



STAR WARS

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About the LEGO® Star Wars™ Design Team

LEGO® Star Wars started in 1999, and we have made new models for the product line every year since then. The LEGO Star Wars design team consists of six to eight model designers and three graphic designers. The team is a mix of new designers with fresh ideas, and experienced LEGO Star Wars designers with many models under their belts.

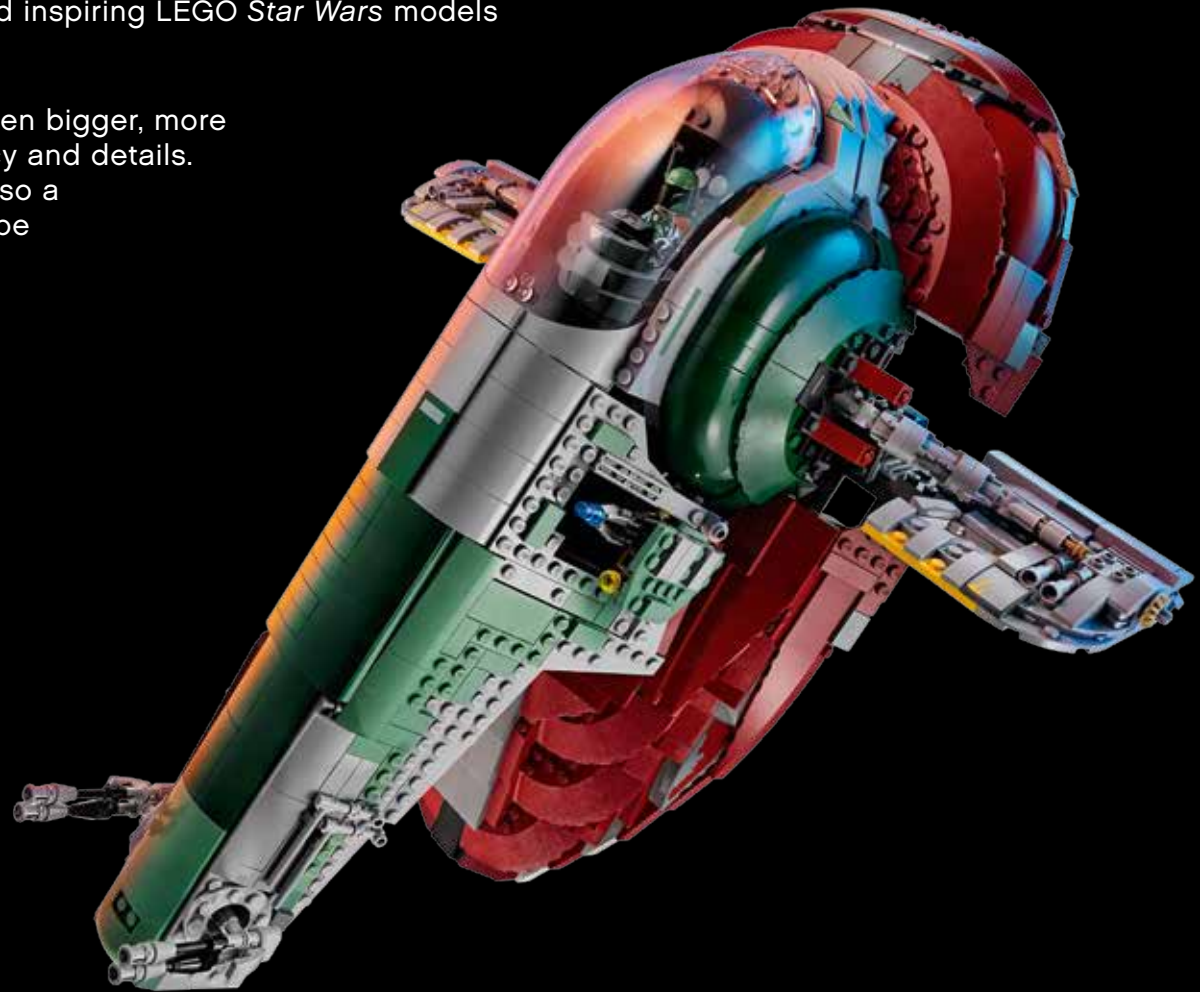
This is an ideal team for creating new, innovative LEGO Star Wars models, as well as revising and improving previous LEGO versions of classic and iconic Star Wars ships. The focus of our main LEGO Star Wars product line is to make cool, fun, and inspiring LEGO Star Wars models for kids.

For LEGO Direct we have the opportunity to make even bigger, more challenging models with special attention to accuracy and details. These models are fun and exciting to develop, but also a huge challenge! We always do our very best, and hope that you will enjoy the building experience.

Happy building!



Jens Kronvold Frederiksen
Design Director
LEGO Star Wars



About *Slave I*™



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Slave I was originally a prototype police vehicle from Kuat Systems Engineering, and its official name was *Firespray-31* patrol and attack craft. Only six were made in the entire galaxy, and they were used on the asteroid prison Oovo 4. Infamous bounty hunter Jango Fett stole one of the six prototypes during a prison riot on the asteroid, and during his escape, launched two missiles into the hangar bay where the other five were kept. Jango Fett renamed the only remaining Firespray starship *Slave I*, and it became his most frequent mode of transportation.

Unlike most starships, *Slave I* sits flat on its bottom surface when idle, and rotates ninety degrees to fly vertically. The original prototype was a well-armed starship, and included two heavy twin blaster cannons as well as two rapid-fire laser cannons. Other weapons included projectile launchers, homing missiles, and a naval minelayer with seismic charges. Because the Firesprays were intended to be prisoner transports, they were heavily armored and contained large holding cells within the vehicle.

Jango Fett made numerous alterations to *Slave I*, including larger, upgraded Kuat drive engines and power generators, which made even a ship as small as *Slave I* capable of sublight speed usually seen only in Y-wing Starfighters.

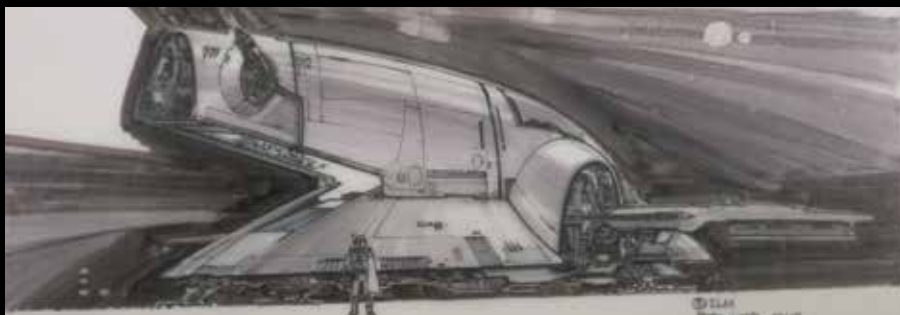
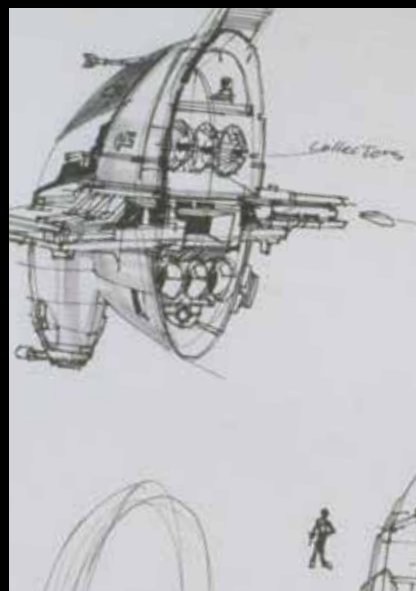
In the years following Jango's death, the ship underwent heavy modifications, including the addition of a cloaking device, proton torpedoes, and a stolen sensor masking and jamming array, which makes the ship essentially invisible to almost all sensors and allows it to sneak into any planet or Imperial Center without being detected.

Perhaps most famous, Boba Fett used *Slave I* to transport Han Solo's carbon-frozen body to Jabba the Hutt on Tatooine to collect the bounty on Han Solo. Boba Fett continued to use primarily *Slave I* to capture bounties, and the ship became feared throughout the galaxy.



Slave I™ Facts

Manufacturer.....Kuat Systems Engineering
Model.....Modified *Firespray-31*
patrol and attack craft
Class.....Space Transport
Cost.....Not for sale (likely to be valued
at 726,500 credits)



Concept Art © & TM Lucasfilm Ltd.



Visual Effects Artist Ken Ralston © & TM Lucasfilm Ltd.

Technical Specifications

Length.....70.6 feet (21.5 meters)
Width.....69.1 feet (21.3 meters)
Height/depth.....25.7 feet (7.8 meters)
Maximum speed.....621 mph (1,000 km/h)
in atmosphere
Maximum acceleration.....2,500 G
Engine unit(s).....F-31 drive engines

Meet the Model Designer

Hans Burkhard Schlömer

Q: How long have you been a LEGO® Star Wars model designer?

A: I've been a LEGO® designer for close to six years now. Last summer I was asked to "help out a little bit" on LEGO Star Wars. So I expected to build a small speeder to go along with a larger set or something like that. Well, surprise! Instead of going on vacation, I spent the whole summer in Billund designing the next Ultimate Collector's Series set. That was even better than vacation!

Q: How was designing the *Slave I* different from your work on other LEGO Star Wars models?

A: It actually wasn't very different; the *Slave I* is just quite a big set. Usually I design the first version of a set in LEGO Digital Designer. When I'm happy with that, I go ahead and build a version with bricks. It's much faster to apply changes digitally than to build new versions, especially with a model of this size!

Q: The *Slave I* flies vertically, but rotates to dock horizontally when not in use. Did that present you with a challenge while designing this feature of the set?

A: Not really! UCS Star Wars sets usually come with a display stand, so the idea was to show the ship in flight mode anyway. Figuring out how to connect the stand to the model in a secure way was a challenge from a technical point of view, though. And when landed, the ship seems to hover. This is why there are transparent "spacers" on the underside of the base. It also makes it easier to pick up the model.



Model Designer Hans Burkhard Schlömer

Q: How did you plan the design for the *Slave I*? Did you use artist sketches or film stills to assist your creation of the model?

A: Getting shape and proportions of the ship right was the main priority. For exterior details I had screen shots from the movies and reference material supplied by Lucasfilm. When looking at cross sections of the original *Slave I*, I realized that while it's filled with cool features, weapons, and living space, it is completely missing any internal support structure. Apparently the hull is all it takes to hold the *Slave I* together, like an eggshell. The biggest challenge in designing the model was to create a sturdy but light support structure.

Q: Does this model feature/accomplish something that no other LEGO® building set has? What elements or features make it unique? Other than scale, what really sets this version of the *Slave I* apart from previous LEGO versions?

A: This is the largest, most detailed LEGO® *Slave I* so far, and more true to the original than previous versions. In fact, the size of the model makes it both a collector series model and a playset, because it actually is in minifigure-scale. Even the underside of the model is very detailed, which is uncommon in LEGO sets.

Q: Were any new elements or minifigures created for this model?

A: A new, eight-brick-wide windscreen was created especially for this *Slave I* in trans-clear, same as on the original movie prop. Several other elements are exclusive to this set in dark red, dark green, and sand green. We included a Bespin Guard and a Stormtrooper to go along with Boba and Han so that kids can re-enact the scene on the Cloud City landing platform when Boba Fett boards his craft with his frozen trophy.

Q: How long did this take to design? How many people worked on designing it?

A: I needed a week from the first draft in LEGO Digital Designer to the first brick-built copy. Then it took almost three months until the final model review to create this set. I was the only designer assigned to this task, but of course I had plenty of assistance from colleagues. My technical coach, Anders G. Christensen, especially had a hand in optimizing the internal structure of the ship.

Q: What are you most proud of on this model?

A: Of course I am most proud of having been chosen to design the whole set in the first place. I'm a huge *Star Wars* fan, and the *Slave I* is an iconic spacecraft - one of the remaining few that haven't been done as a LEGO collector's edition already. Having been able to create the next addition to my sizeable collection of LEGO *Star Wars* sets myself feels great!



À propos de l'équipe de design LEGO® Star Wars™

LEGO® Star Wars a commencé en 1999 et nous avons conçu chaque année depuis cette date de nouveaux modèles pour cette gamme de produits. L'équipe de design LEGO Star Wars est composée de six à huit créateurs de modèles et de trois graphistes. Cette équipe est un mélange de nouveaux designers avec des idées originales et de designers LEGO Star Wars expérimentés ayant créé de nombreux modèles.

Il s'agit de l'équipe idéale pour créer de nouveaux modèles LEGO Star Wars innovants et pour améliorer les versions LEGO antérieures des célèbres vaisseaux classiques Star Wars. L'objectif de notre gamme principale de produits LEGO Star Wars est de créer des modèles LEGO Star Wars cool, amusants et stimulants pour les enfants.

Pour LEGO Direct, nous avons la possibilité de créer des modèles encore plus grands et plus complexes, en prêtant une attention particulière à la précision et aux détails. Ces modèles sont amusants et fascinants à concevoir, mais ils constituent aussi un énorme défi ! Nous faisons toujours de notre mieux et nous espérons que tu apprécieras l'expérience de construction.

Bonne construction !



Jens Kronvold Frederiksen
Directeur du design
LEGO Star Wars



À propos du *Slave I*™



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Slave I était à l'origine un prototype de véhicule de police de Kuat Systems Engineering. Son nom officiel était vaisseau de patrouille et d'attaque *Firespray-31*. Il n'y en eut que six de fabriqués dans toute la galaxie et ils furent utilisés sur la prison astéroïde Oovo 4. L'infâme chasseur de primes Jango Fett vola l'un des six prototypes lors d'une émeute dans la prison sur l'astéroïde. Au cours de son évasion, il lança deux missiles sur le hangar où les autres prototypes étaient conservés. Jango Fett renomma *Slave I* le seul vaisseau *Firespray* restant et il devint son mode de transport le plus fréquent.

Contrairement à la plupart des vaisseaux, le *Slave I* se pose à plat quand il est immobile et effectue une rotation de 90 degrés pour voler verticalement. Le prototype d'origine était un vaisseau bien armé, qui incluait deux puissants canons jumeaux ainsi que deux canons laser rapides. Les autres armes incluaient des lance-projectiles, des missiles autoguidés et un mouilleur de mines naval avec charges sismiques. Les *Firesprays* ayant été conçus pour le transport des prisonniers, ils étaient solidement blindés et contenaient de grandes cellules dans le véhicule.

Jango Fett a effectué de nombreuses altérations sur le *Slave I*, notamment l'ajout de moteurs de propulsion et de générateurs de puissance Kuat supérieurs, qui ont permis à un vaisseau aussi petit que le *Slave I* d'atteindre une vitesse subluminaire que seuls les Y-wing Starfighters sont généralement capables d'atteindre.

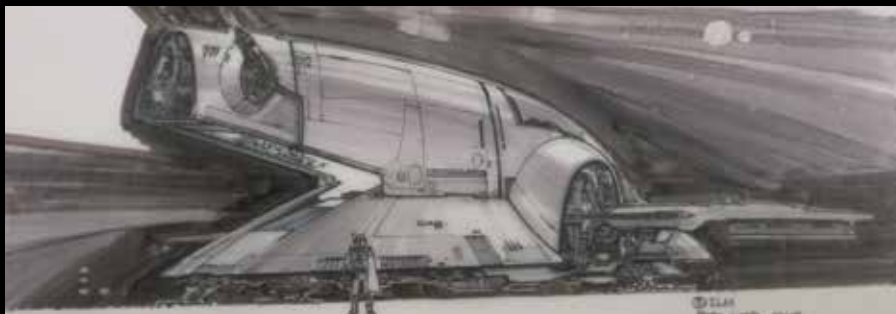
Dans les années suivant la mort de Jango, le vaisseau a subi d'importantes modifications, dont l'ajout d'un dispositif de dissimulation, de torpilles à proton, et d'un dispositif de dissimulation et de brouillage de capteurs, qui rend le vaisseau invisible à la plupart des capteurs et lui permet de se faufiler dans toute planète ou Centre impérial sans être détecté.

Ce qui lui vaut probablement sa célébrité, c'est que Boba Fett a utilisé le *Slave I* pour rapporter le corps congelé dans le carbone de Han Solo à Jabba le Hutt sur Tatooine pour collecter la prime versée pour Han Solo. Boba Fett a continué à utiliser principalement le *Slave I* pour capturer des cibles afin d'obtenir des primes, et le vaisseau est devenu redouté dans toute la galaxie.



Informations sur le Slave I™

Fabricant.....Kuat Systems Engineering
Modèle.....Vaisseau de patrouille et d'attaque *Firespray-31* modifié
Classe.....Transport spatial
Coût.....Non vendu (sans doute évalué à 726 500 crédits)



Esquisses © & TM Lucasfilm Ltd.



Ken Ralston, créateur des effets spéciaux © & TM Lucasfilm Ltd.

Caractéristiques techniques

Longueur.....21,5 mètres
Largeur.....21,3 mètres
Hauteur/profondeur.....7,8 mètres
Vitesse maximale.....1000 km/h dans l'atmosphère
Accélération maximale.....2500 G
Moteur(s).....Moteurs F-31

Rencontre le designer de modèles

Hans Burkhard Schlömer

Q : Depuis combien de temps es-tu créateur de modèles LEGO® Star Wars ?

R : Je suis un designer LEGO® depuis presque six ans. L'été dernier, on m'a demandé de « donner un coup de main » pour la gamme LEGO Star Wars. Je m'attendais à construire un petit vaisseau pour accompagner un ensemble plus grand ou quelque chose de ce genre. Mais... Surprise ! Au lieu de partir en vacances, j'ai passé tout l'été à Billund à créer le prochain ensemble de la série à collectionner suprême. C'était encore mieux que des vacances !

Q : En quoi la conception du Slave I était-elle différente de ton travail sur d'autres modèles LEGO Star Wars ?

R : Ce n'était pas très différent en fait; le *Slave I* est juste un ensemble très grand. Je conçois généralement la première version d'un ensemble à l'aide du logiciel LEGO Digital Designer. Lorsque cette version me satisfait, je construis une version avec des briques. Il est beaucoup plus rapide d'appliquer des modifications de façon numérique que de construire de nouvelles versions, en particulier avec un modèle de cette taille !

Q : Le Slave I vole verticalement, mais il tourne pour se poser horizontalement quand il n'est pas utilisé. La conception de cette fonction a-t-elle constitué un défi ?

R : Pas vraiment ! Puisque les ensembles de la série à collectionner suprême *Star Wars* sont généralement vendus avec un socle de présentation, l'idée était donc de montrer le vaisseau en mode vol de toute façon. Trouver comment connecter le socle au modèle de façon sûre a tout de même été un défi d'un point de vue technique. Une fois qu'il a atterri, le vaisseau semble planer. C'est pourquoi il y a des « espaceurs » transparents sous la base. Ceci permet aussi de tenir le modèle plus facilement.



Hans Burkhard Schlömer, designer de modèles

Q : Comment as-tu planifié la création du *Slave I* ? As-tu utilisé des esquisses ou des photos du film pour t'aider dans la création de ce modèle ?

R : La priorité a été de respecter la forme et les proportions du vaisseau. Pour les détails extérieurs, j'avais des photos du film et des documents de référence fournis par Lucasfilm. En regardant des coupes transversales du *Slave I* d'origine, j'ai réalisé qu'il était plein de fonctions super cool, d'armes et d'espace intérieur, mais qu'il était totalement dépourvu de toute structure de support interne. Apparemment, la coque est ce qui maintient le *Slave I*, comme une coquille d'œuf. Le plus grand défi pour concevoir ce modèle a été de créer une structure de support à la fois solide et légère.

Q : Ce modèle a-t-il une fonction ou un élément que n'a aucun autre ensemble de construction LEGO® ? Quels sont les éléments ou fonctions qui le rendent unique ? À part l'échelle, qu'est-ce qui différencie vraiment cette version du *Slave I* des autres versions LEGO précédentes ?

R : Ce modèle LEGO® *Slave I* est le plus grand et le plus détaillé jusqu'à présent, et il est bien plus fidèle à l'original que les versions précédentes. Sa taille en fait un modèle à collectionner et un ensemble pour jouer, car il est à l'échelle des figurines. Même le dessous de ce modèle est très détaillé, ce qui est inhabituel pour les ensembles LEGO.

Q : De nouveaux éléments ou figurines ont-ils été créés pour ce modèle ?

R : Un nouveau pare-brise transparent de huit briques de large a été créé spécialement pour ce *Slave I*, semblable à celui du film d'origine. Plusieurs autres éléments en rouge foncé, vert foncé et vert sable sont exclusifs à cet ensemble. Nous avons inclus un garde Bepin et un Stormtrooper pour accompagner Boba et Han, afin que les enfants puissent recréer la scène sur la plateforme d'atterrissage de la Cité des nuages lorsque Boba Fett monte dans son vaisseau avec son trophée glacé.

Q : Combien de temps as-tu mis à créer ce modèle ? Combien de personnes ont travaillé à sa création ?

R : Il m'a fallu une semaine entre la première version dans LEGO Digital Designer et la première version construite en briques. Puis il a fallu presque trois mois jusqu'à la révision du modèle final pour créer cet ensemble. J'étais le seul designer assigné à cette tâche, mais bien sûr mes collègues m'ont beaucoup aidé. Mon conseiller technique, Anders G. Christensen, a participé en particulier à l'optimisation de la structure interne du vaisseau.

Q : De quoi es-tu le plus fier sur ce modèle ?

R : Je suis surtout fier d'avoir été choisi pour concevoir l'ensemble. Je suis un grand fan de *Star Wars*, et le *Slave I* est un vaisseau célèbre, l'un des rares qui n'avait pas encore été transformé en édition pour collectionneurs LEGO. Avoir pu créer moi-même le prochain ajout à mon importante collection d'ensembles LEGO *Star Wars* est un sentiment fantastique !



Acerca del equipo de diseño de LEGO® Star Wars™

La línea LEGO® Star Wars comenzó a comercializarse en 1999 y ha acogido nuevos modelos todos los años desde entonces. El equipo de diseño de LEGO Star Wars se compone de entre seis y ocho diseñadores de modelos y tres diseñadores gráficos. Se trata de un grupo compuesto por nuevos diseñadores con ideas frescas y diseñadores con mucha experiencia en el universo LEGO Star Wars y un gran número de modelos a sus espaldas.

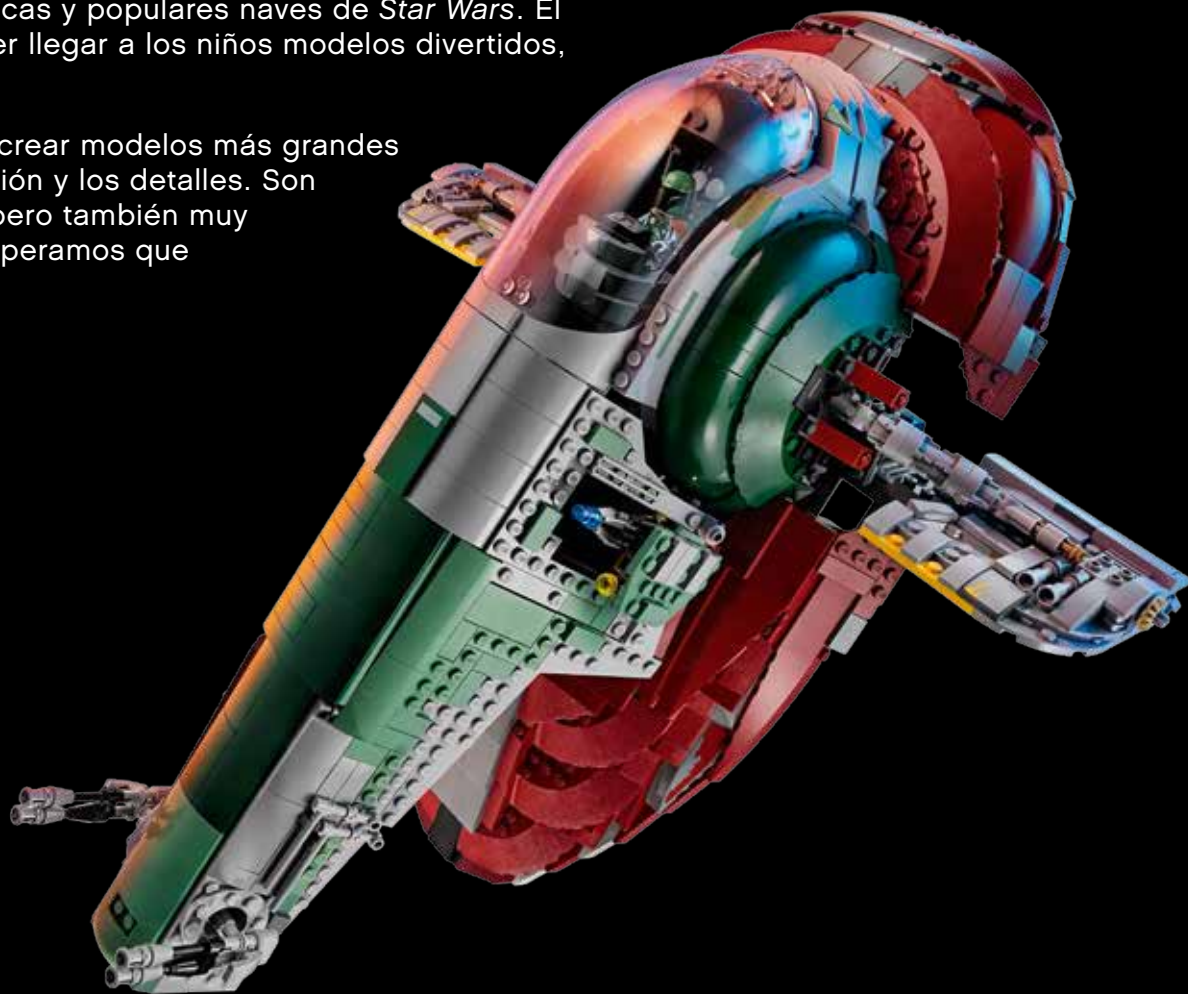
Es un equipo ideal para la creación de nuevos e innovadores modelos LEGO Star Wars y la revisión y mejora de las antiguas versiones LEGO de las clásicas y populares naves de Star Wars. El principal objetivo de la línea LEGO Star Wars es hacer llegar a los niños modelos divertidos, modernos e inspiradores basados en este universo.

