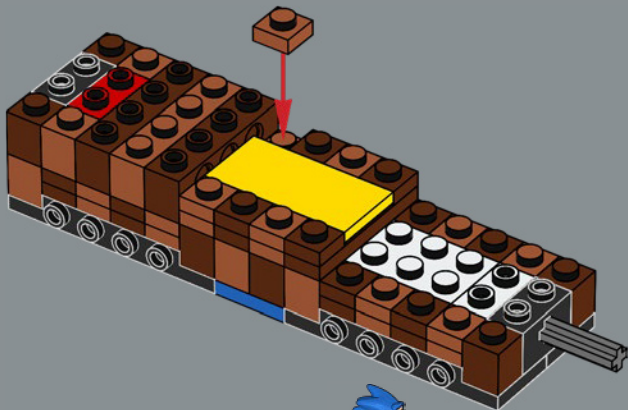


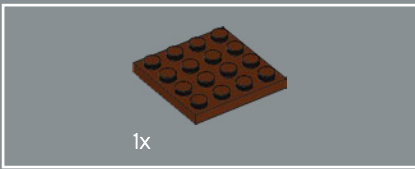


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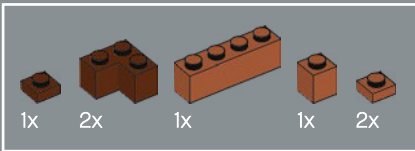
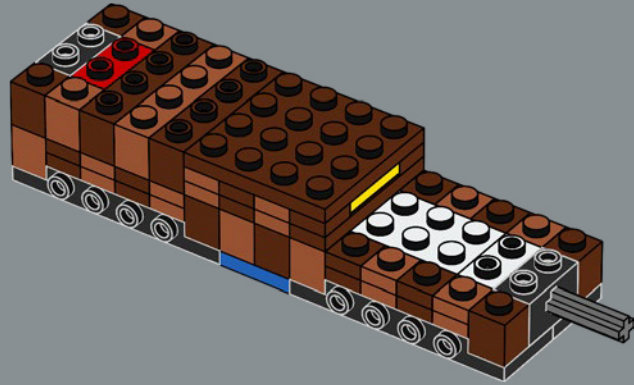


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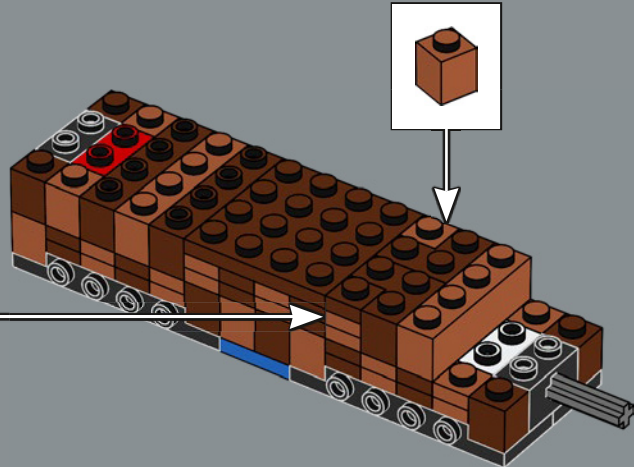
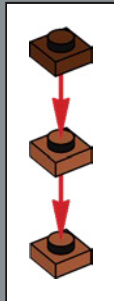


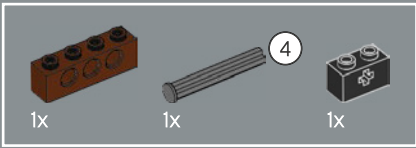


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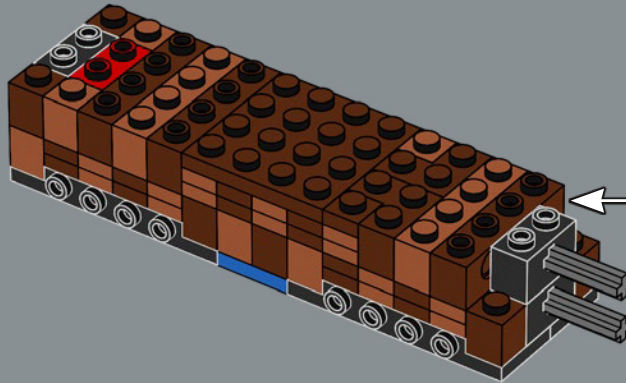
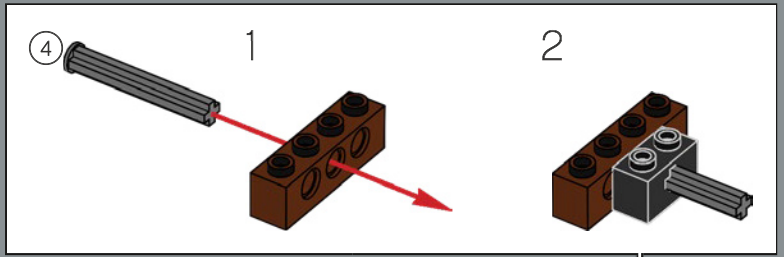


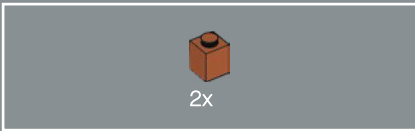
92



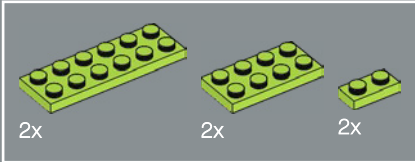
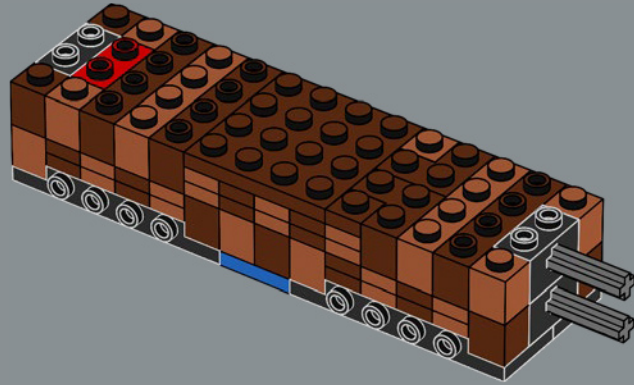


93

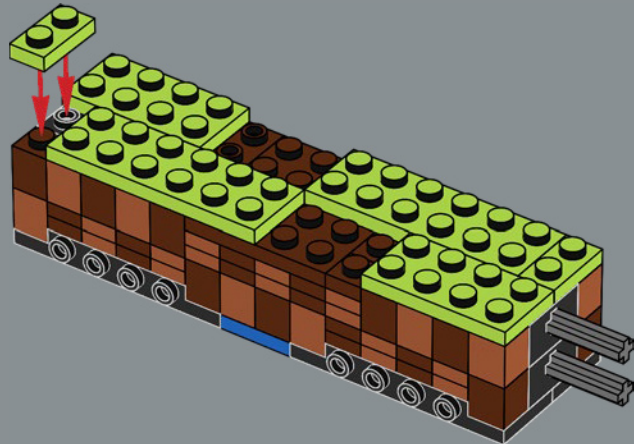


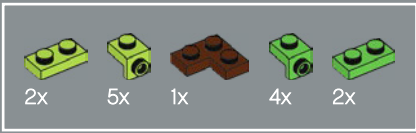


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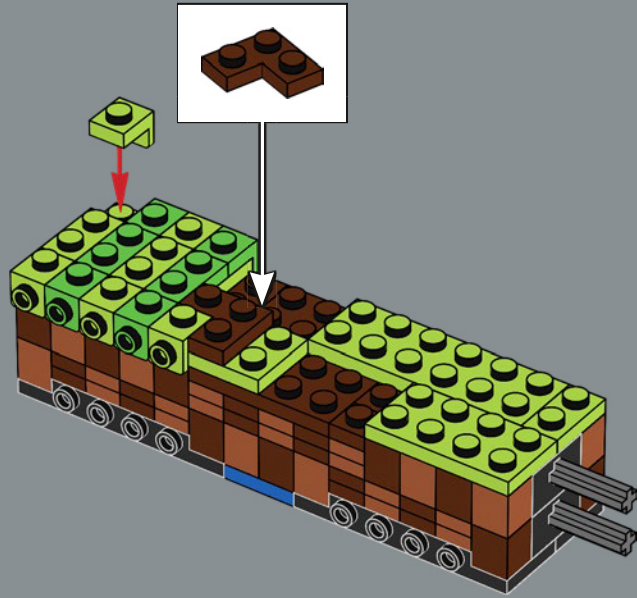


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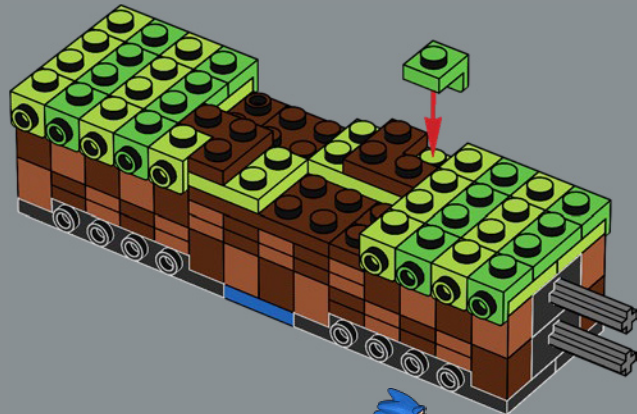


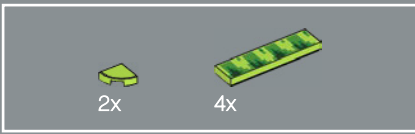


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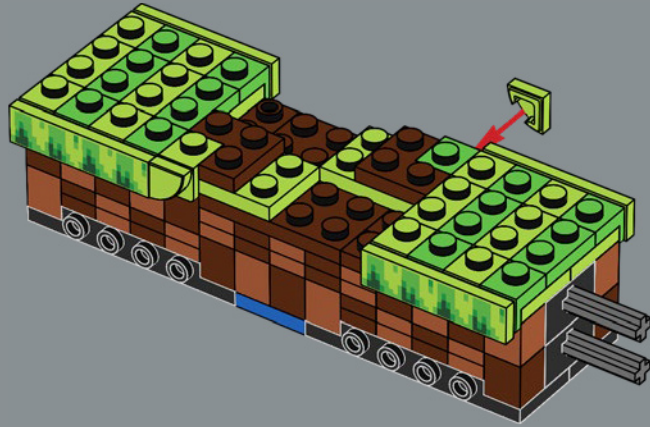


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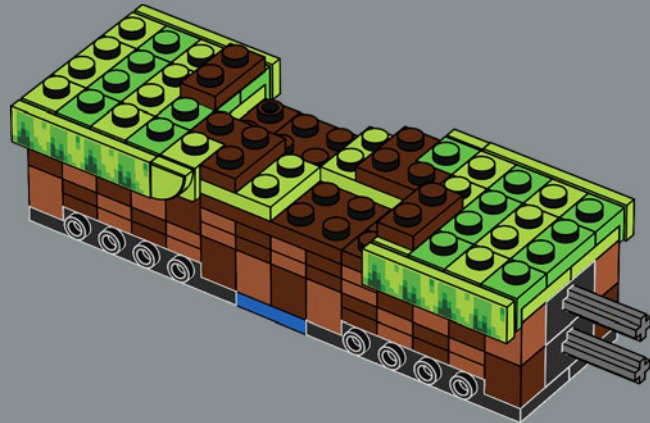


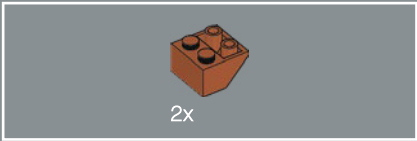


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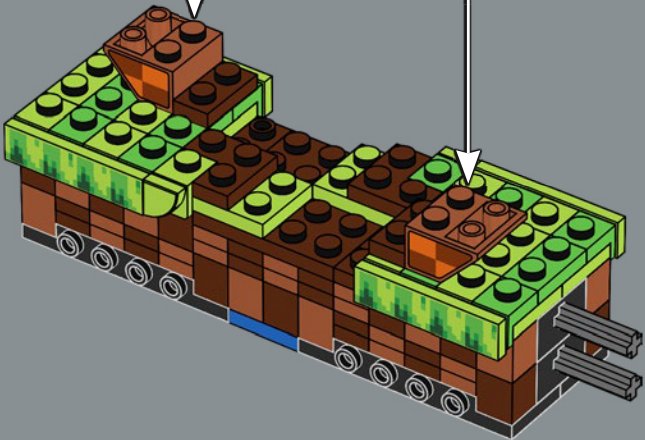
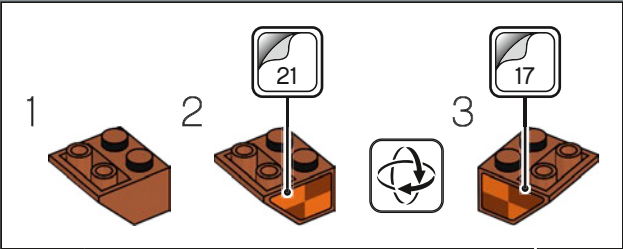
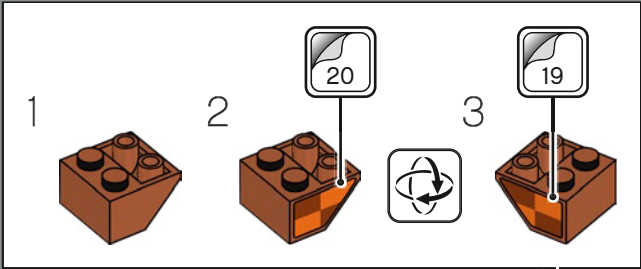


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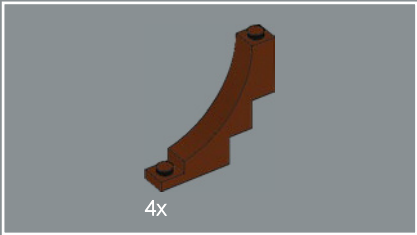
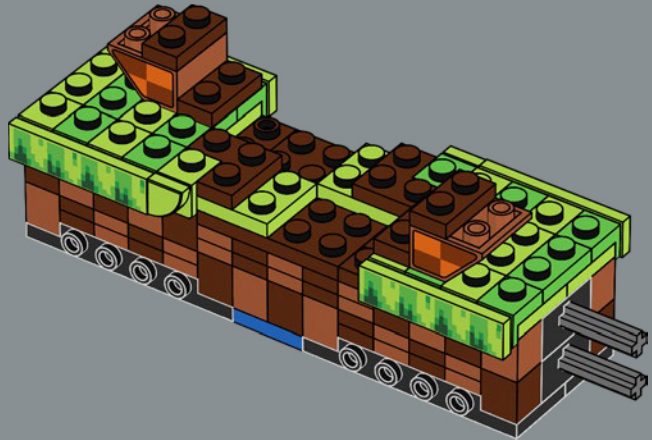


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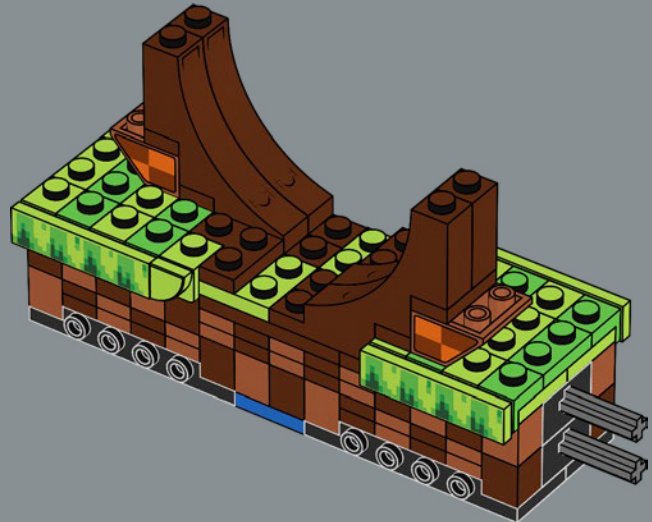


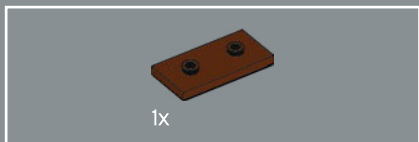


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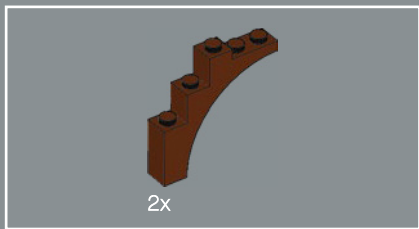
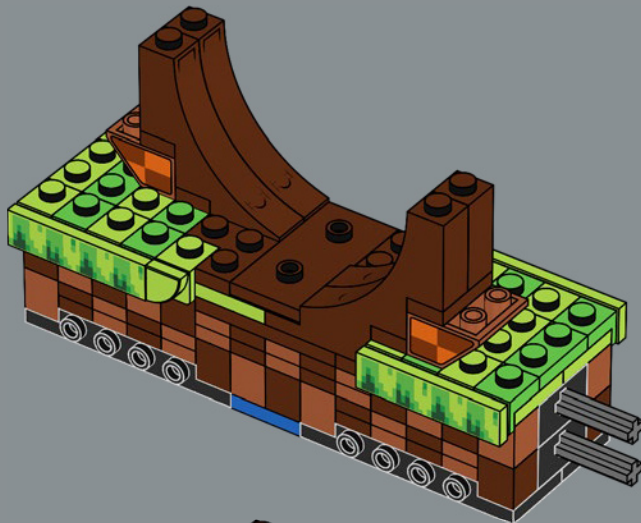


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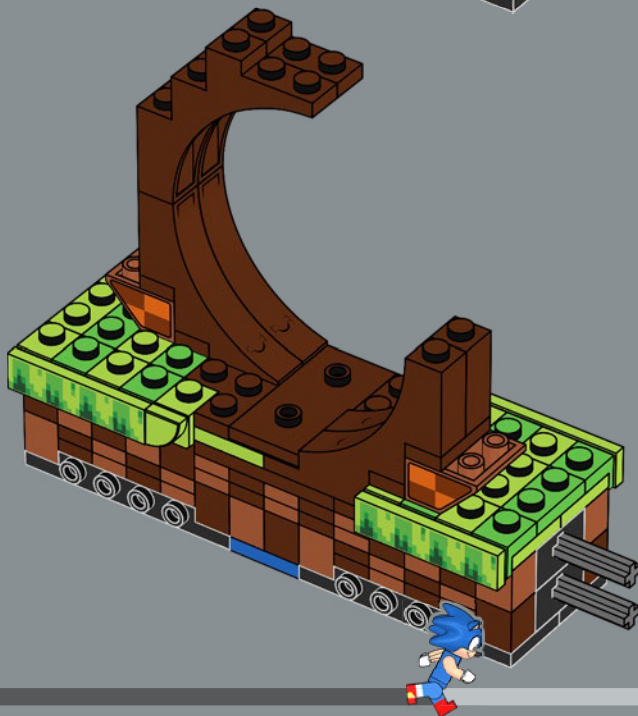


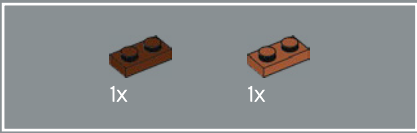


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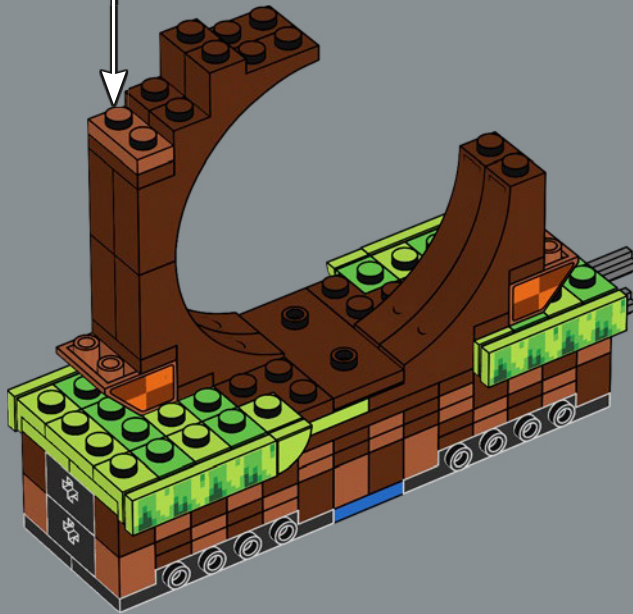
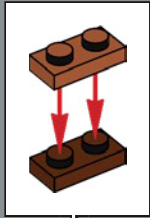


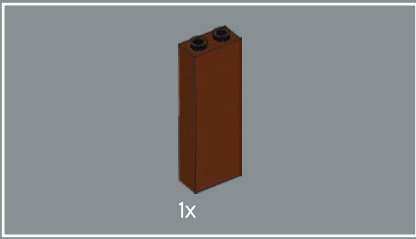
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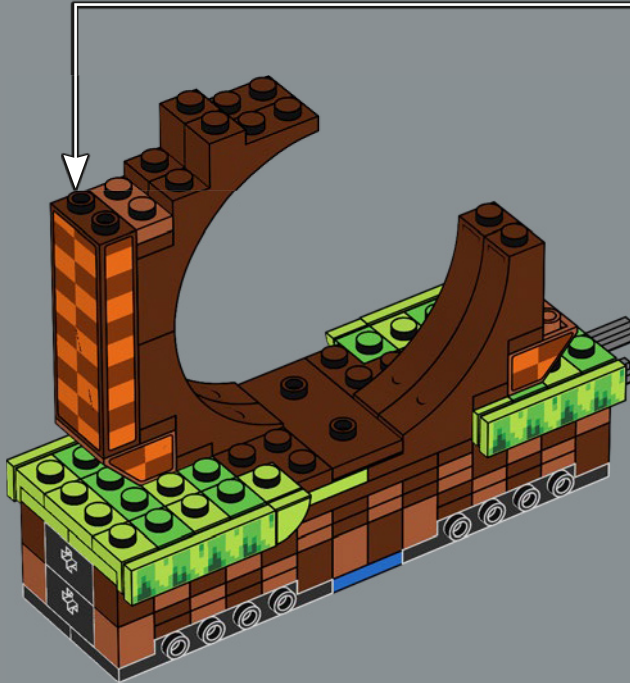
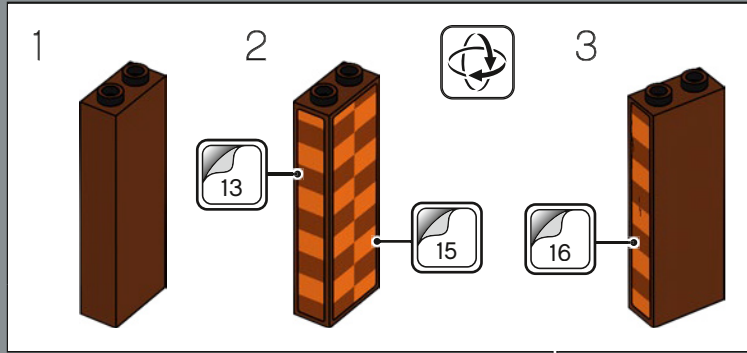


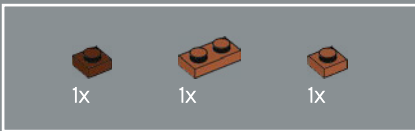
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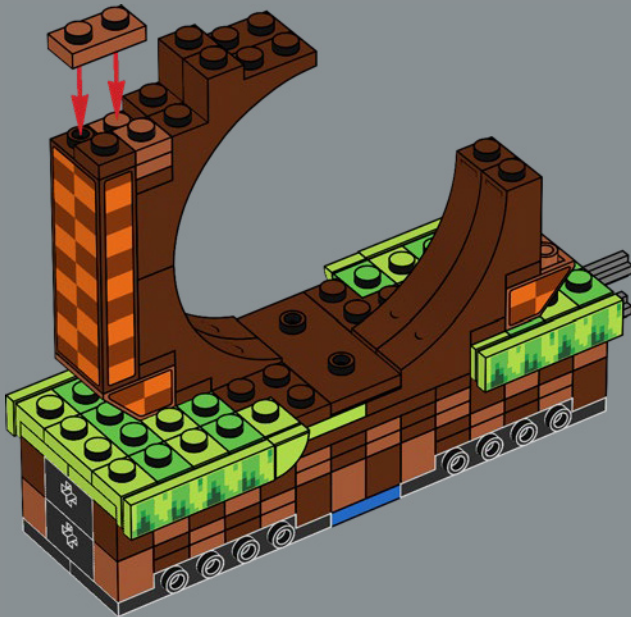


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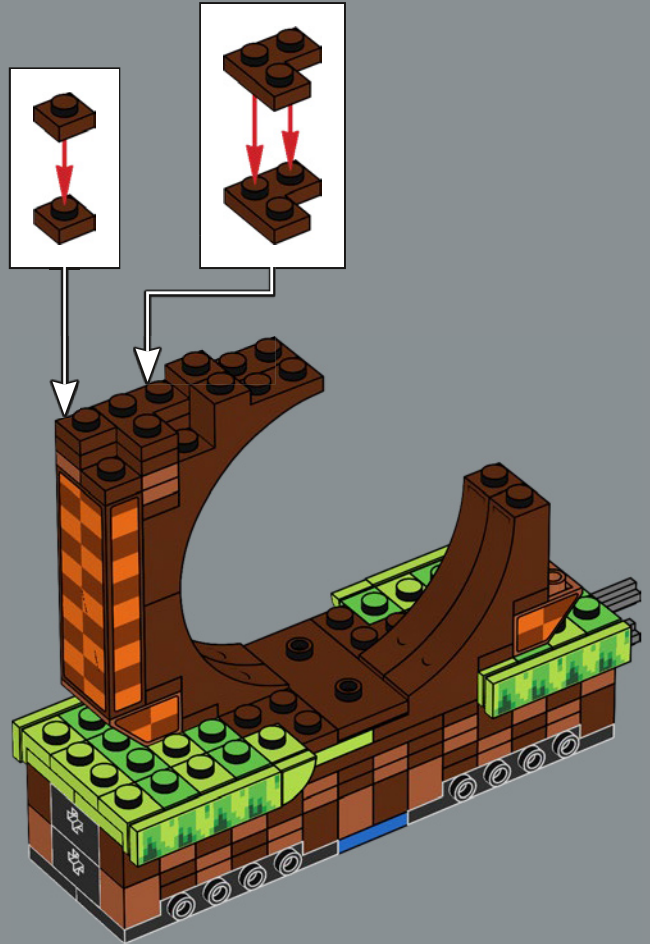




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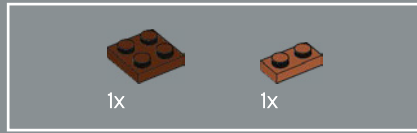
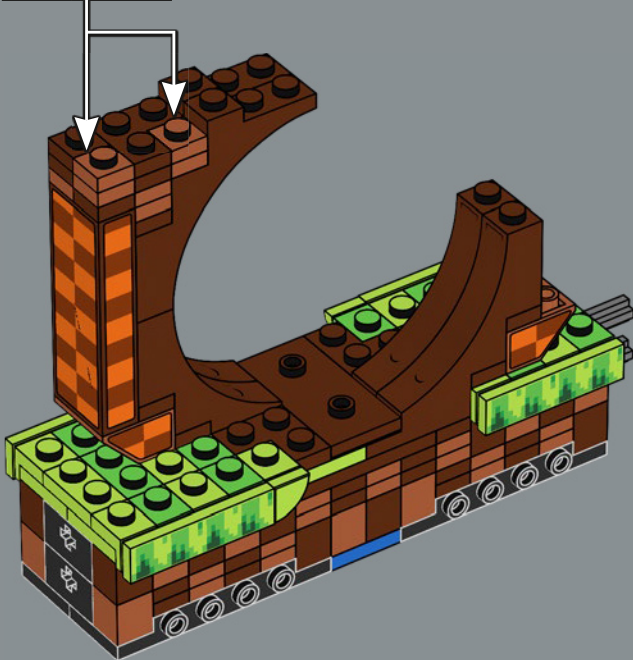
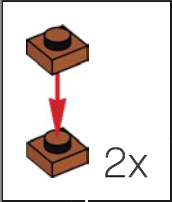


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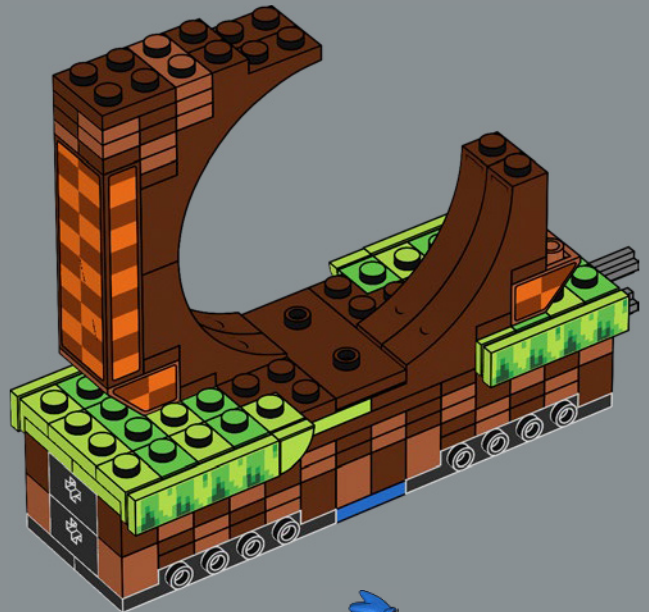


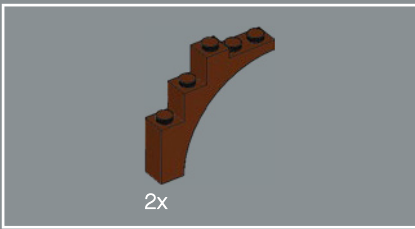


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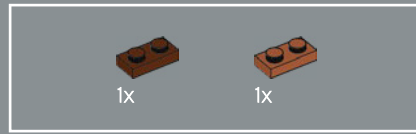
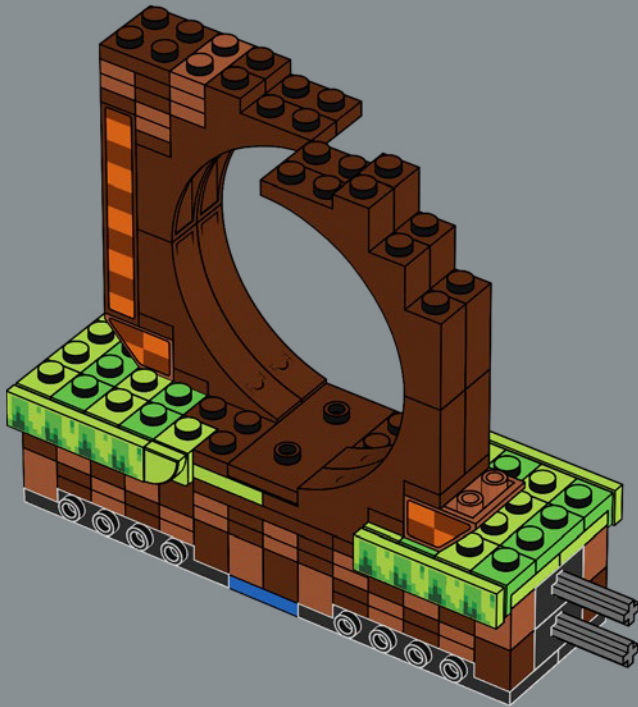


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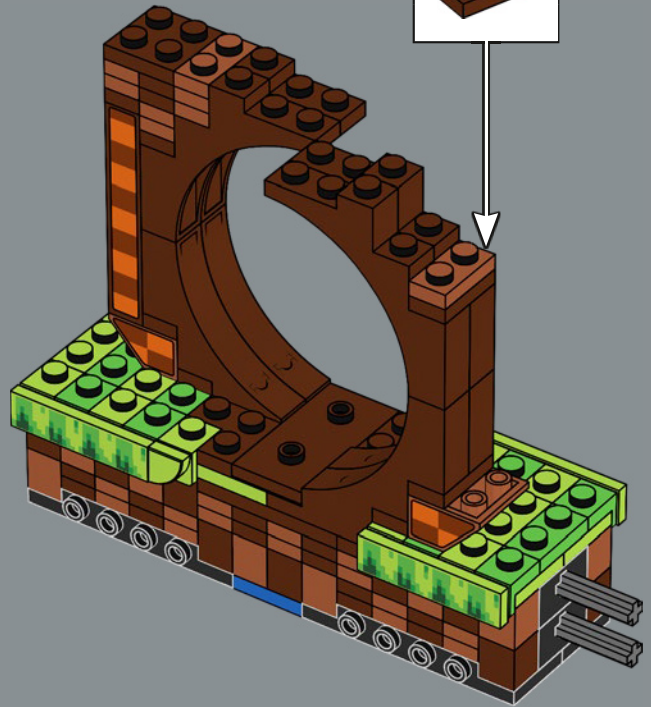
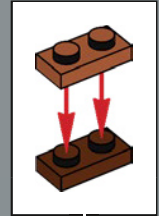


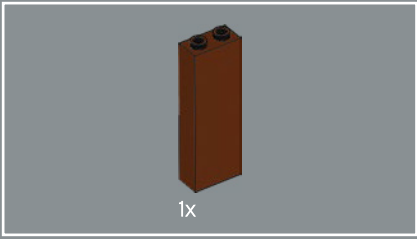


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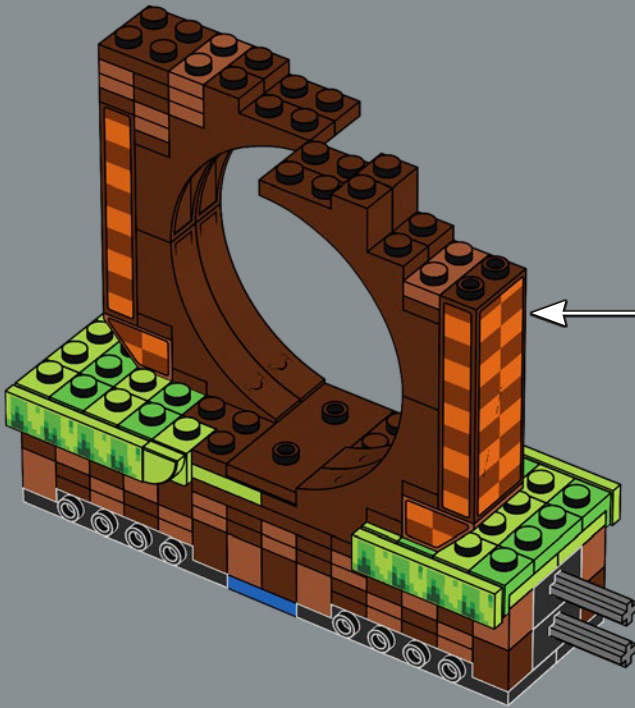
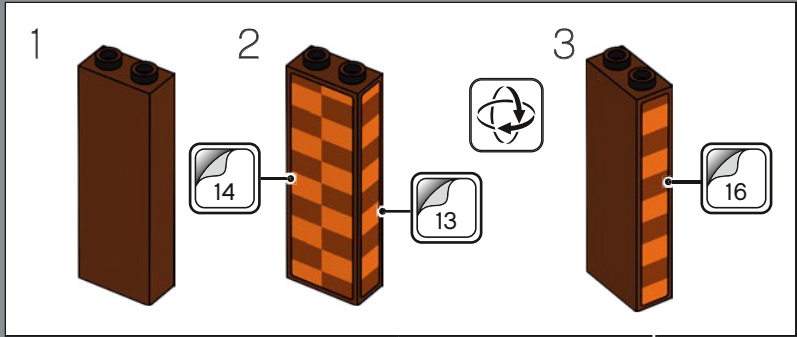


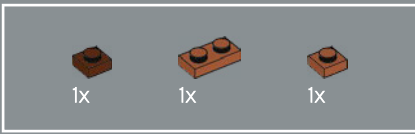
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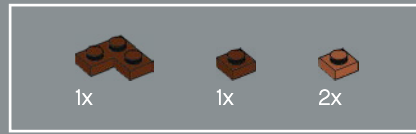
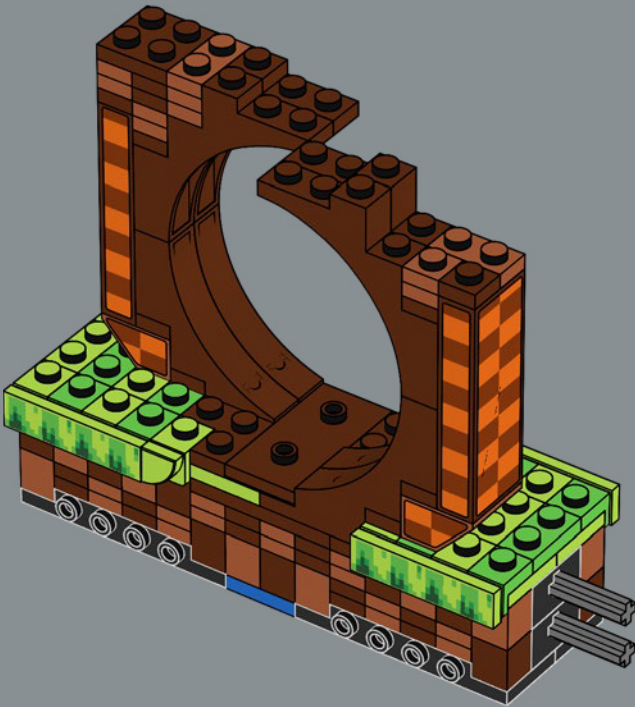


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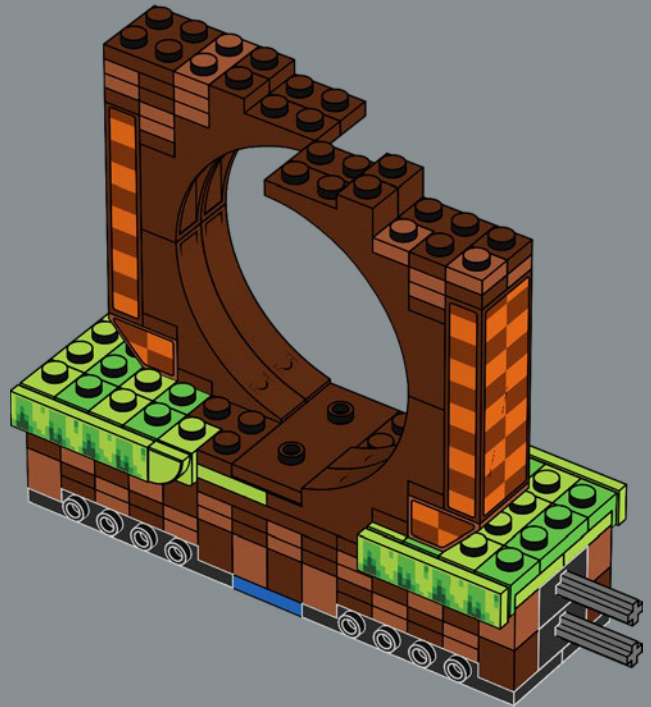


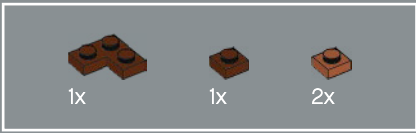


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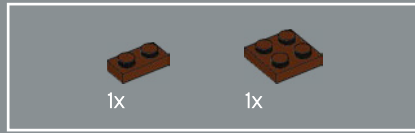
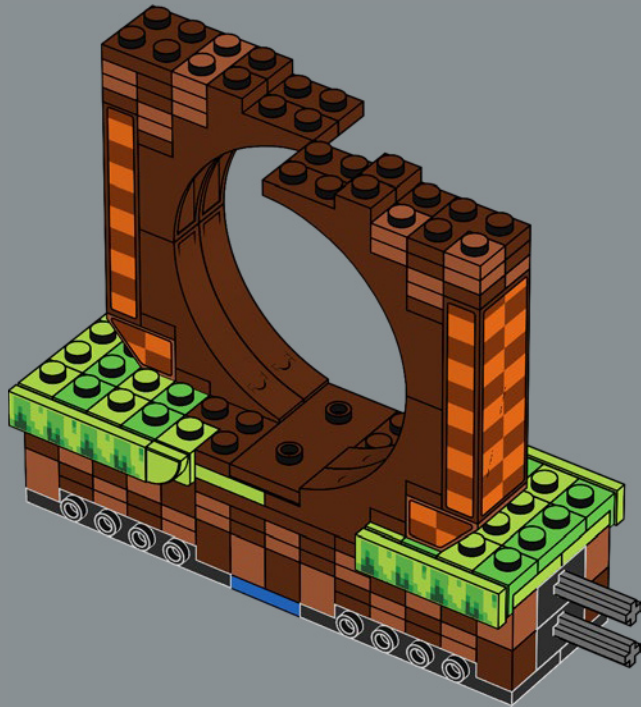


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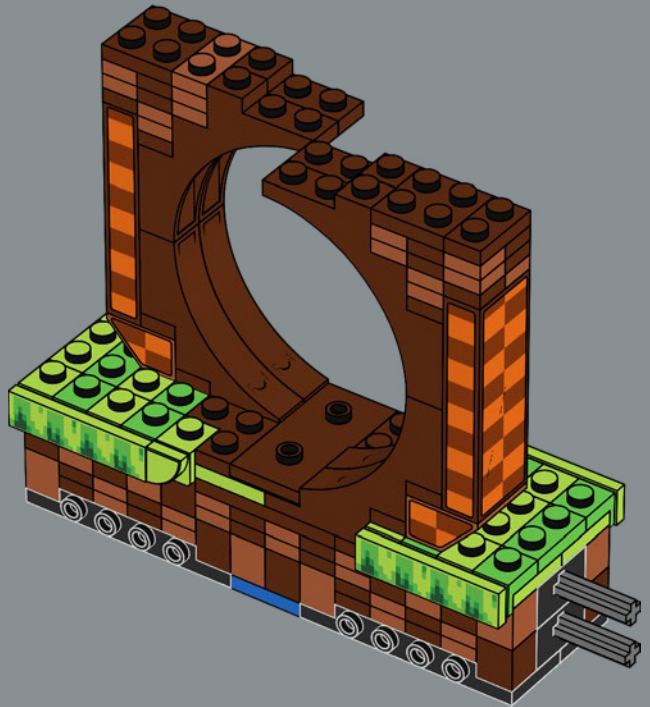


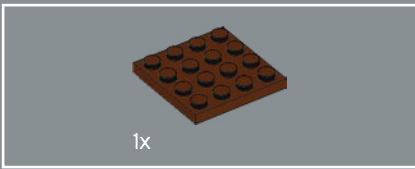


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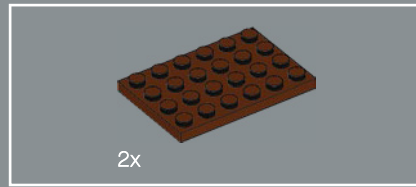
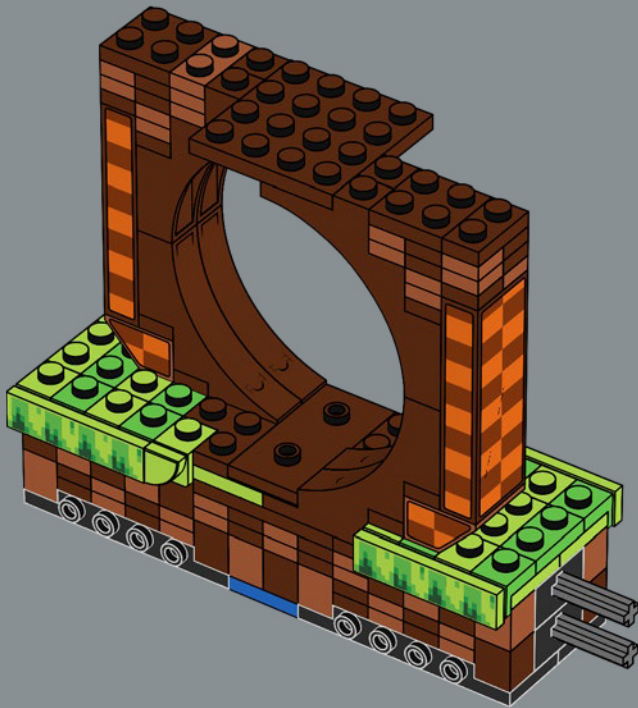


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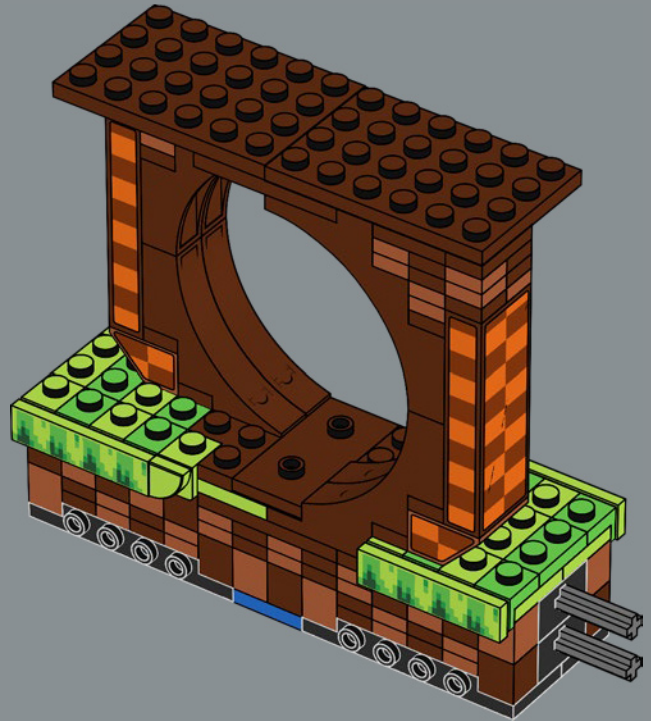


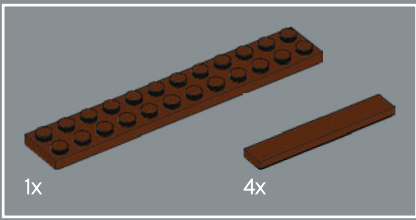


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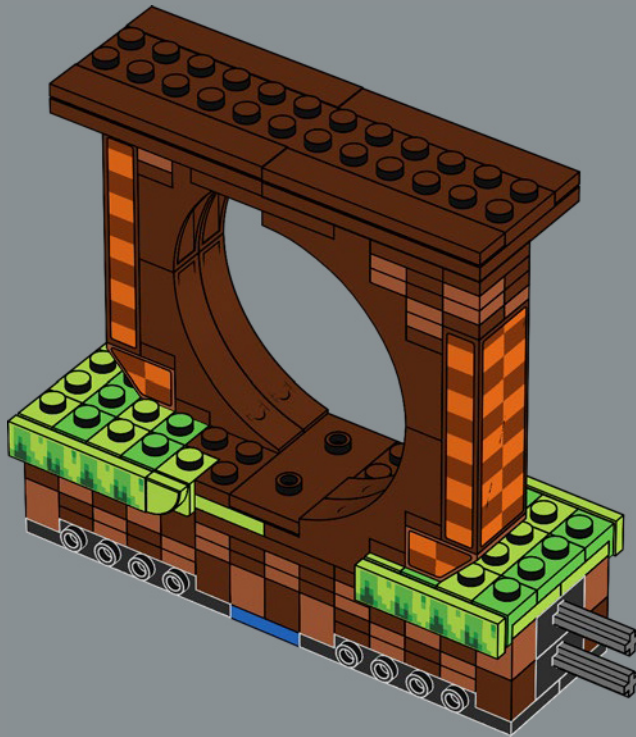


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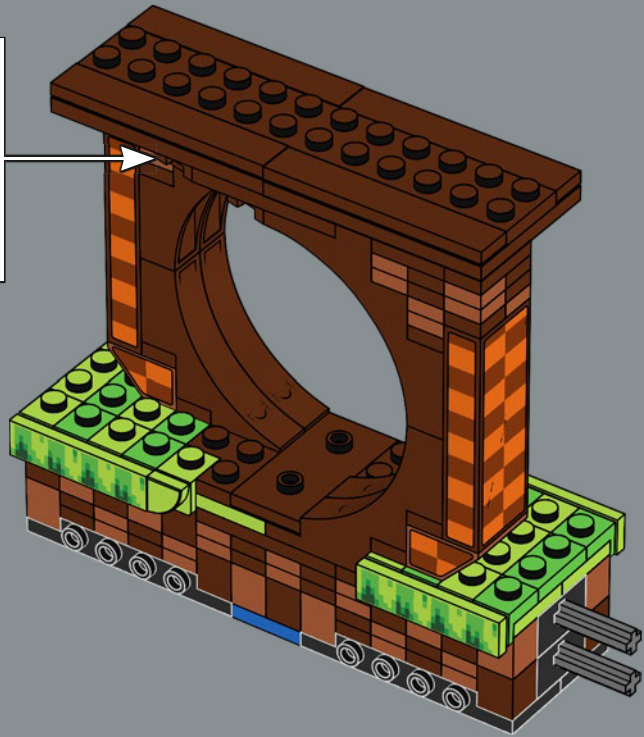
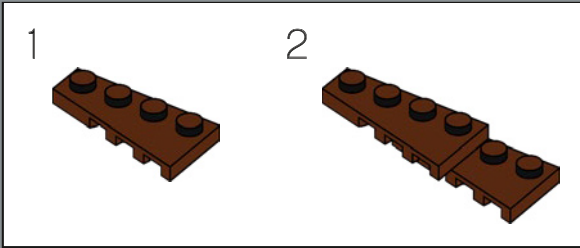


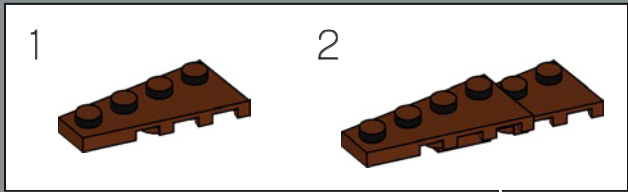
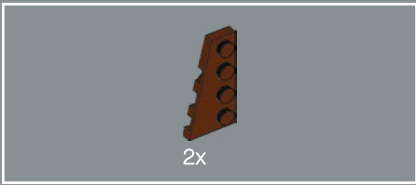
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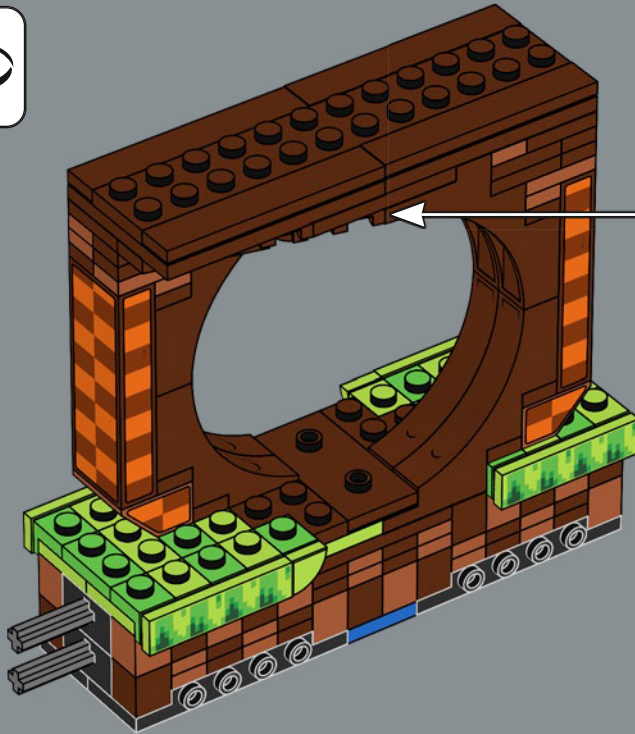


121





122



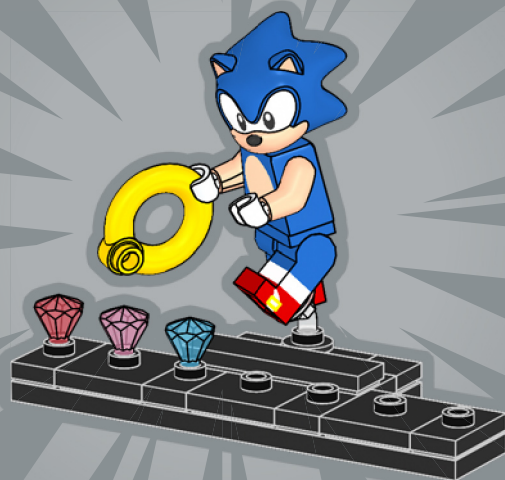
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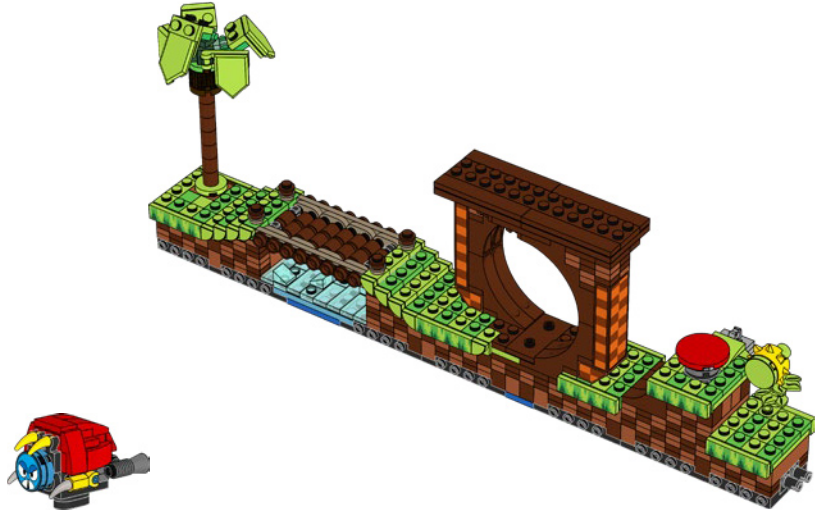
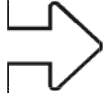


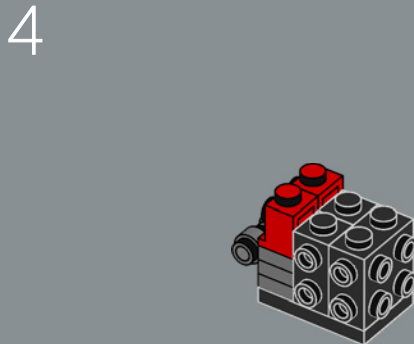
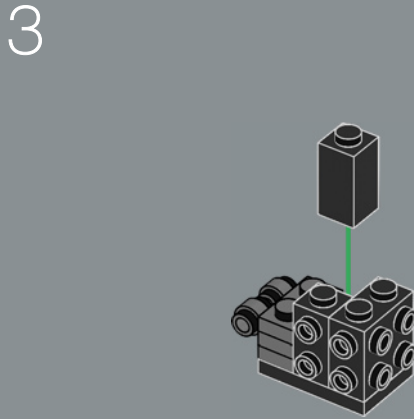
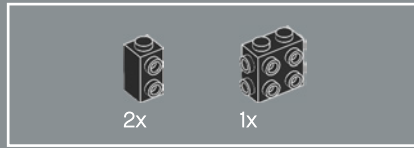
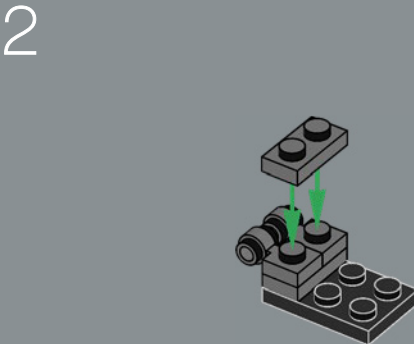
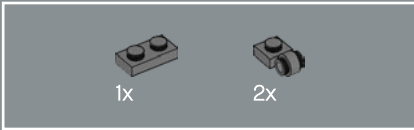
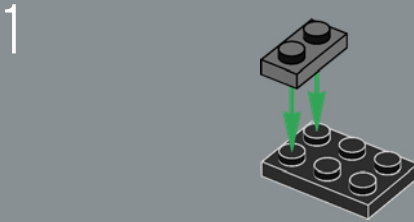
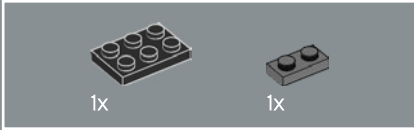
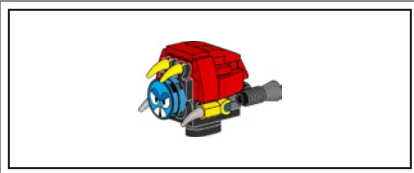


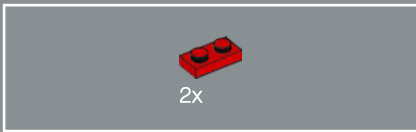
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124