Para LEGO Direct, es una magnífica oportunidad de crear modelos más grandes y complejos, prestando especial atención a la precisión y los detalles. Son modelos divertidos y emocionantes de desarrollar, ipero también muy desafiantes! Siempre nos esforzamos al máximo y esperamos que disfrutes de la experiencia de construcción.

¡Feliz construcción!



Jens Kronvold Frederiksen
Director de diseño
LEGO Star Wars



Acerca de la *Slave I*™



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En origen, la *Slave I* era un prototipo de vehículo policial diseñado por Ingeniería de Sistemas Kuat al que se denominó oficialmente “nave de patrulla y ataque *Firespray-31*”. Sólo se fabricaron seis para toda la galaxia y se enviaron al asteroide prisión Oovo 4. El infame cazarrecompensas Jango Fett robó uno de los seis prototipos durante un motín en el asteroide y, mientras huía, lanzó dos misiles al hangar en el que se encontraban los otros cinco. Jango Fett decidió llamar *Slave I* a la única nave *Firespray* que sobrevivió, que no tardó en convertirse en su medio de transporte más frecuente.

A diferencia de la mayoría de las naves, la *Slave I* reposa sobre su superficie inferior cuando permanece inactiva y gira noventa grados, adoptando una posición vertical, para volar. El prototipo original estaba bien armado e incluía dos cañones bláster dobles pesados, así como dos cañones láser de disparo rápido. También contaba con lanzaproyectiles, misiles guiados y un portaminas naval con cargas sísmicas. Dado que las naves *Firespray* tenían el transporte de prisioneros como principal objetivo, estaban fuertemente blindadas y contenían grandes celdas.

Jango Fett realizó numerosas modificaciones en la *Slave I*; incorporó, por ejemplo, propulsores Kuat más grandes y eficientes, gracias a los que la *Slave I* es capaz de alcanzar velocidades inferiores a la de la luz, pero normalmente sólo desarrolladas por los cazas estelares Ala Y.

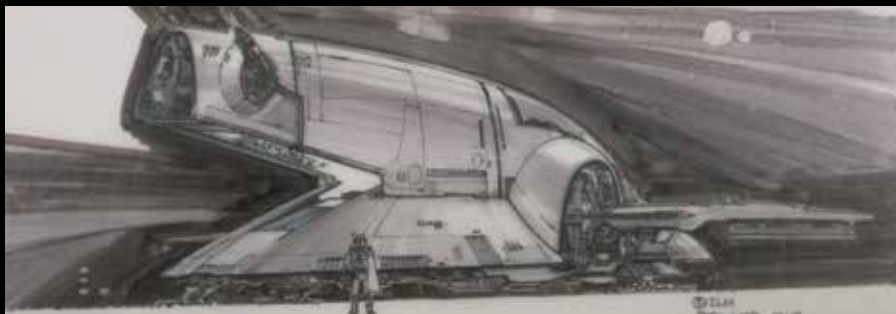
En los años que siguieron a la muerte de Jango, la nave sufrió grandes alteraciones, fruto de las cuales cuenta con un dispositivo de camuflaje, torpedos de protones y diversos equipos robados de enmascaramiento e inhabilitación que consiguen que la nave sea prácticamente invisible a casi todos los sensores y pueda infiltrarse en cualquier planeta o Centro Imperial sin ser detectada.

Boba Fett usó la popular *Slave I* para transportar el cuerpo de Han Solo congelado en carbonita hasta la guarida de Jabba el Hutt en Tatooine para hacerse con la recompensa ofrecida por el rebelde. Continuó usando la *Slave I* para cazar recompensas y la nave se ganó el temor de toda la galaxia.



Ficha de datos de la Slave I™

Fabricante.....Ingeniería de Sistemas Kuat
Modelo.....Nave de patrulla y ataque
Firespray-31 modificada
Clase.....Transporte espacial
Coste.....No está a la venta (probablemente
valorada en 726.500 créditos)



Arte conceptual © & TM Lucasfilm Ltd.



Ken Ralston, artista de efectos visuales © & TM Lucasfilm Ltd.

Especificaciones técnicas

Longitud.....21,5 metros (70,6 pies)
Anchura.....21,3 metros (69,1 pies)
Altura/profundidad.....7,8 metros (25,7 pies)
Velocidad máxima.....1.000 km/h (621 mph)
en atmósfera
Aceleración máxima.....2.500 G
Motores.....Propulsores F-31

Conoce al diseñador del modelo

Hans Burkhard Schlömer

P: ¿Desde cuándo perteneces al equipo de diseño de LEGO® Star Wars™?

R: Trabajo como diseñador en LEGO® desde hace seis años. El pasado verano me pidieron que “ayudase un poco” en LEGO Star Wars. Esperaba construir un pequeño deslizador para que acompañase a un set más grande o algo así. Pero, ¡sorpresa! En lugar de irme de vacaciones, me pasé todo el verano en Billund, diseñando el set de la serie definitiva para coleccionistas de aquel año. ¡La pasé aún mejor que estando de vacaciones!

P: ¿En qué se diferenció el diseño de la Slave I de tu trabajo con otros modelos LEGO Star Wars?

R: En realidad no fue muy diferente; la Slave I no es más que un set bastante grande. Normalmente diseño la primera versión de un set con LEGO Digital Designer. Cuando estoy contento con el diseño, paso a construir una versión con bricks. Es mucho más rápido aplicar cambios digitalmente que construir nuevas versiones; ¡en especial con modelos de este tamaño!

P: La Slave I vuela en vertical, pero se coloca en posición horizontal para aterrizar. ¿Fue un desafío reflejar esa función al diseñar el set?

R: ¡En realidad, no! Los sets Star Wars de la serie definitiva para coleccionistas suelen incluir un soporte de exposición, así que la idea, de todas formas, era mostrar la nave en el modo de vuelo. Lo que sí fue un desafío desde el punto de vista técnico fue encontrar la forma de conectar el soporte al modelo de modo que quedase fijado con seguridad. Además,



Hans Burkhard Schlömer, diseñador del modelo

cuando la nave está posada sobre una superficie, parece flotar. Es por eso que incluimos “separadores” transparentes en la parte inferior de la base. También hacen más sencillo sostener el modelo.

P: ¿Cómo planificaste el diseño de la *Slave I*? ¿Usaste bocetos o imágenes de la película como base para crear el modelo?

R: Lo más importante era conseguir la forma y las proporciones de la nave. Para crear los detalles exteriores, usé imágenes de la película y material de referencia proporcionado por Lucasfilm. Al estudiar los diagramas seccionales de la *Slave I* original, me di cuenta de que, aunque contaba con características fantásticas, armas y espacio vital, carecía completamente de una estructura de soporte interna. Aparentemente, el casco es todo lo que mantiene unida la *Slave I*, como si se tratase de una cáscara de huevo. El mayor desafío al diseñar el modelo fue crear una estructura de soporte resistente, aunque ligera.

P: ¿Hay algo que posea este modelo y que no posea ningún otro set de construcción LEGO®? ¿Qué elementos o características lo convierten en un modelo único? Aparte de la escala, ¿qué es lo que diferencia esta versión de la *Slave I* de las versiones LEGO anteriores?

R: Esta versión LEGO® de la *Slave I* es la más detallada que hemos creado hasta hoy, y es mucho más fiel al original que las anteriores. De hecho, al estar diseñado a escala de mini-figura, el modelo se puede usar para jugar aunque pertenezca a la serie para coleccionistas. Incluso la parte inferior presenta numerosos detalles, algo poco frecuente en el caso de los sets LEGO.

P: ¿Se han creado nuevos elementos o minifiguras para este modelo?

R: Se ha creado un nuevo parabrisas transparente de 8 bricks

de ancho especialmente para esta versión de la *Slave I*, similar al de la película. Existen también otros elementos que sólo incluye este set en colores rojo oscuro, verde oscuro y verde arena. Hemos incluido un guardia de Bespin y un soldado de asalto junto con Boba y Han para que los niños puedan interpretar la escena que tiene lugar en la plataforma de aterrizaje de Ciudad de las Nubes, durante la que Boba Fett carga su nave con el congelado trofeo.

P: ¿Cuánto duró el diseño de este modelo? ¿Cuántas personas han trabajado en ello?

R: Pasó una semana desde que terminé el primer borrador en LEGO Digital Designer hasta que conseguí construir una primera versión con bricks. Después hicieron falta casi tres meses para aprobar el modelo final. Fui el único diseñador asignado a esta tarea pero, por supuesto, mis colegas me ayudaron mucho. En especial, mi orientador técnico, Anders G. Christensen, fue fundamental para optimizar la estructura interna de la nave.

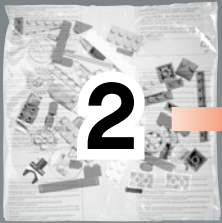
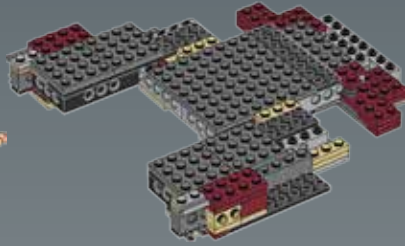
P: ¿De qué parte de este modelo es de la que te sientes más orgulloso?

R: Lo que me hace sentir más orgulloso es haber sido elegido en primer lugar para diseñar el set completo. Soy un gran fan de *Star Wars* y la *Slave I* es una nave muy popular (y una de las pocas de las que aún no existía una edición LEGO para coleccionistas). ¡Haber podido crear un nuevo miembro para mi gran colección de sets LEGO *Star Wars* me hace sentir fenomenal!

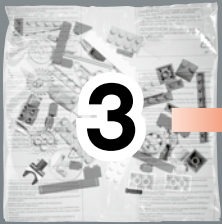
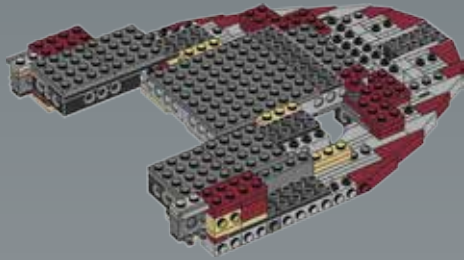




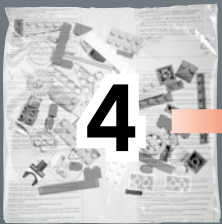
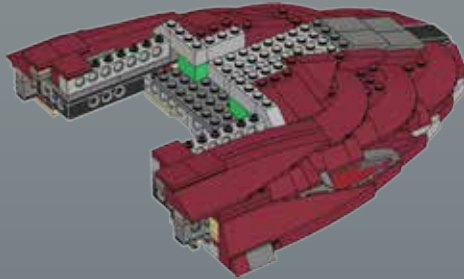
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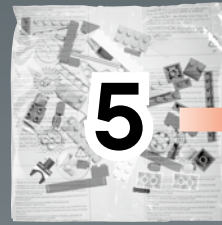
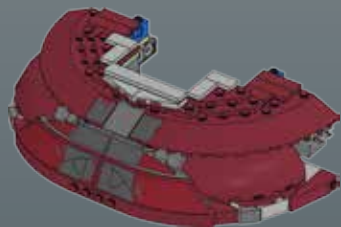
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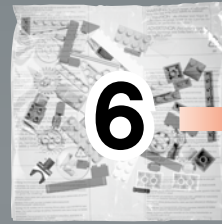
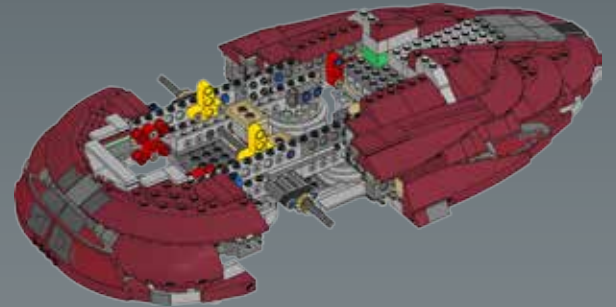
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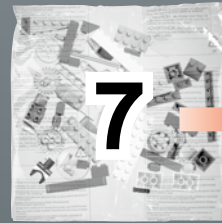
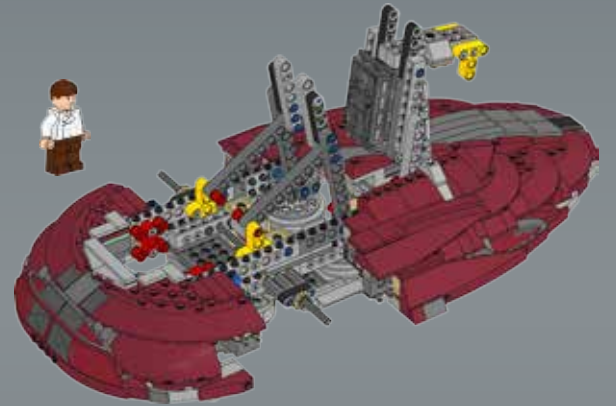
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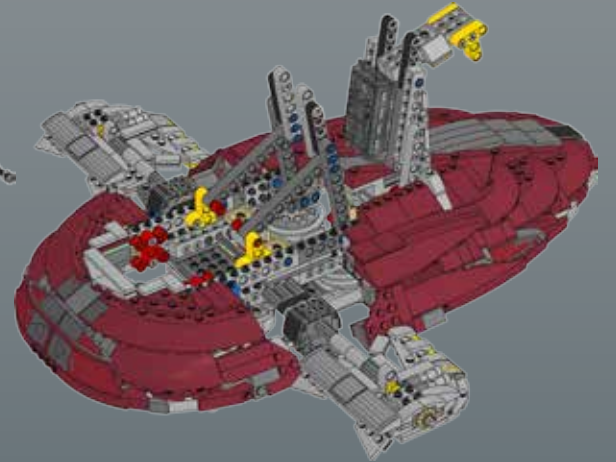
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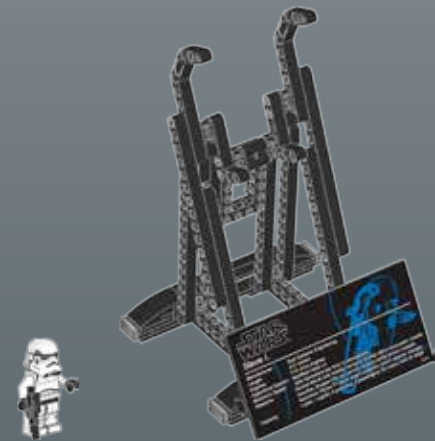
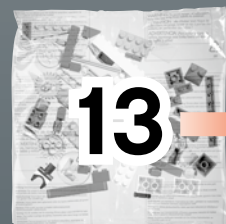
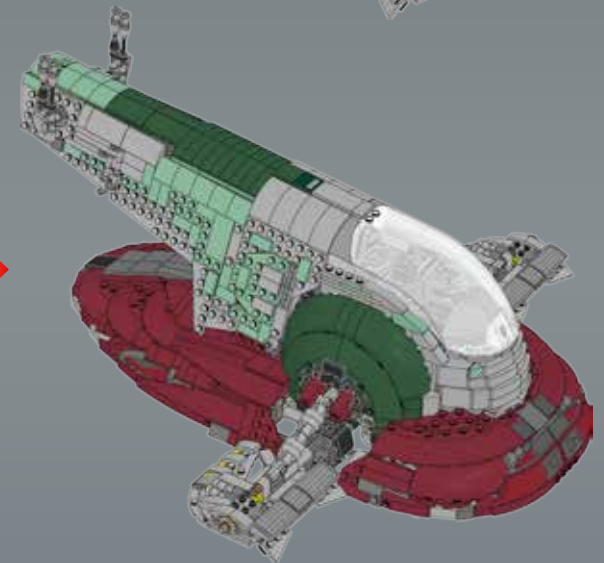
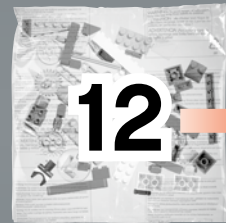
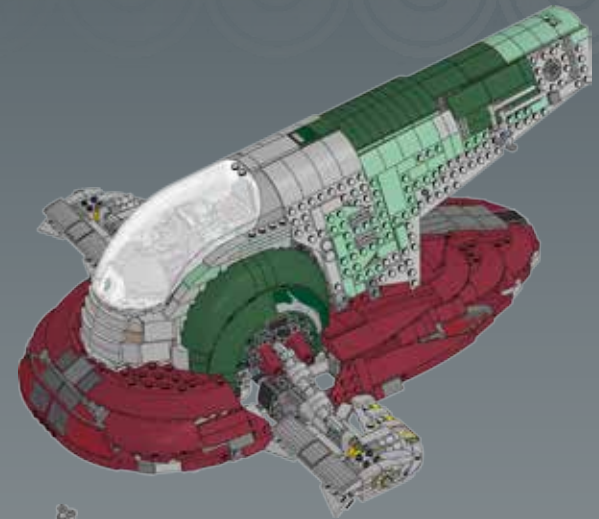
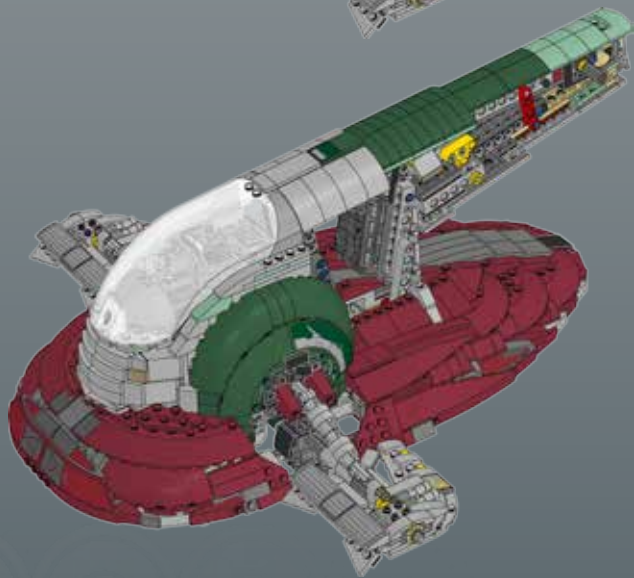
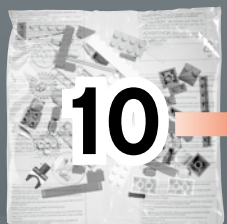
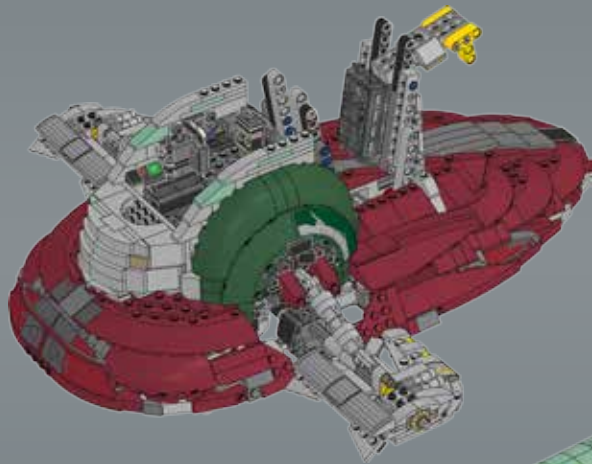
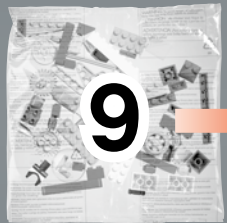
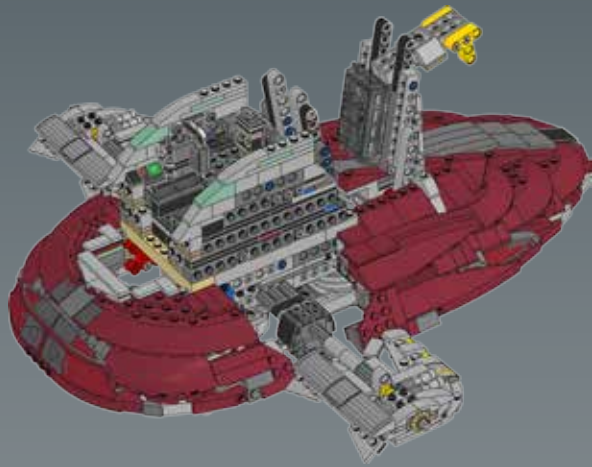
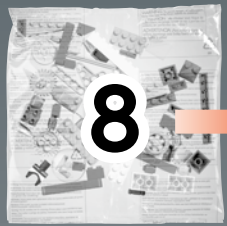


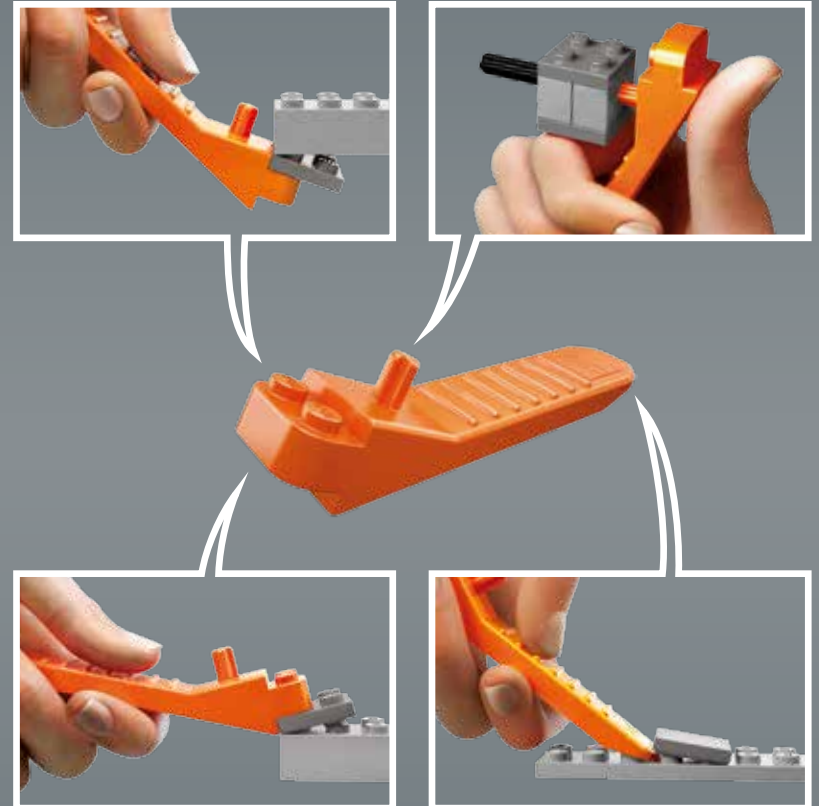
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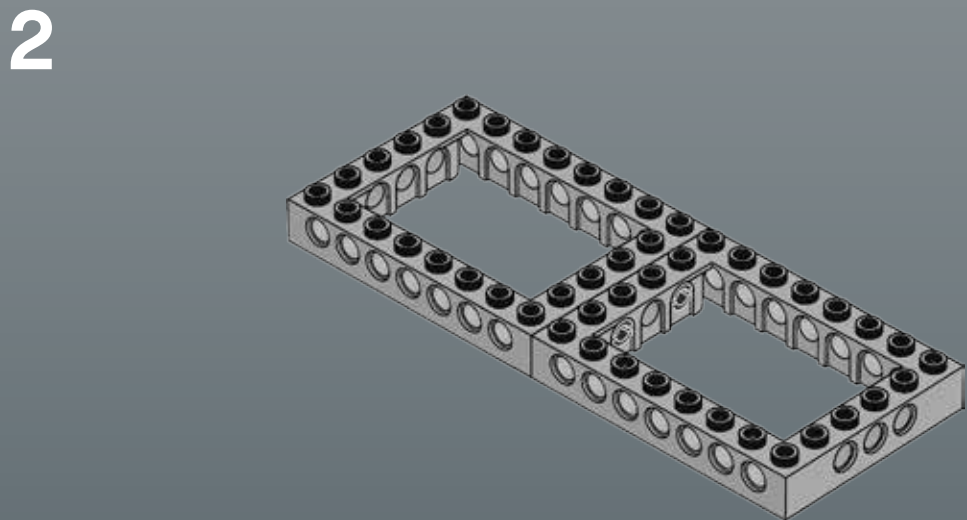
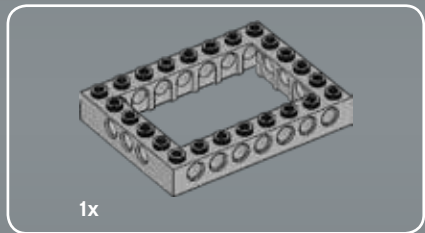
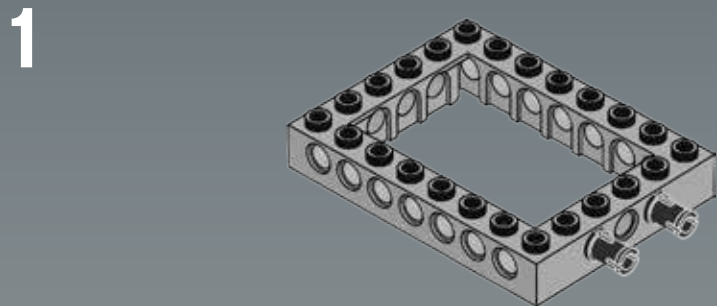
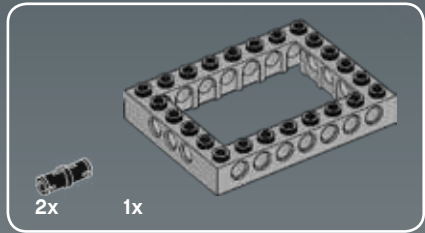
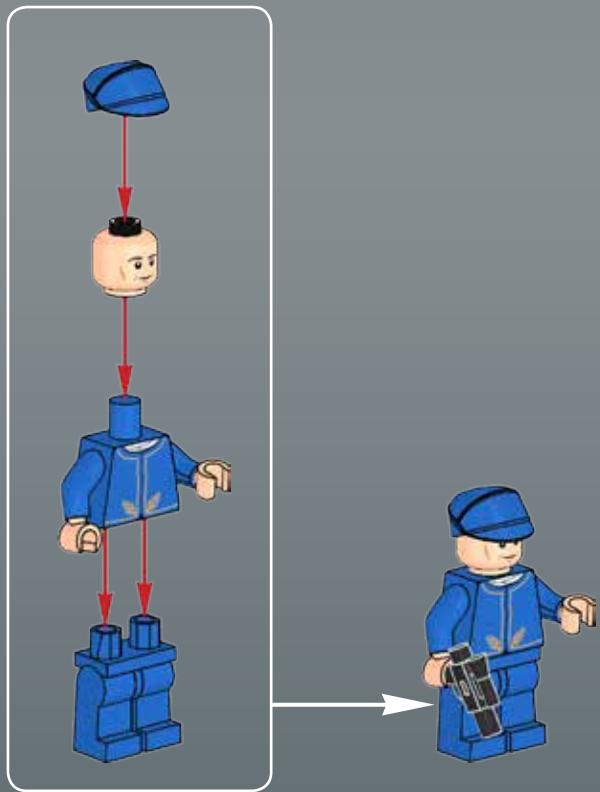
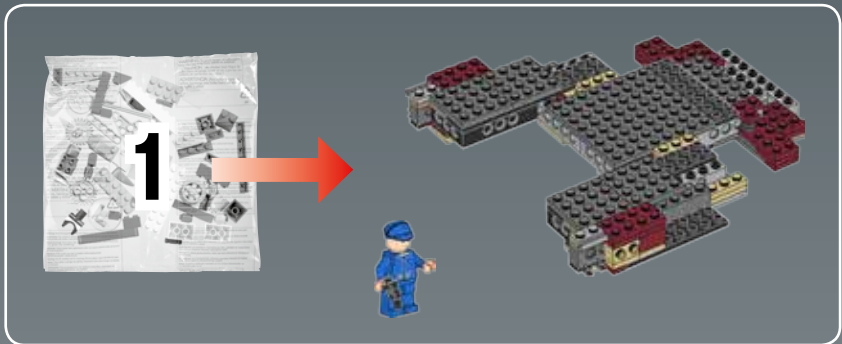
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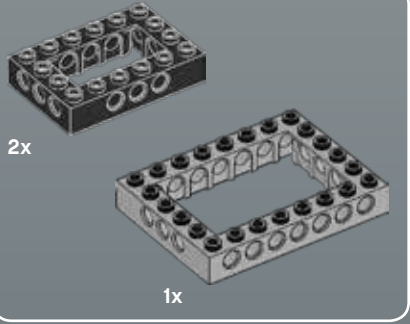
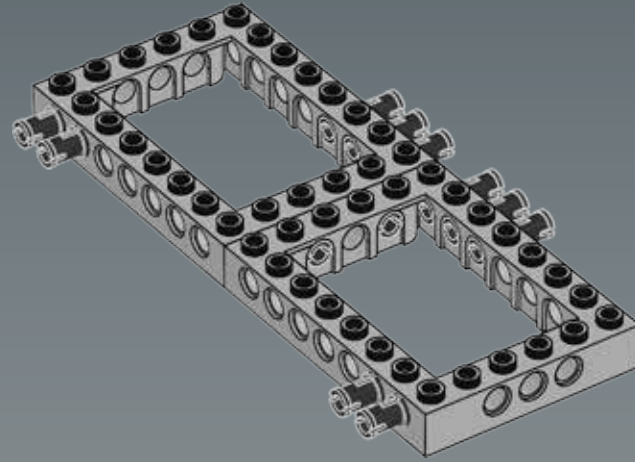
LEGO.com/brickseparator