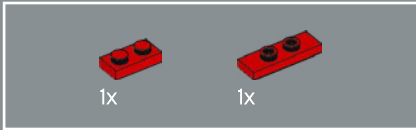
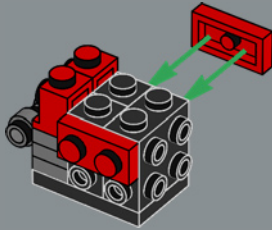




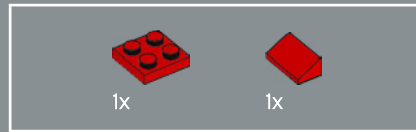
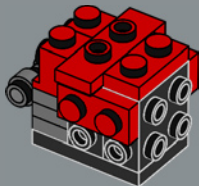




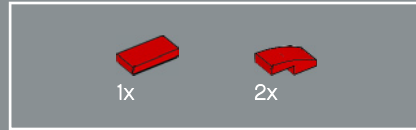
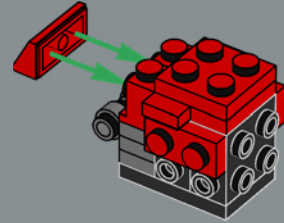
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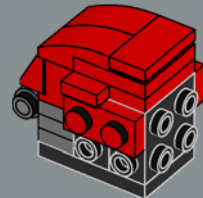
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7



8



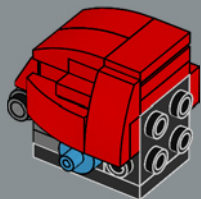


2x



1x

9

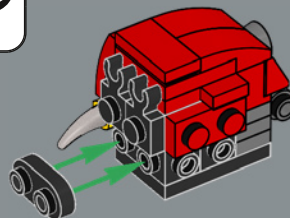


1x



2x

11



1x

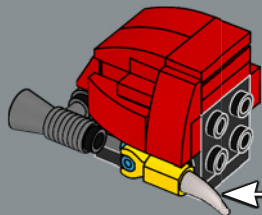
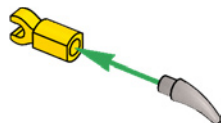


1x



1x

10

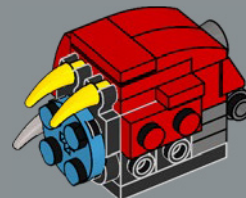


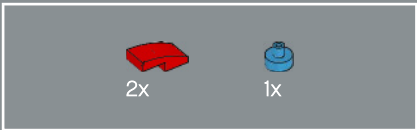
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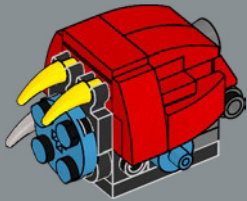
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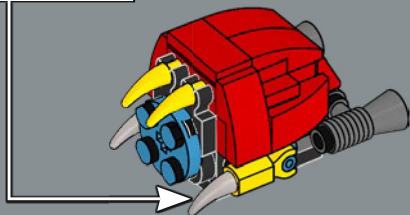
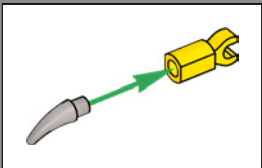




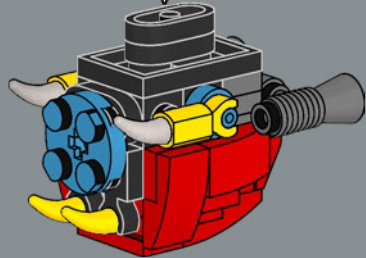
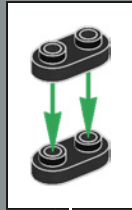
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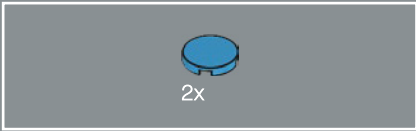


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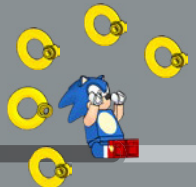
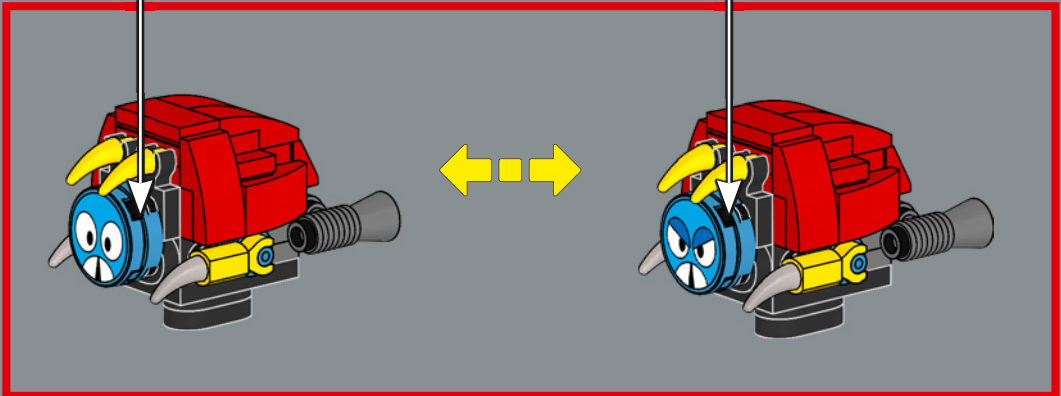
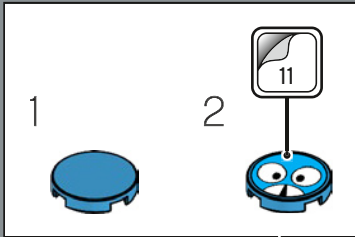


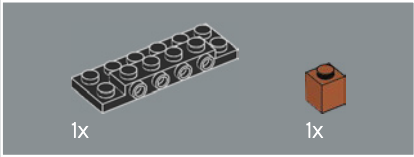
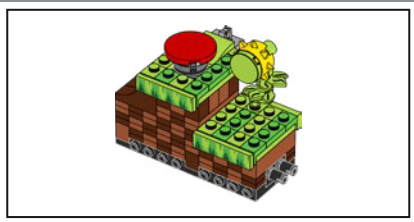
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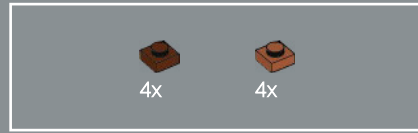
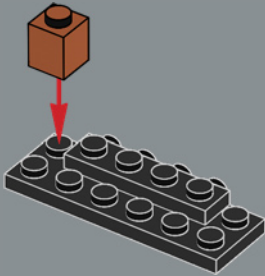


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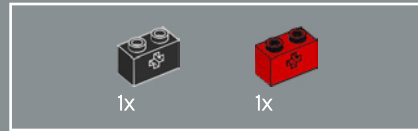
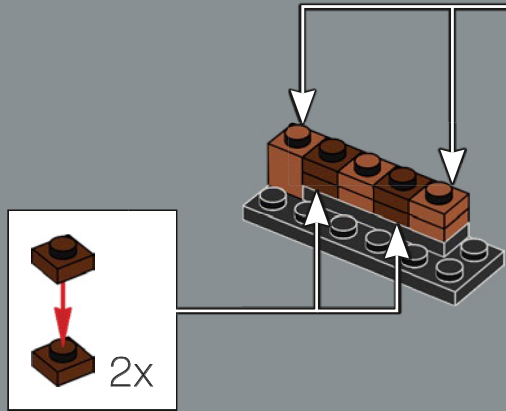
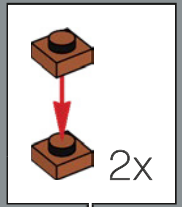




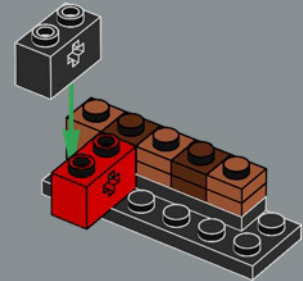
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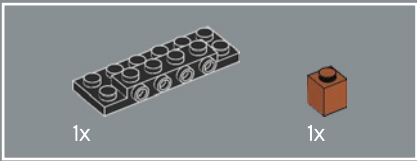


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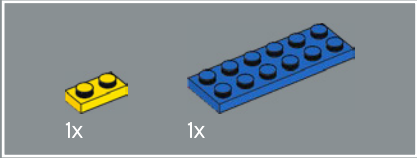
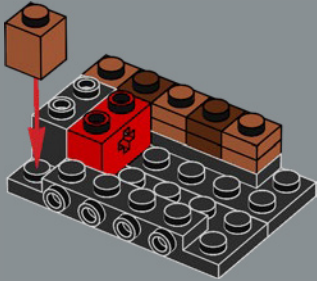


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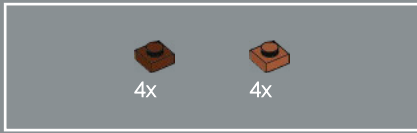
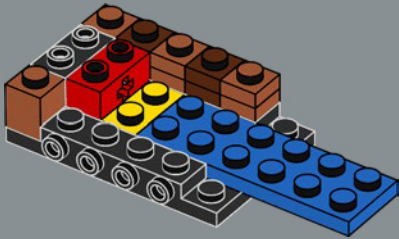




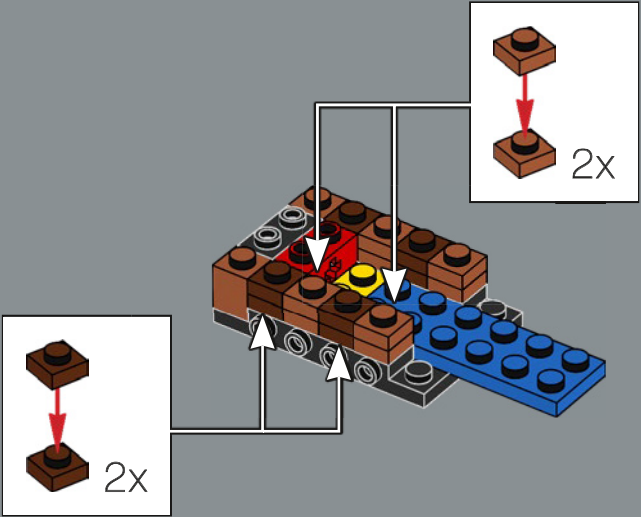
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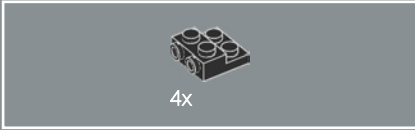
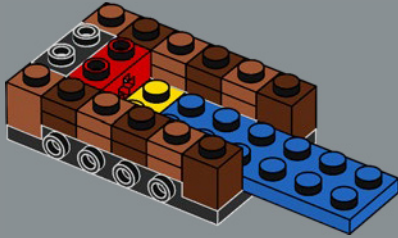


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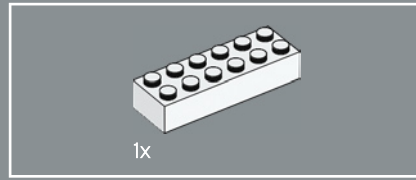
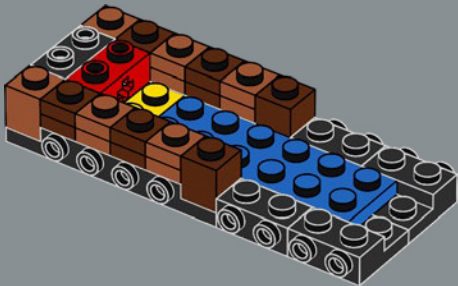




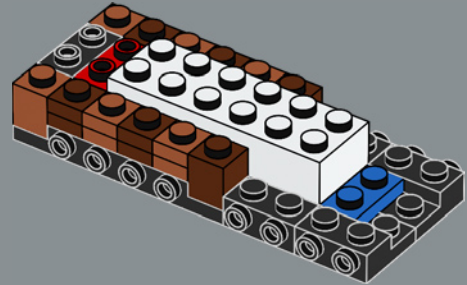
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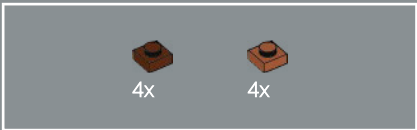


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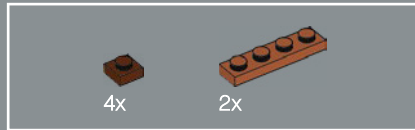
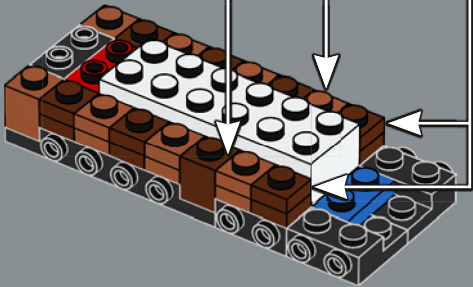
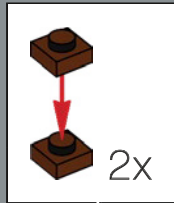
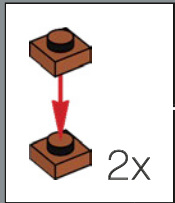


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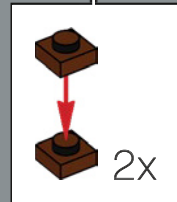
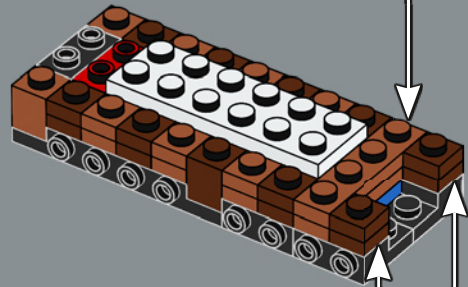
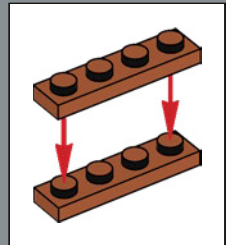


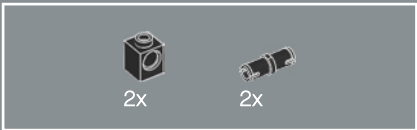


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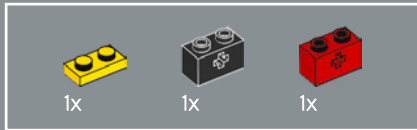
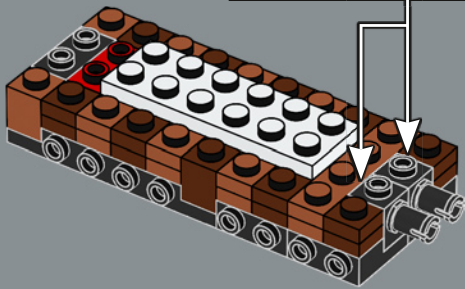
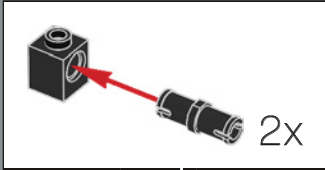


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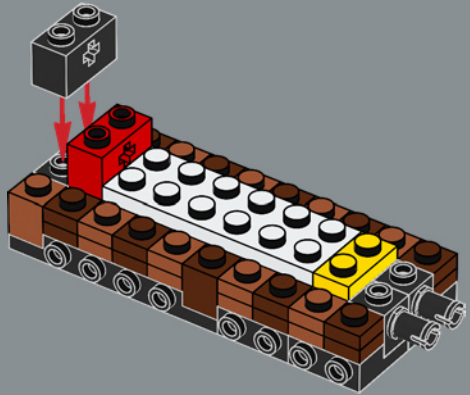


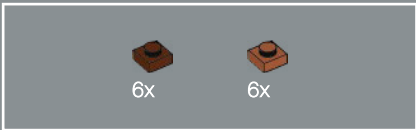


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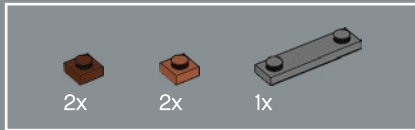
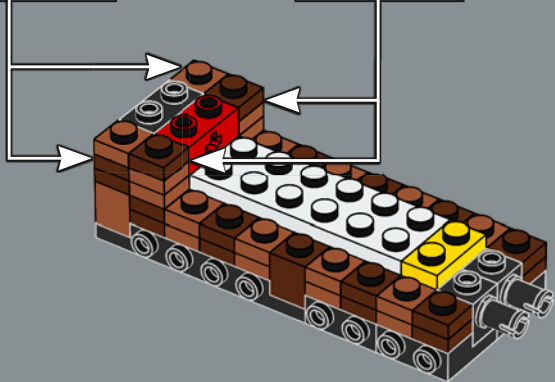
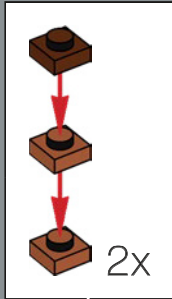
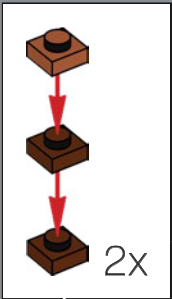


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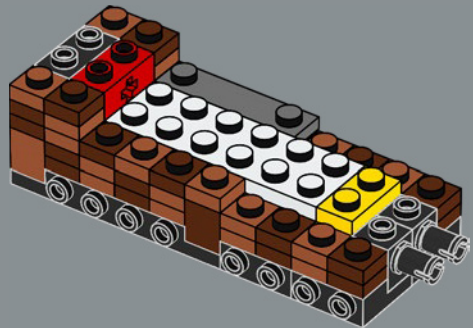


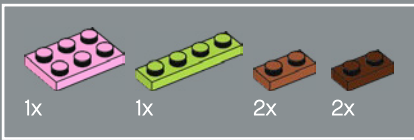


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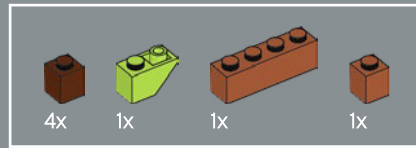
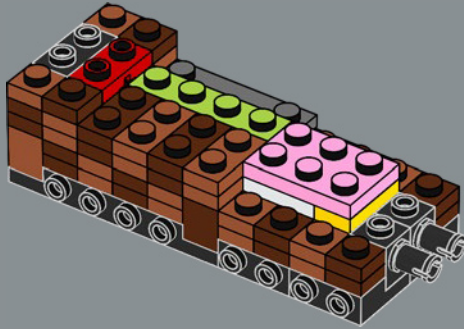


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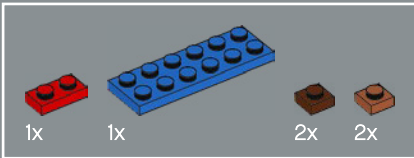
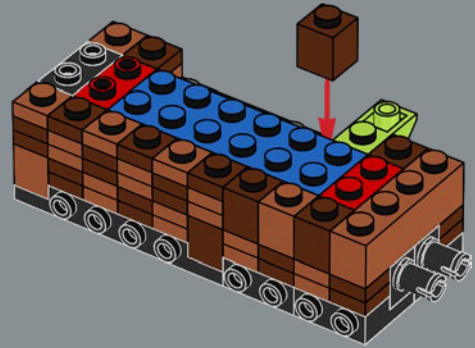




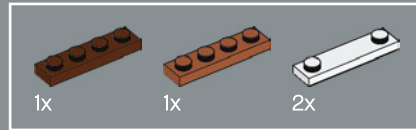
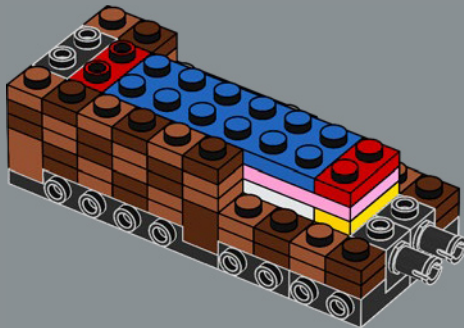
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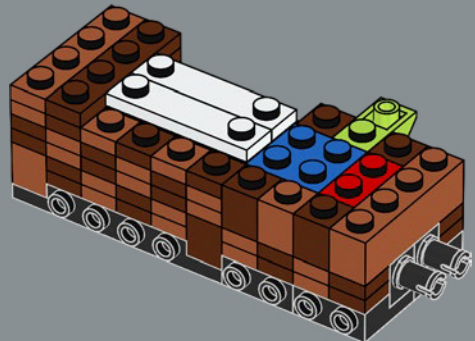
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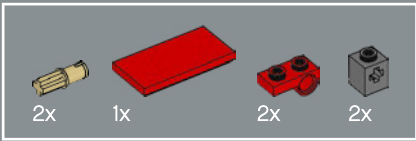


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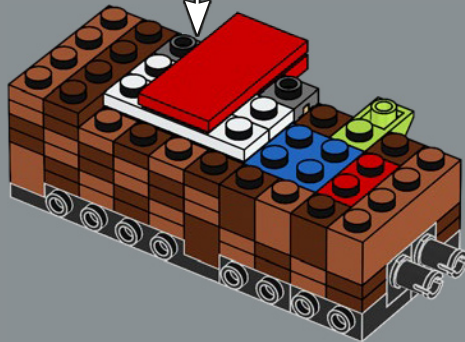
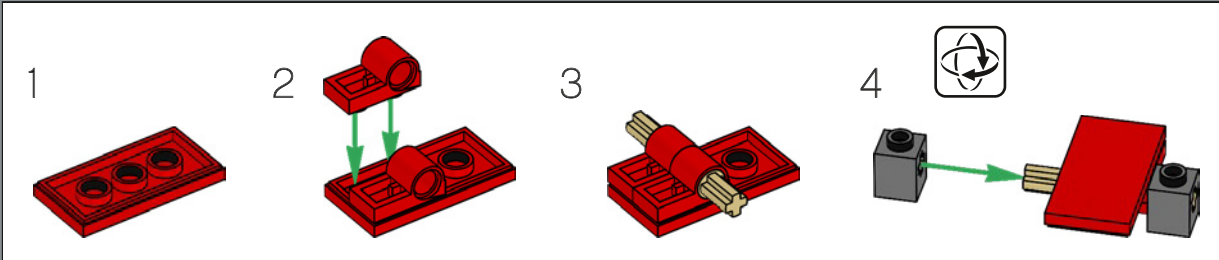


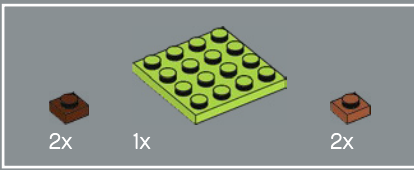
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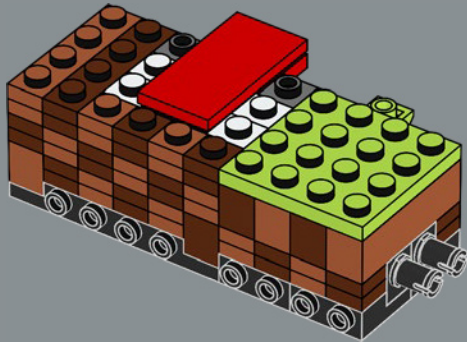


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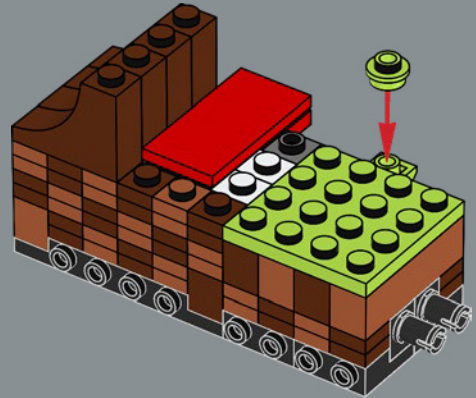


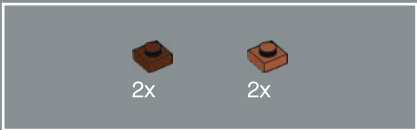


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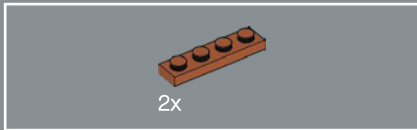
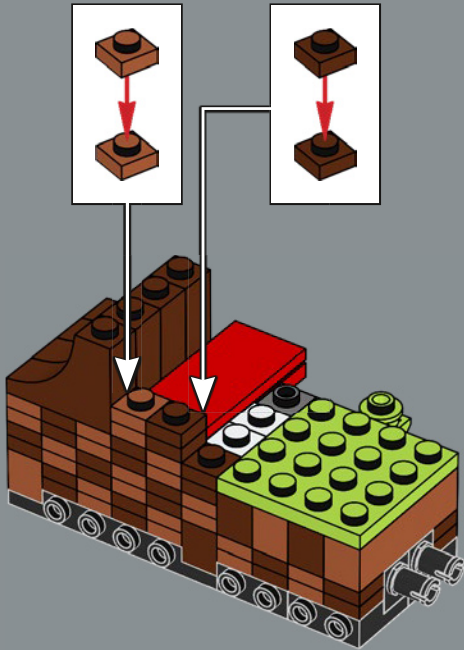


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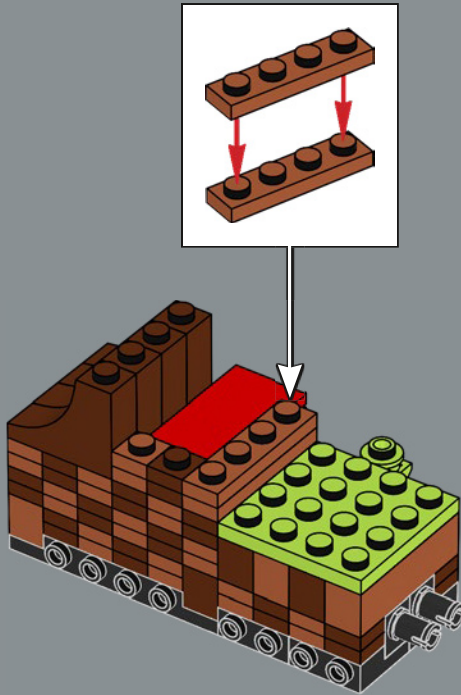


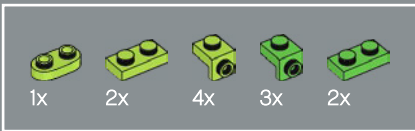


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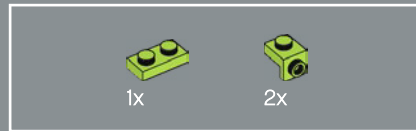
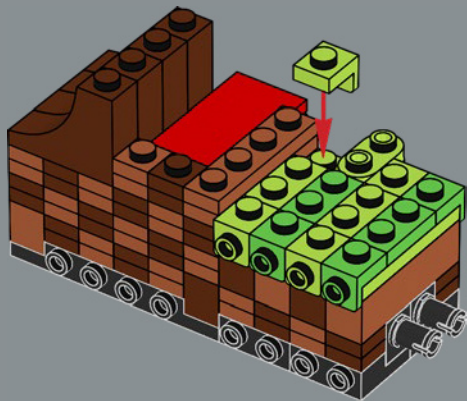


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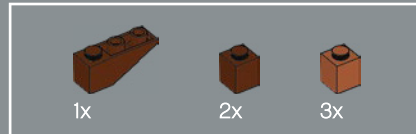
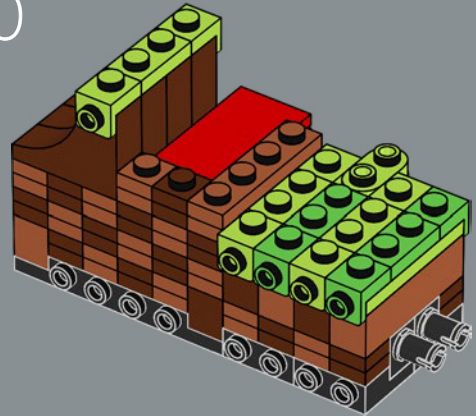




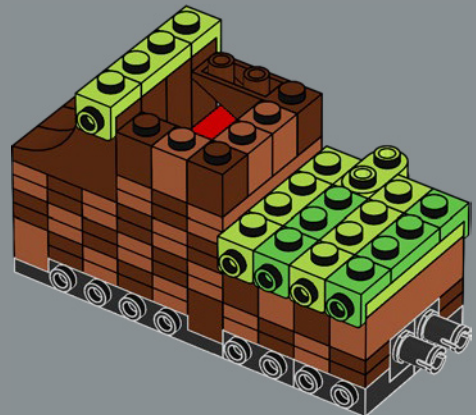
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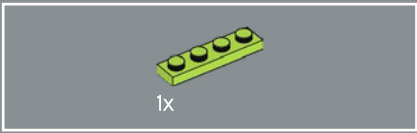


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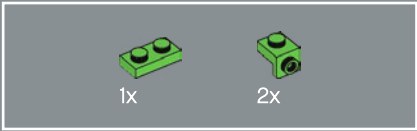
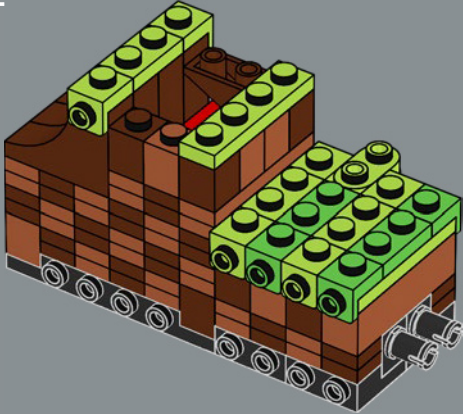


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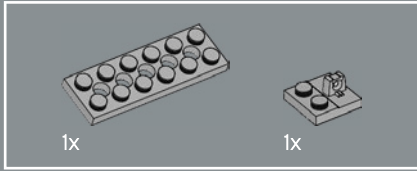
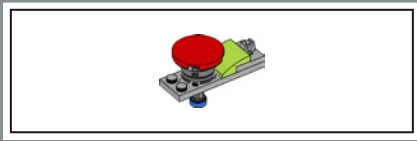
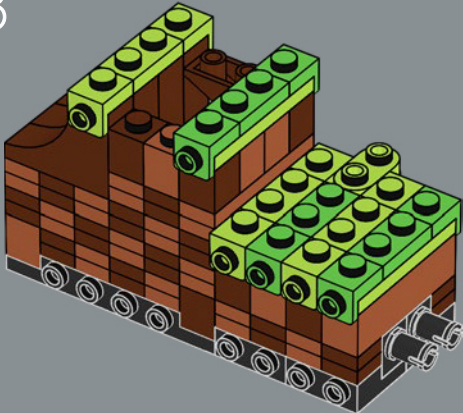




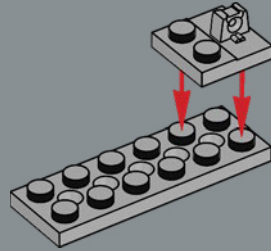
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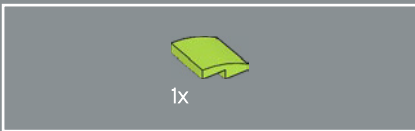


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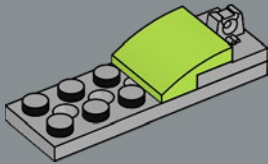


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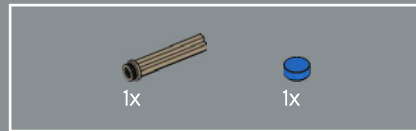
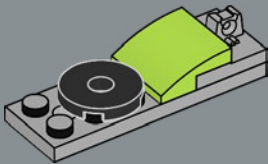




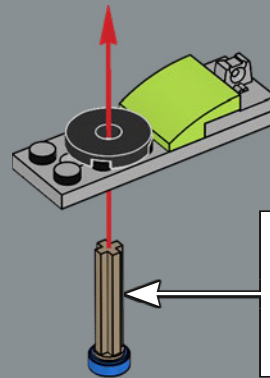
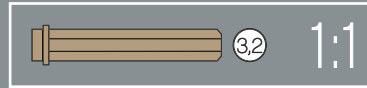
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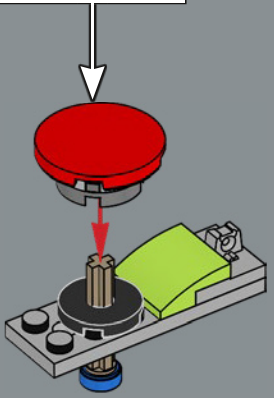
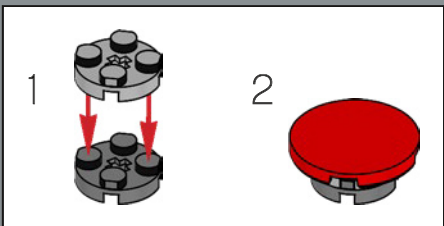


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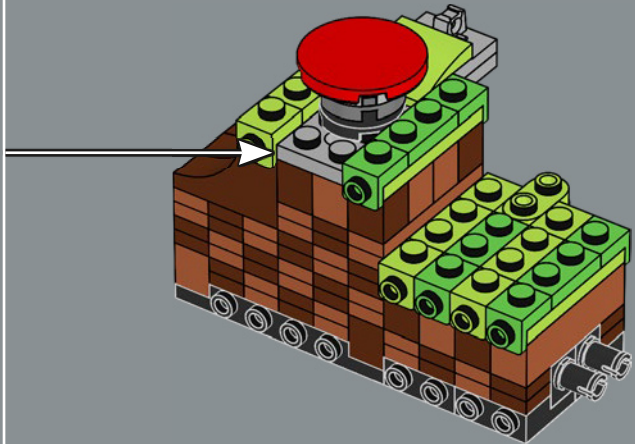


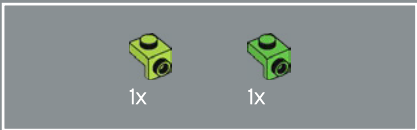


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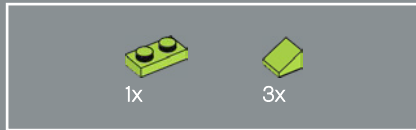
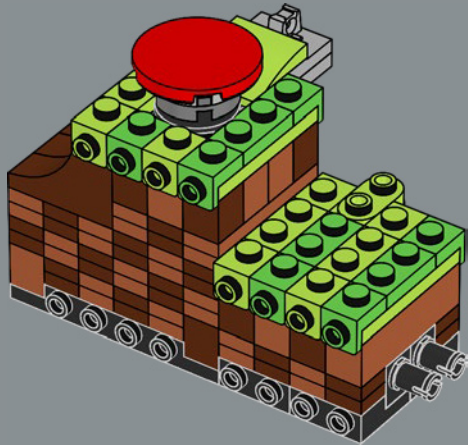


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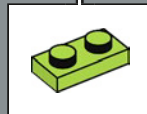
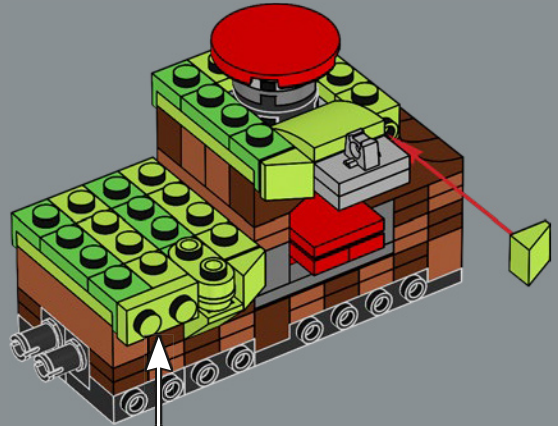


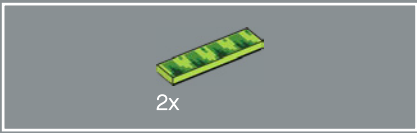


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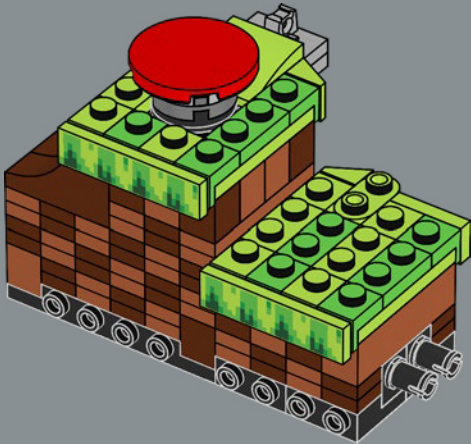


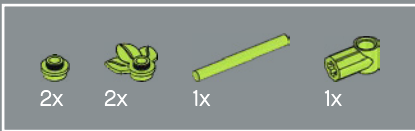
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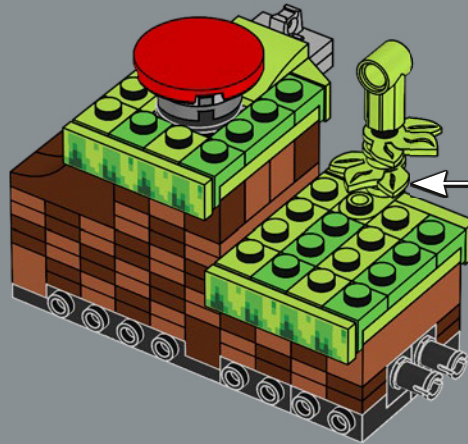
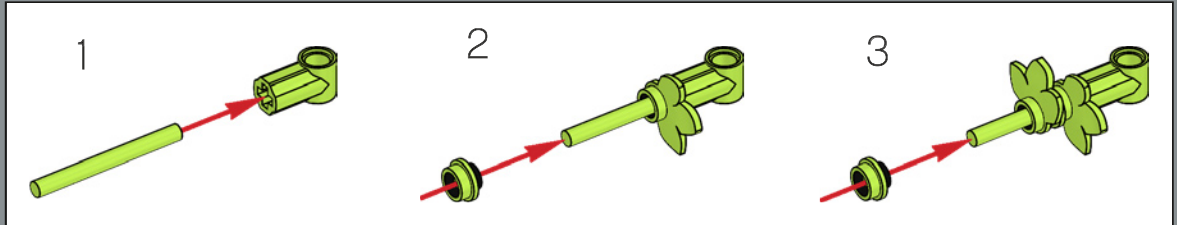


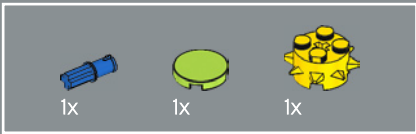
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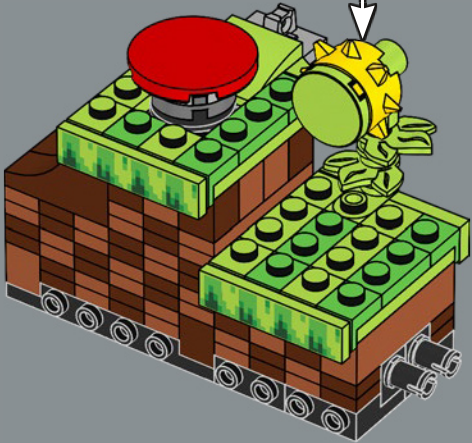
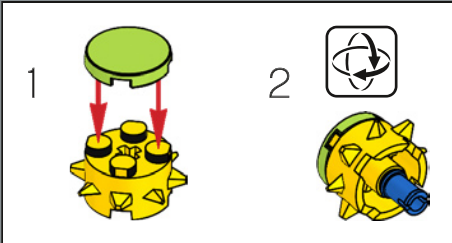


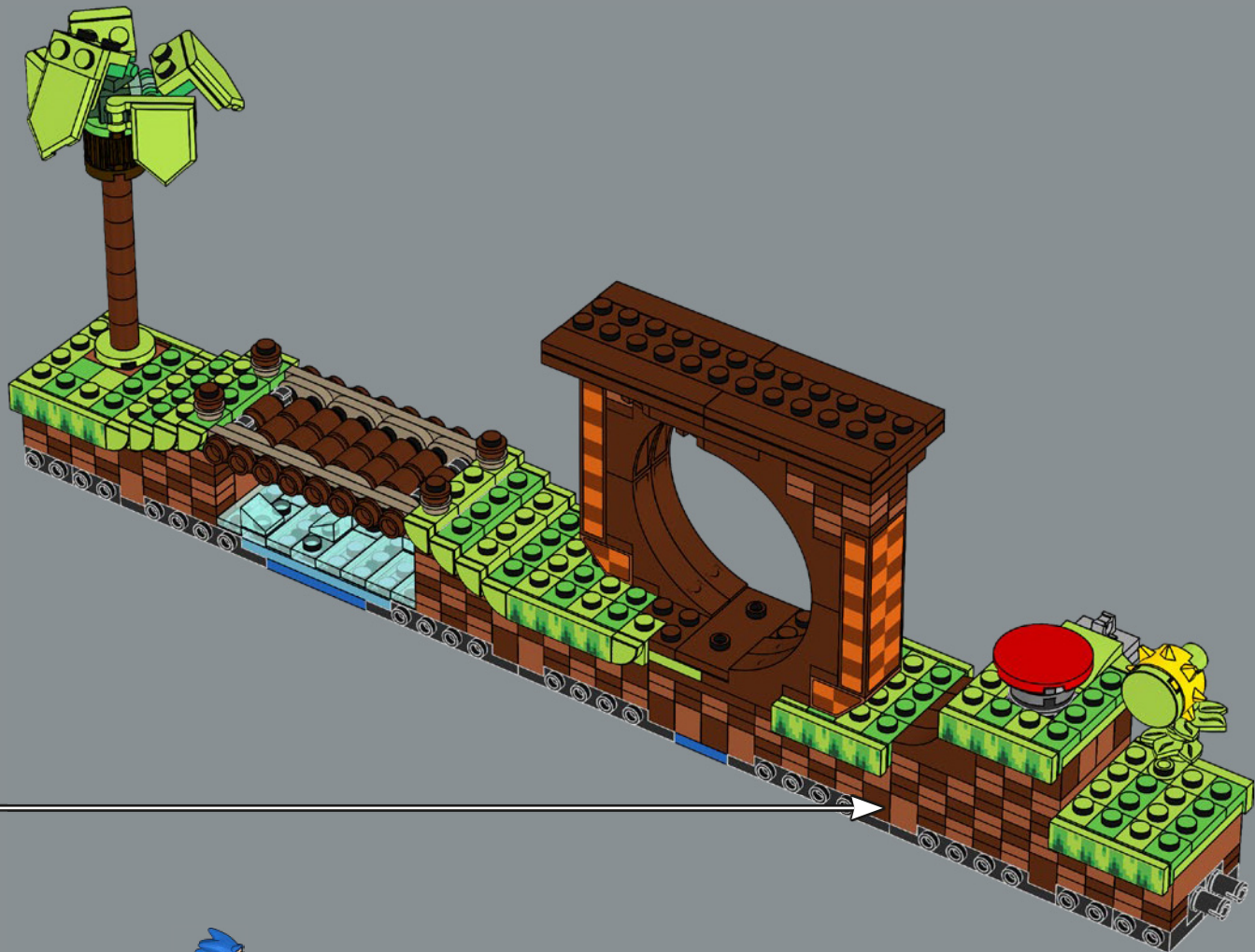
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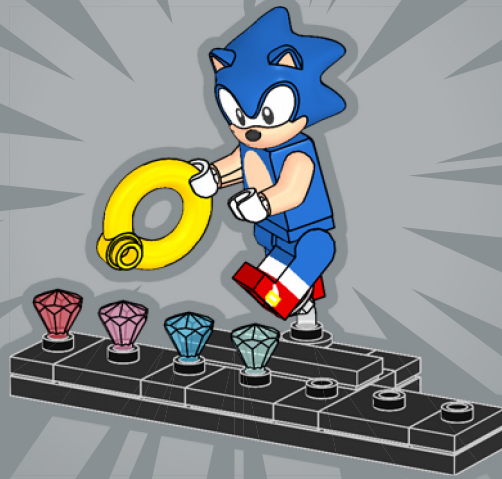


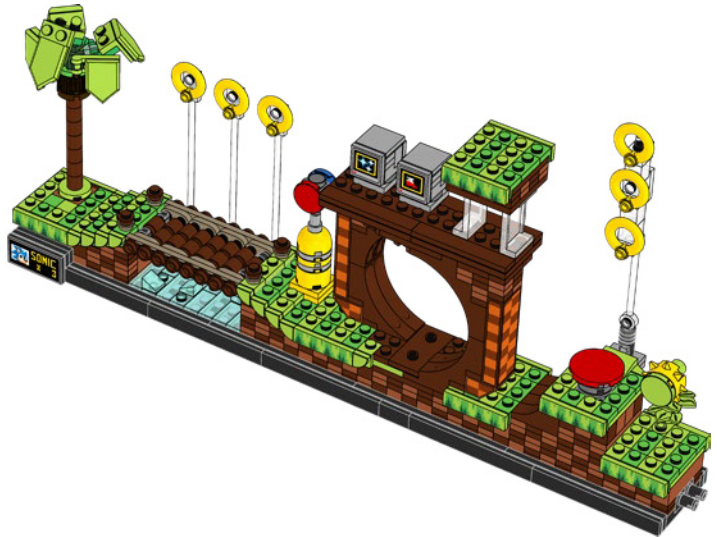
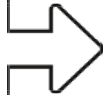


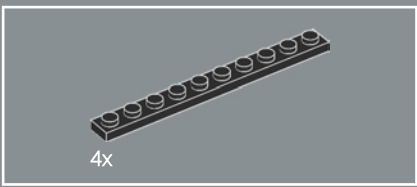


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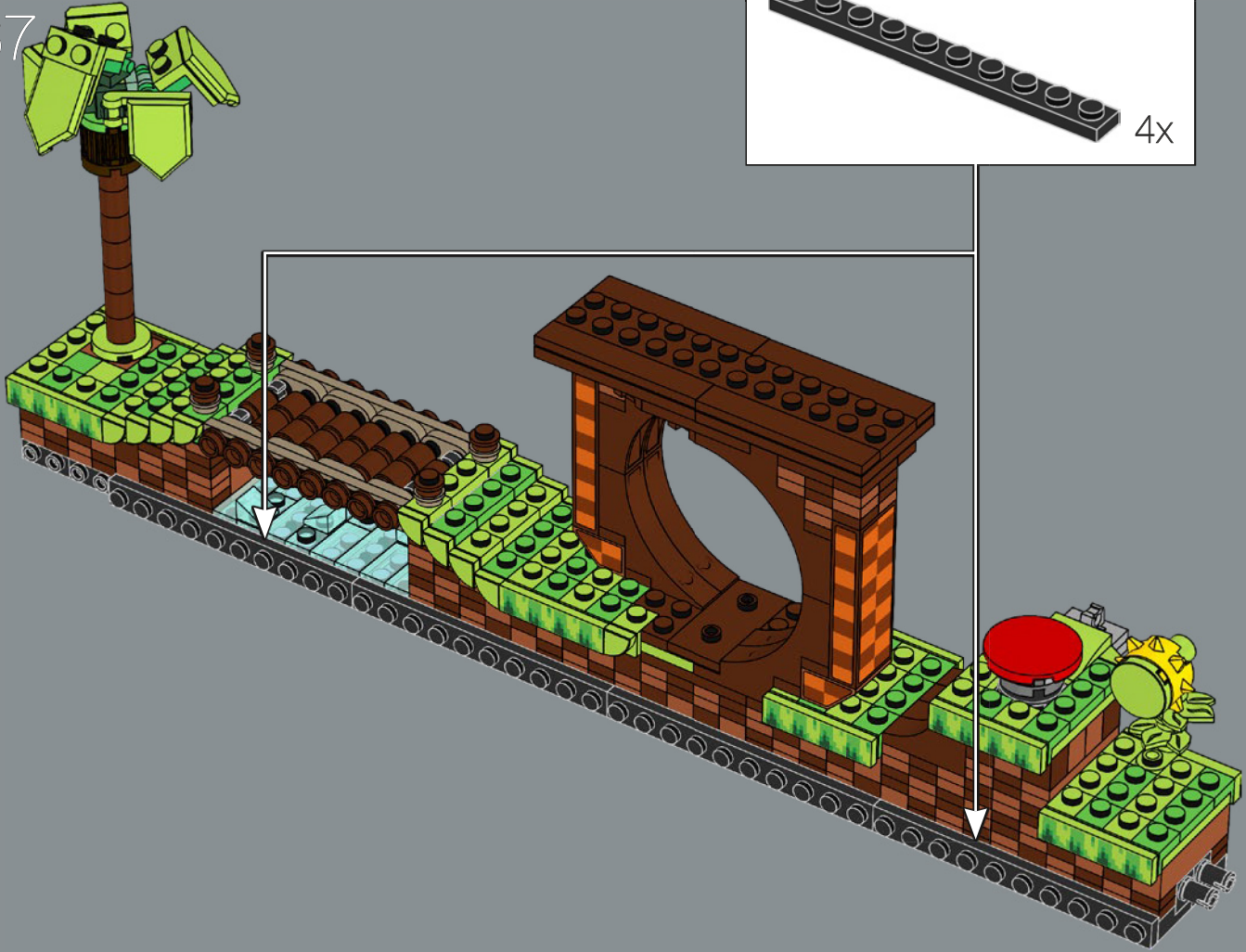
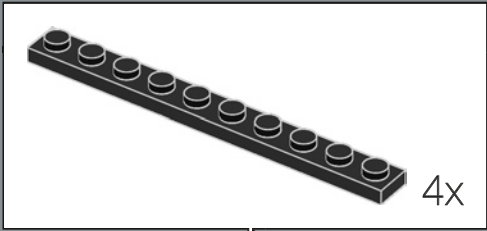
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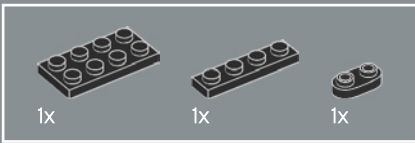




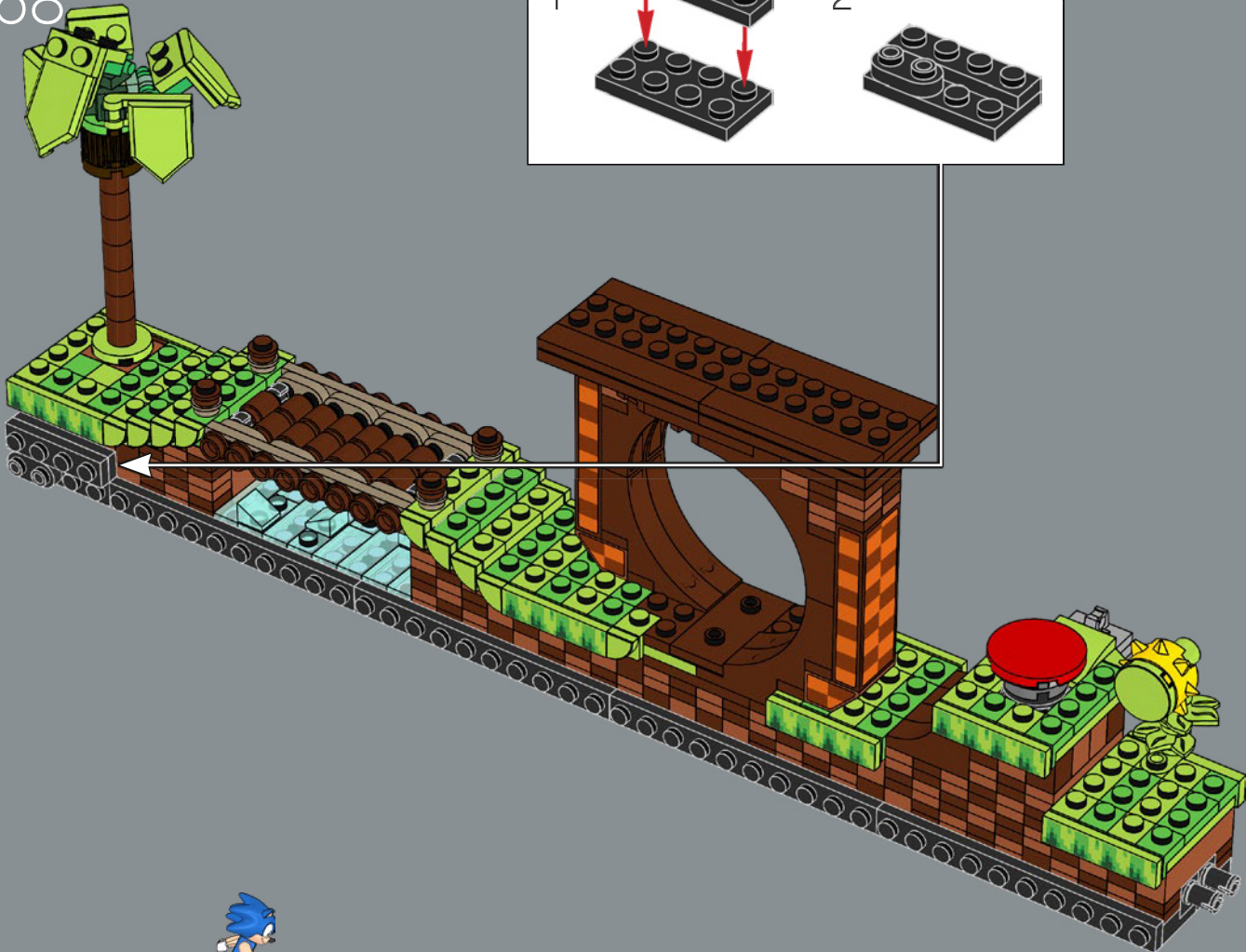
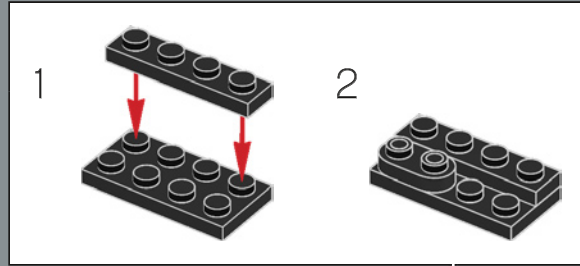


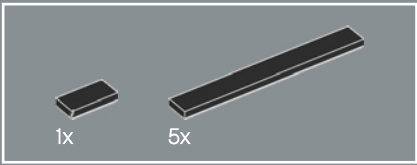
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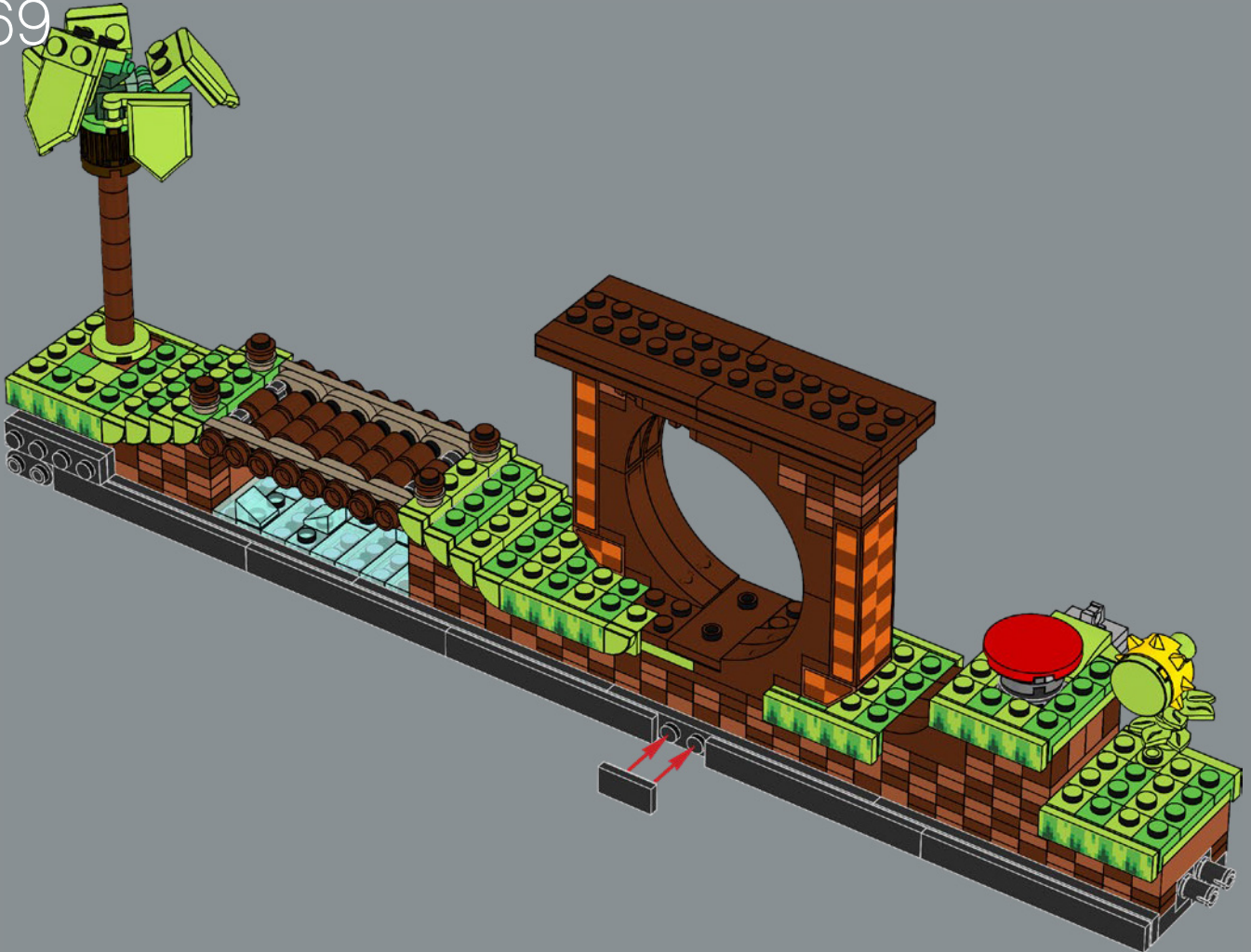