10x

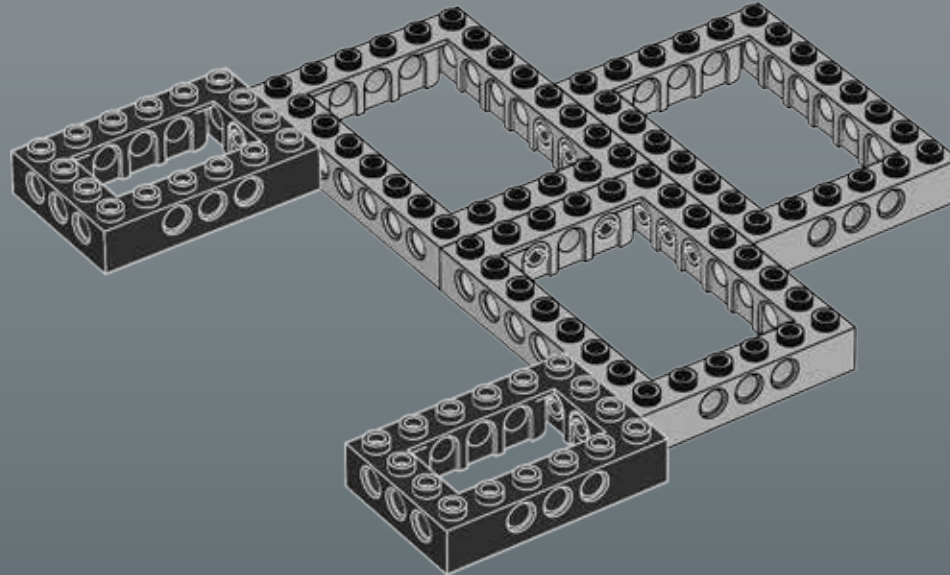
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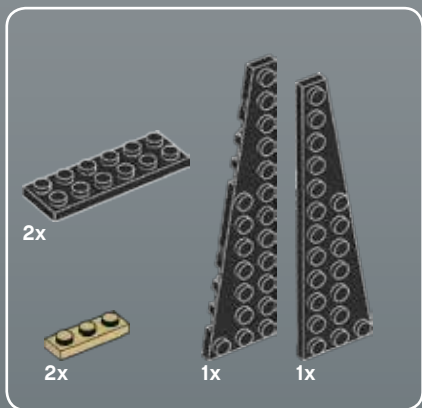
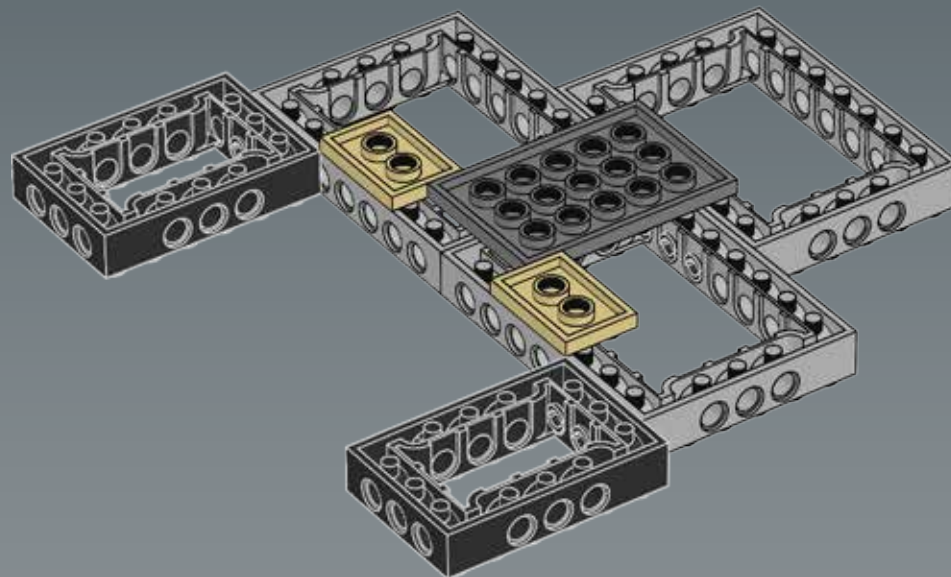
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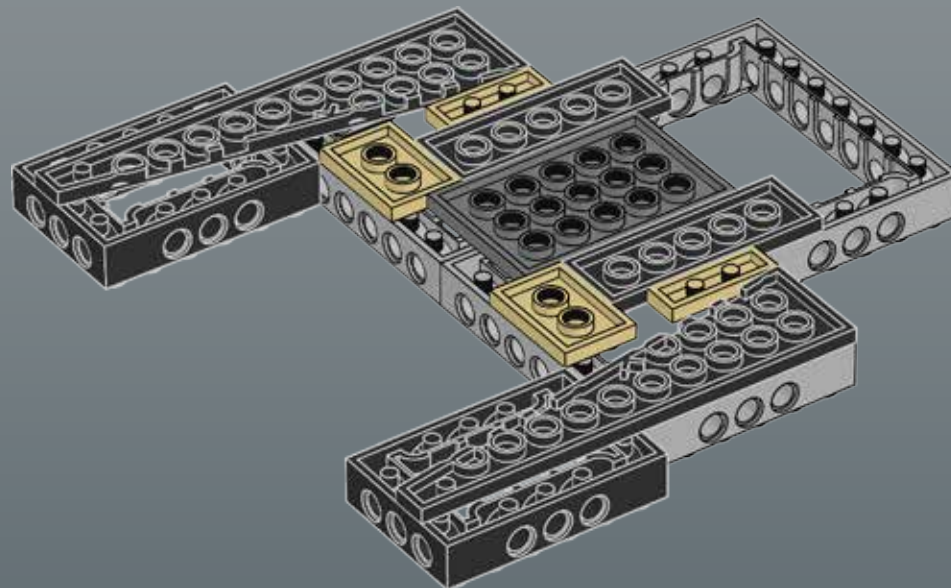




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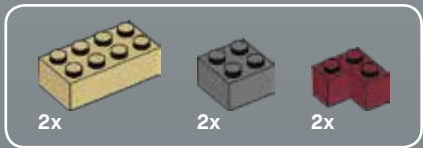
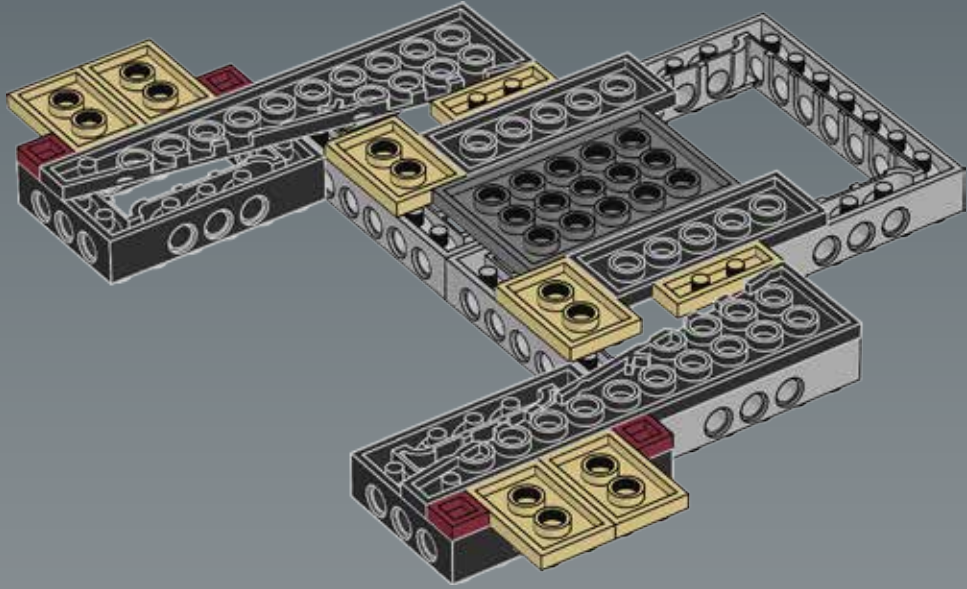


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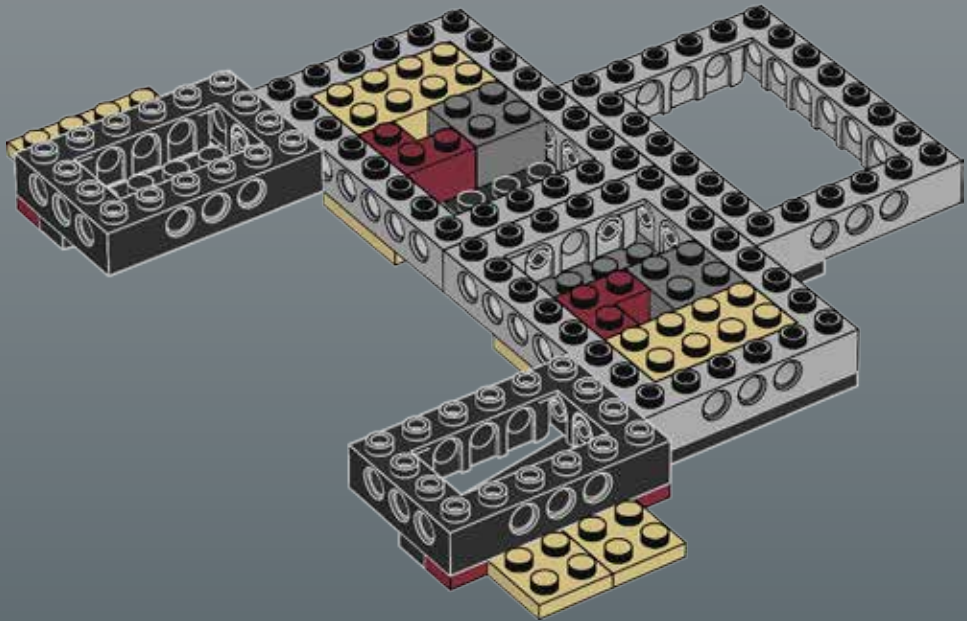


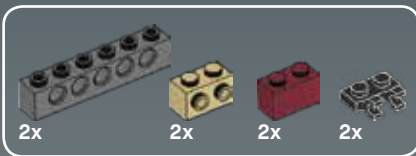


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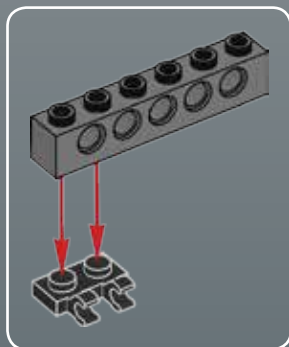
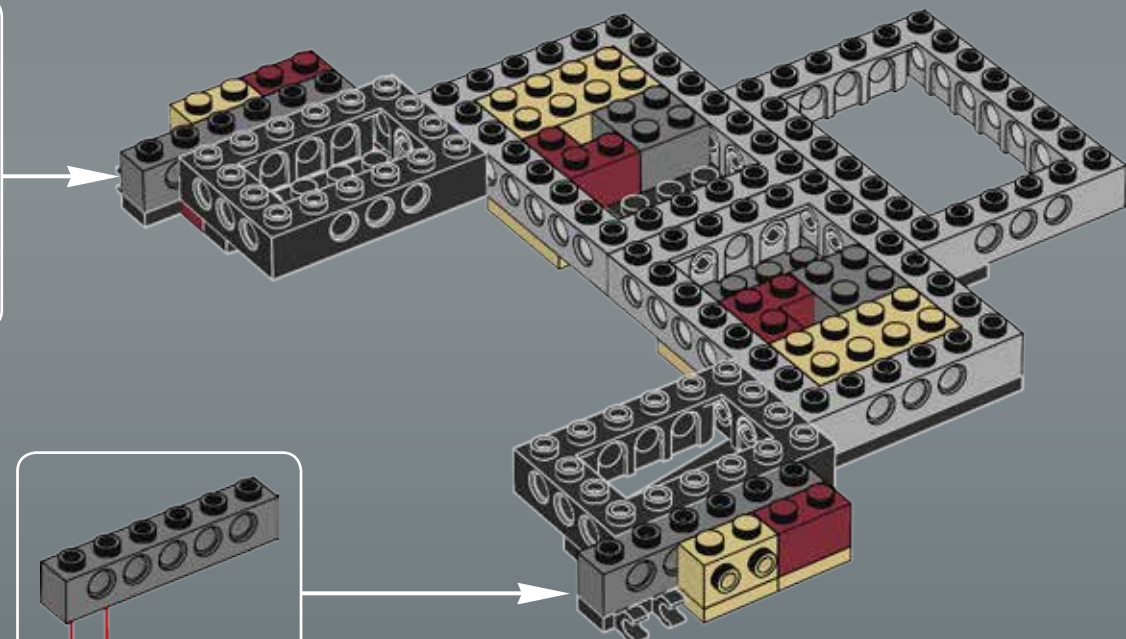
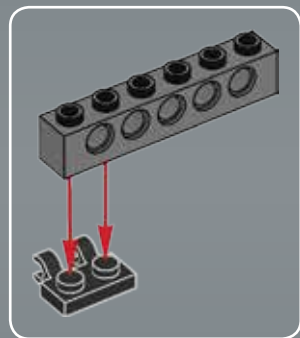


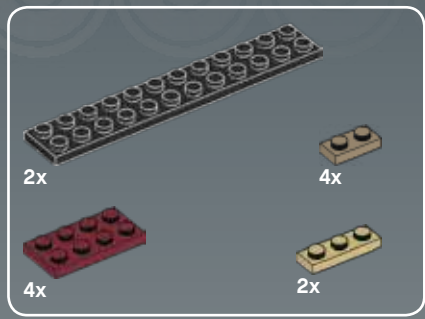
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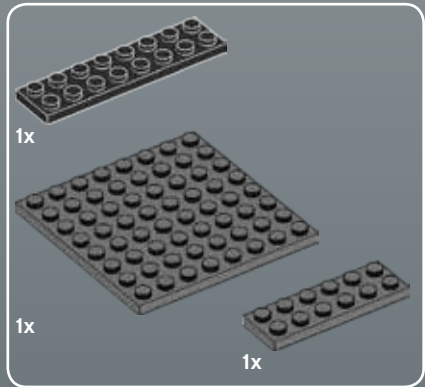
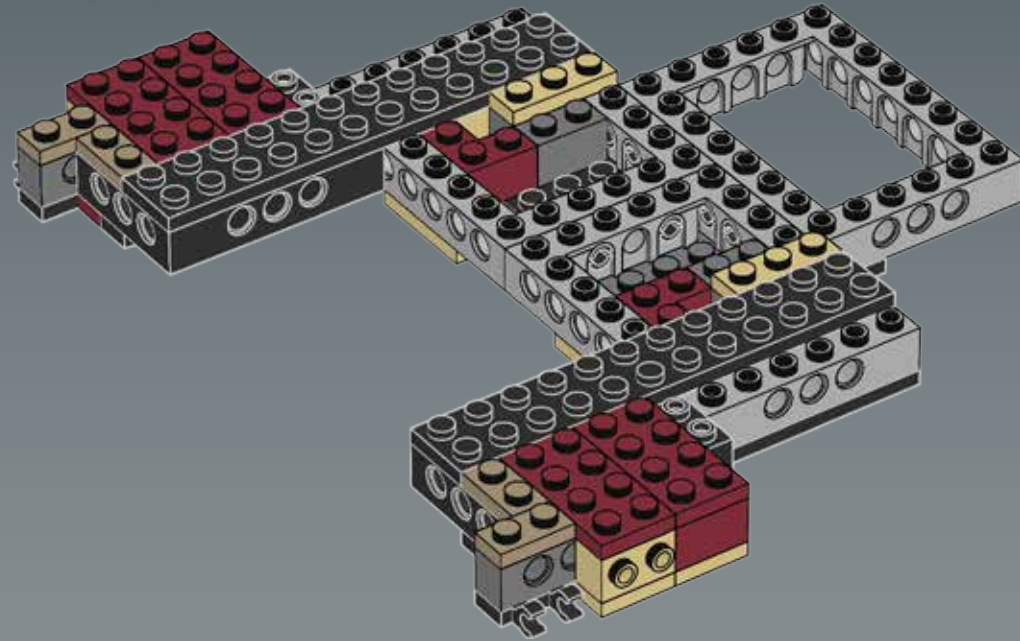


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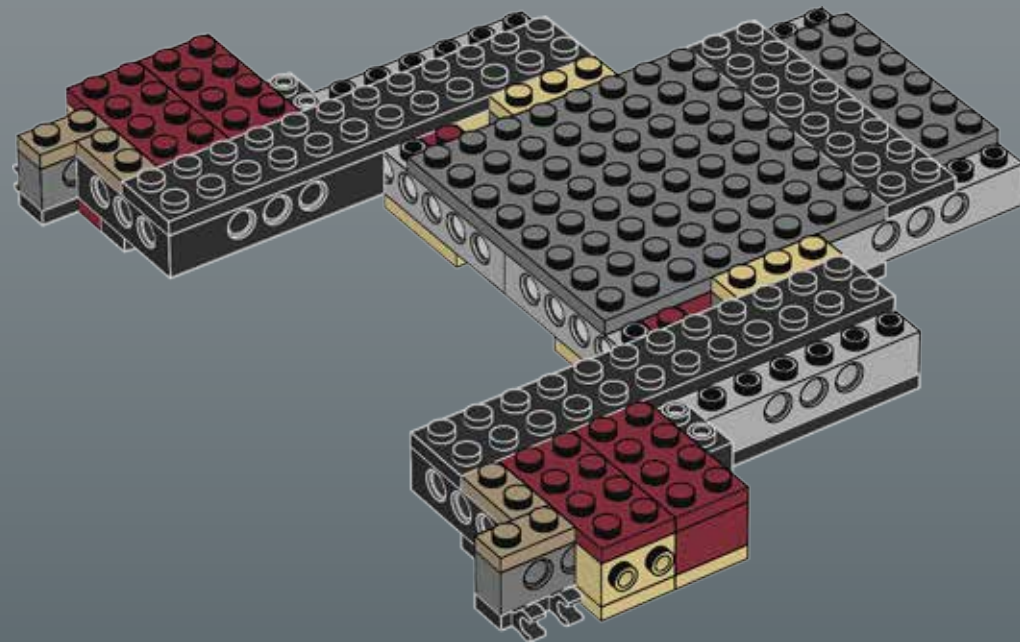


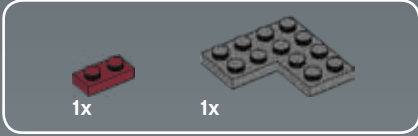
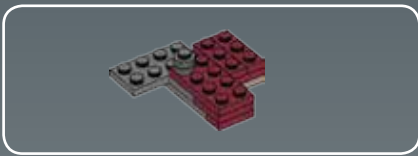


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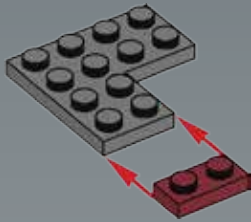


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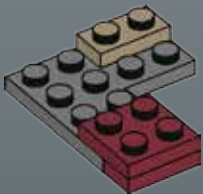




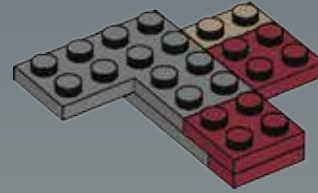
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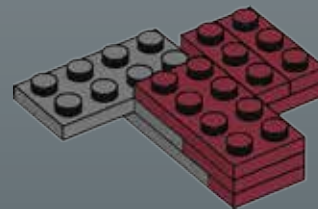
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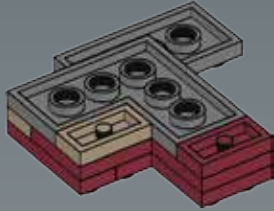


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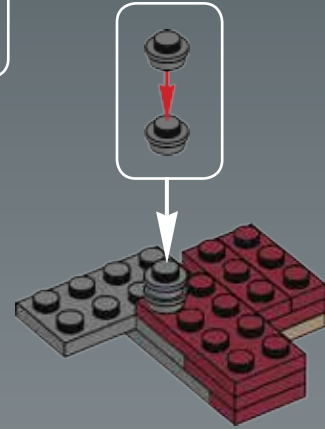




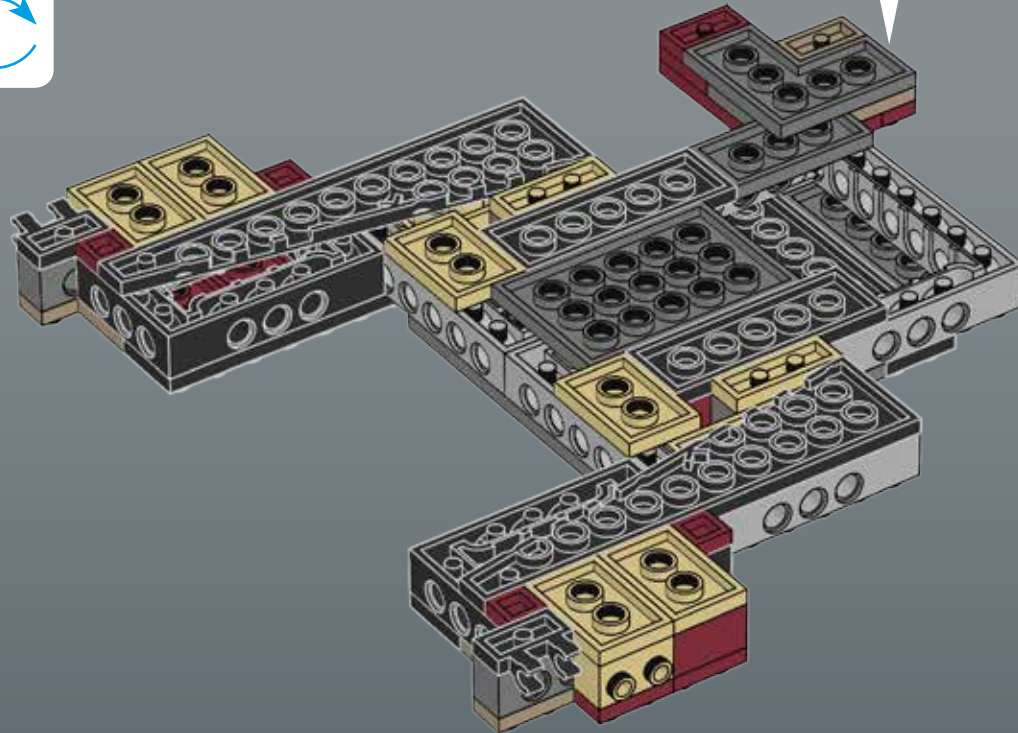
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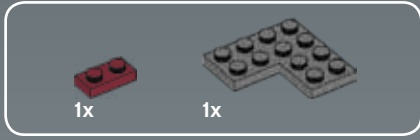


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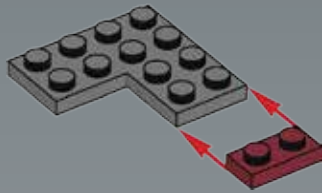


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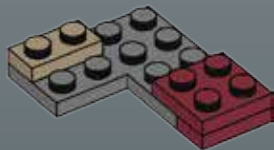




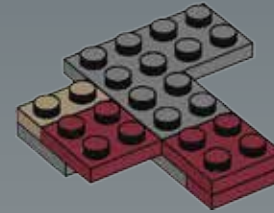
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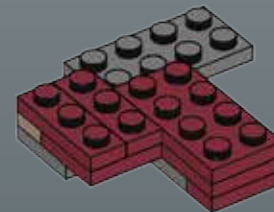
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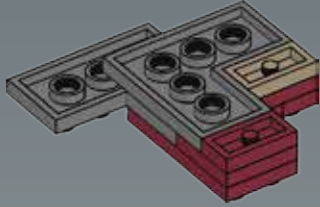


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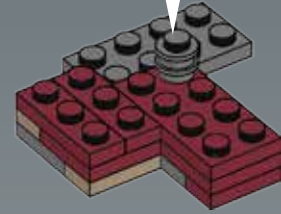
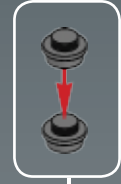




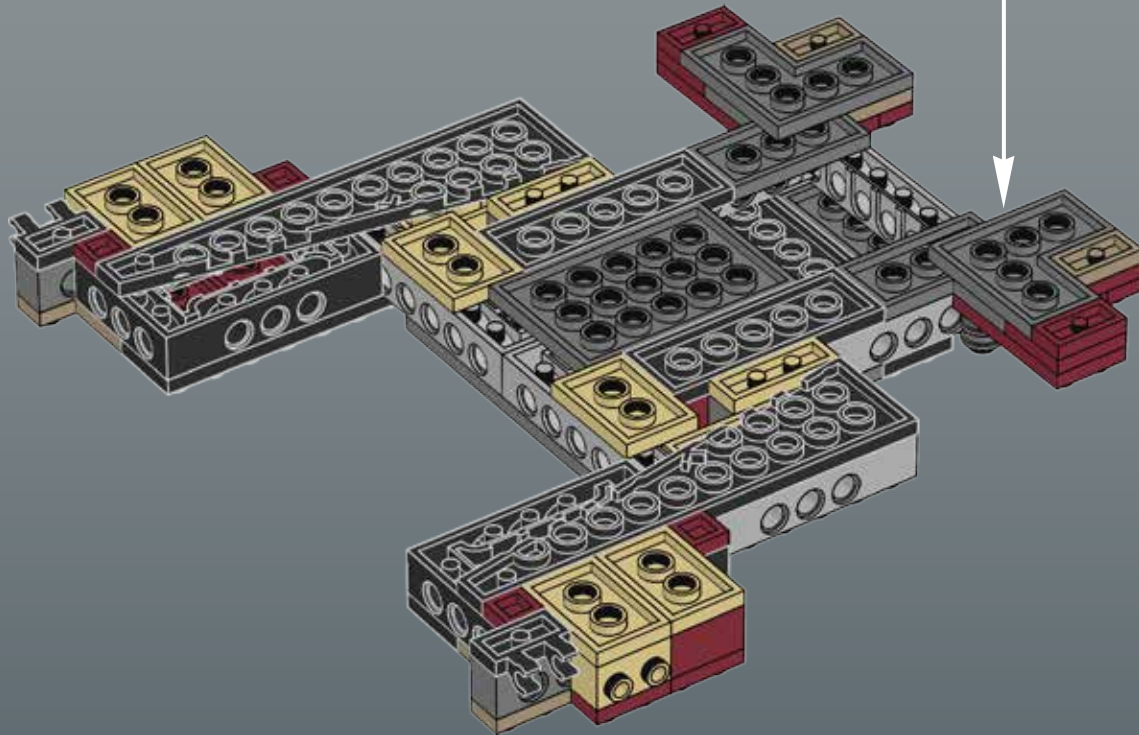
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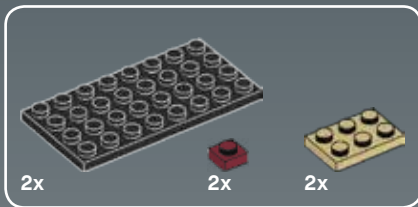


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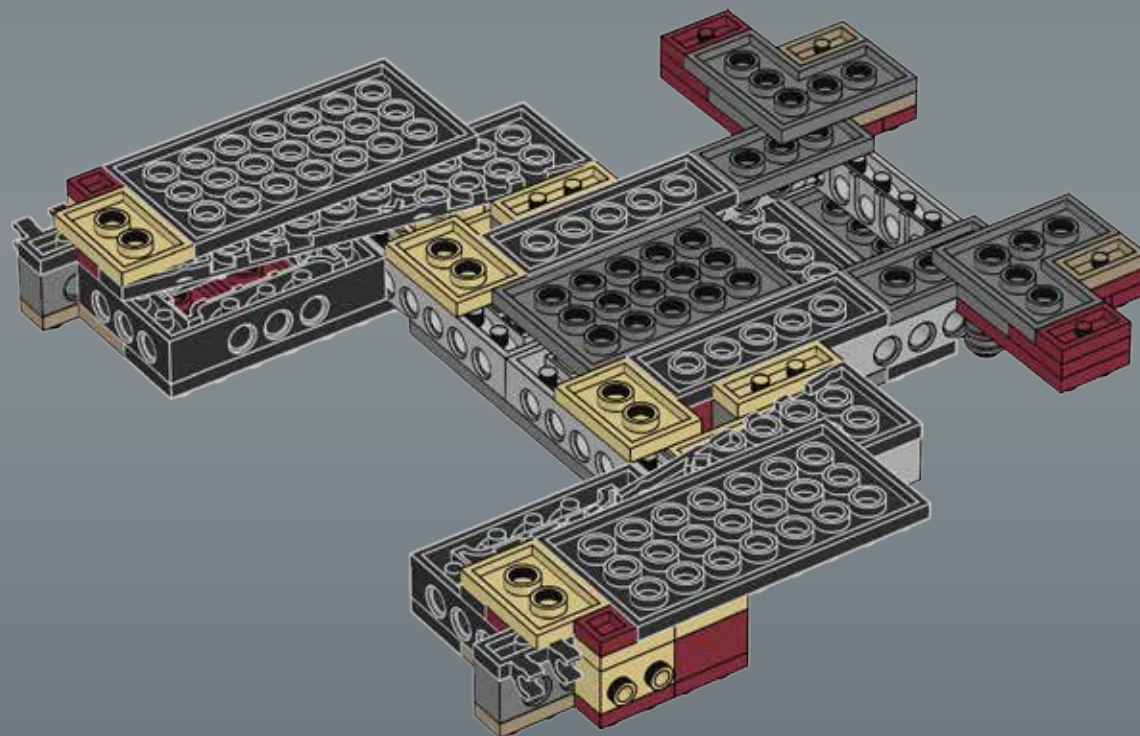


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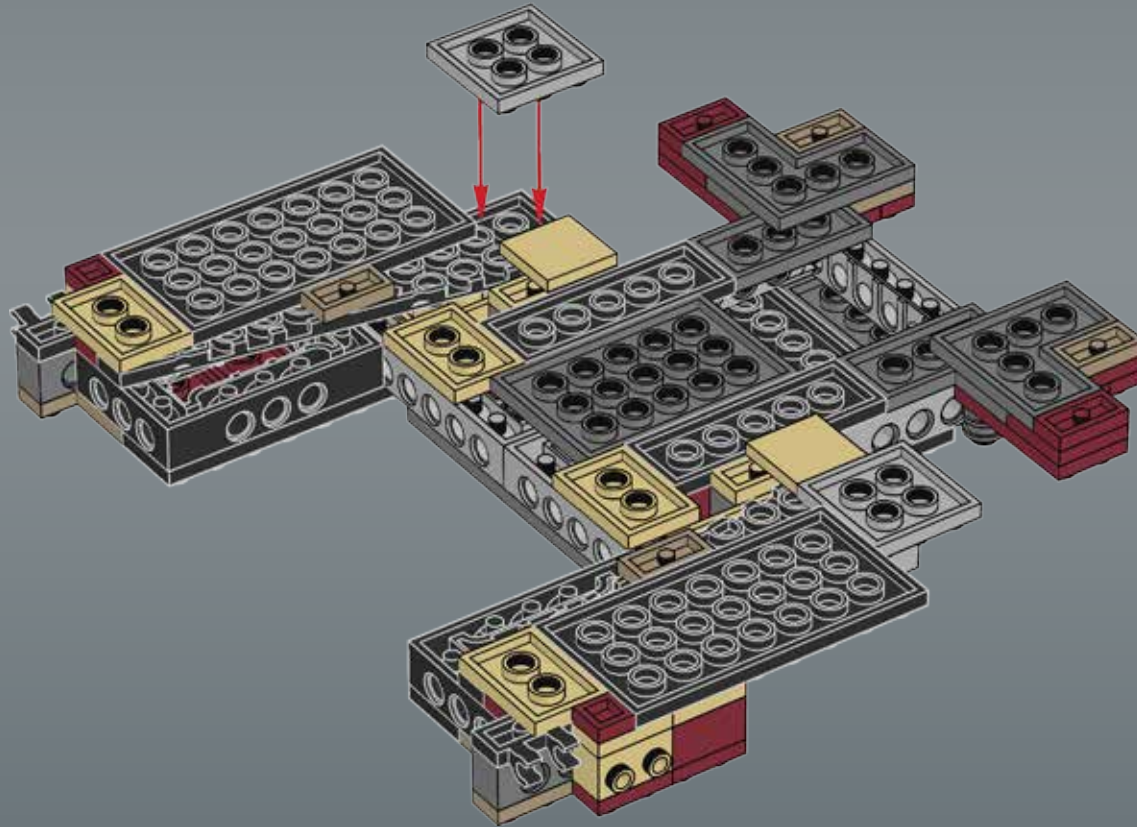


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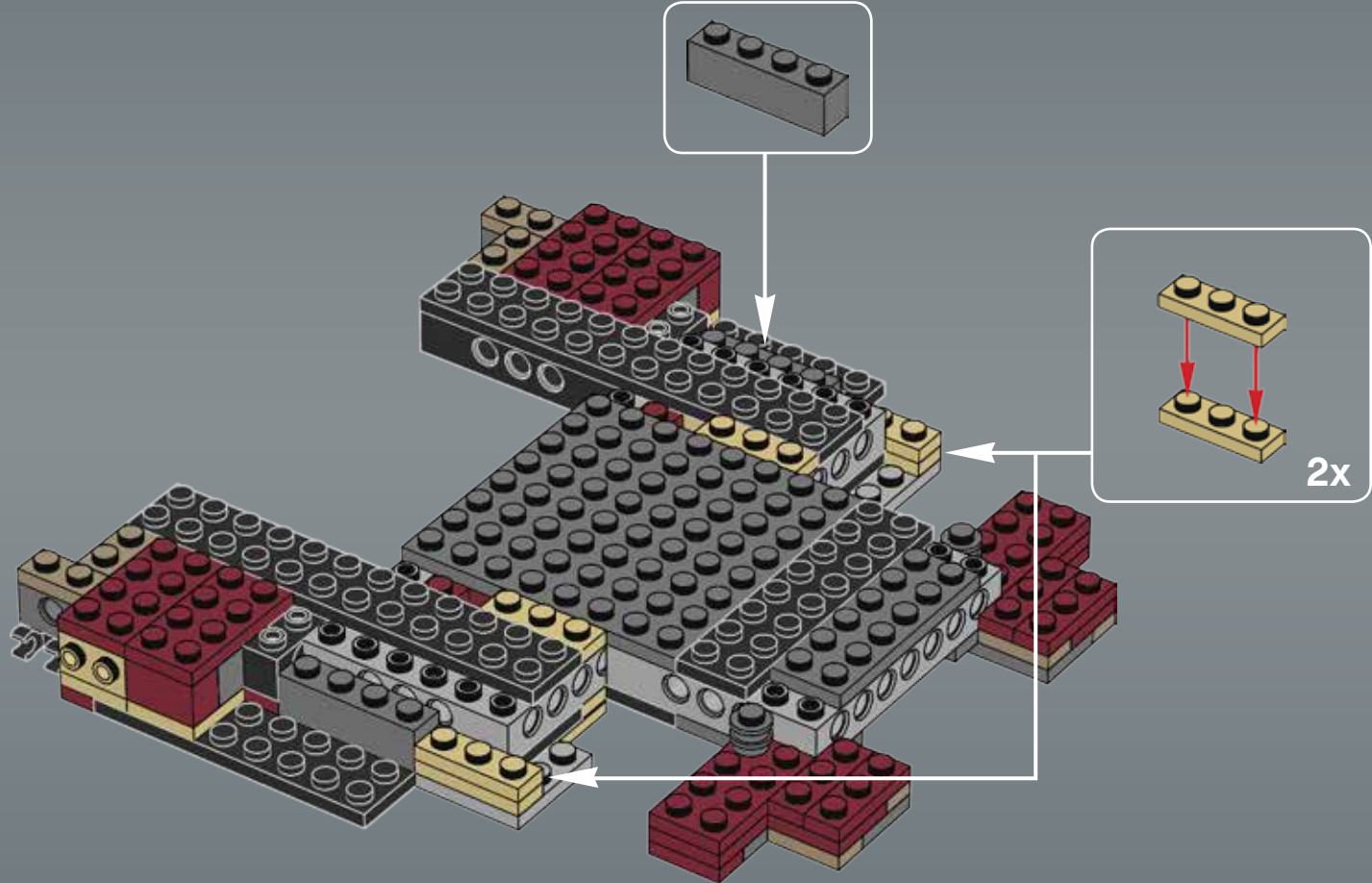


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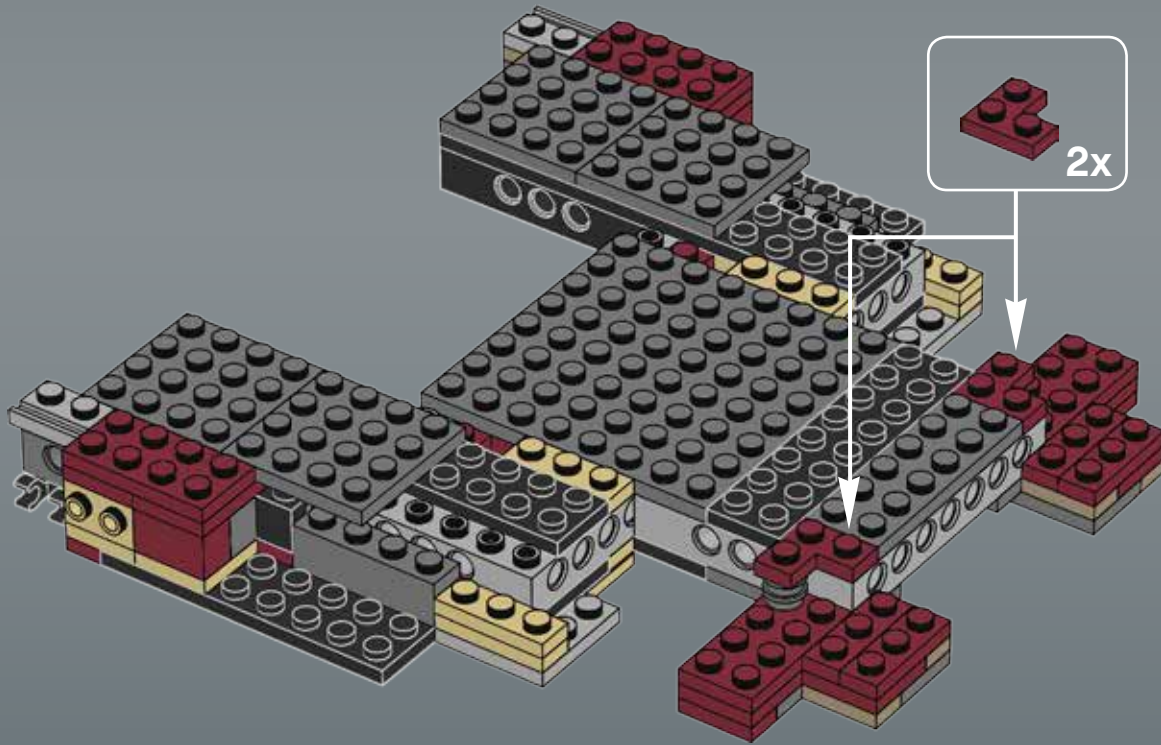


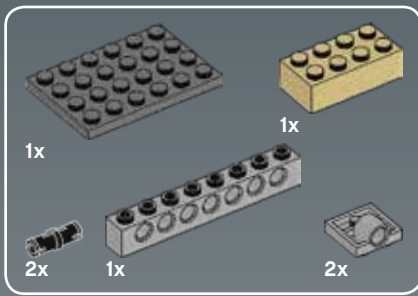
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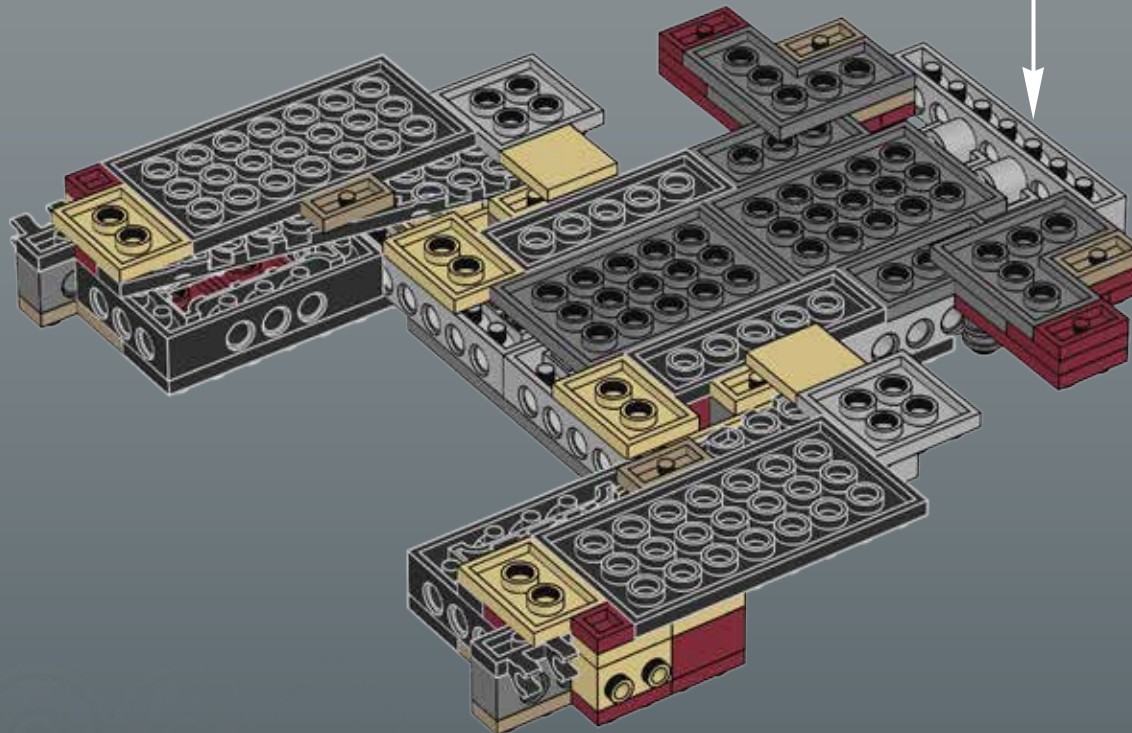
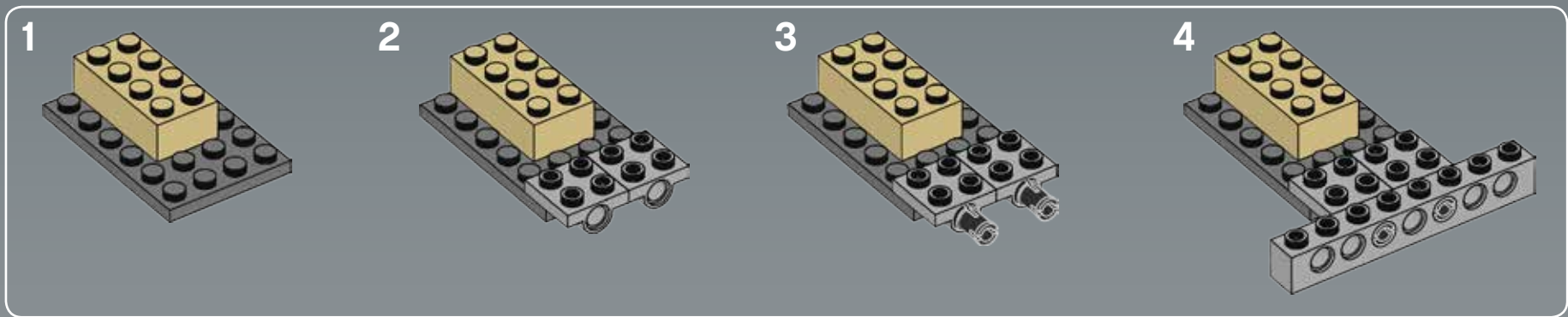


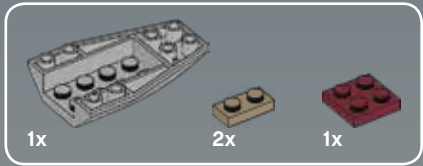
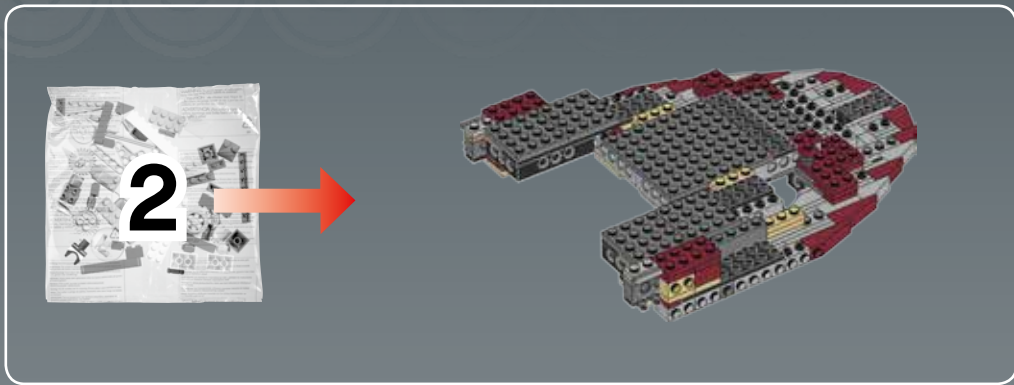
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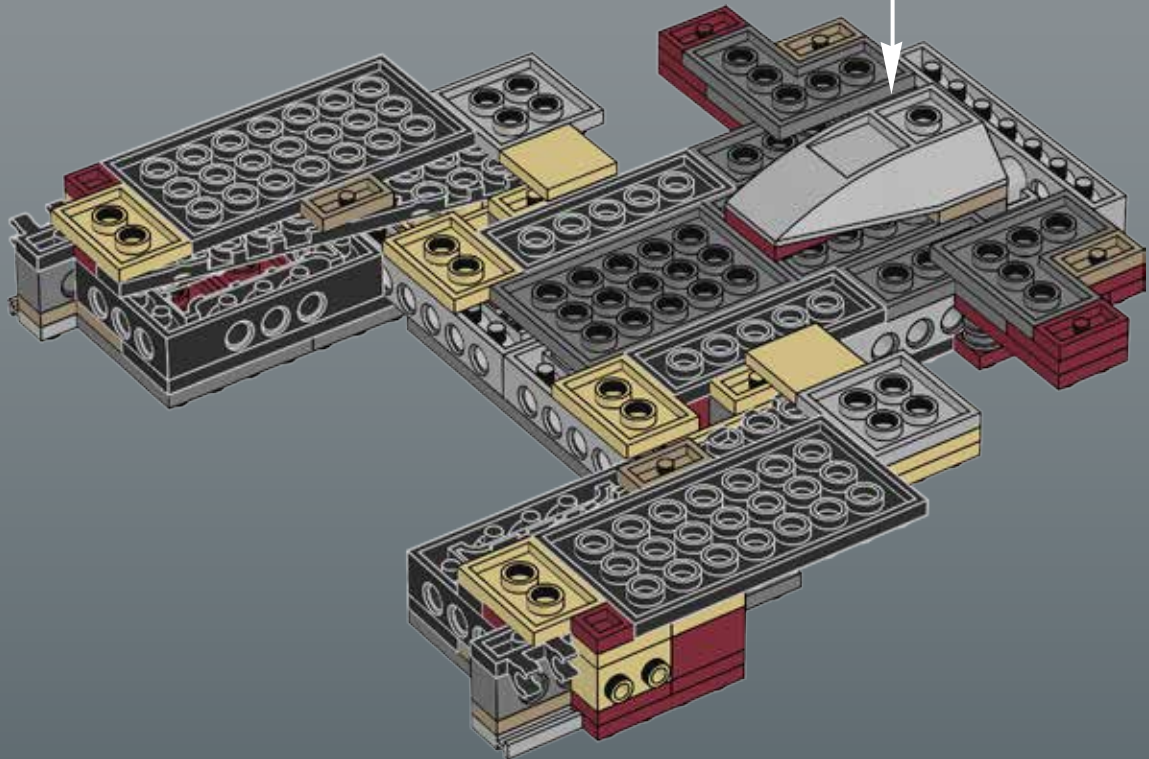
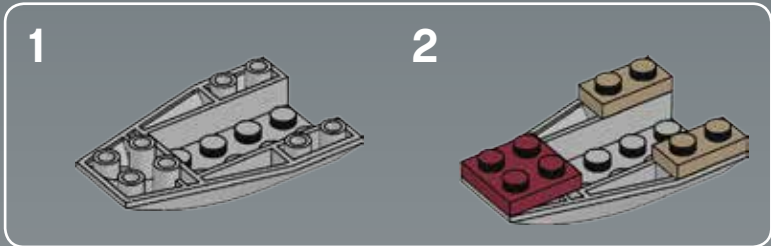