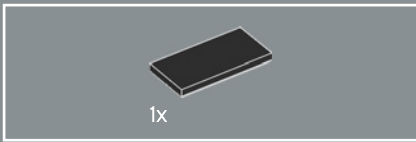
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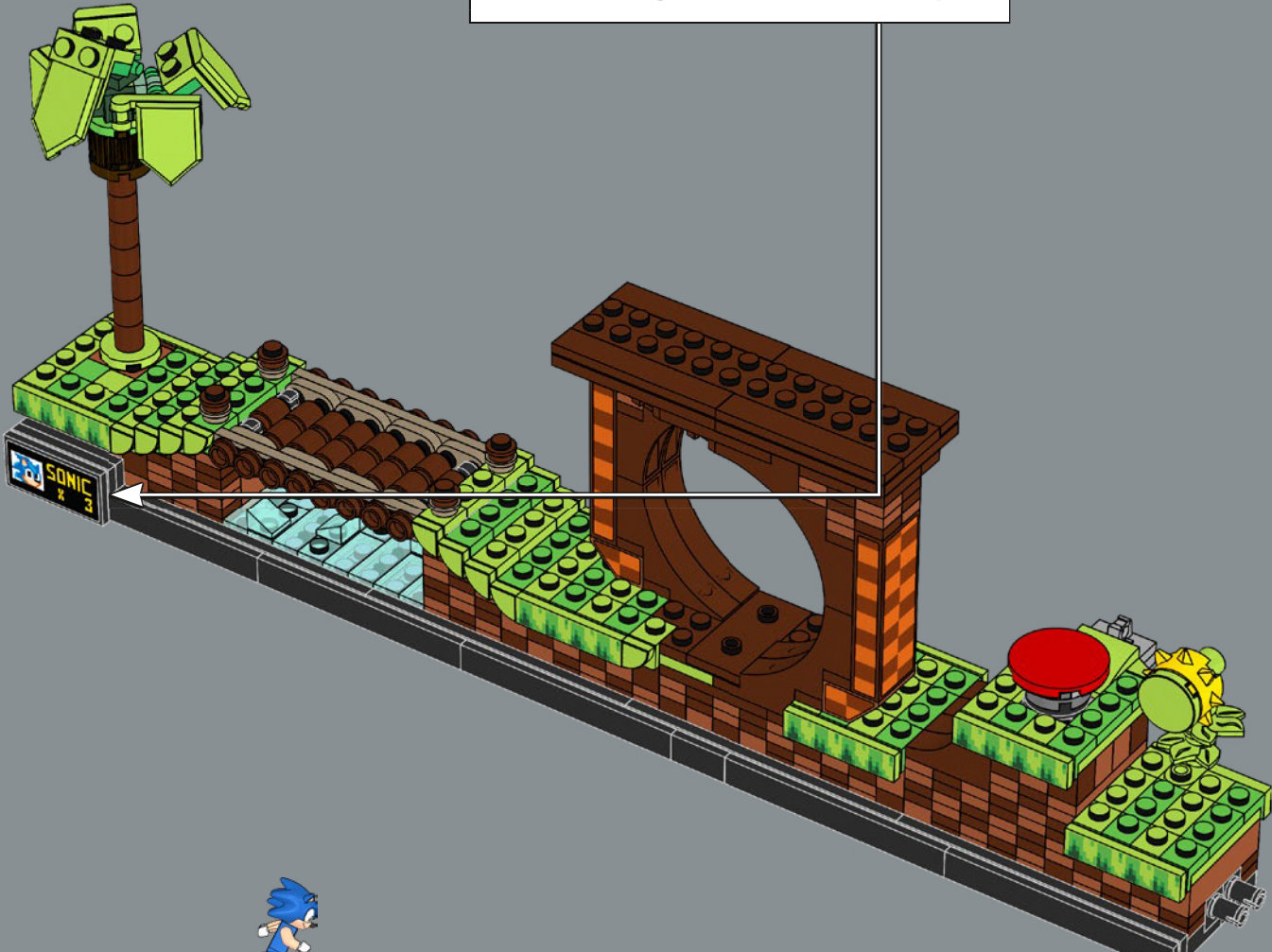
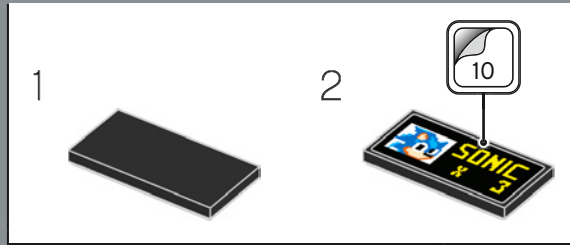


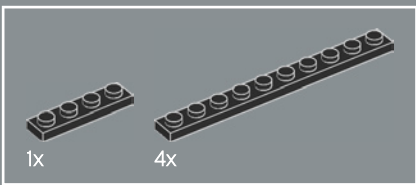
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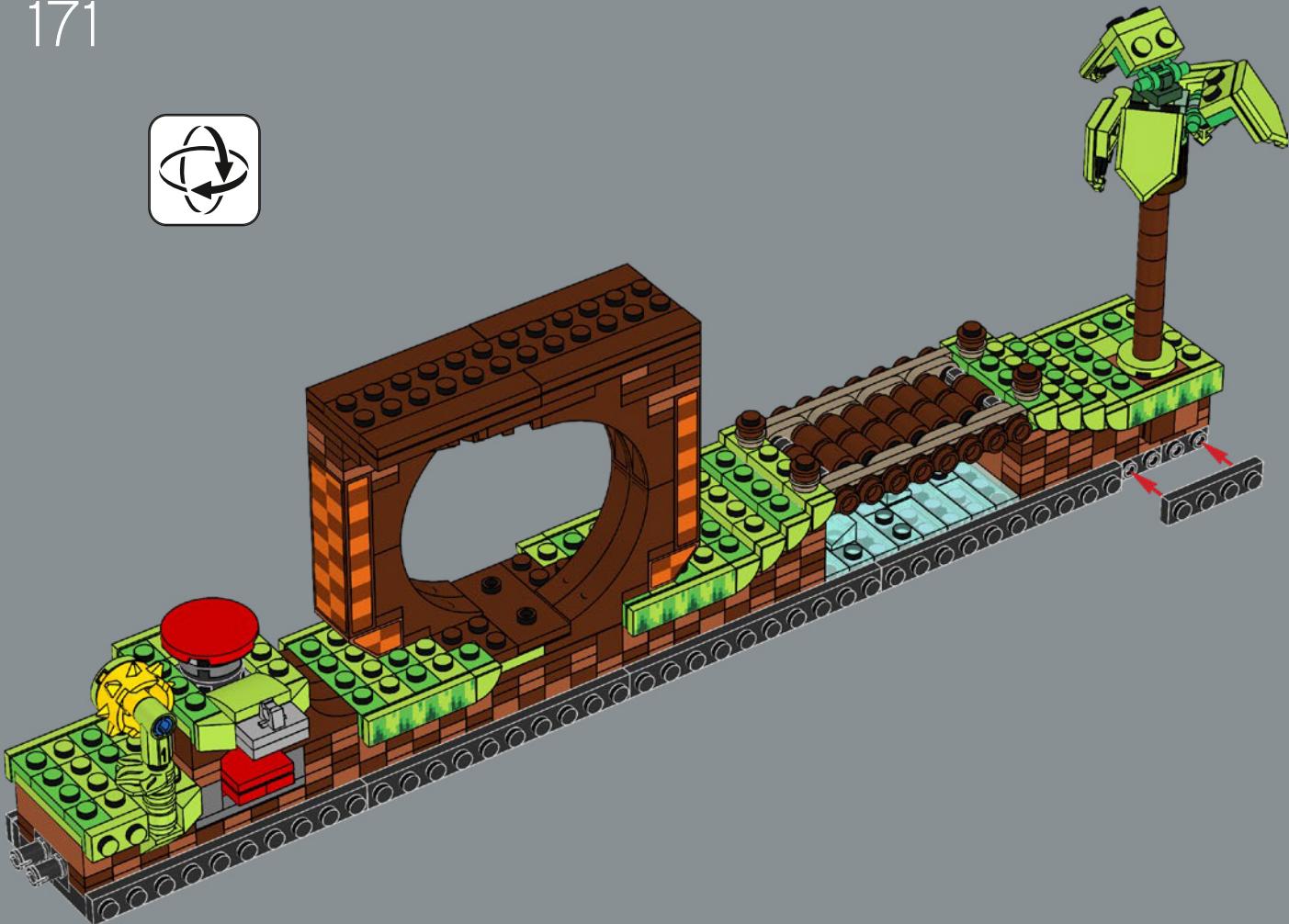


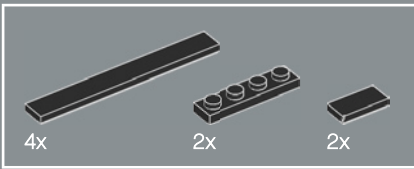
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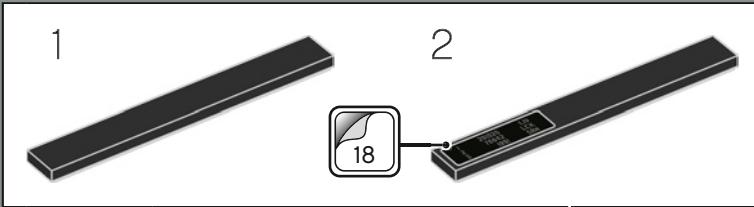


171





172





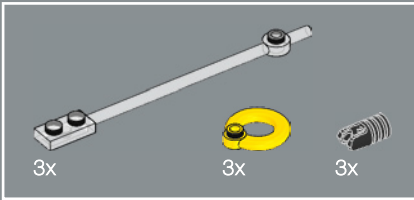
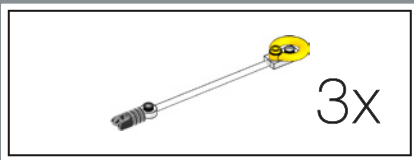
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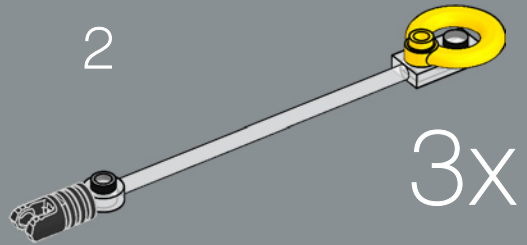
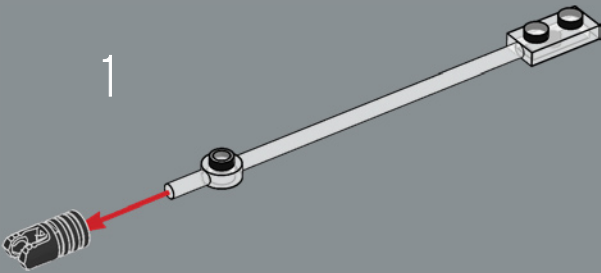
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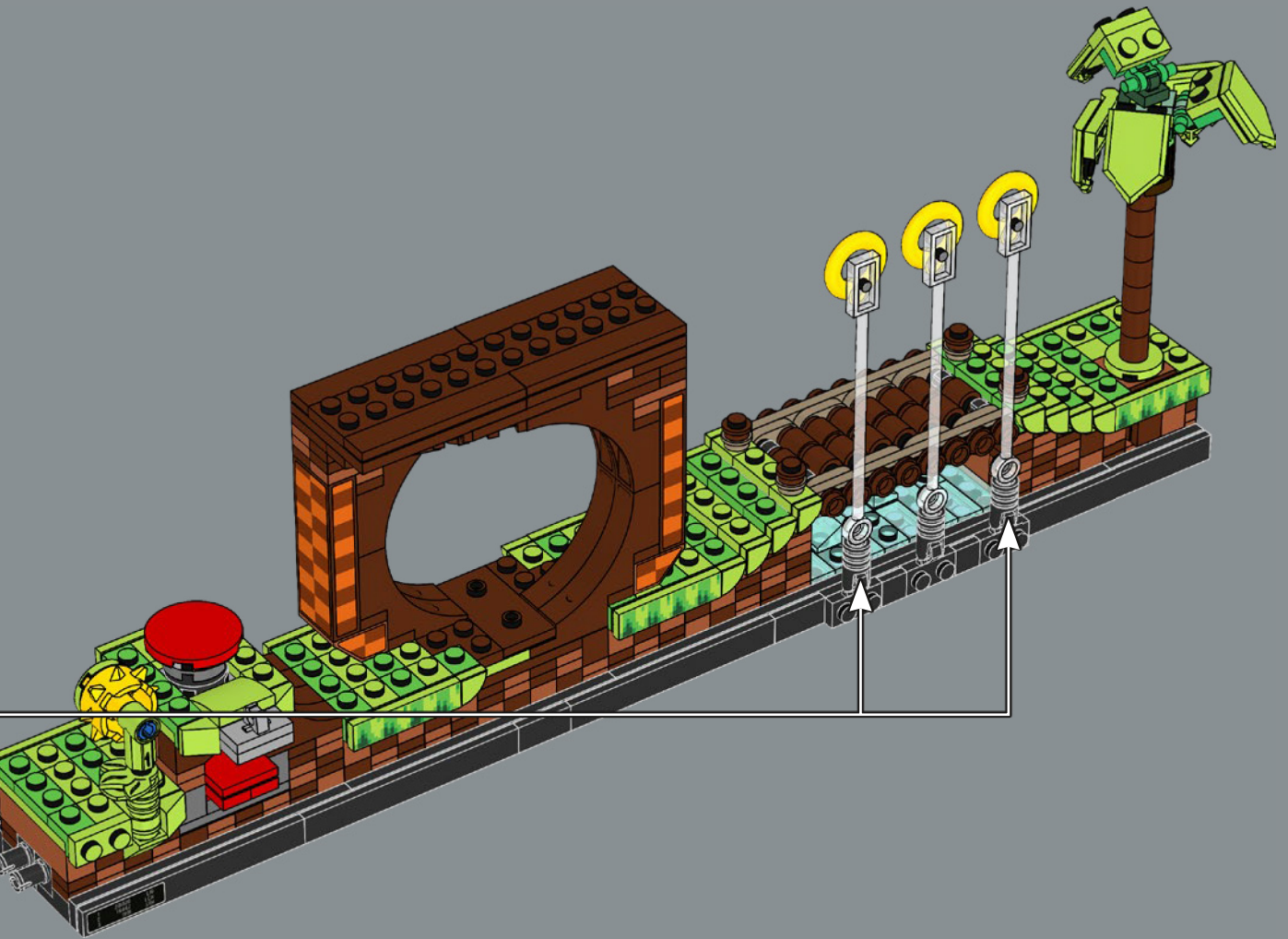
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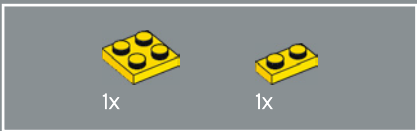




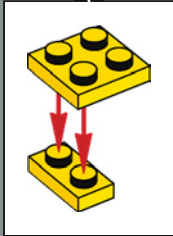
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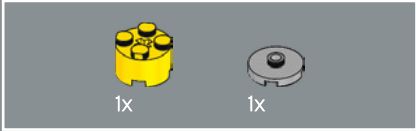
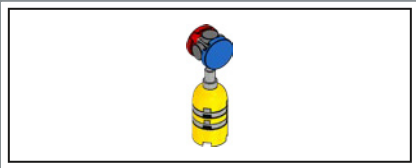




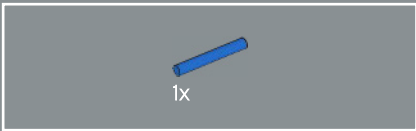
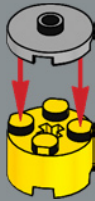


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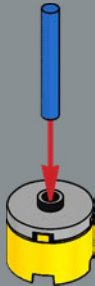




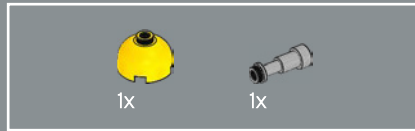
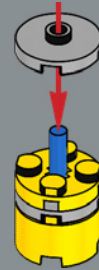
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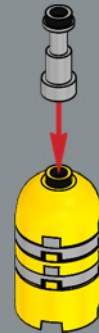
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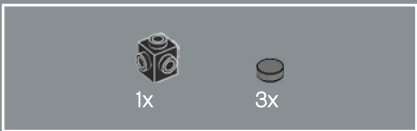


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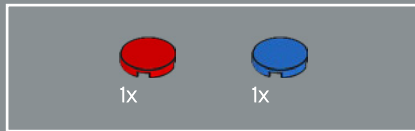
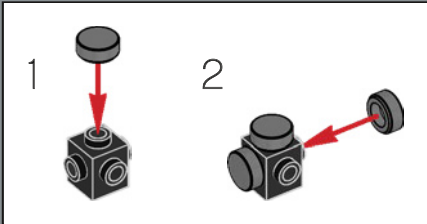


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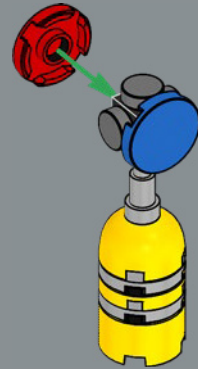




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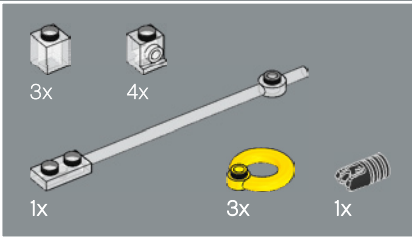
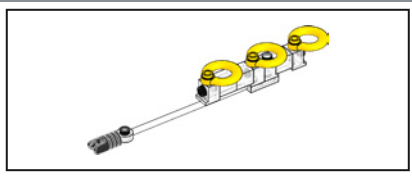


181



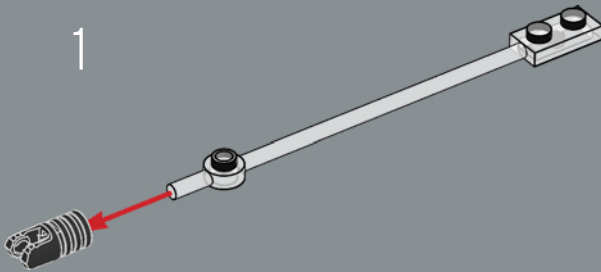
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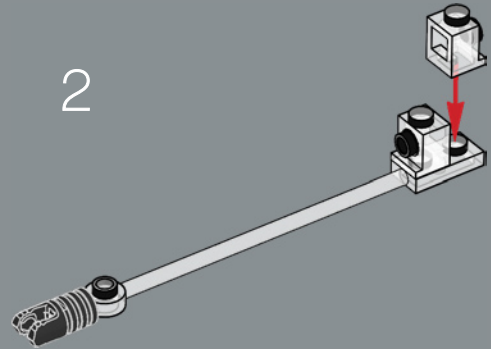


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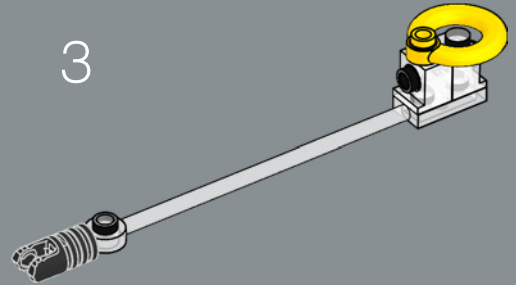
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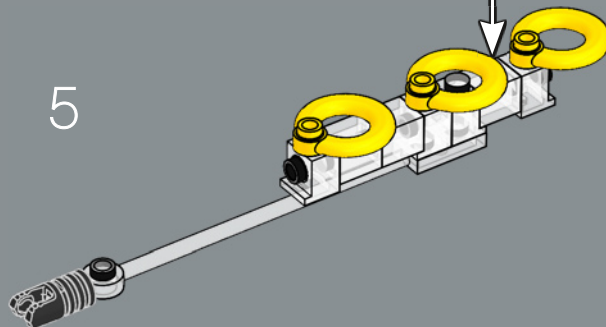
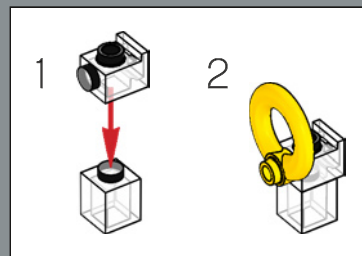
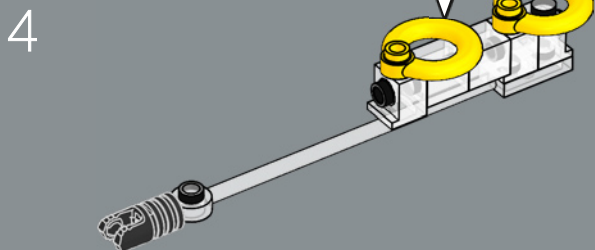
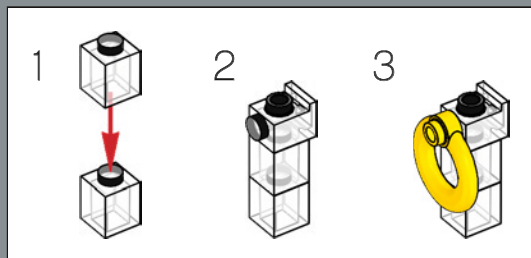


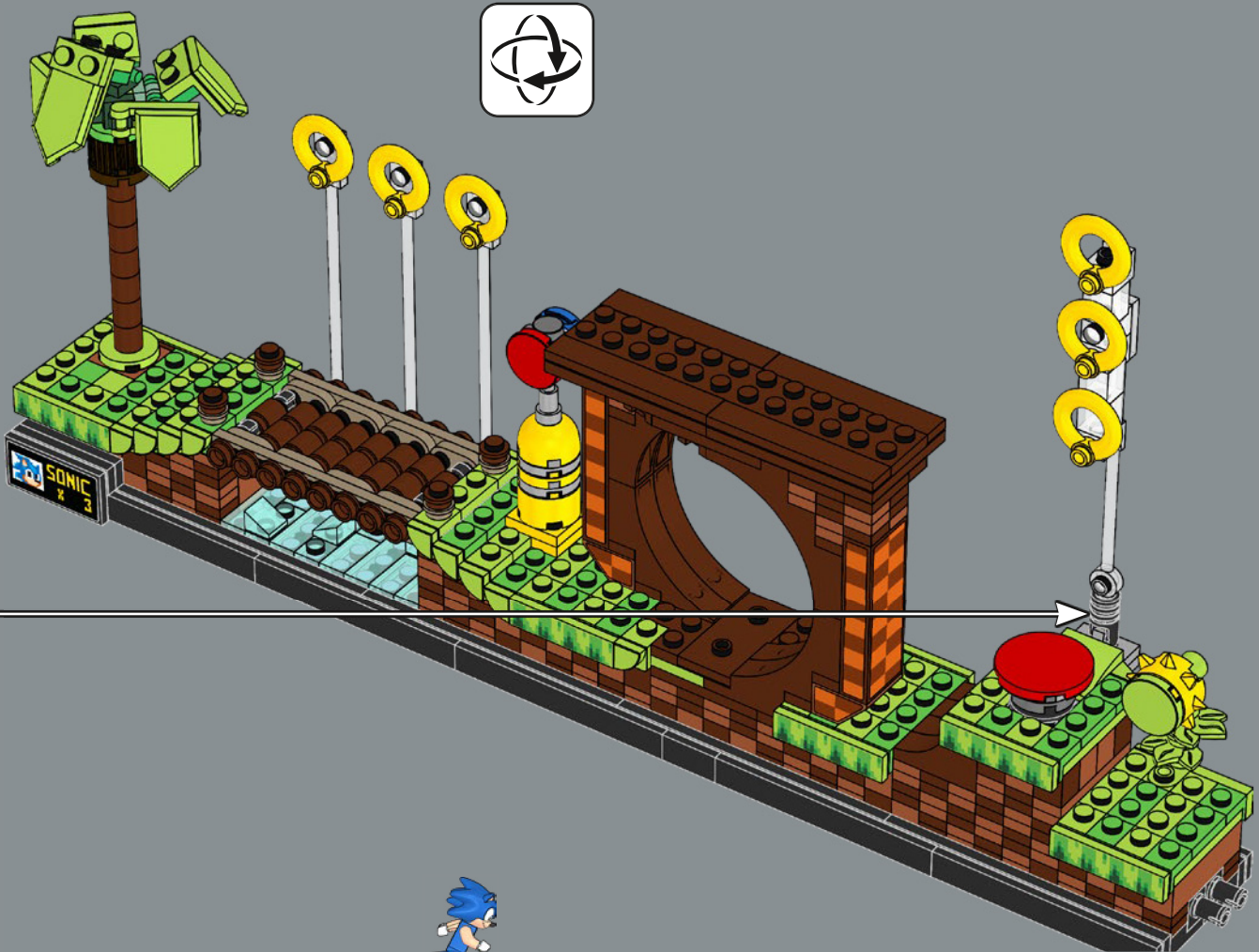
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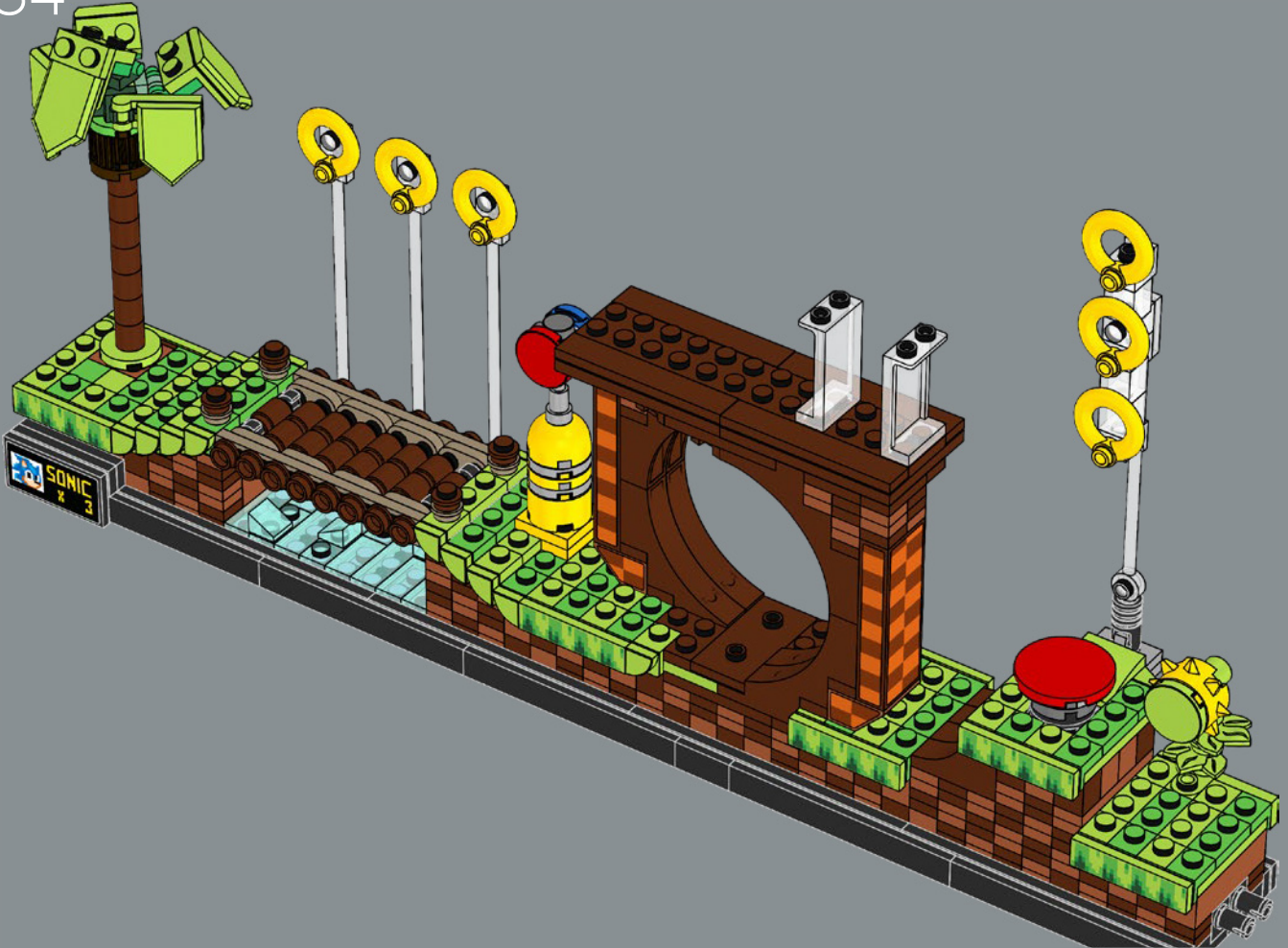