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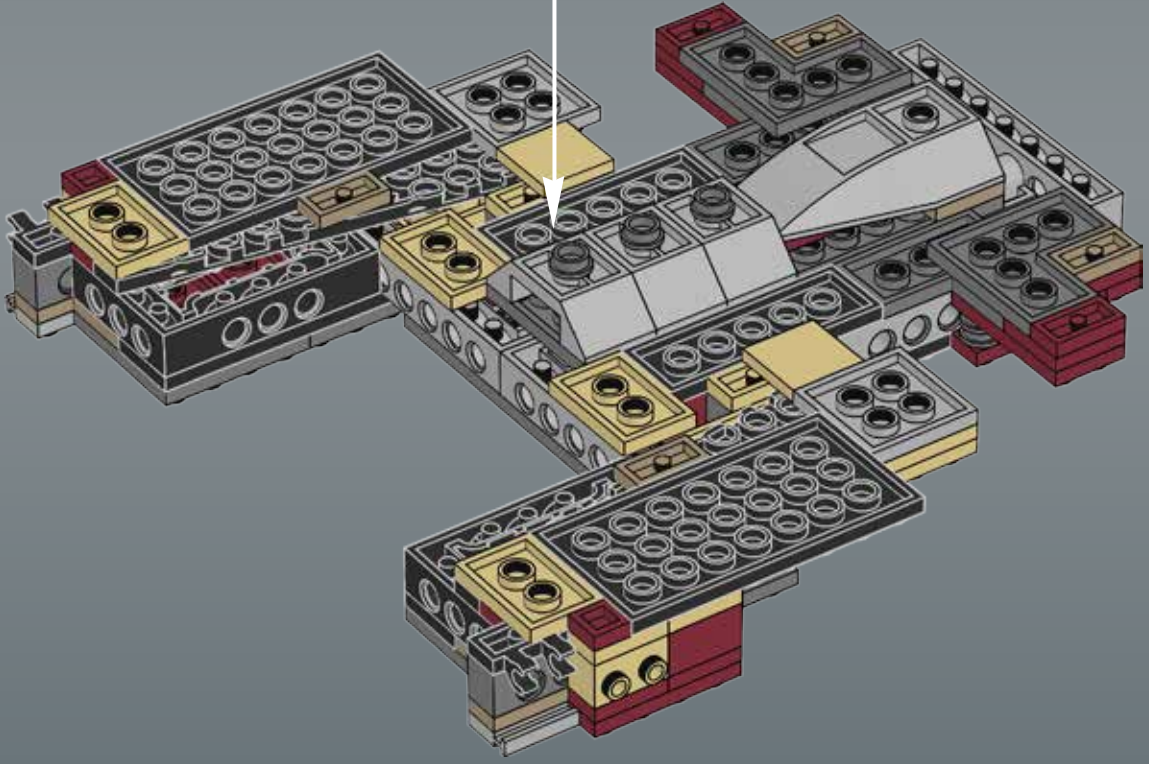
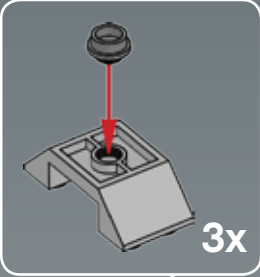


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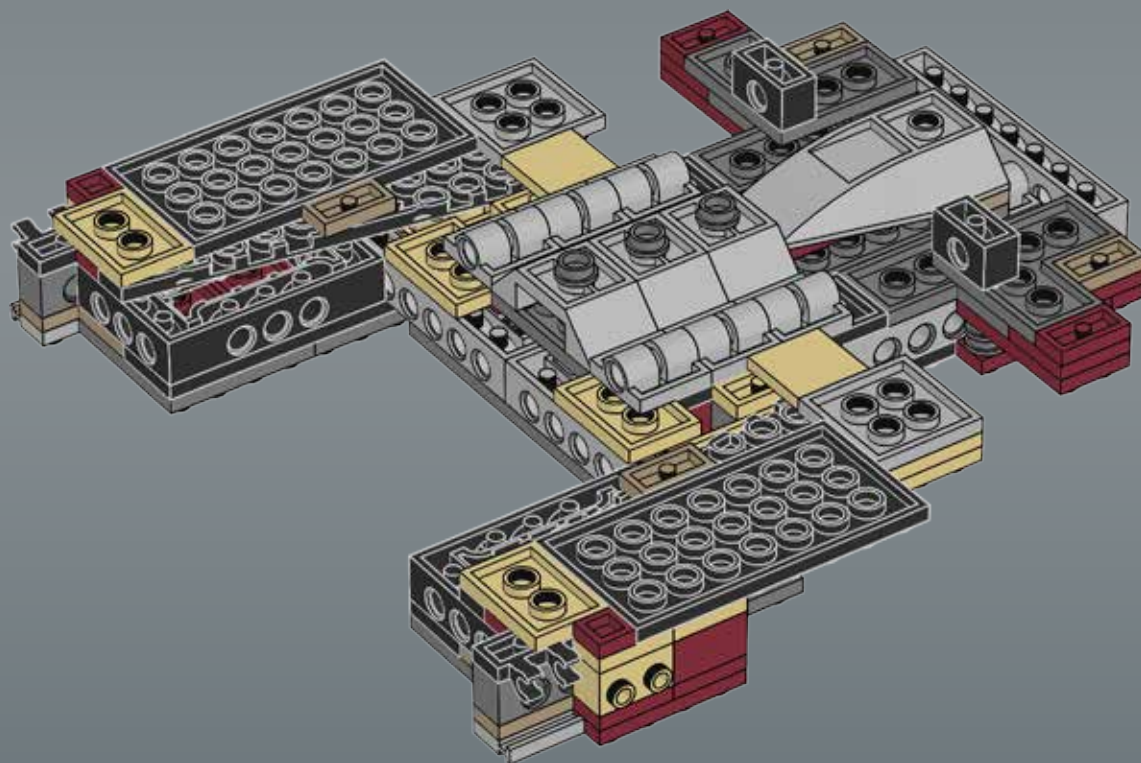


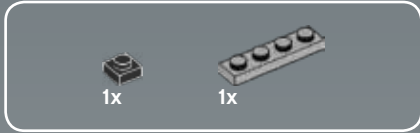
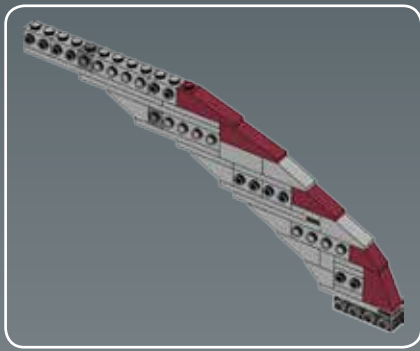
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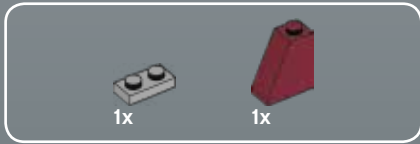
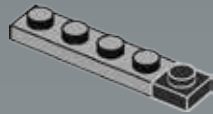
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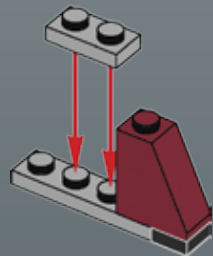




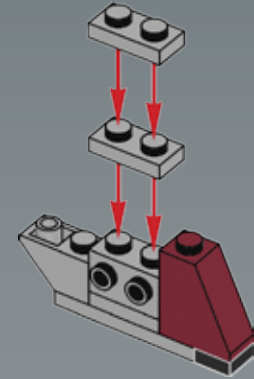
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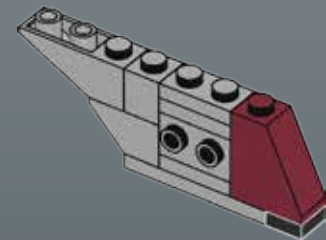
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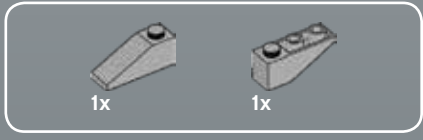
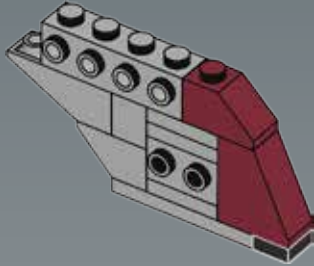


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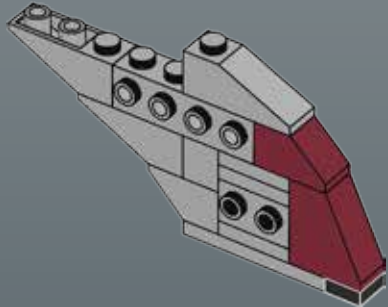


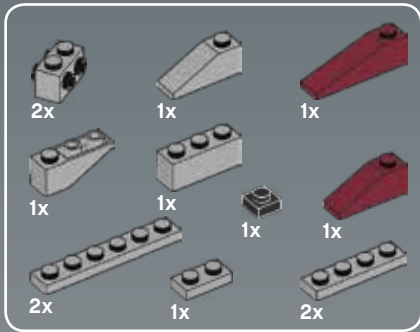
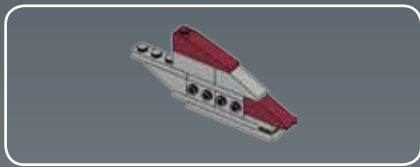


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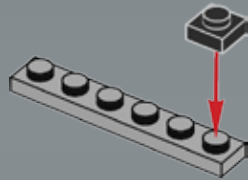
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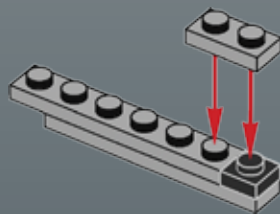


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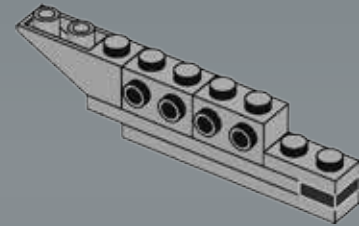
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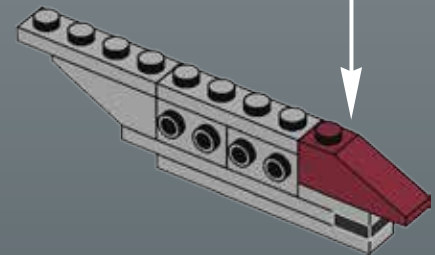
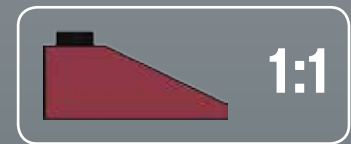
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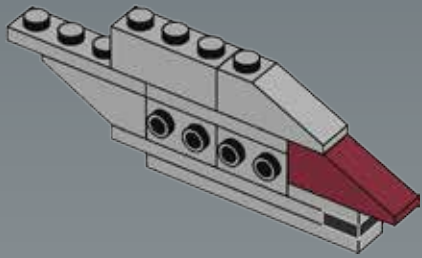
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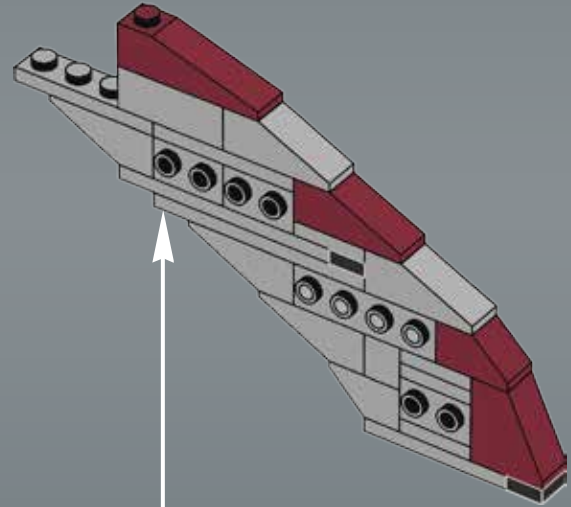
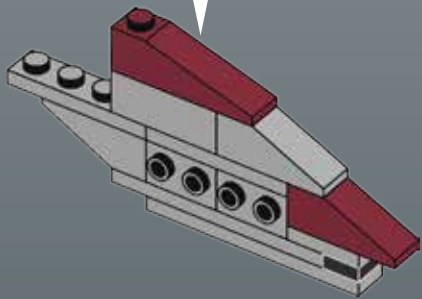
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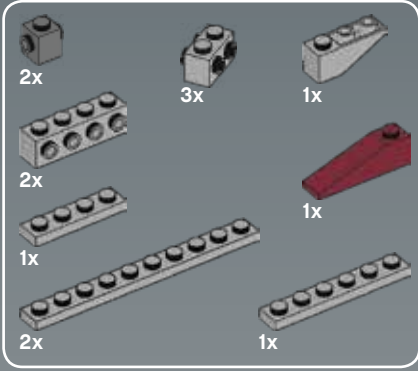
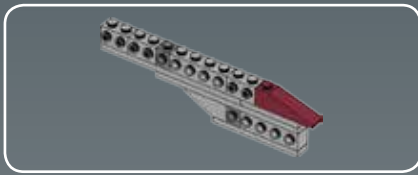


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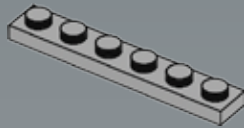
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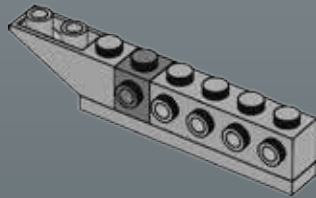


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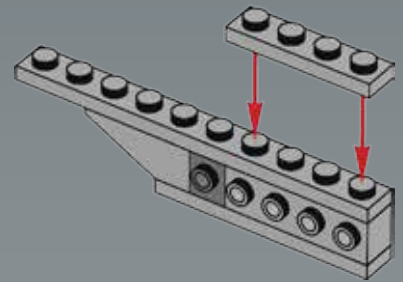
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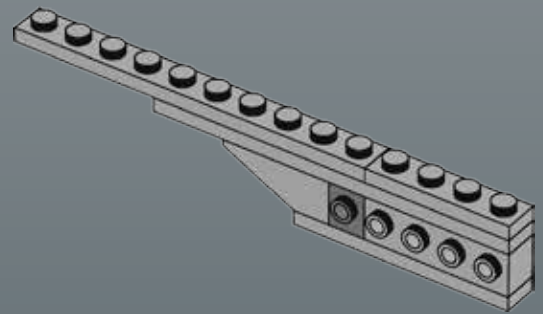
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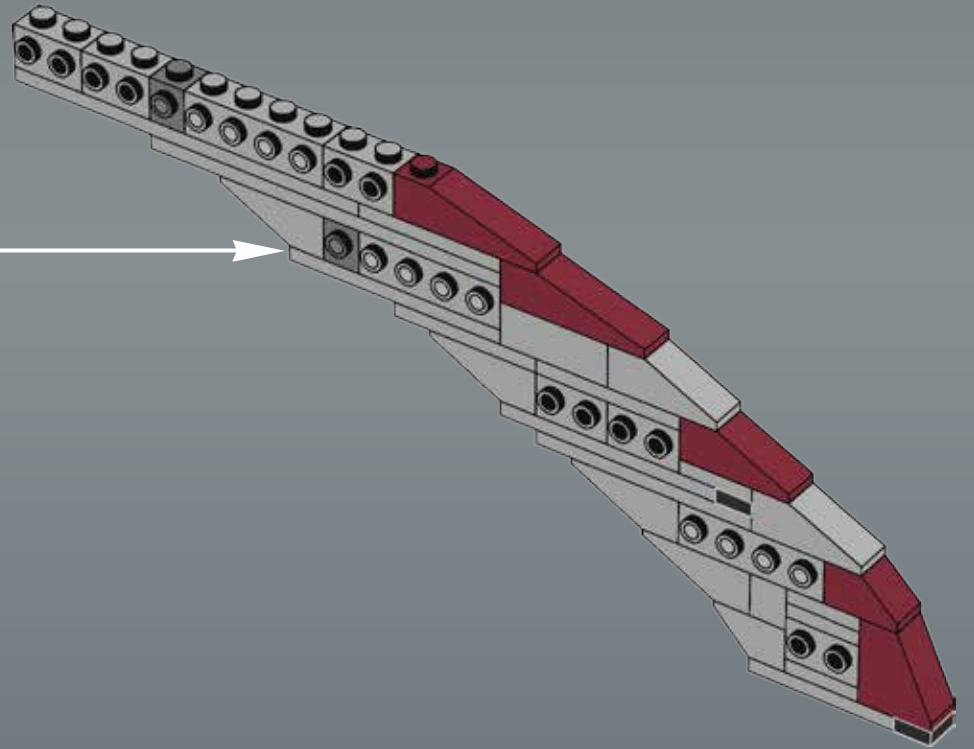
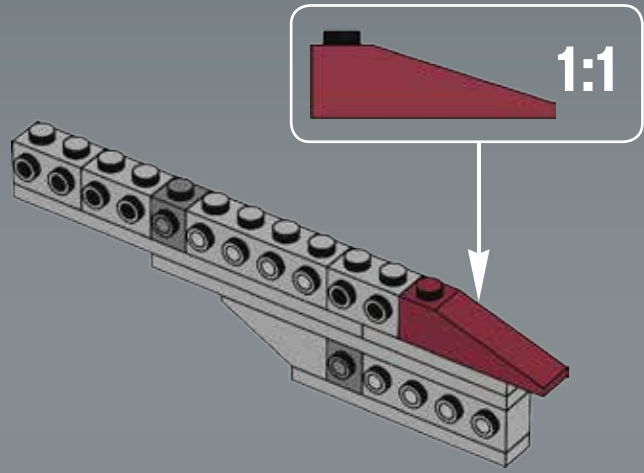
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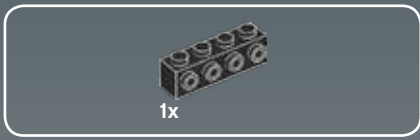


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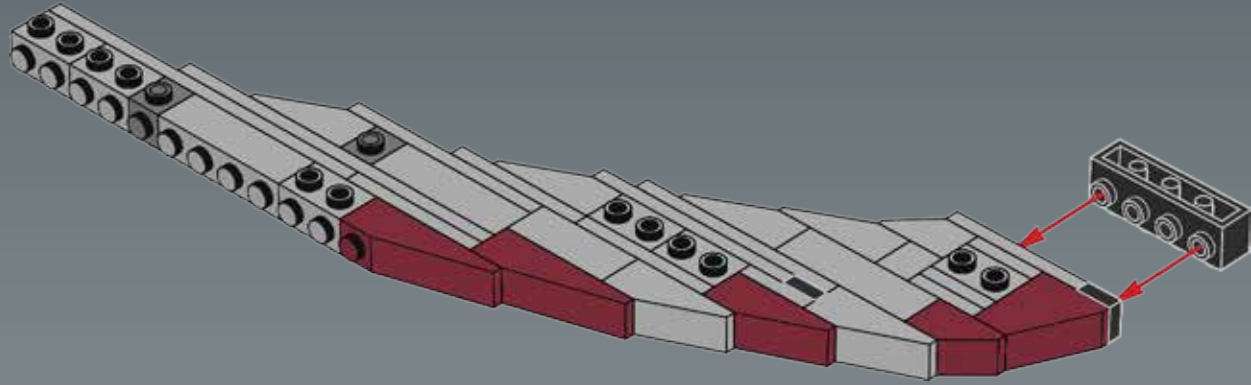


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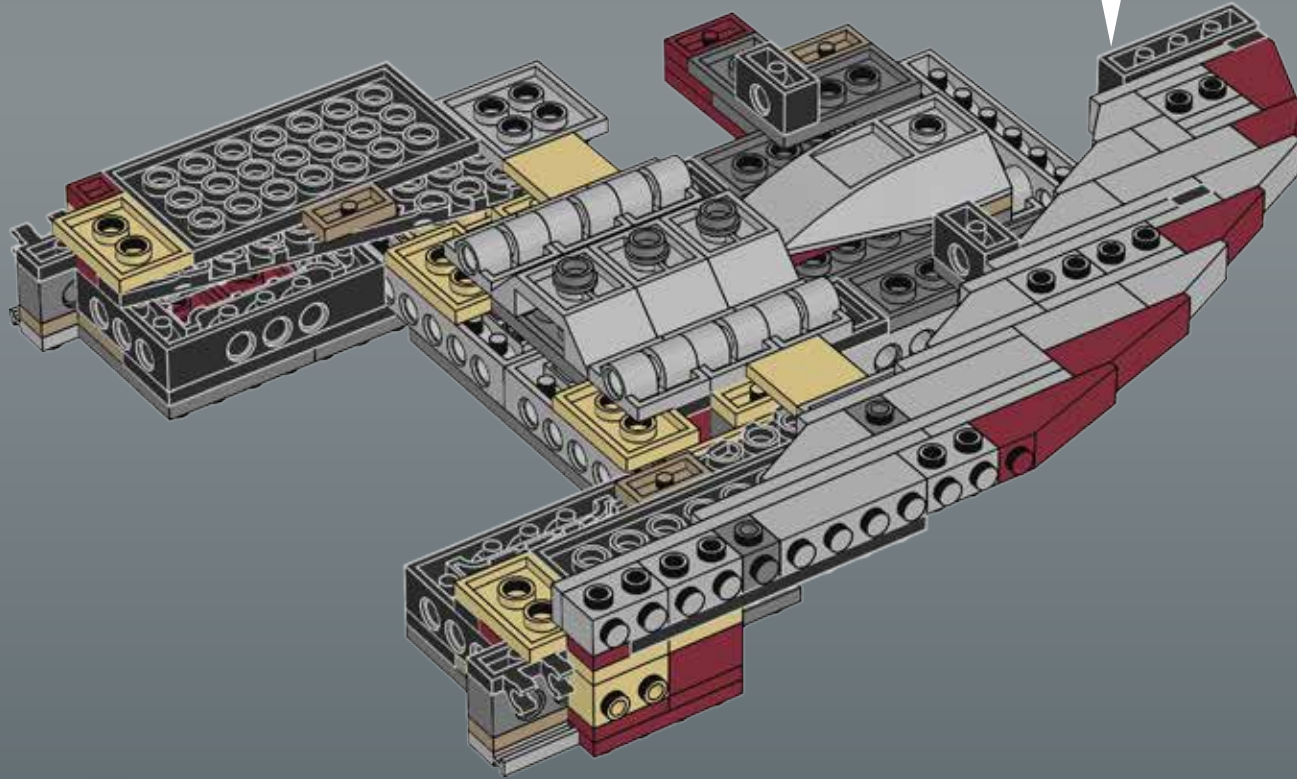


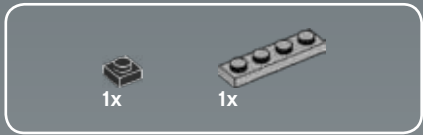
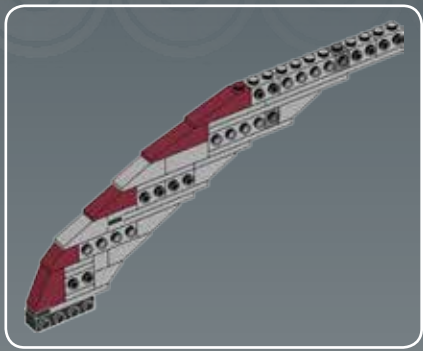


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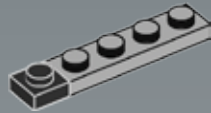


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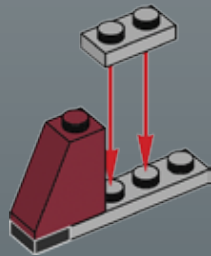




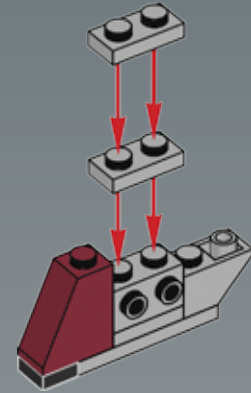
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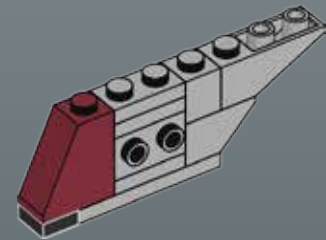
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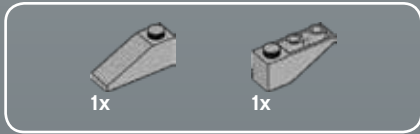
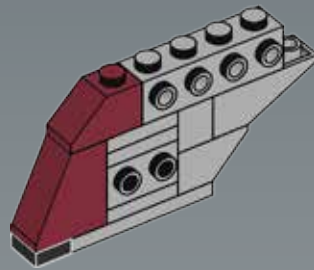


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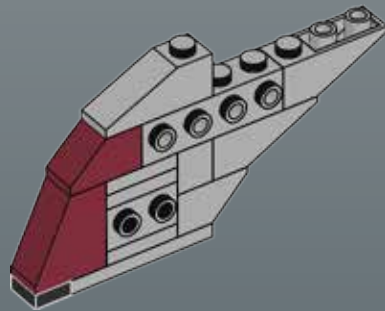


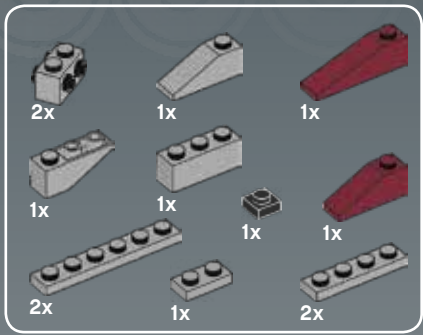


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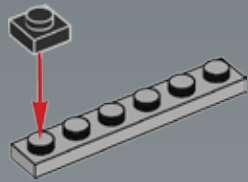
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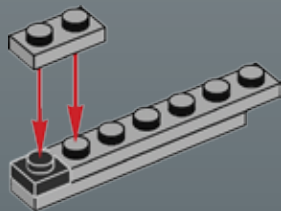