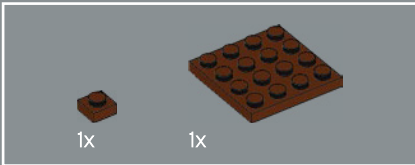
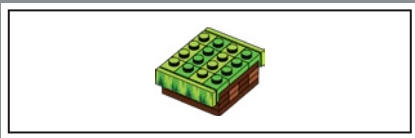




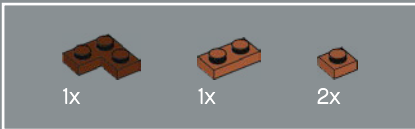
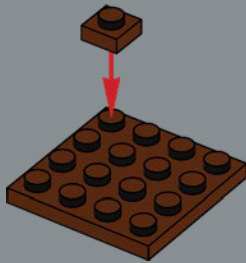


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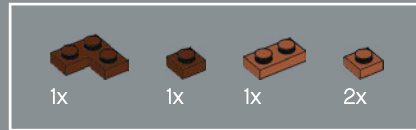
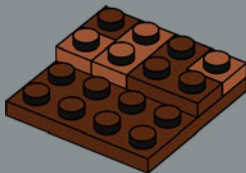




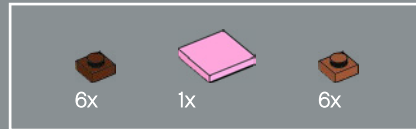
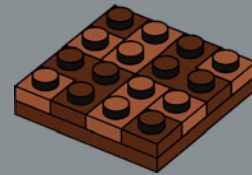
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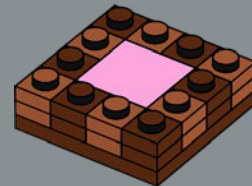
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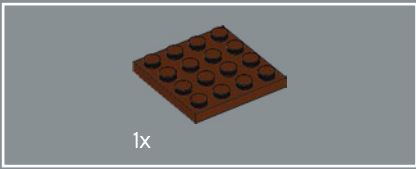


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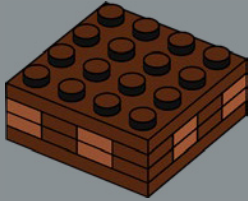


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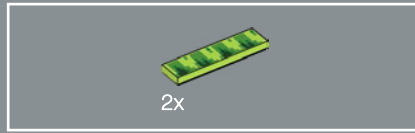
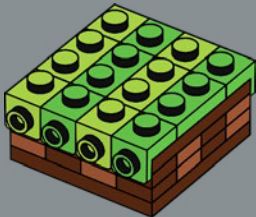




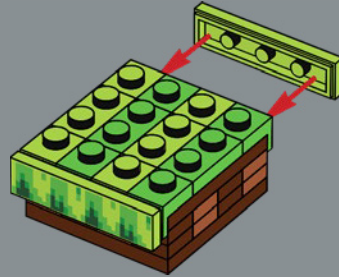
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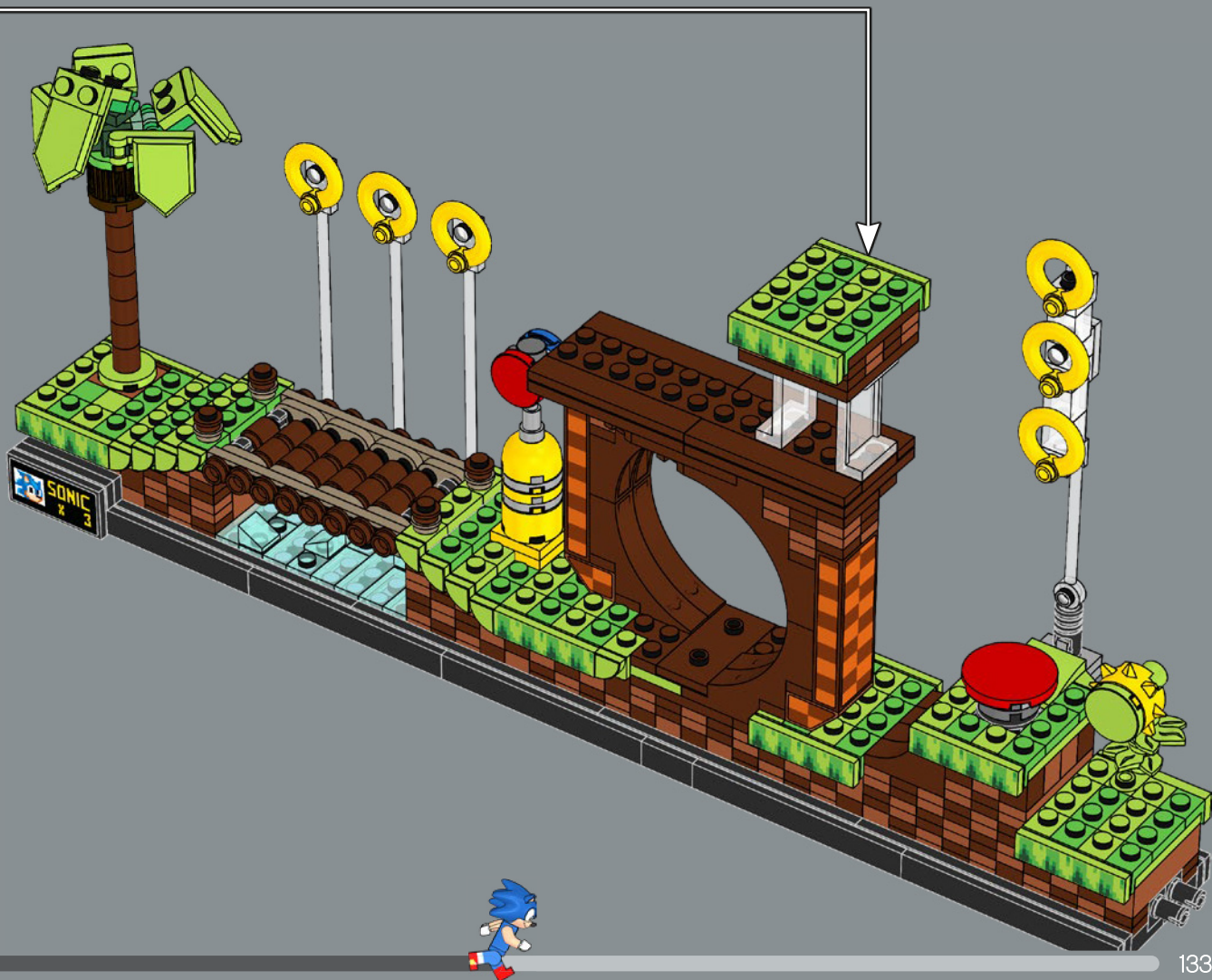


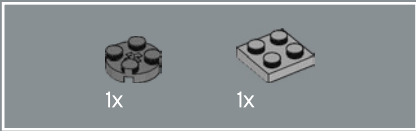
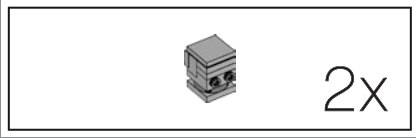
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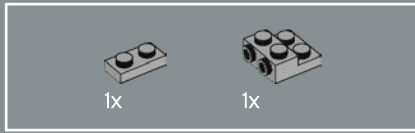
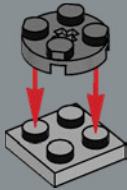
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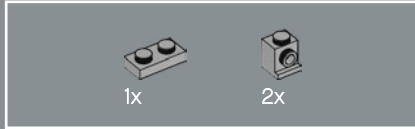
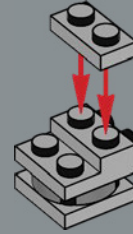




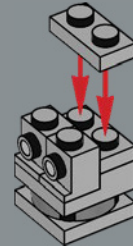
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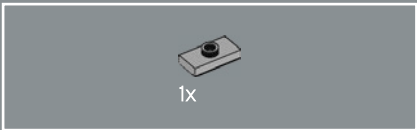


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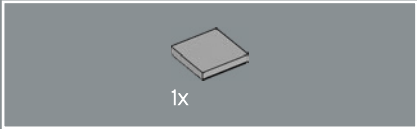
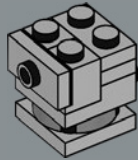


195

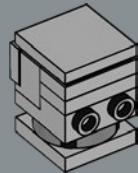




196

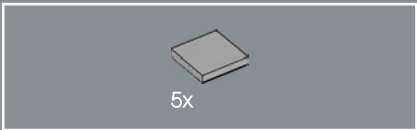


197

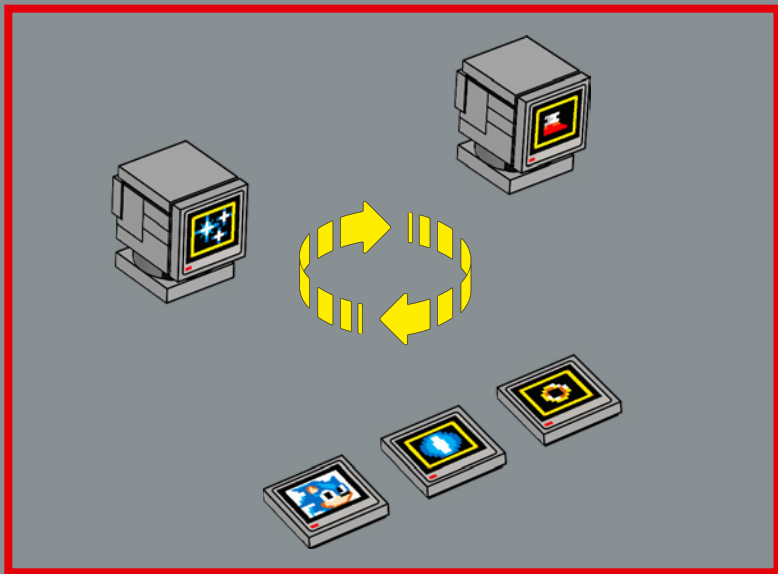
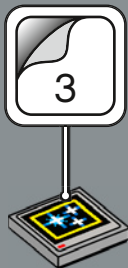
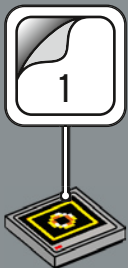


2x





198

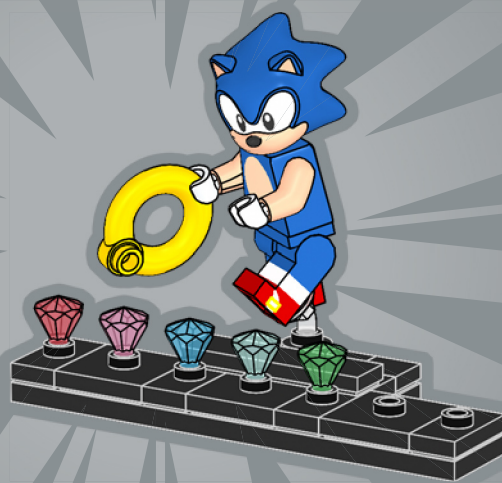


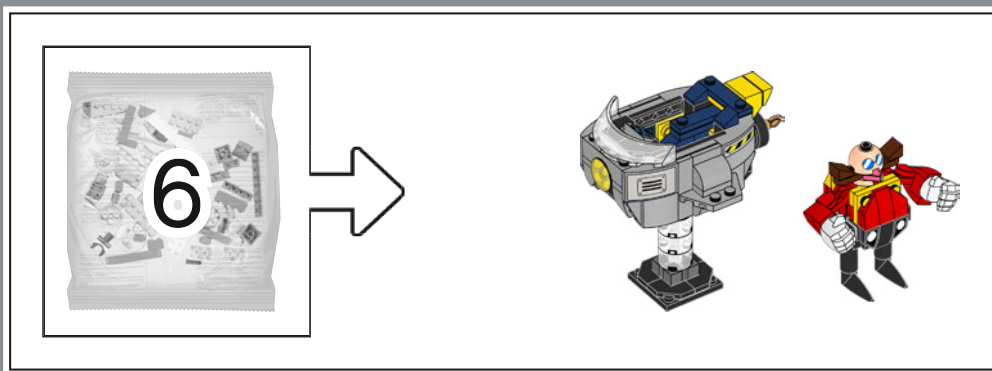


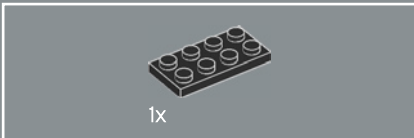
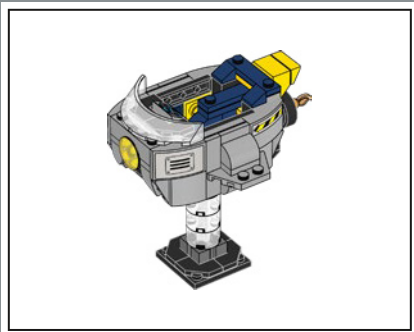


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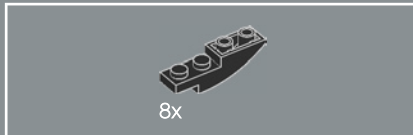
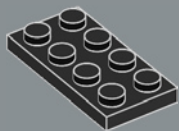
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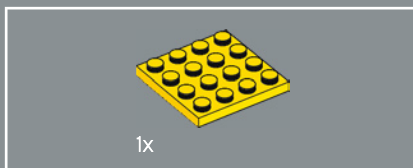
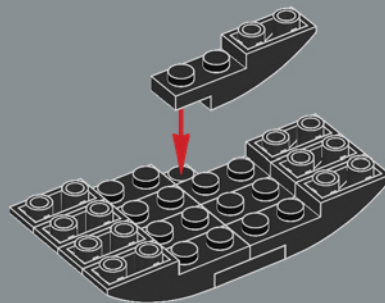




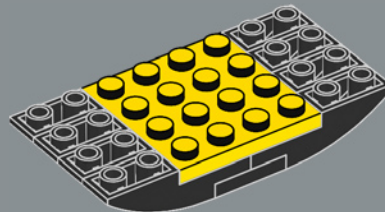
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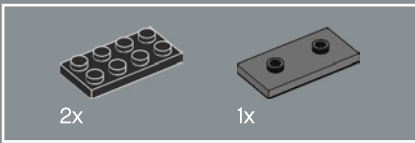


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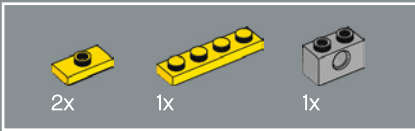
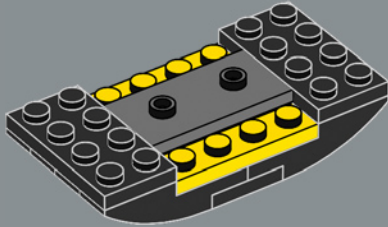


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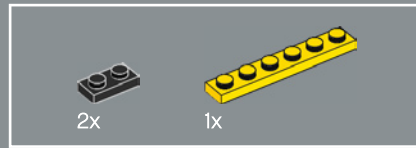
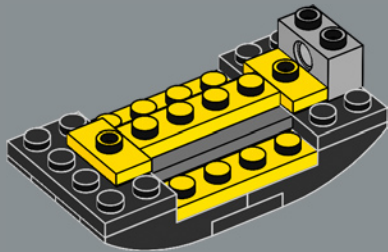




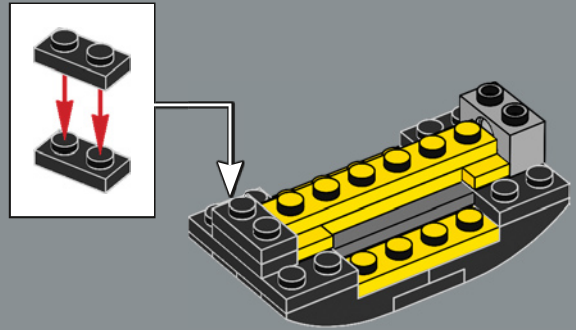
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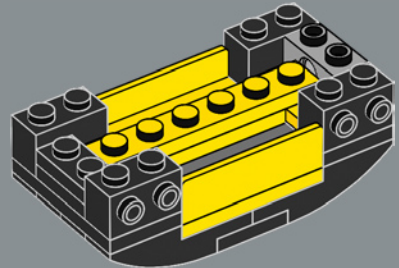
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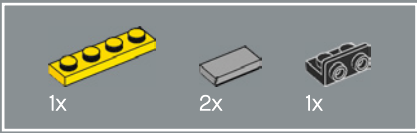


6

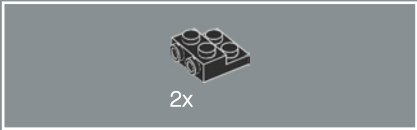
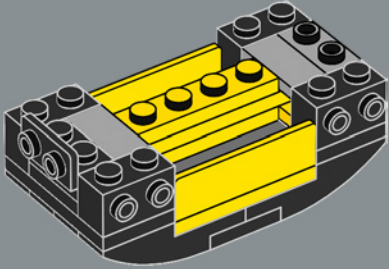


7

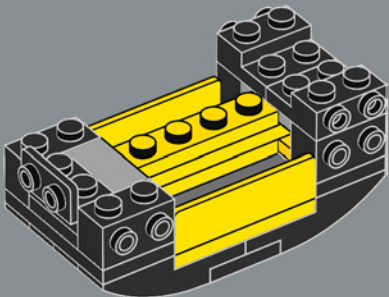




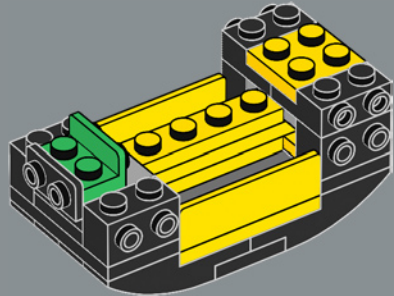
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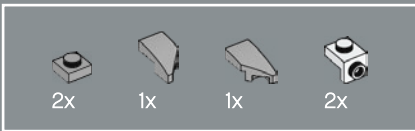


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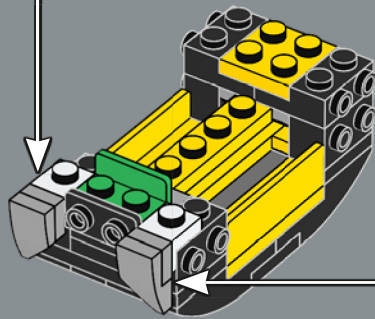
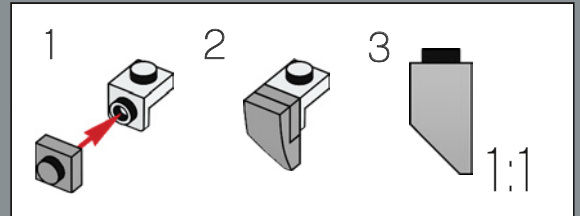
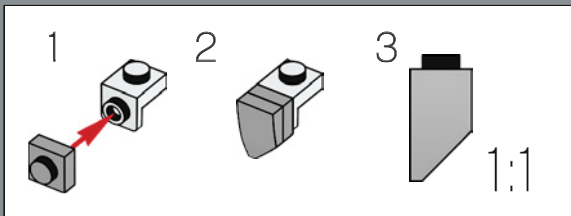


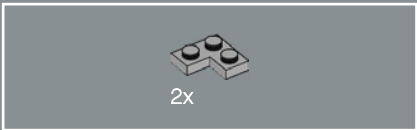
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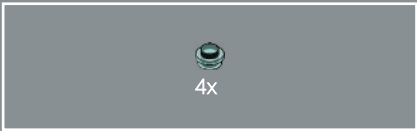
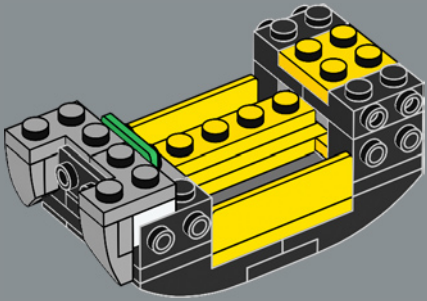


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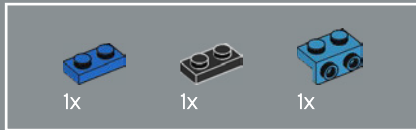
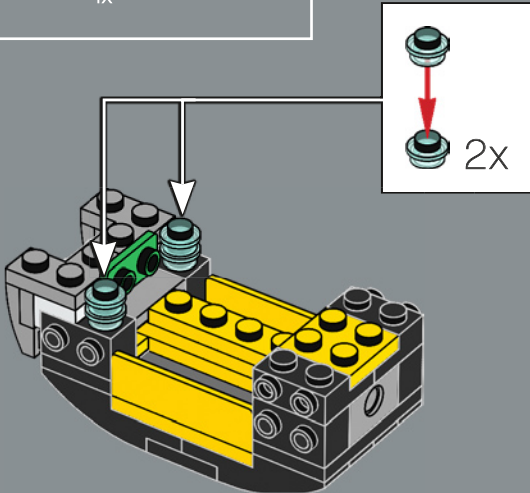




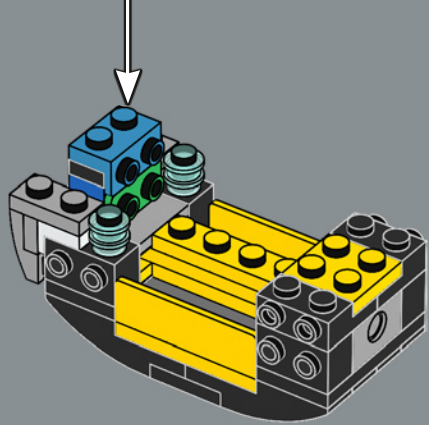
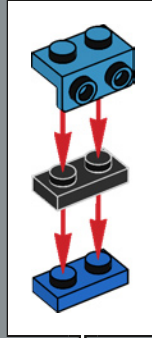
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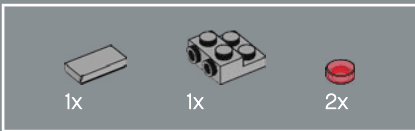


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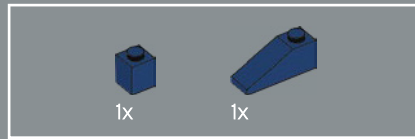
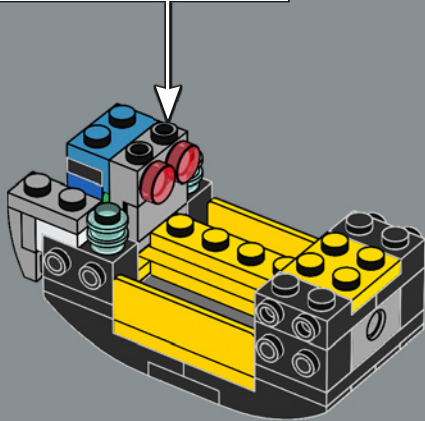
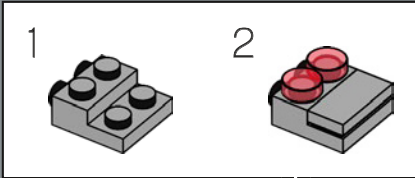


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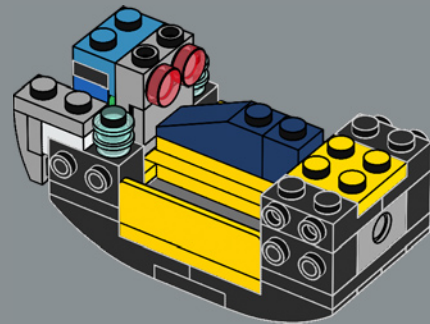


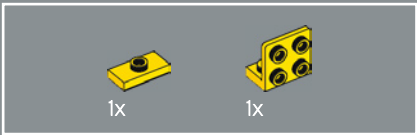


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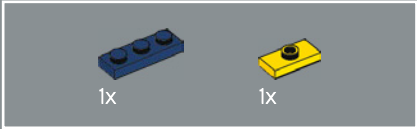
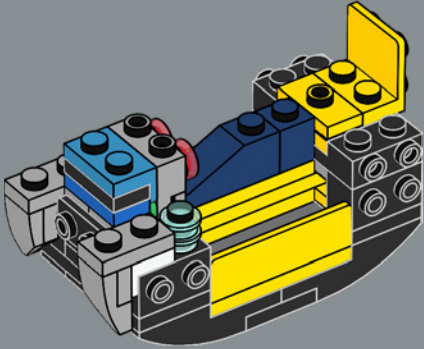


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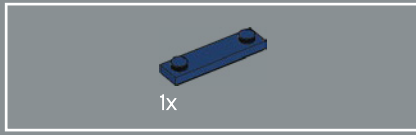
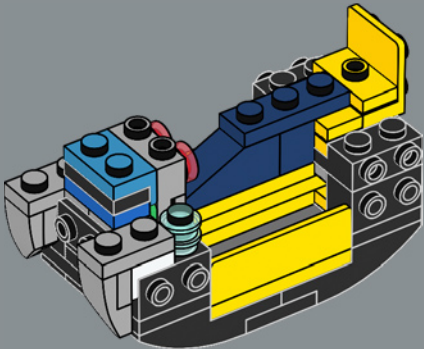




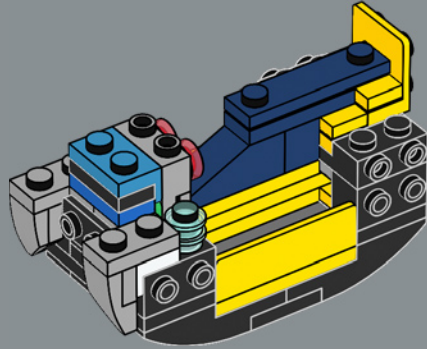
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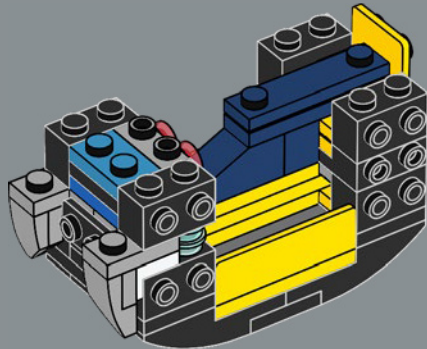
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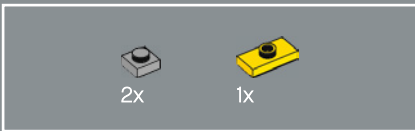


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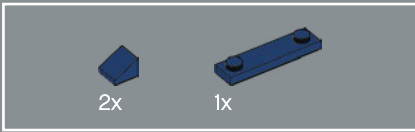
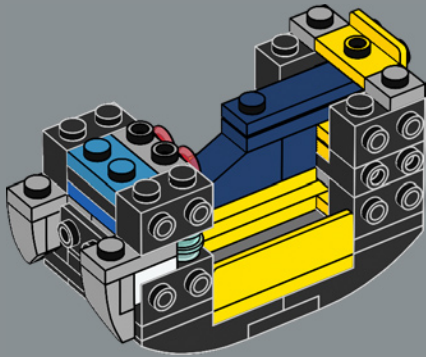


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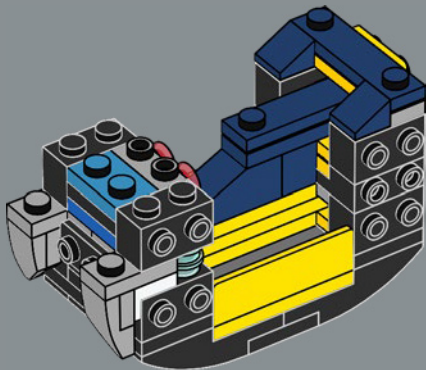