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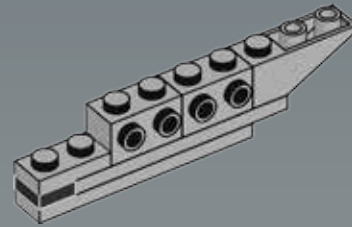
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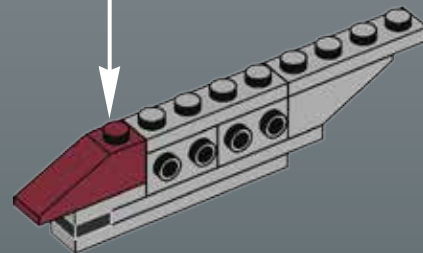
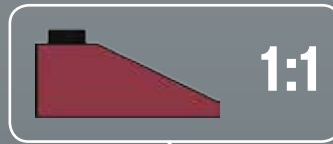
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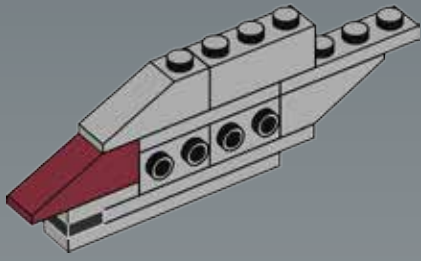
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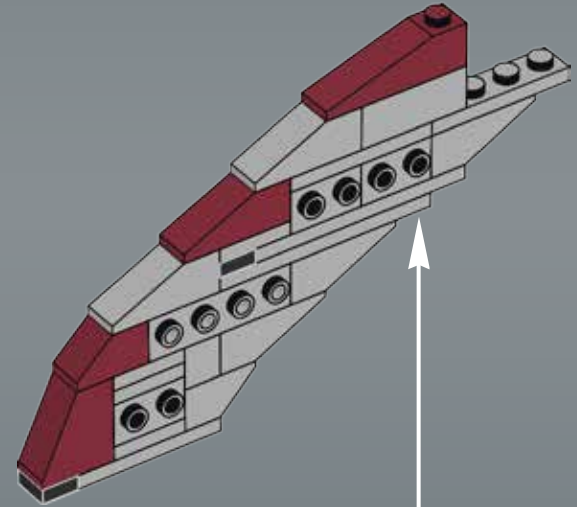
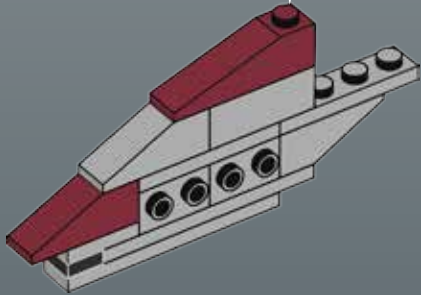
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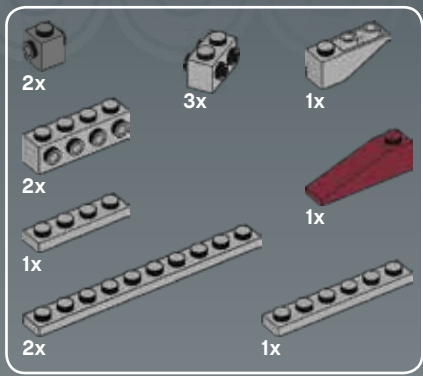


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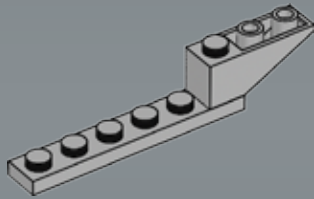
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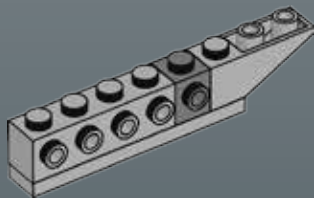


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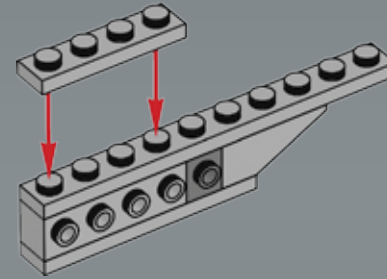
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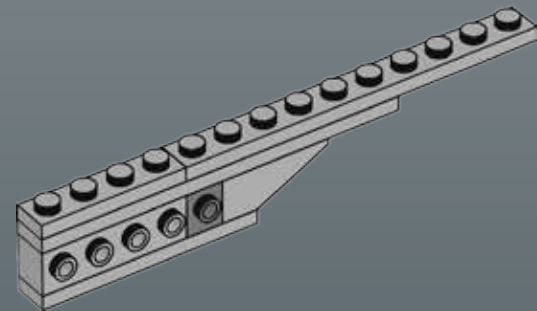
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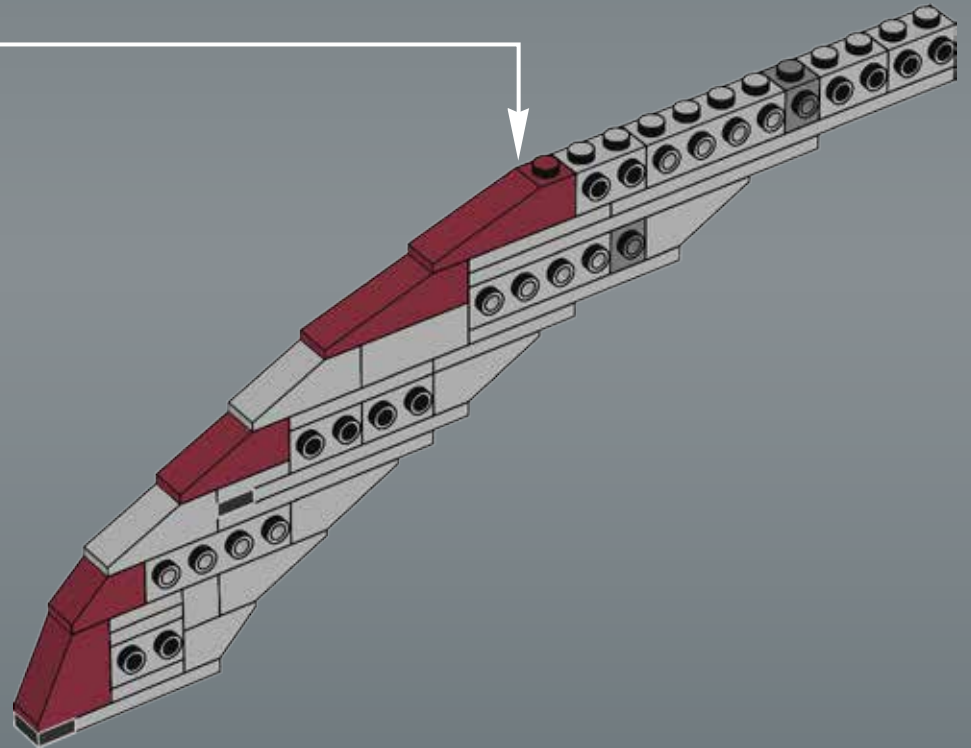
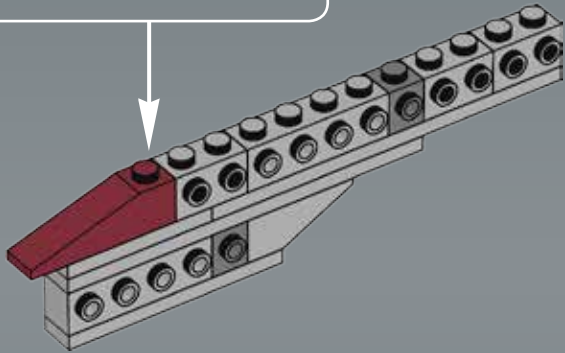
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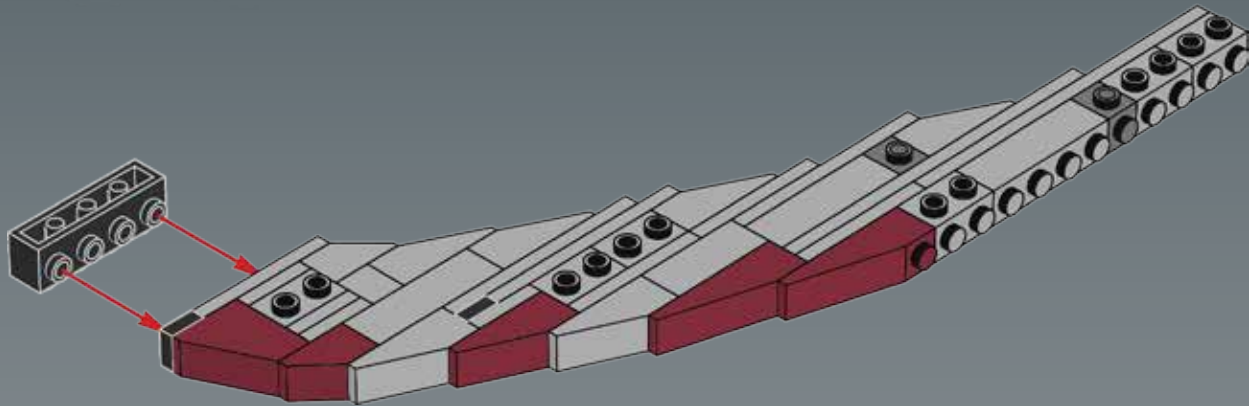


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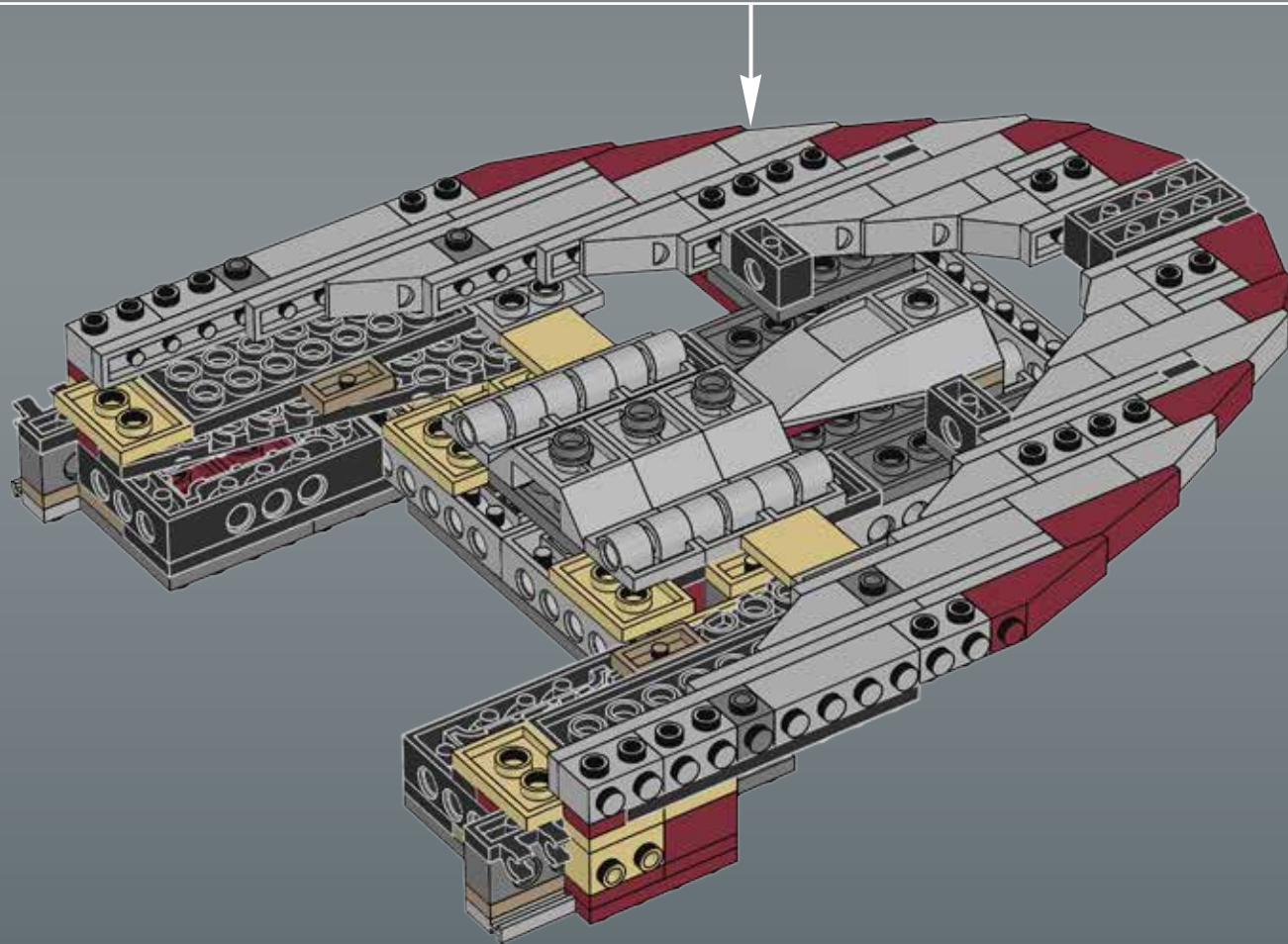


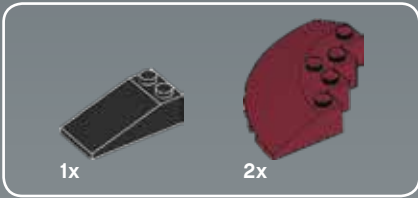
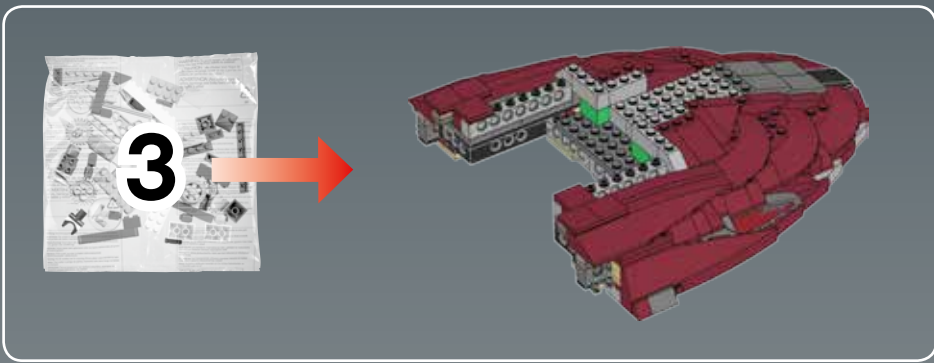


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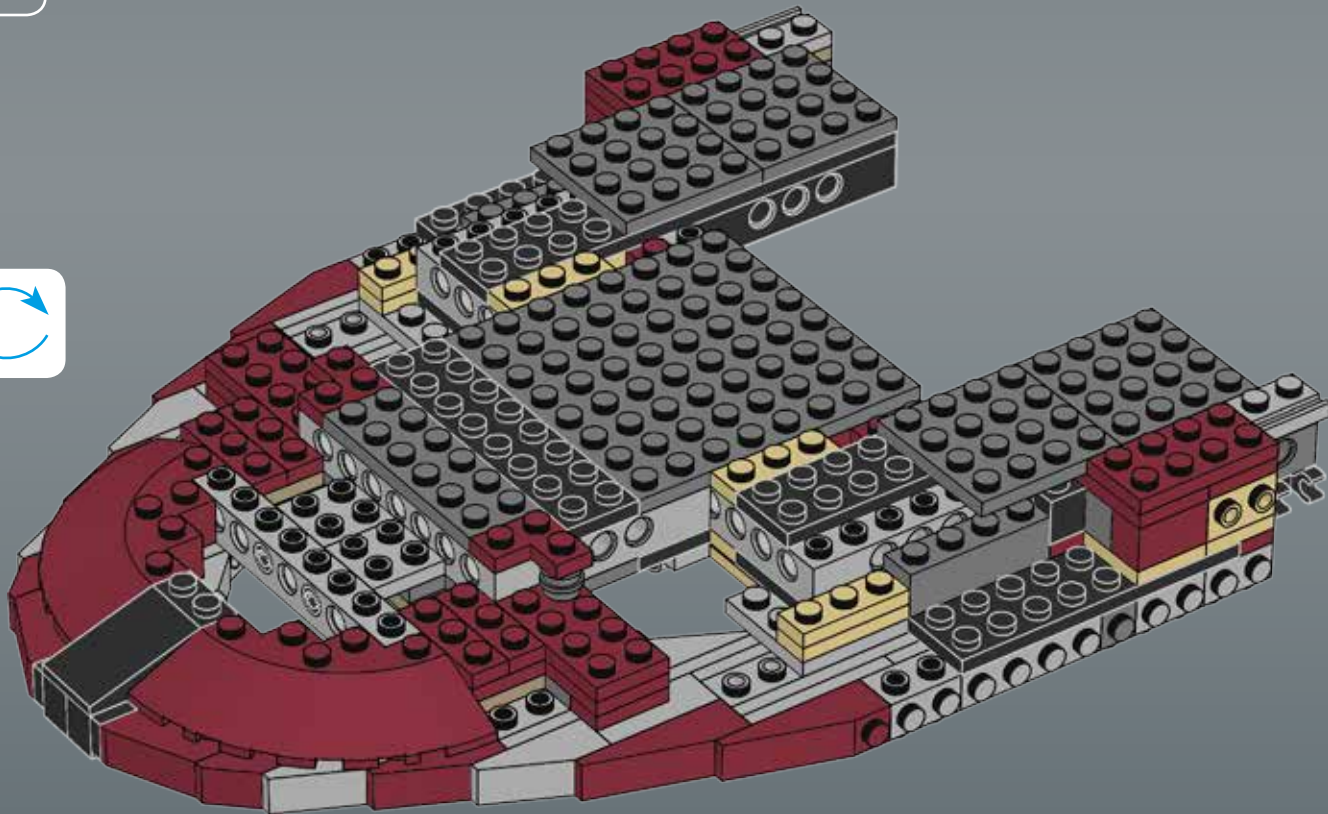


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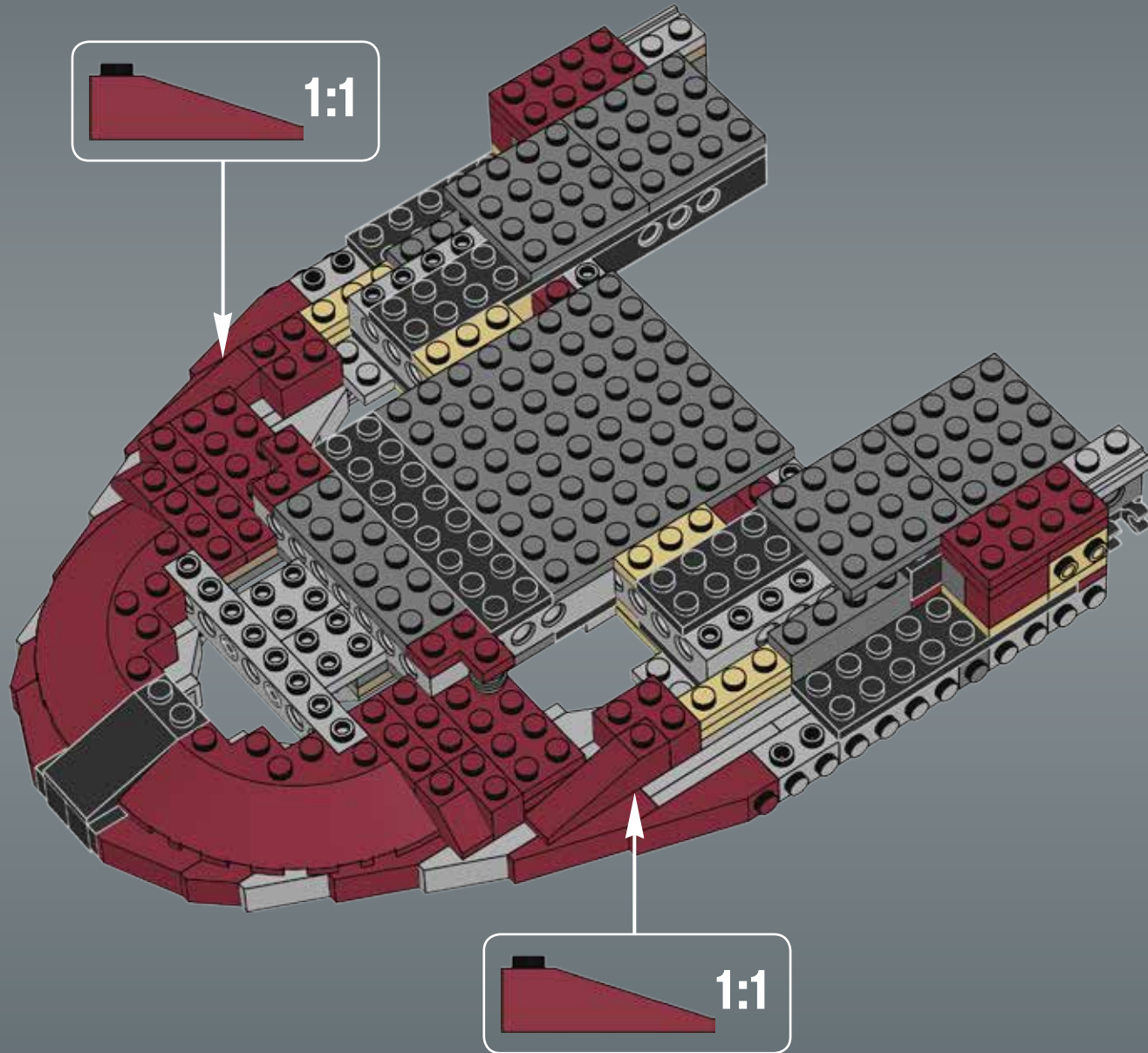


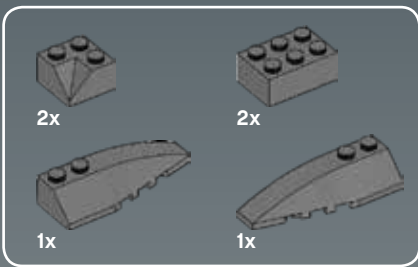
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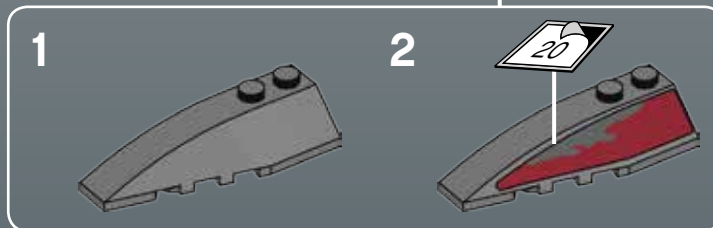
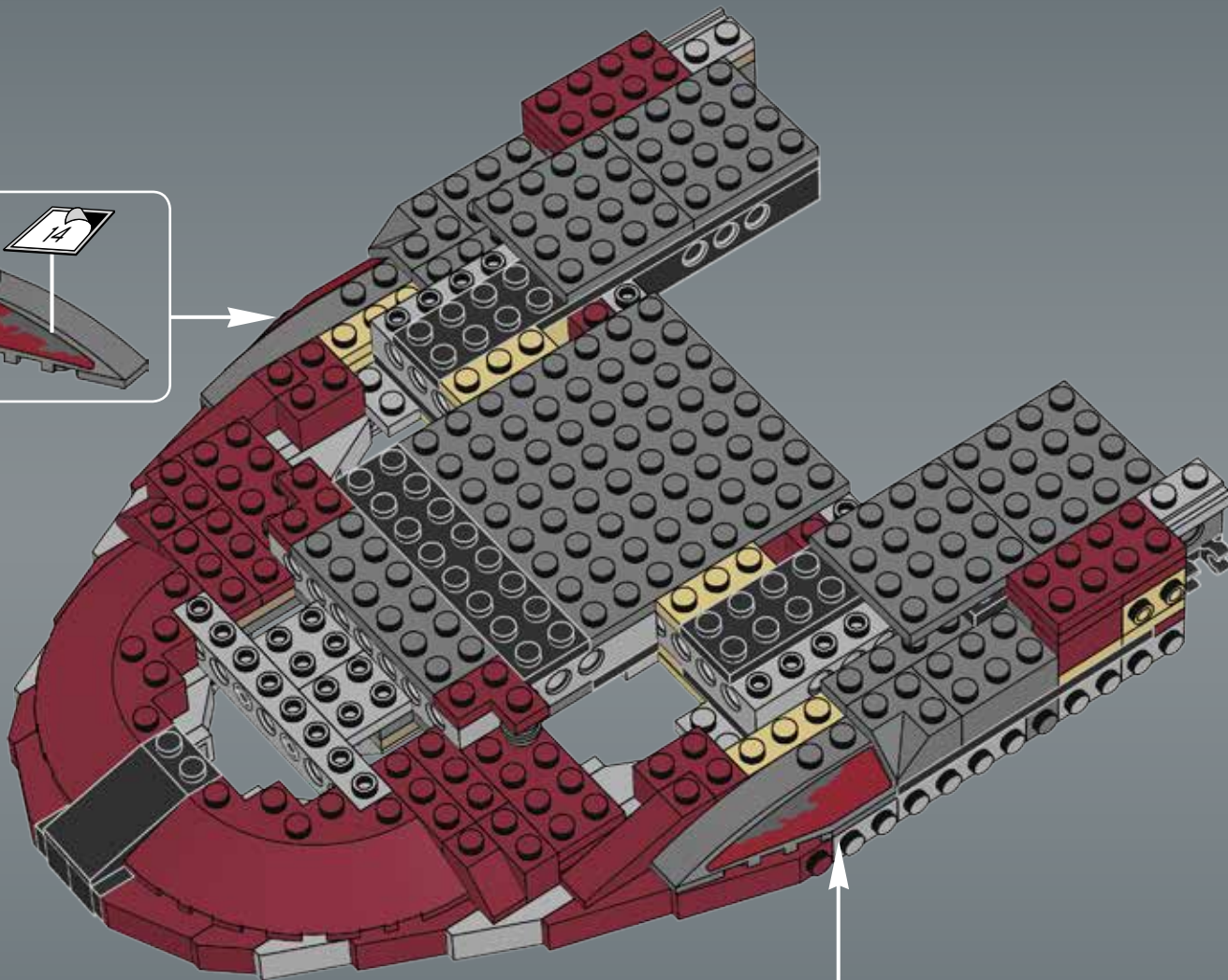
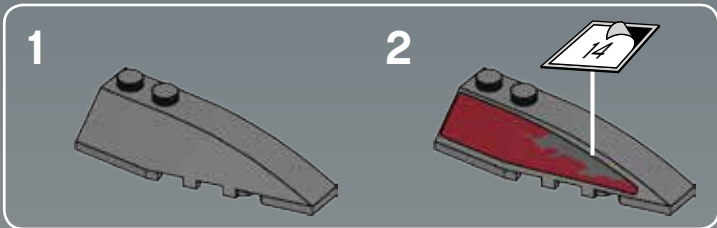