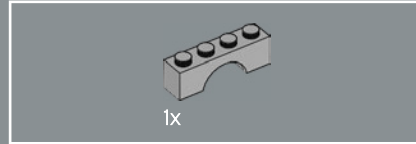
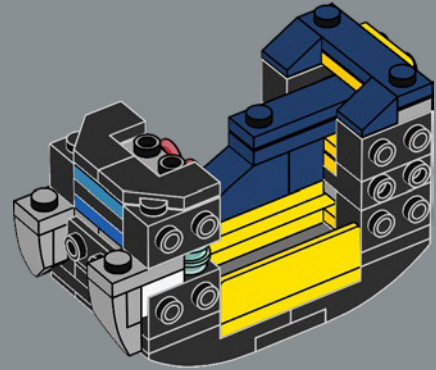
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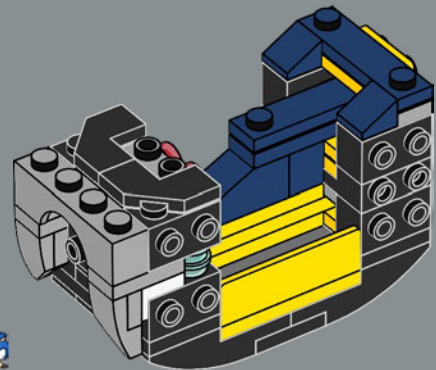
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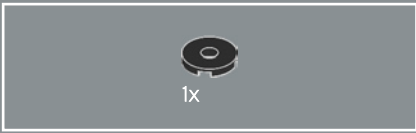


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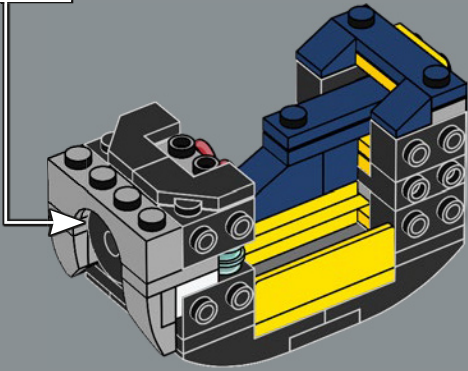


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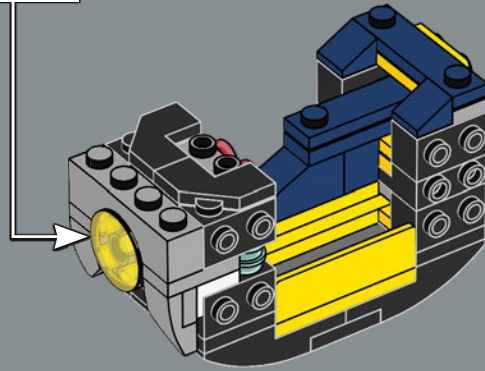
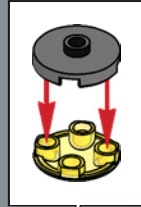




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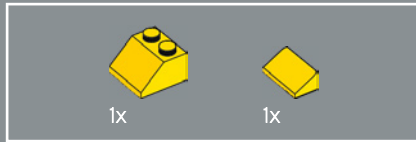
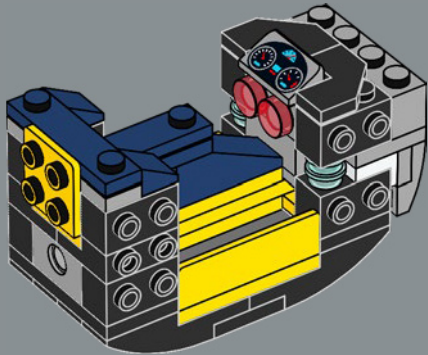


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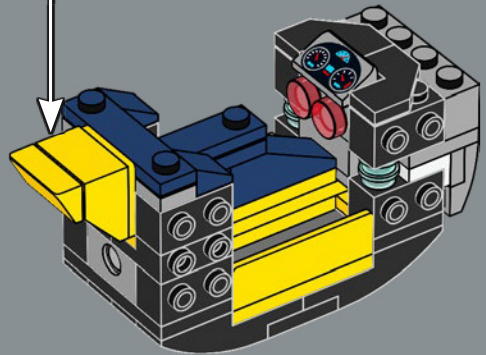
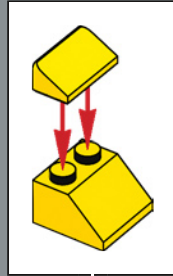




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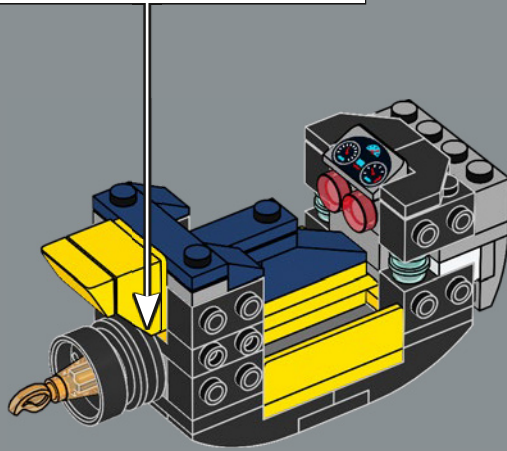
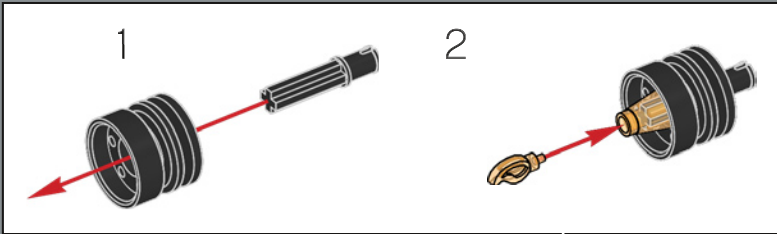


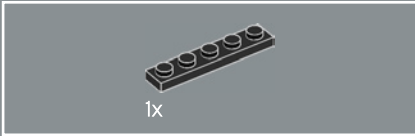
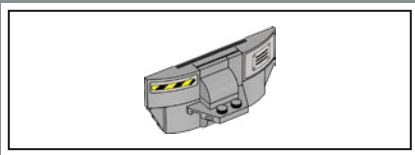
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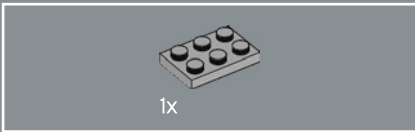
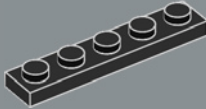


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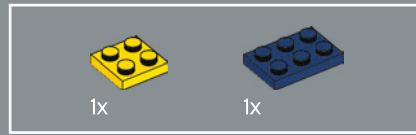
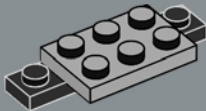




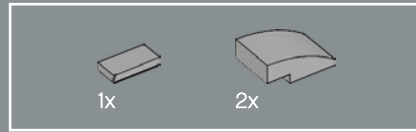
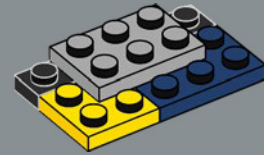
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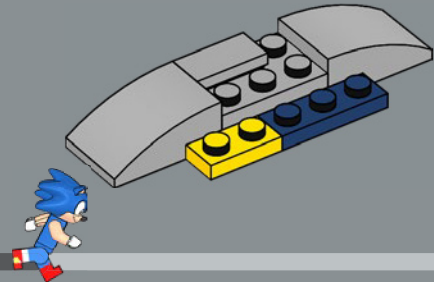
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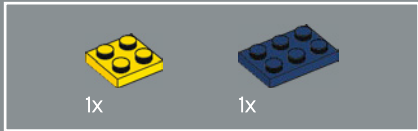
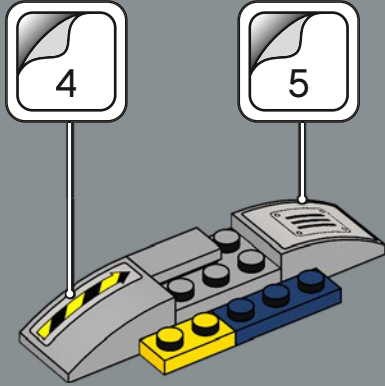
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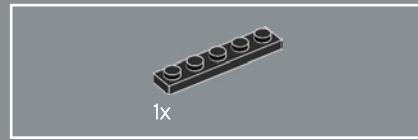
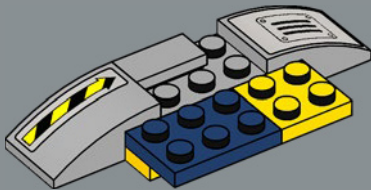
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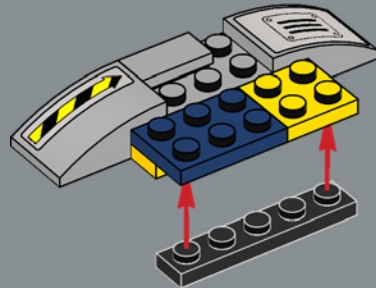
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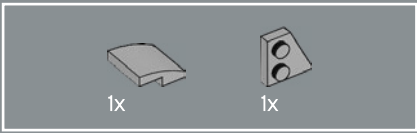


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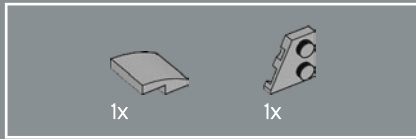
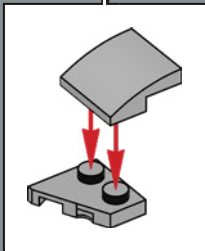


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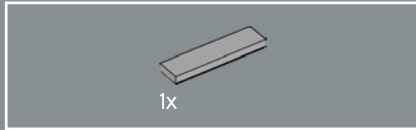
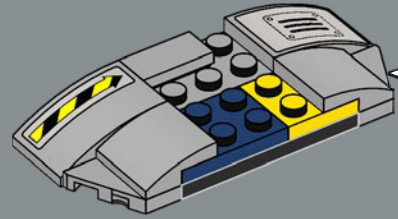
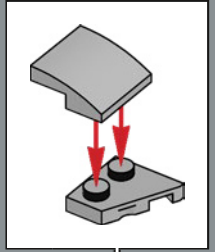




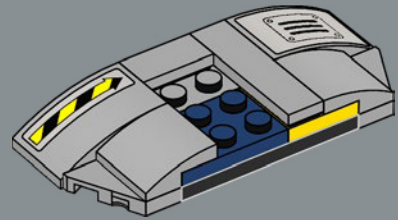
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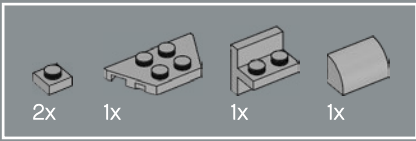


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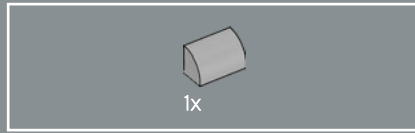
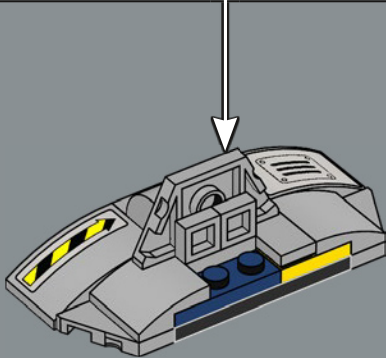
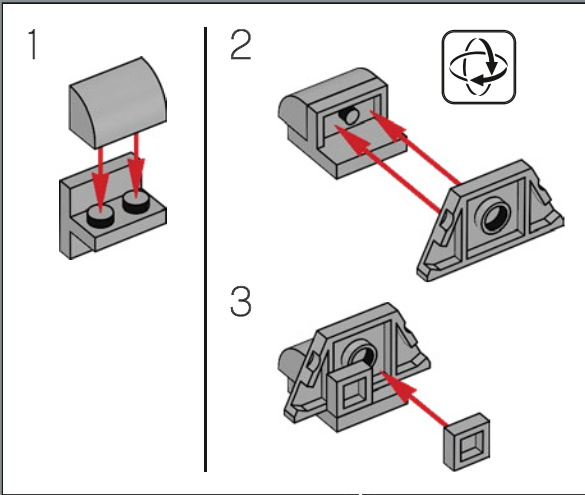


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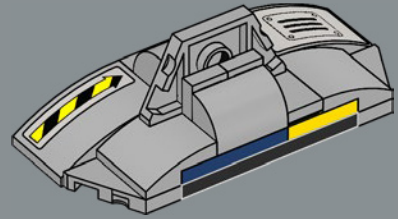




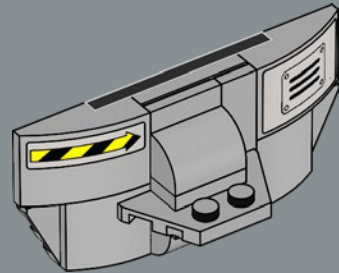
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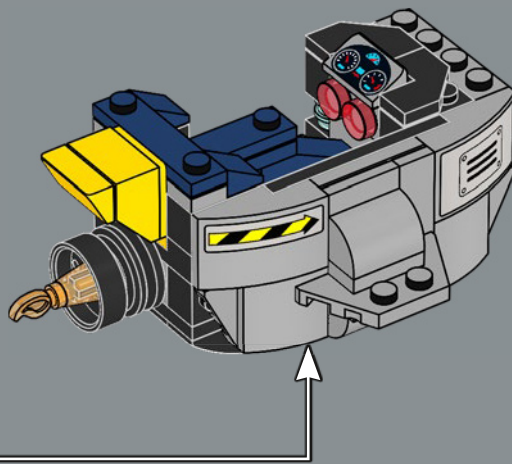
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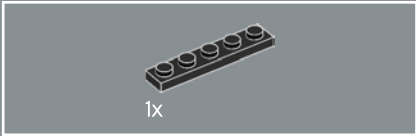
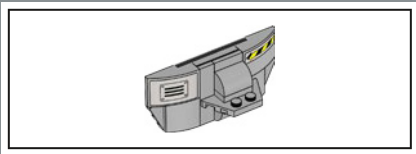


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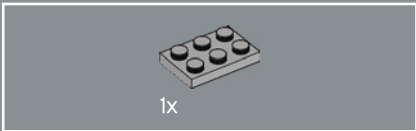
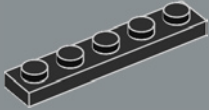


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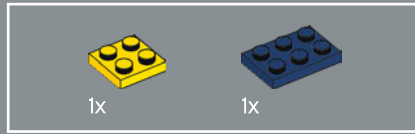
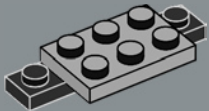




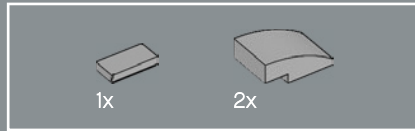
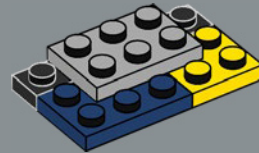
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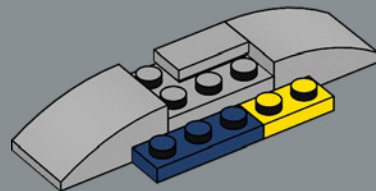
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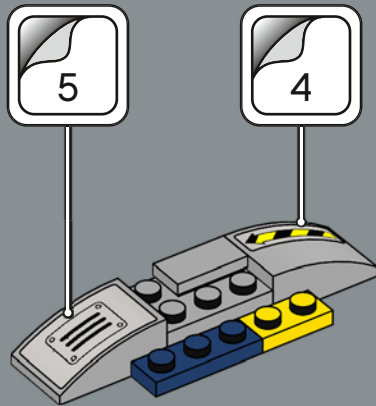
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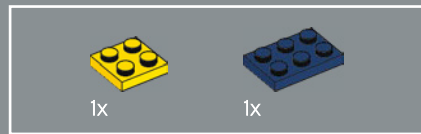
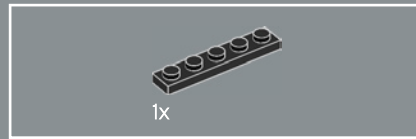
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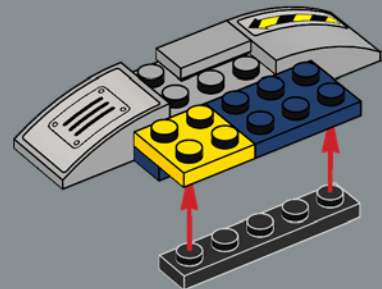
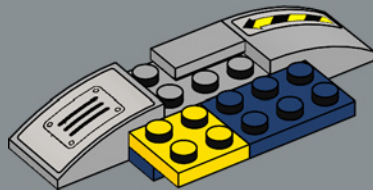
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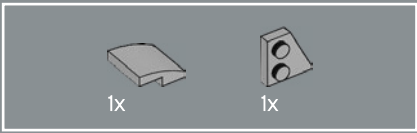


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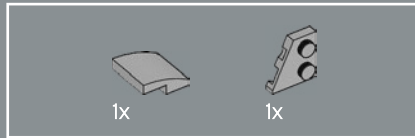
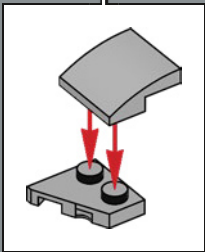
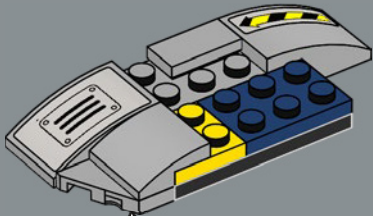


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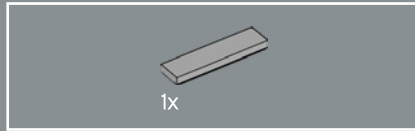
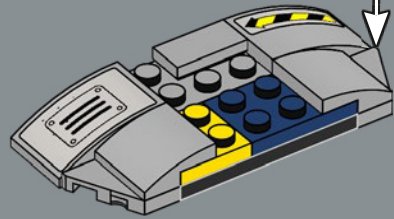
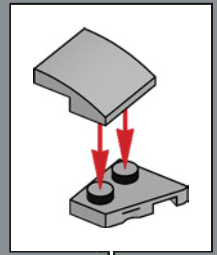




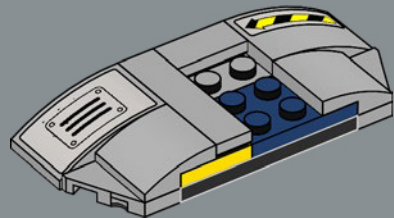
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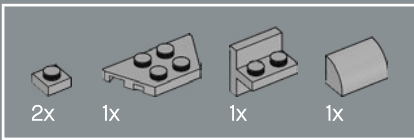


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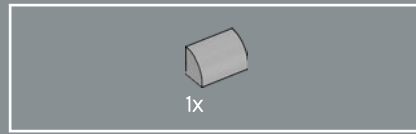
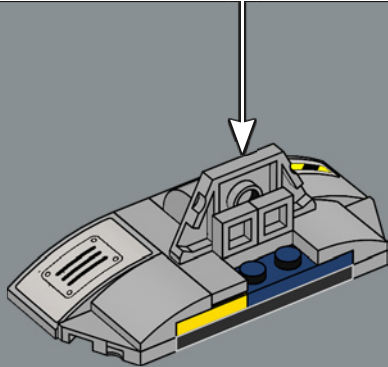
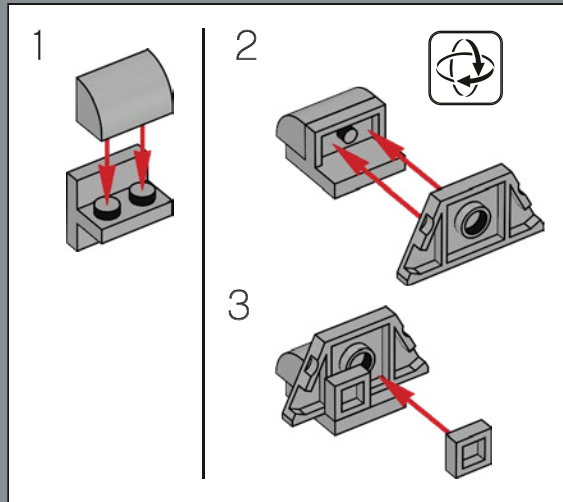


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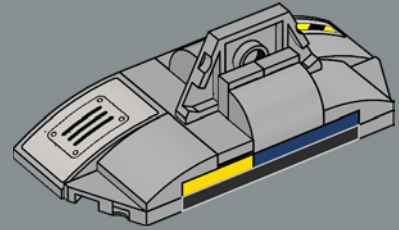




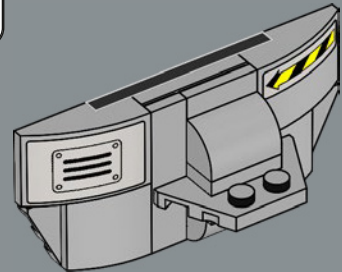
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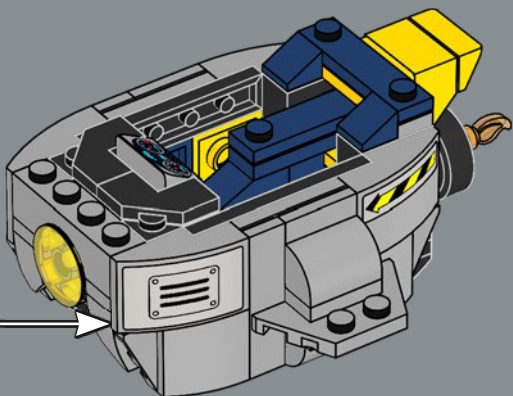
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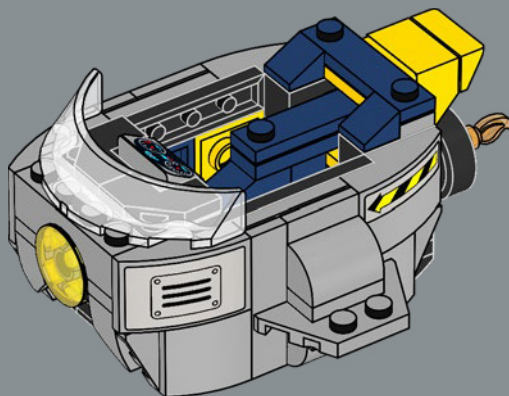
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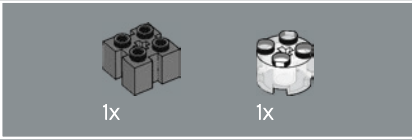
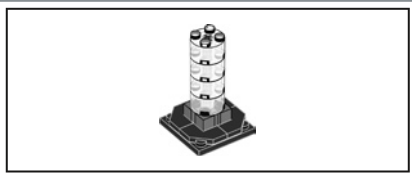


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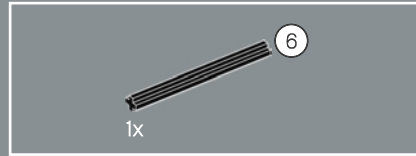
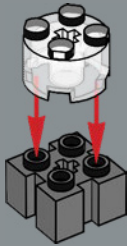


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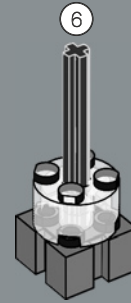




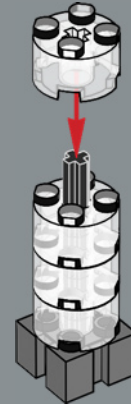
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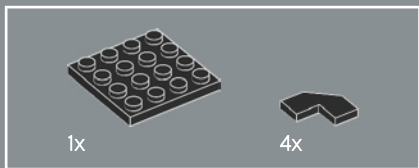


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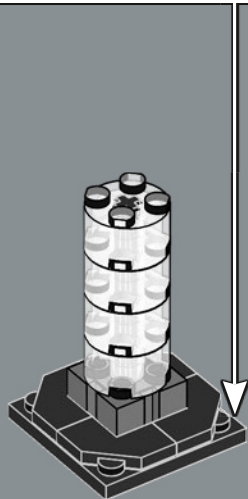
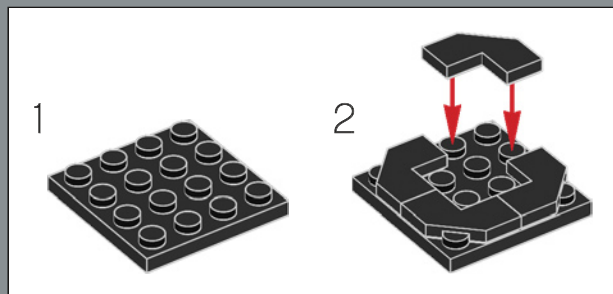


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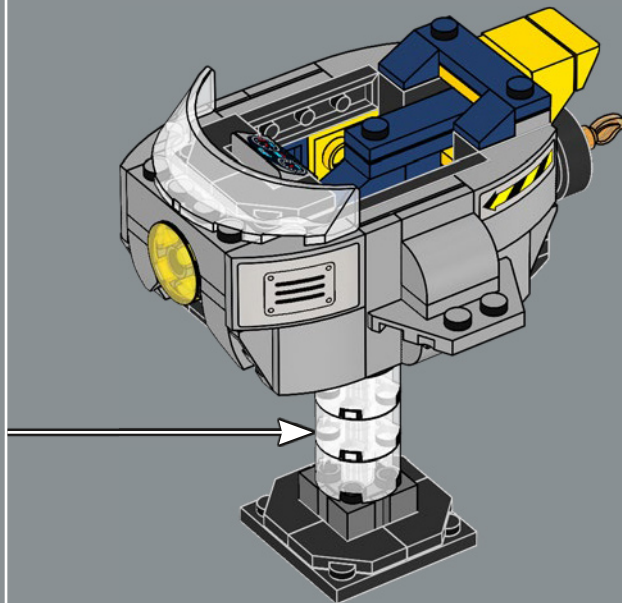




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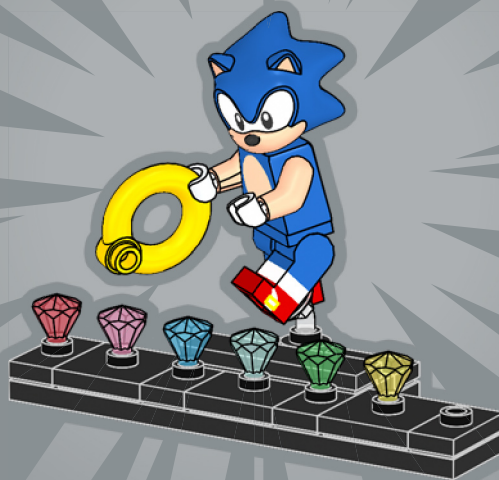


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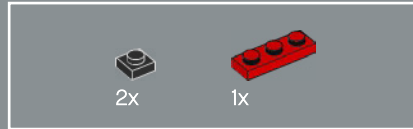
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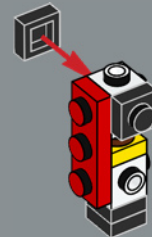
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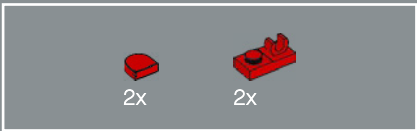
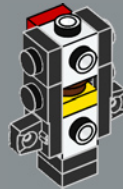


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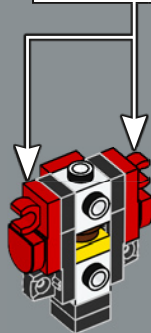
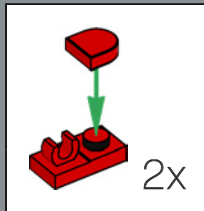


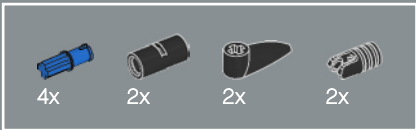


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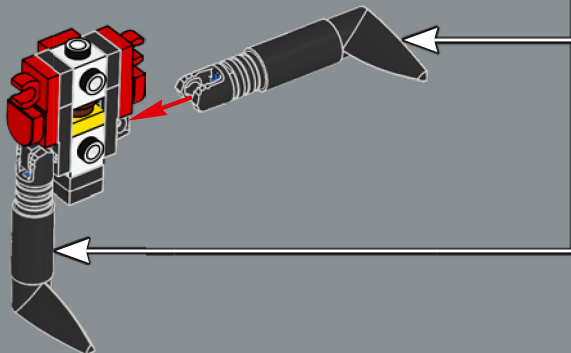
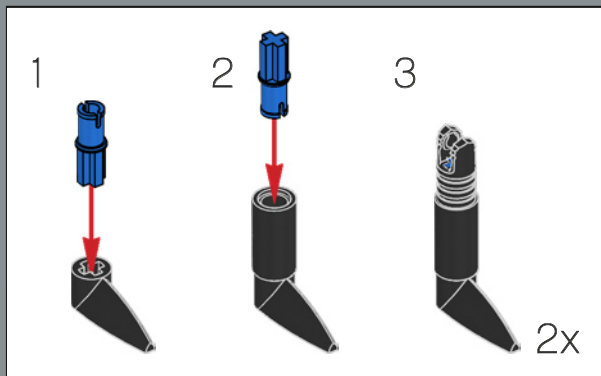