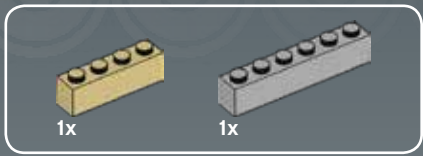
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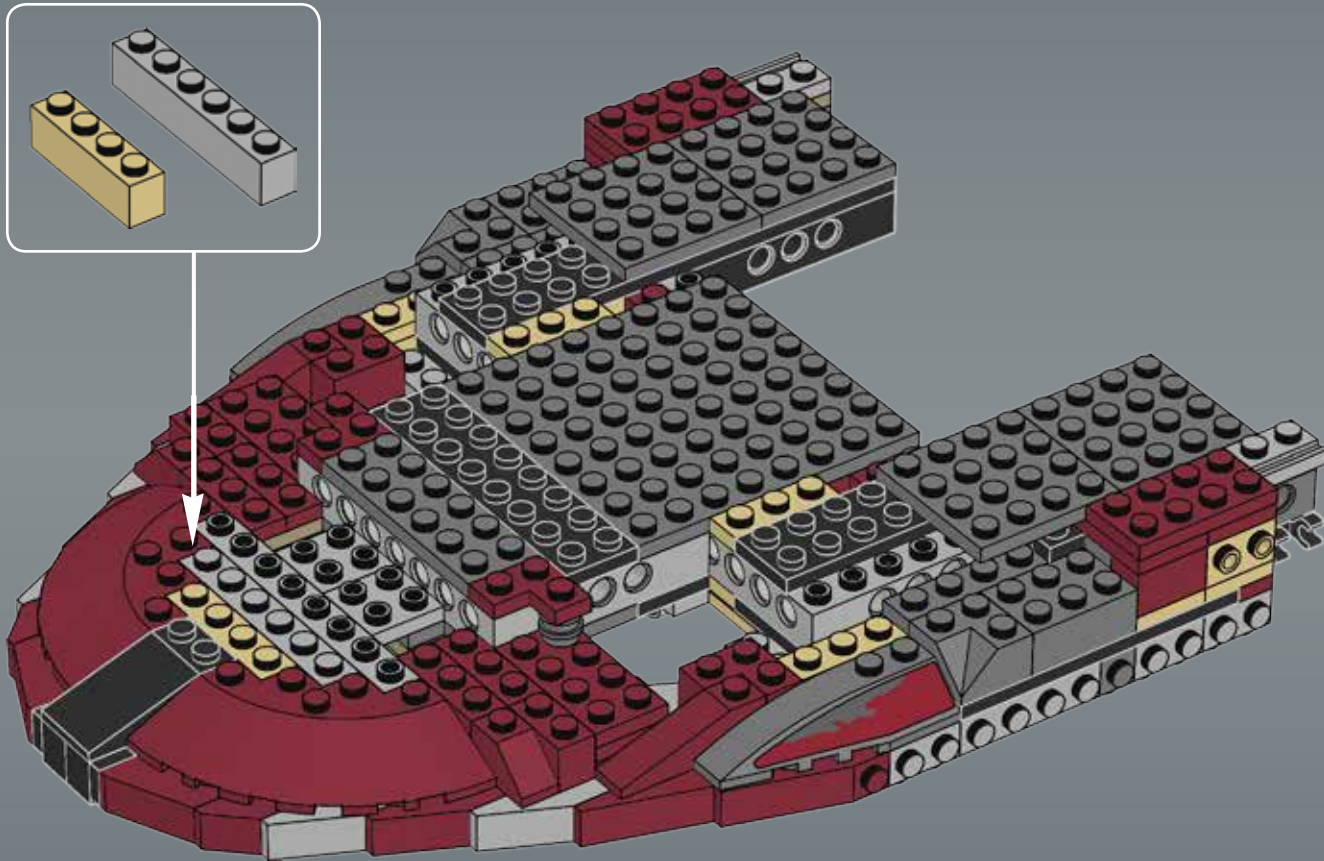


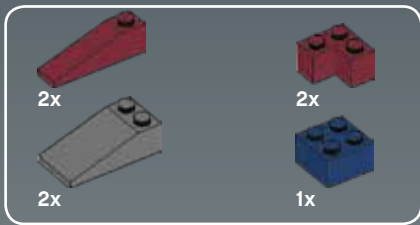
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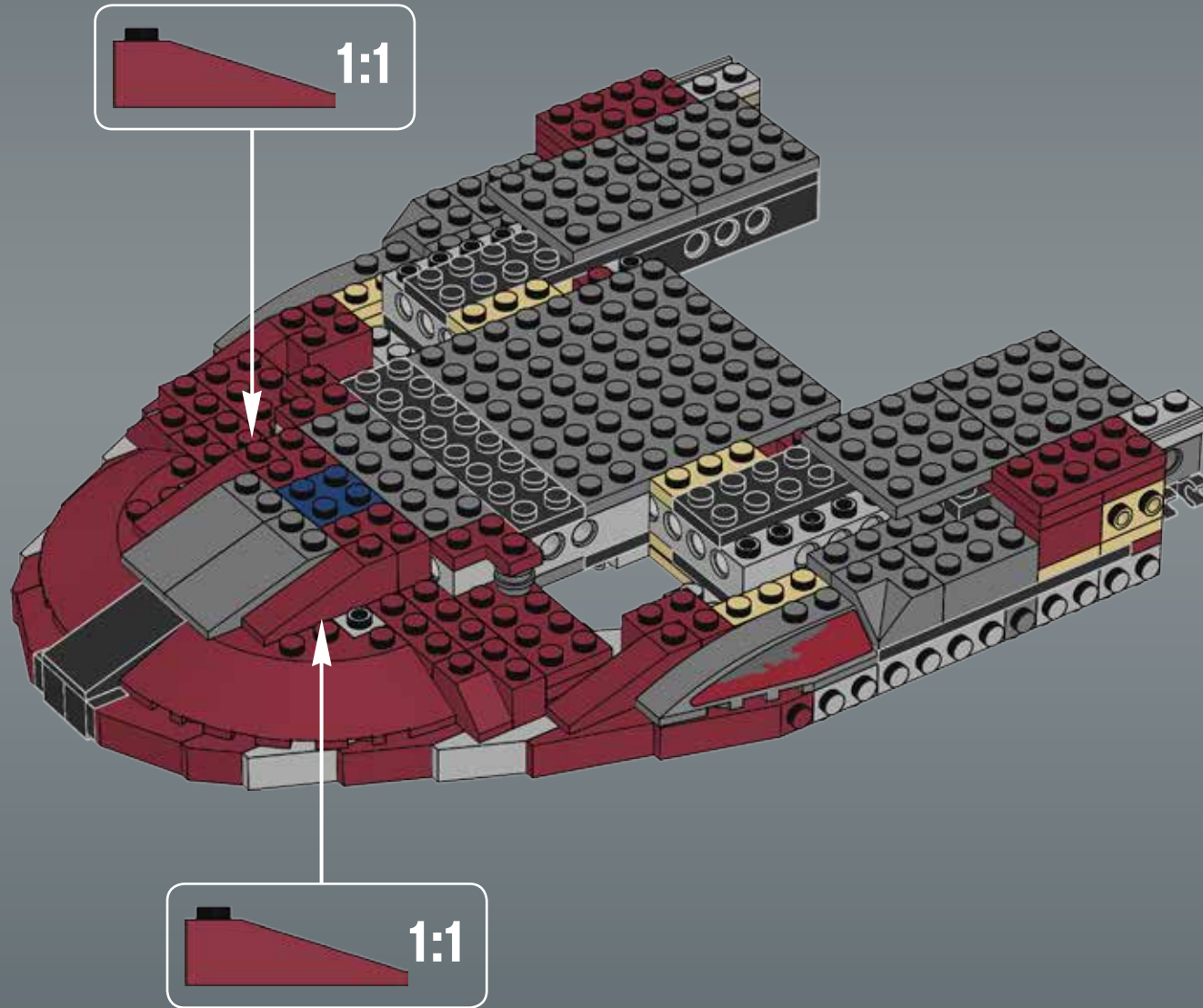


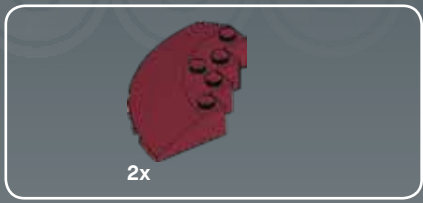
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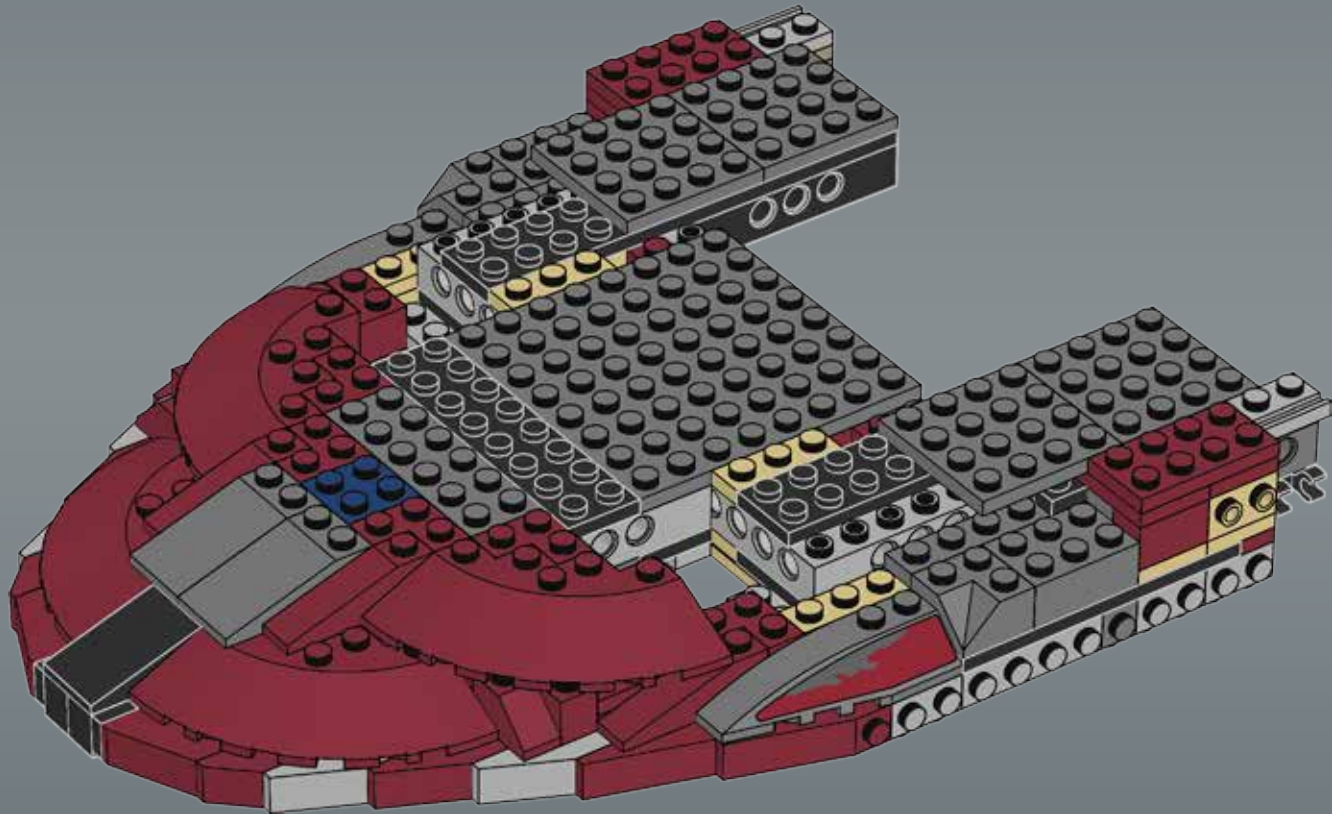


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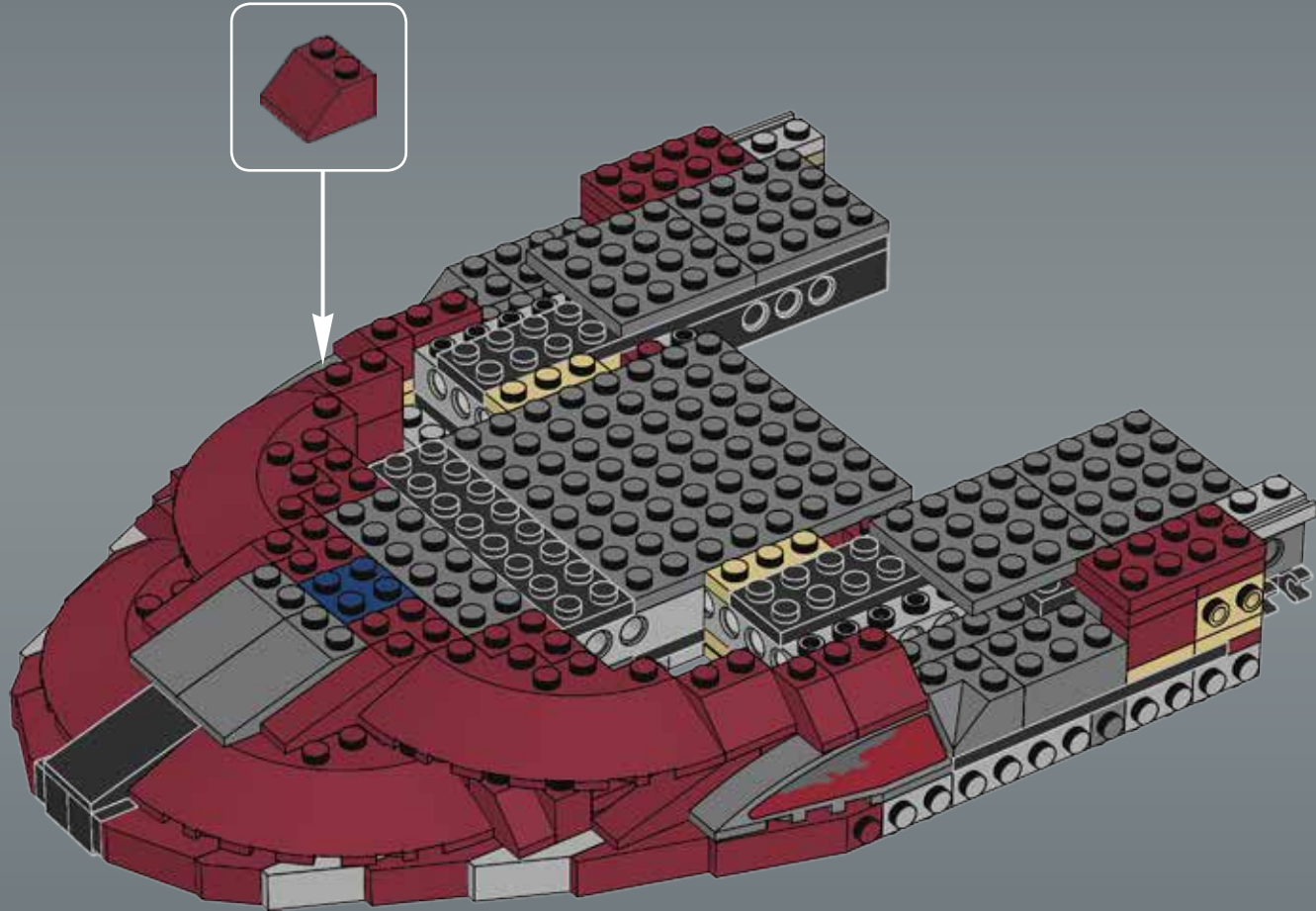


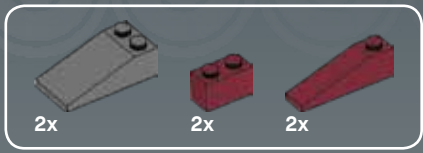
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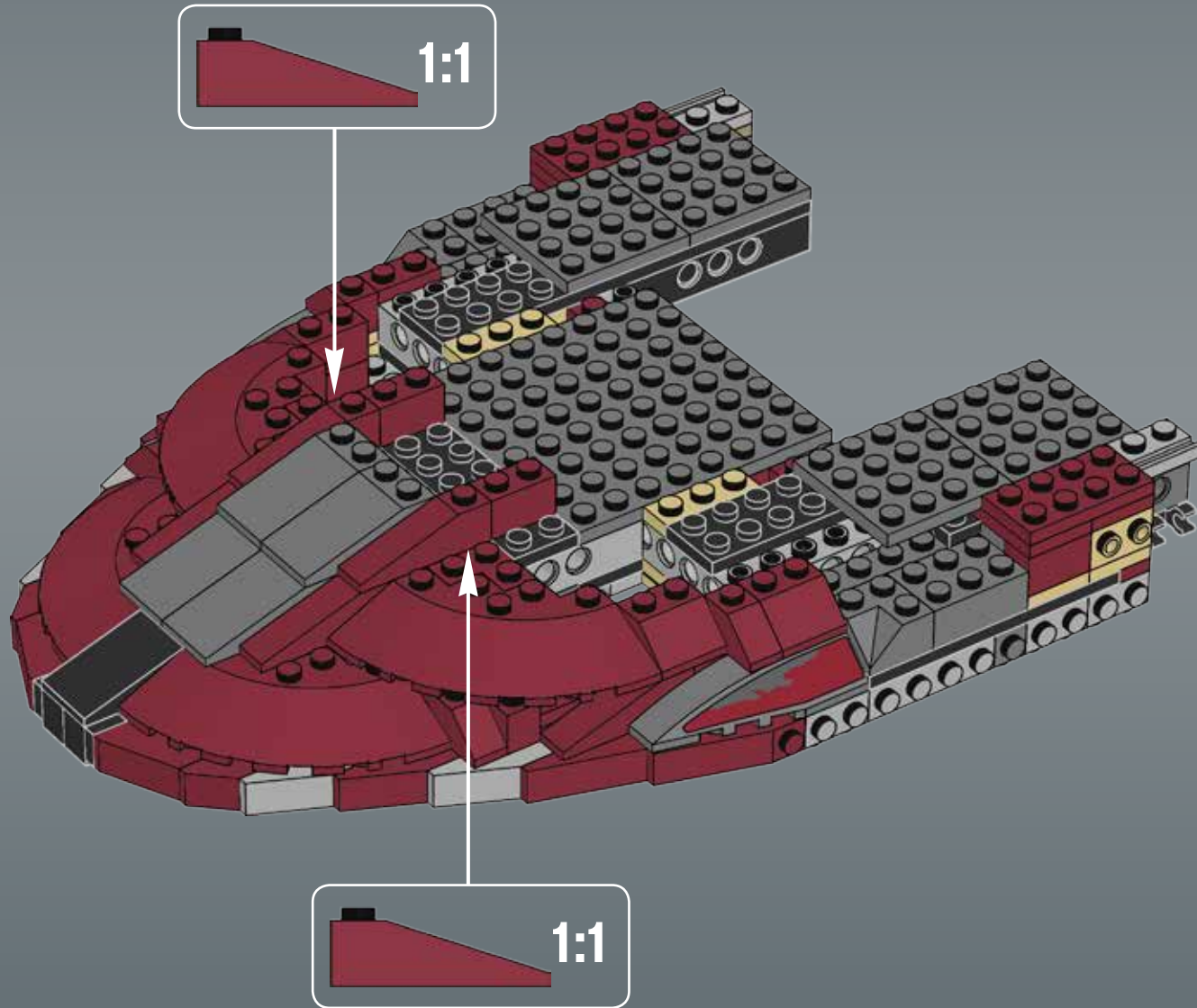


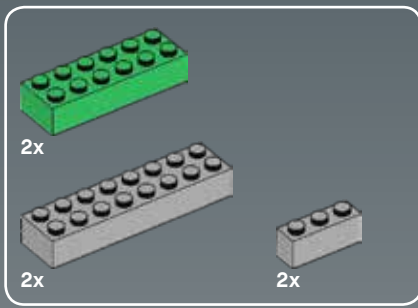
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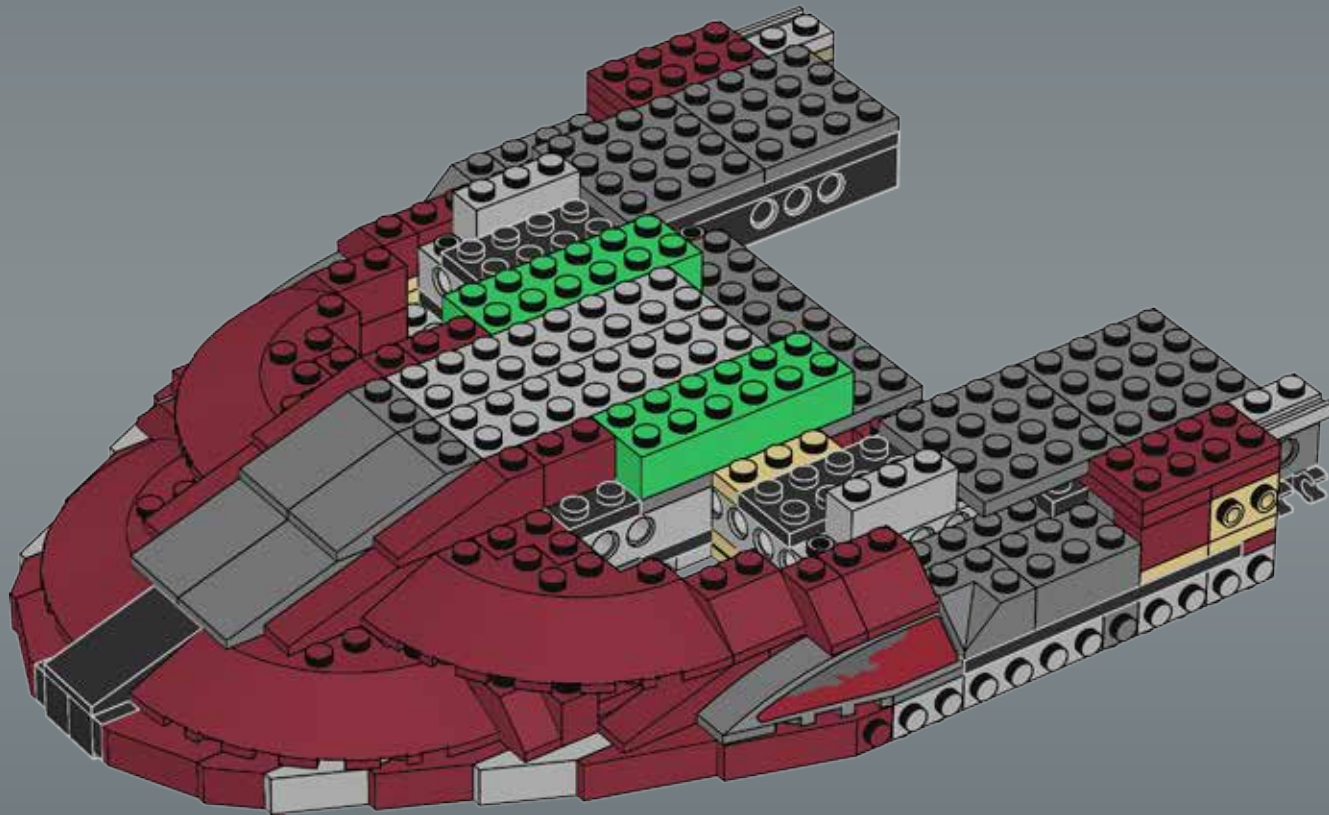


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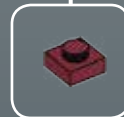
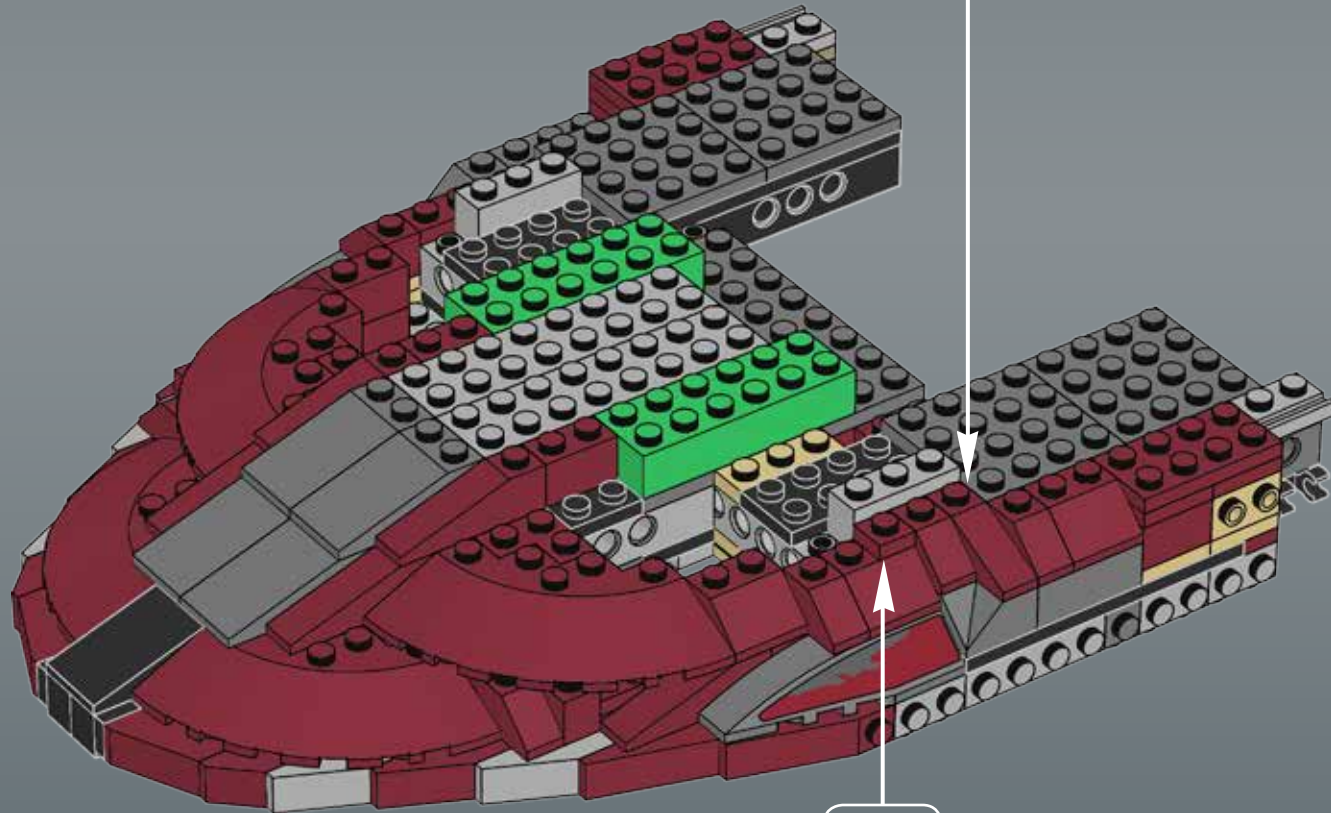
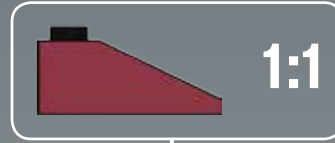