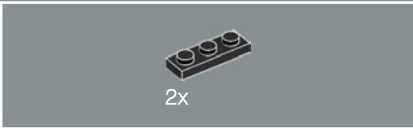
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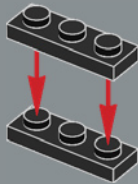


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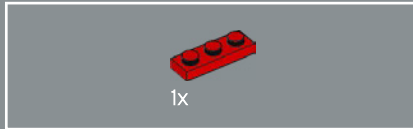
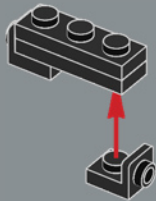




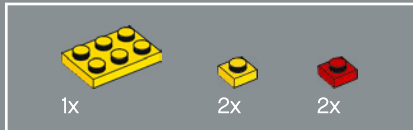
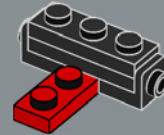
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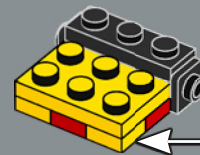
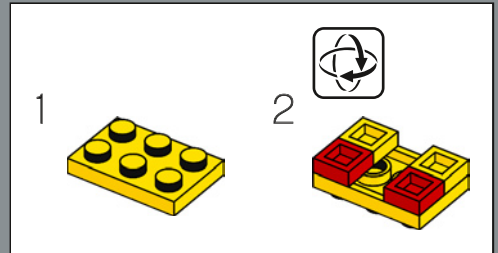
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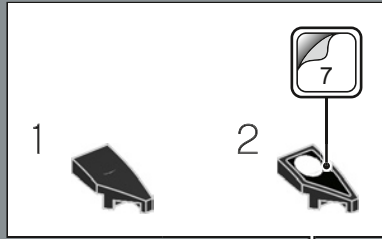


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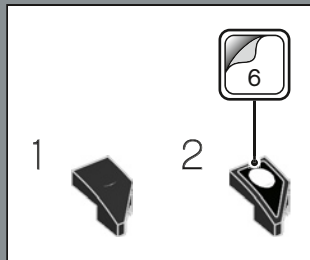




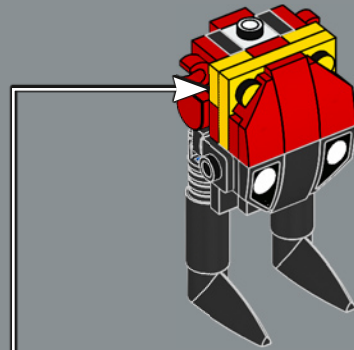
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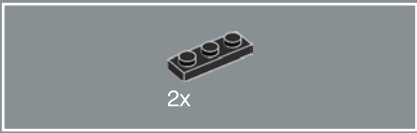


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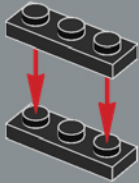


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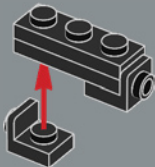




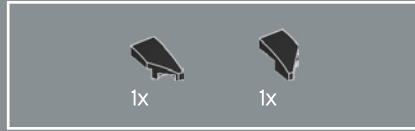
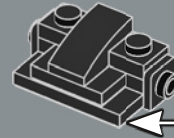
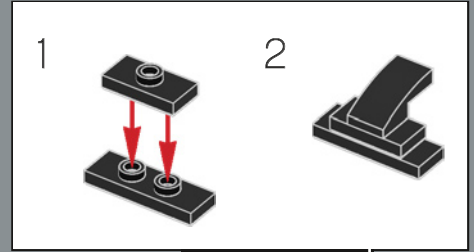
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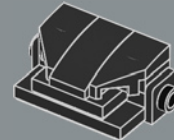
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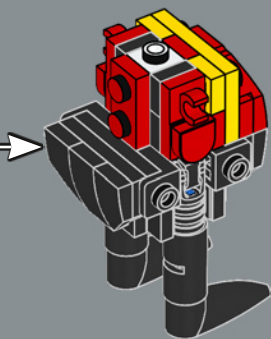
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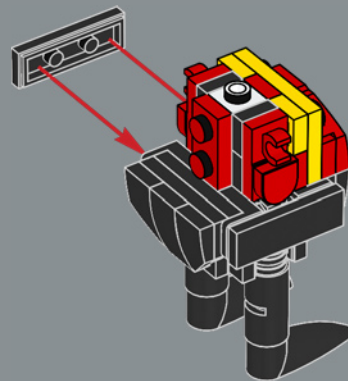
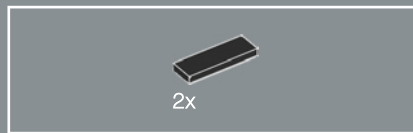
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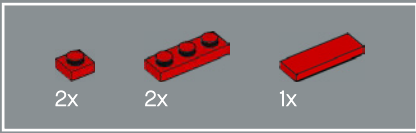


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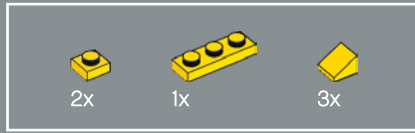
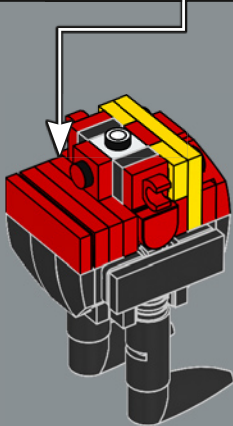
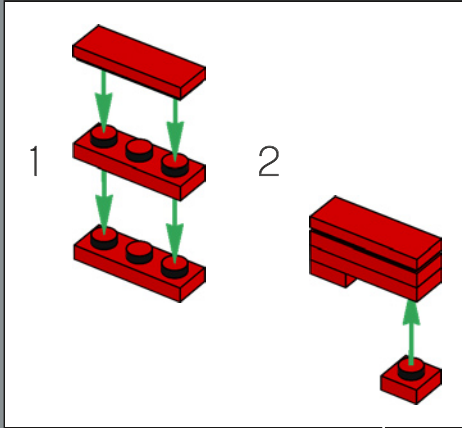


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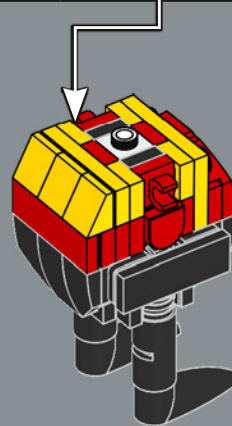
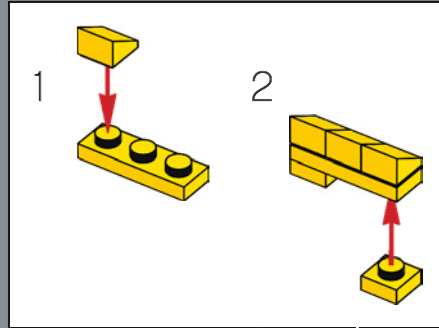


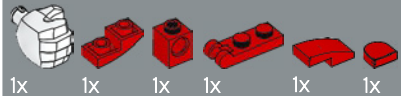


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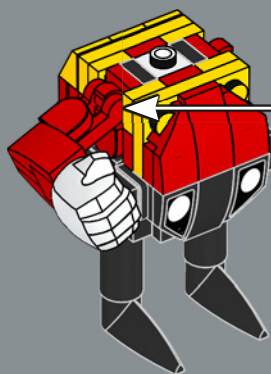
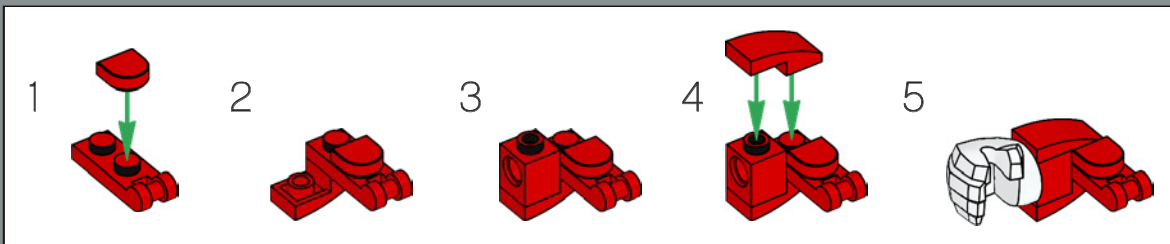


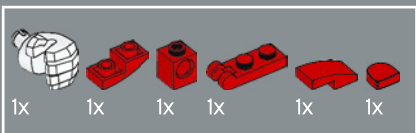
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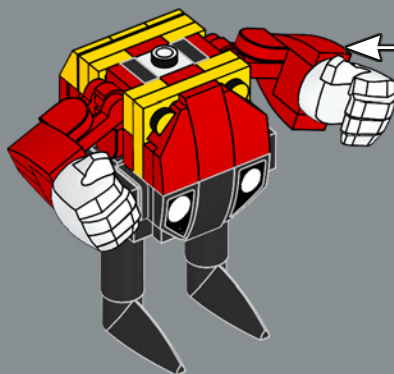


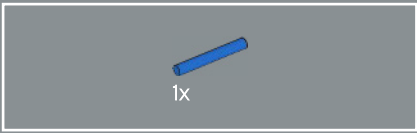
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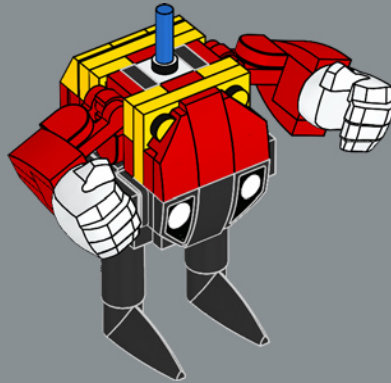


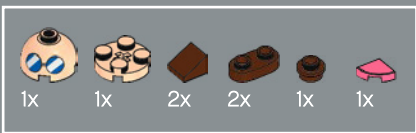
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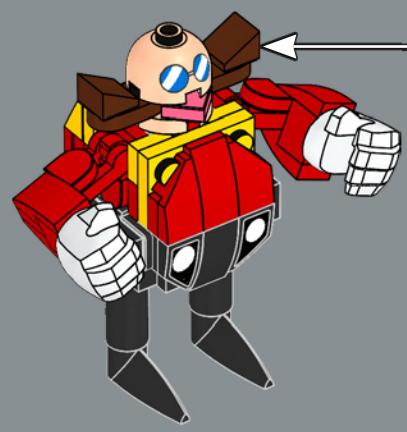
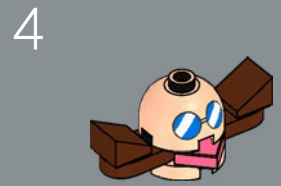
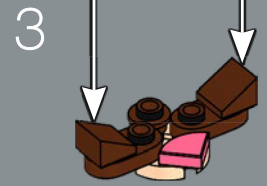
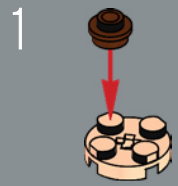
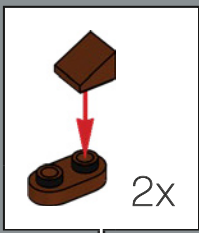


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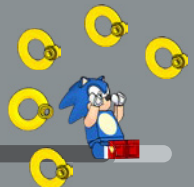
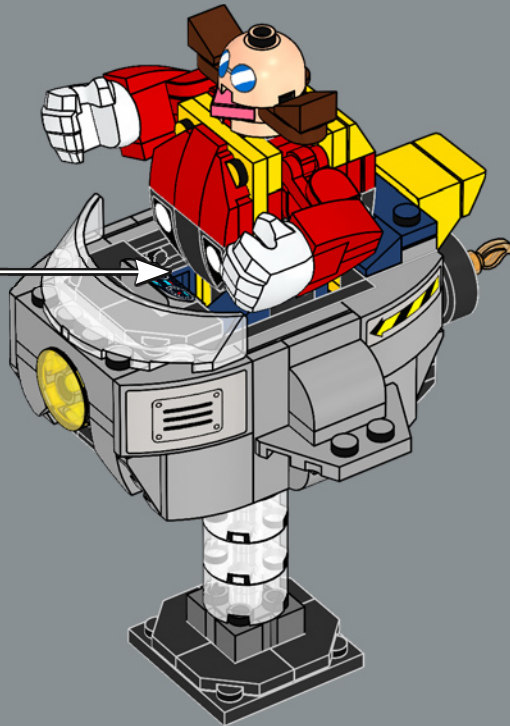




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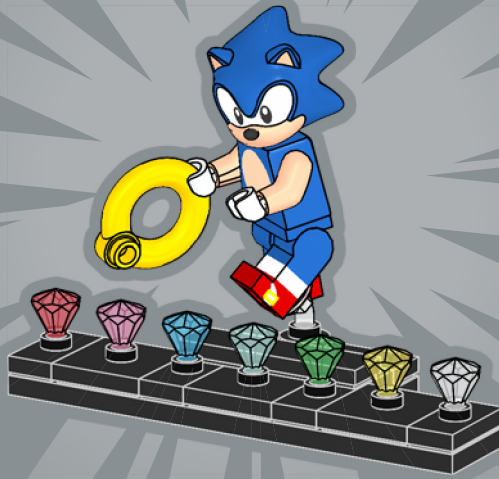
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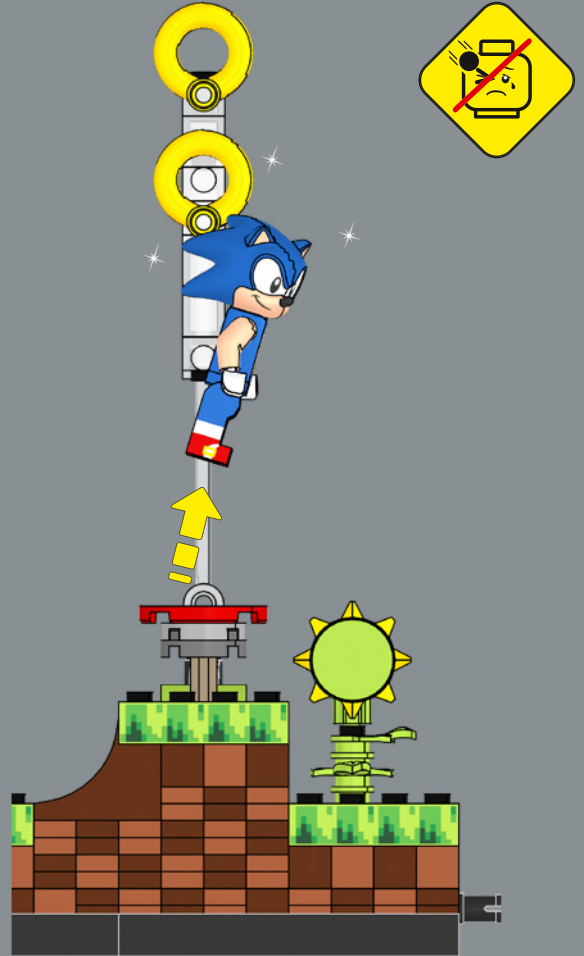
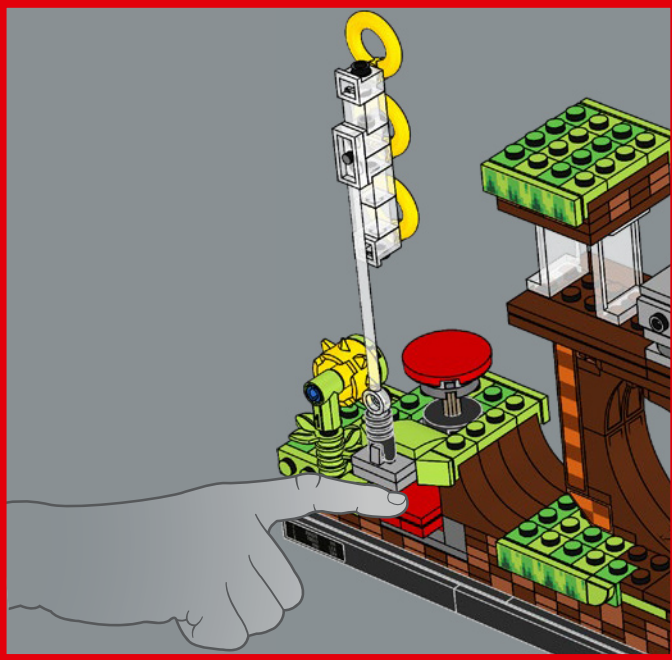


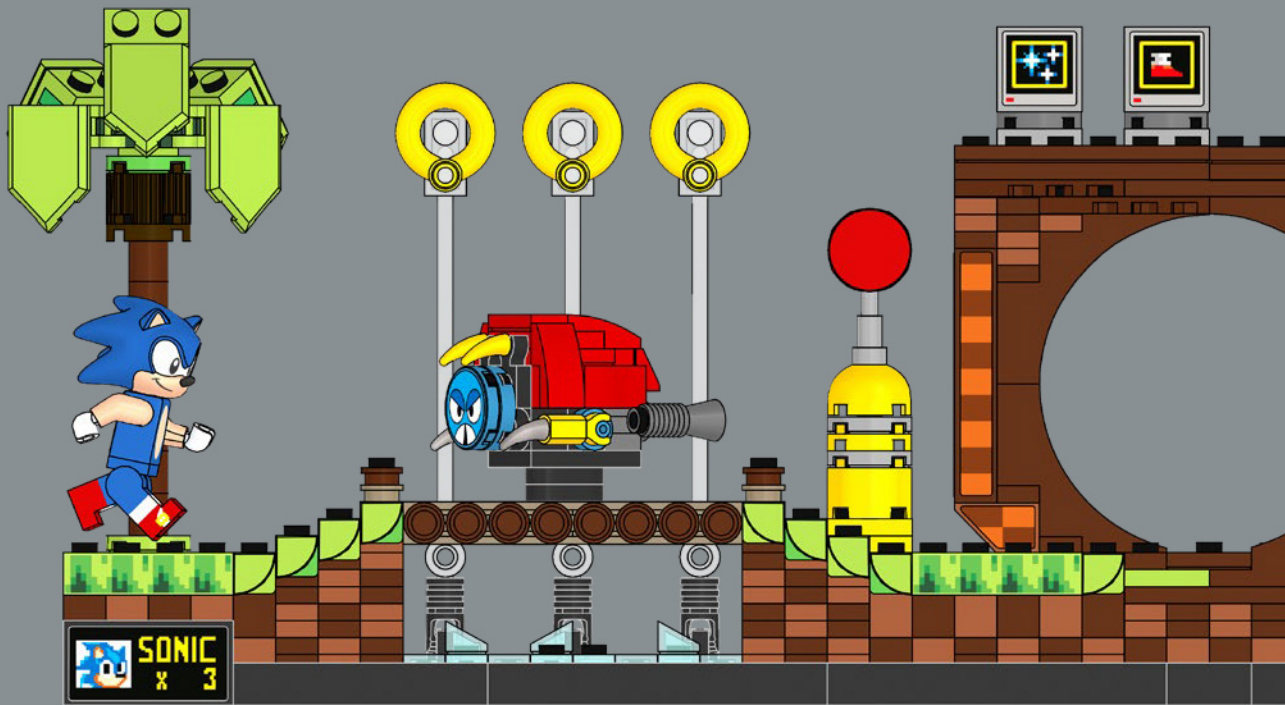


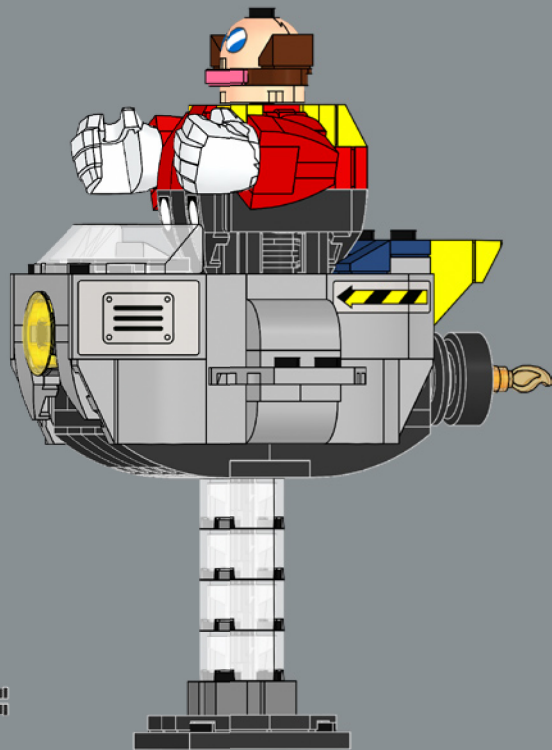
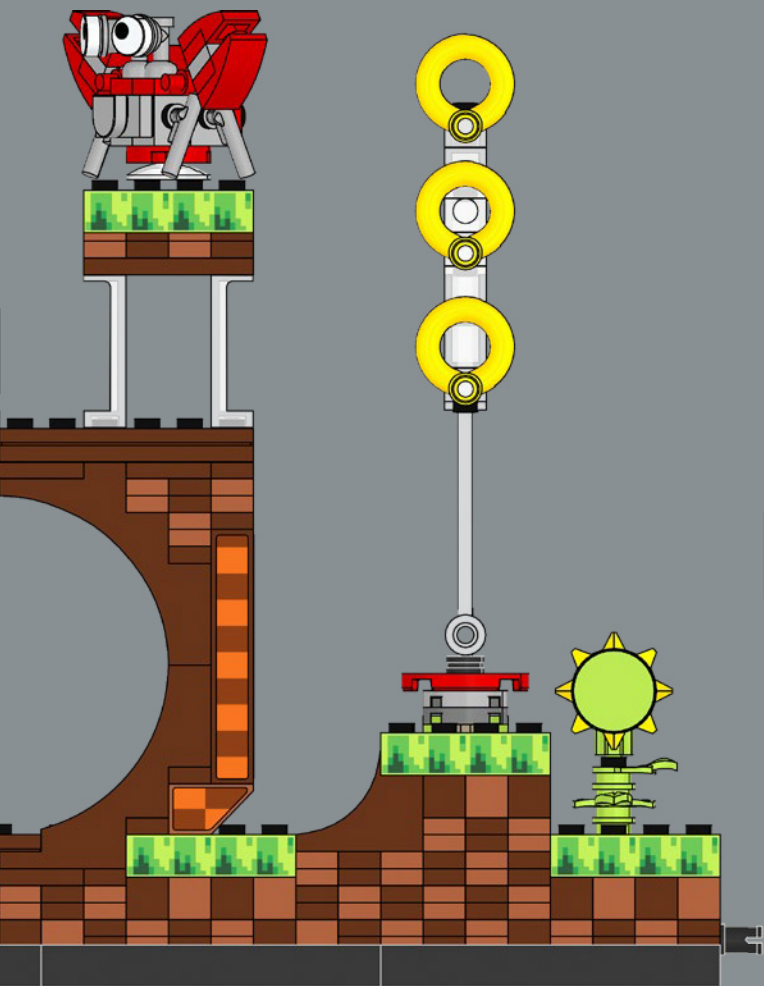
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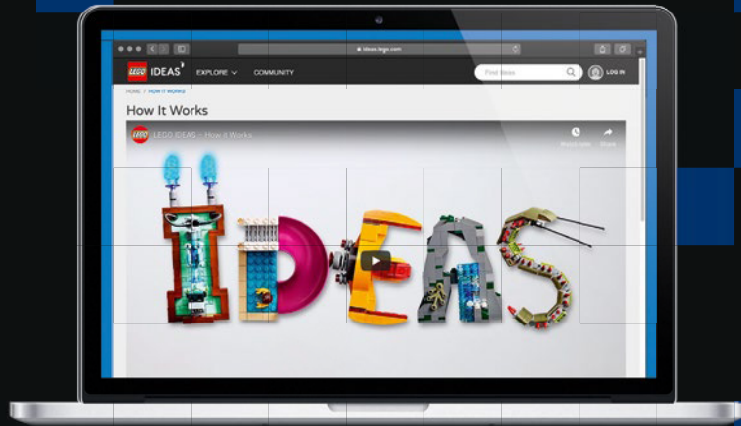
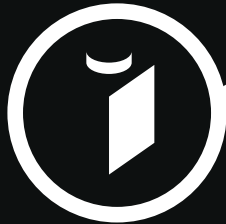


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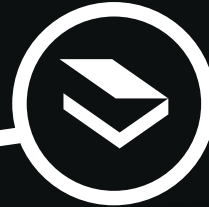
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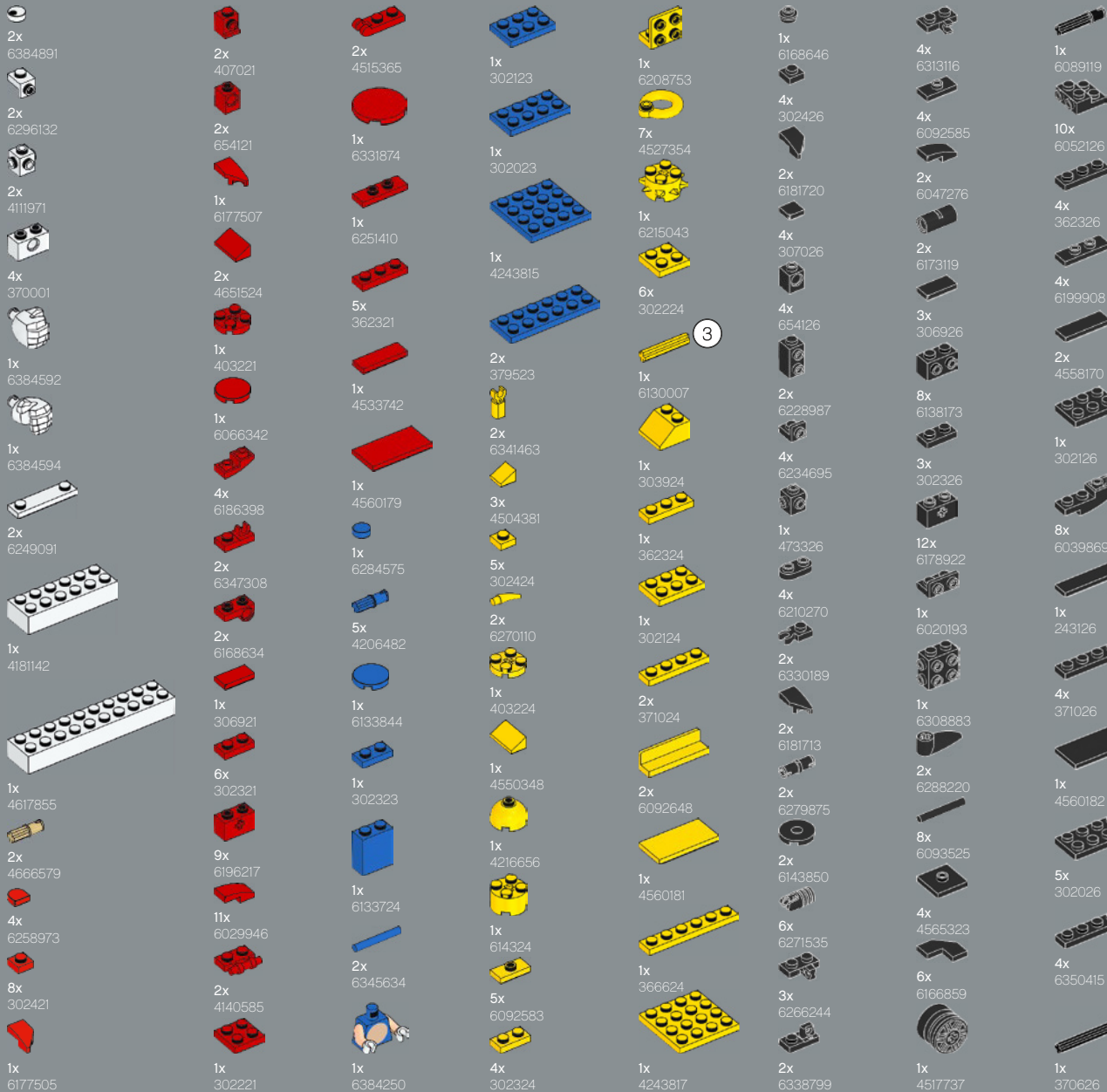
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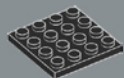
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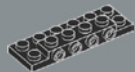


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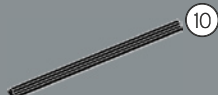
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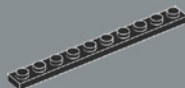
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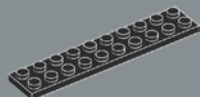
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1x
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2x
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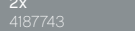
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