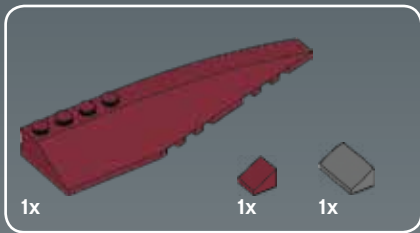
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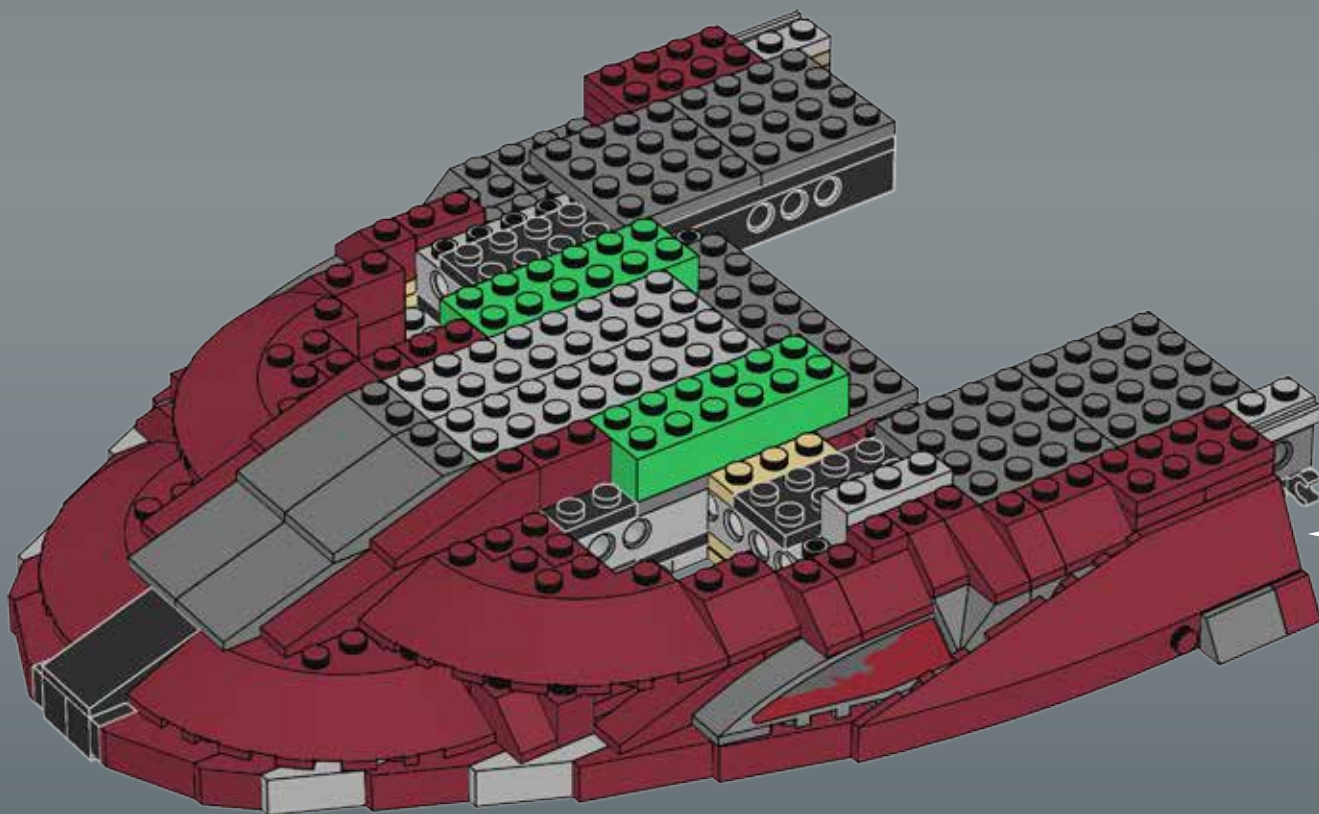
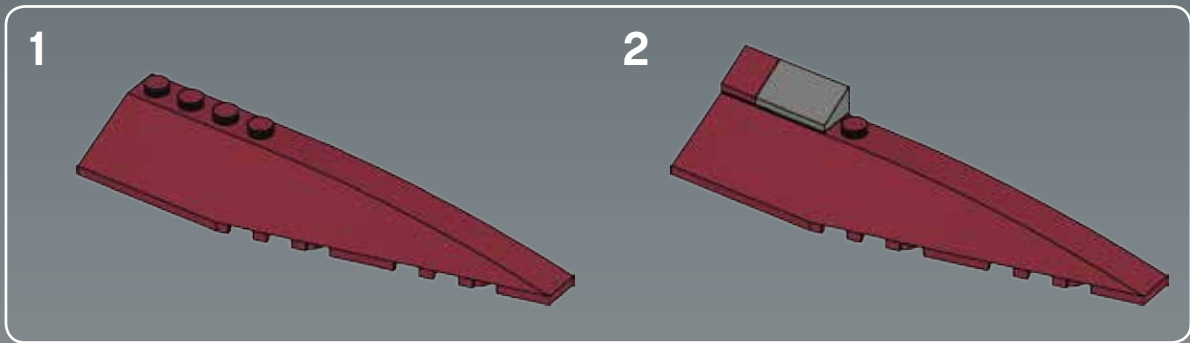


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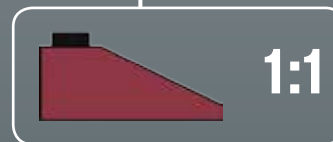
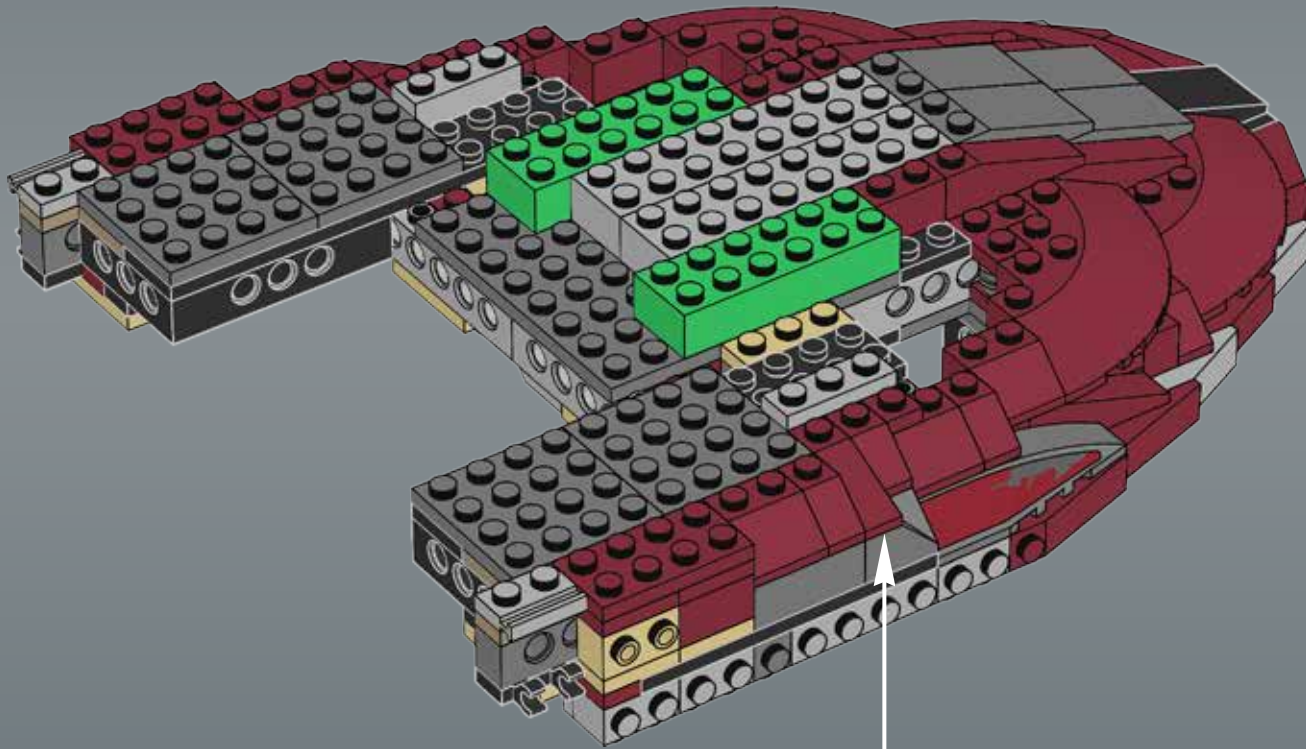


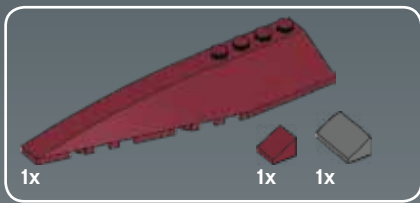
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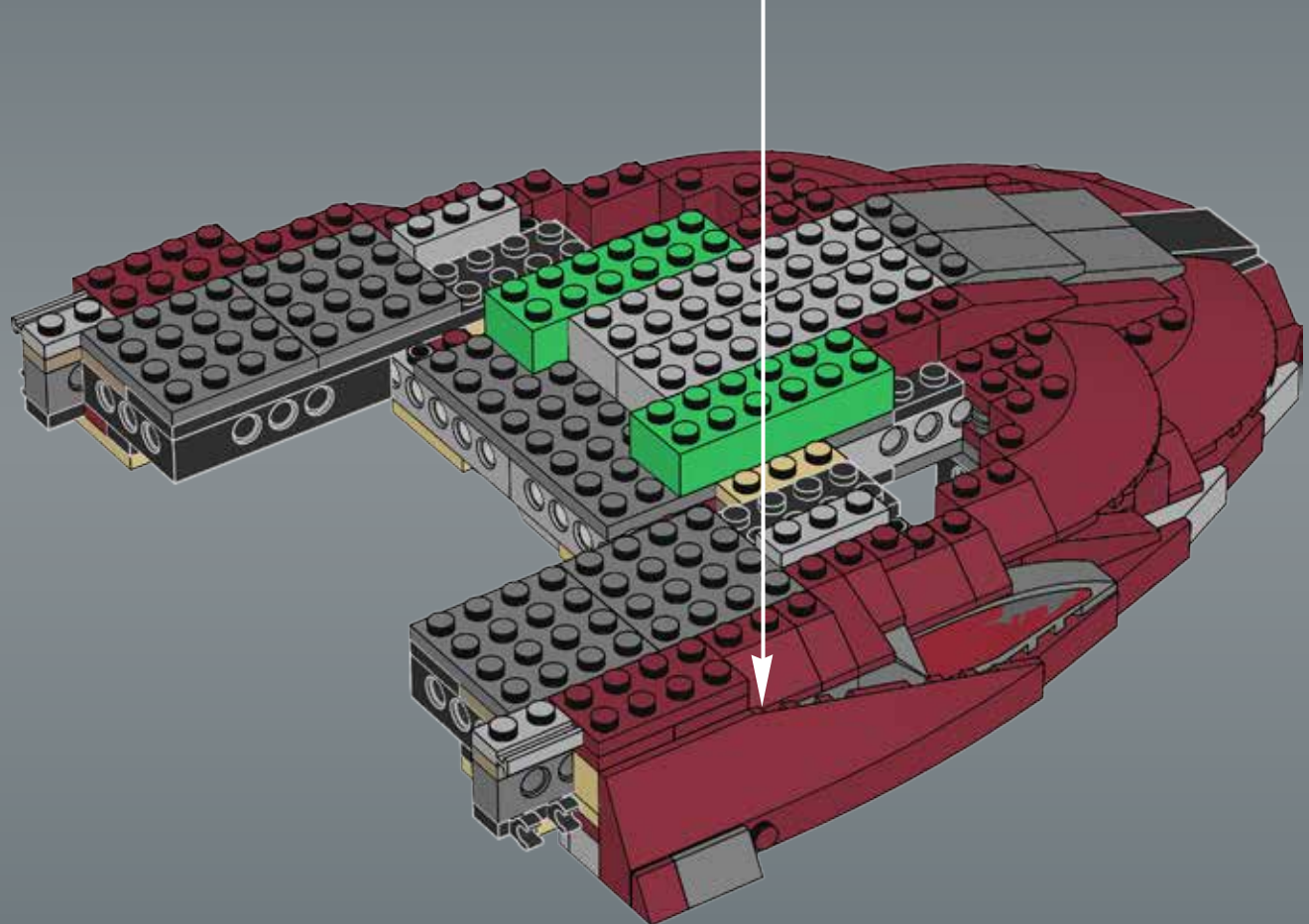
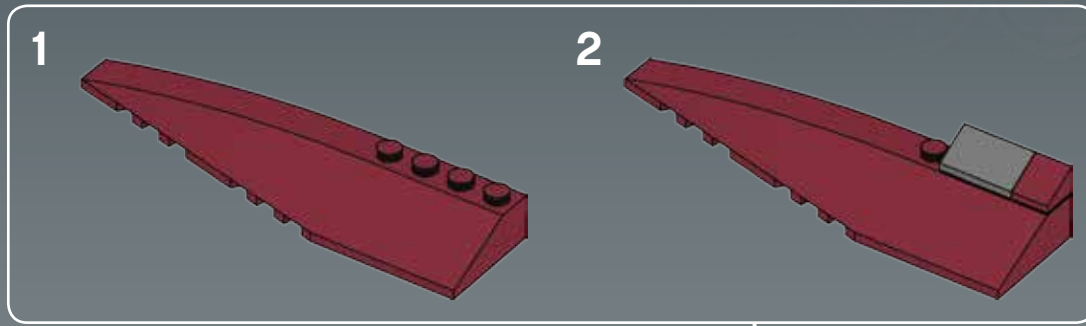


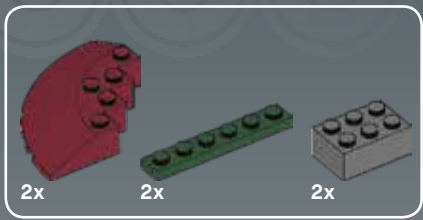
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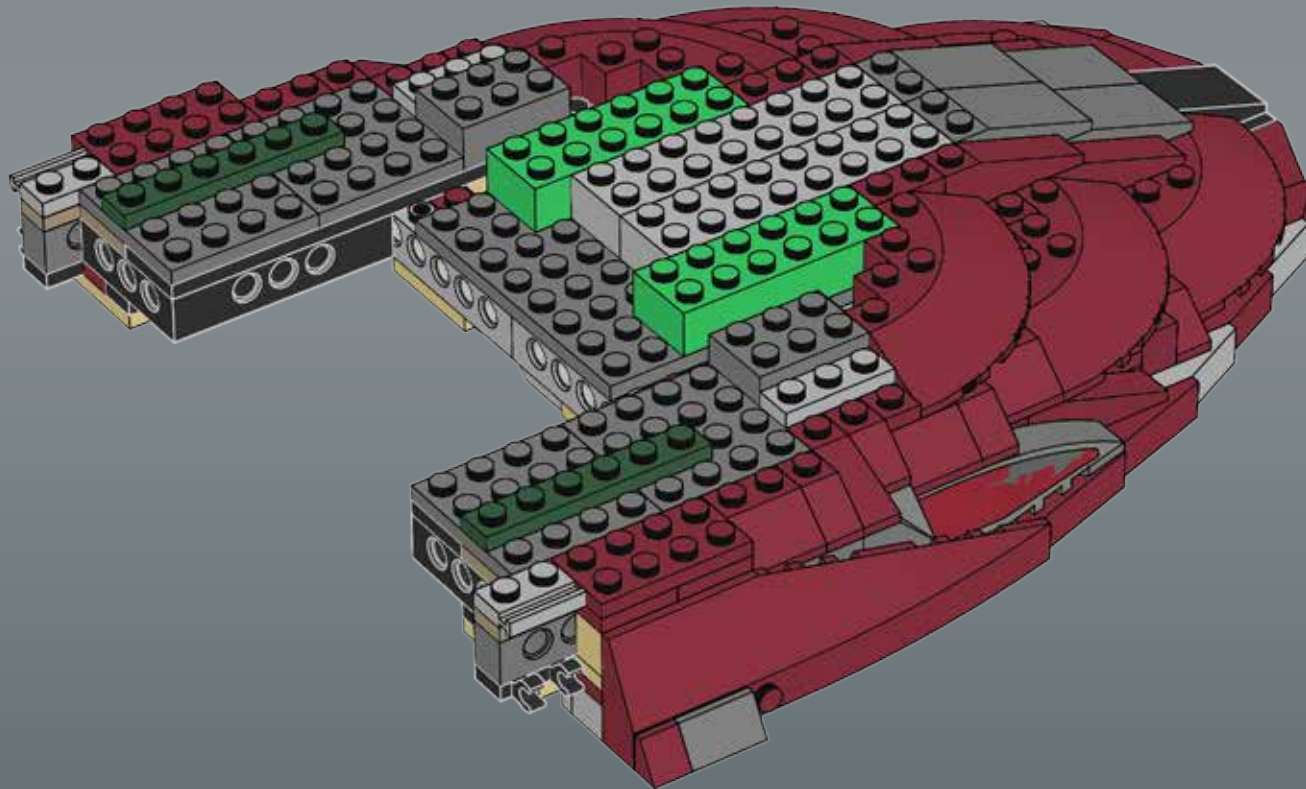


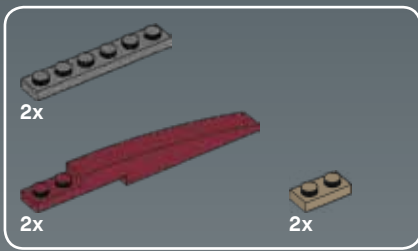
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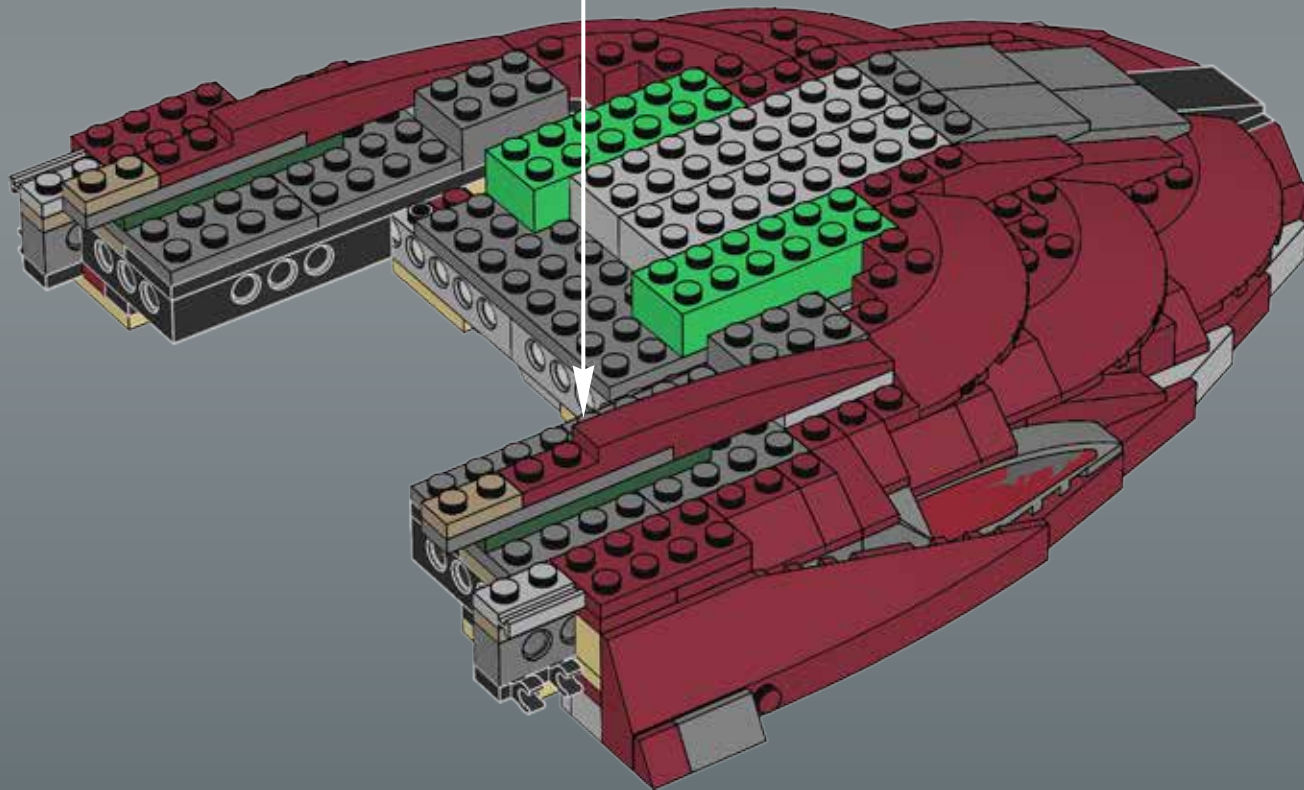
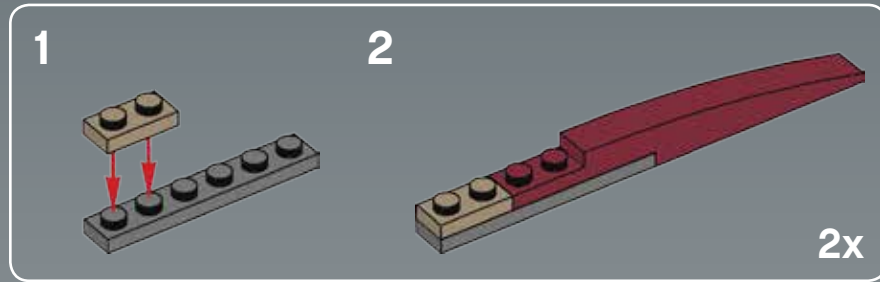


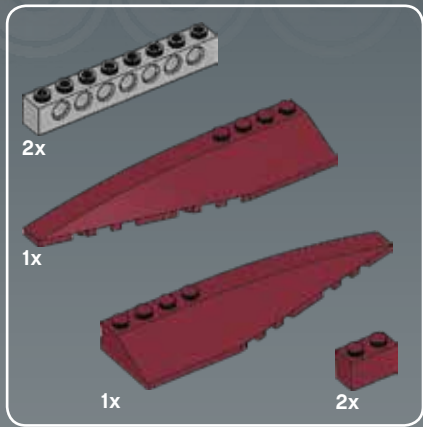
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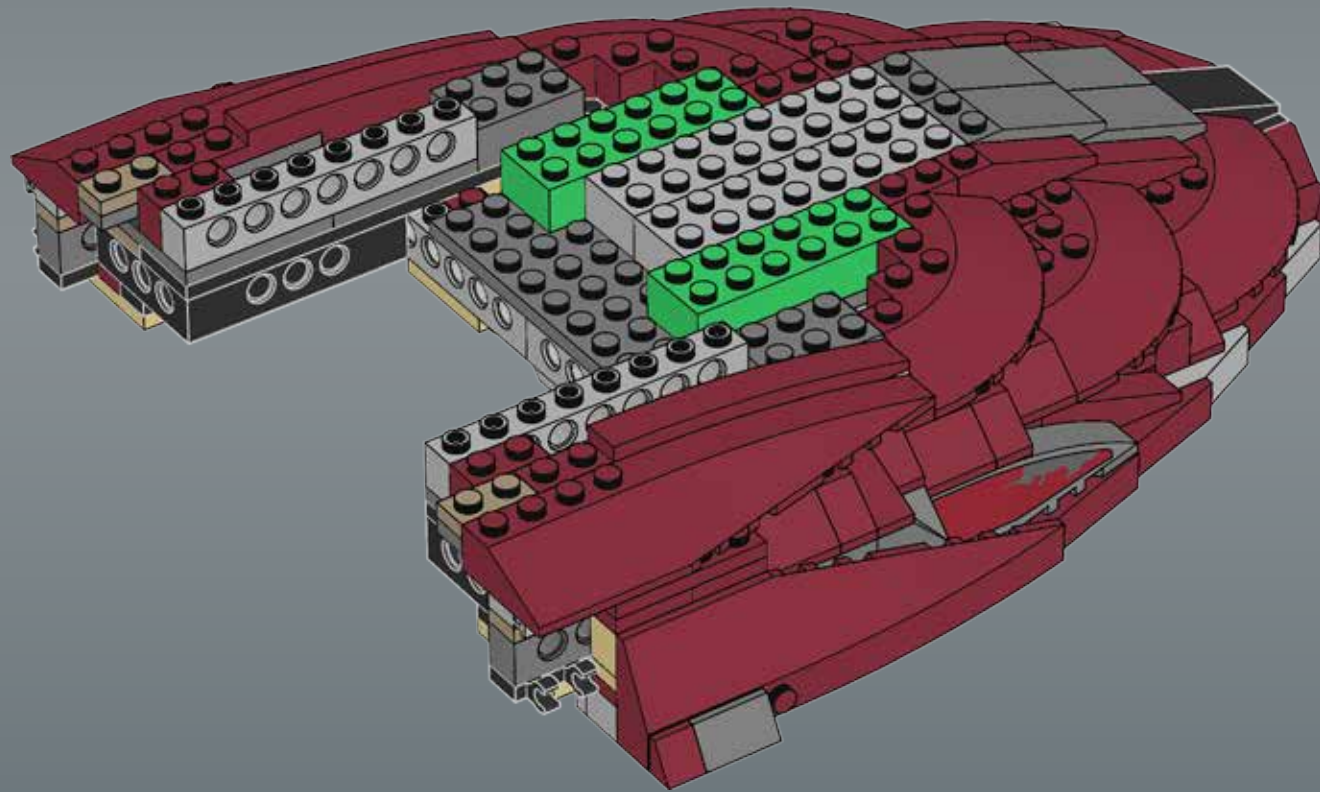


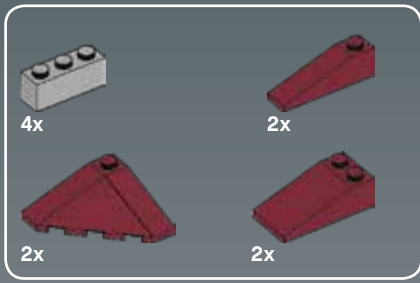
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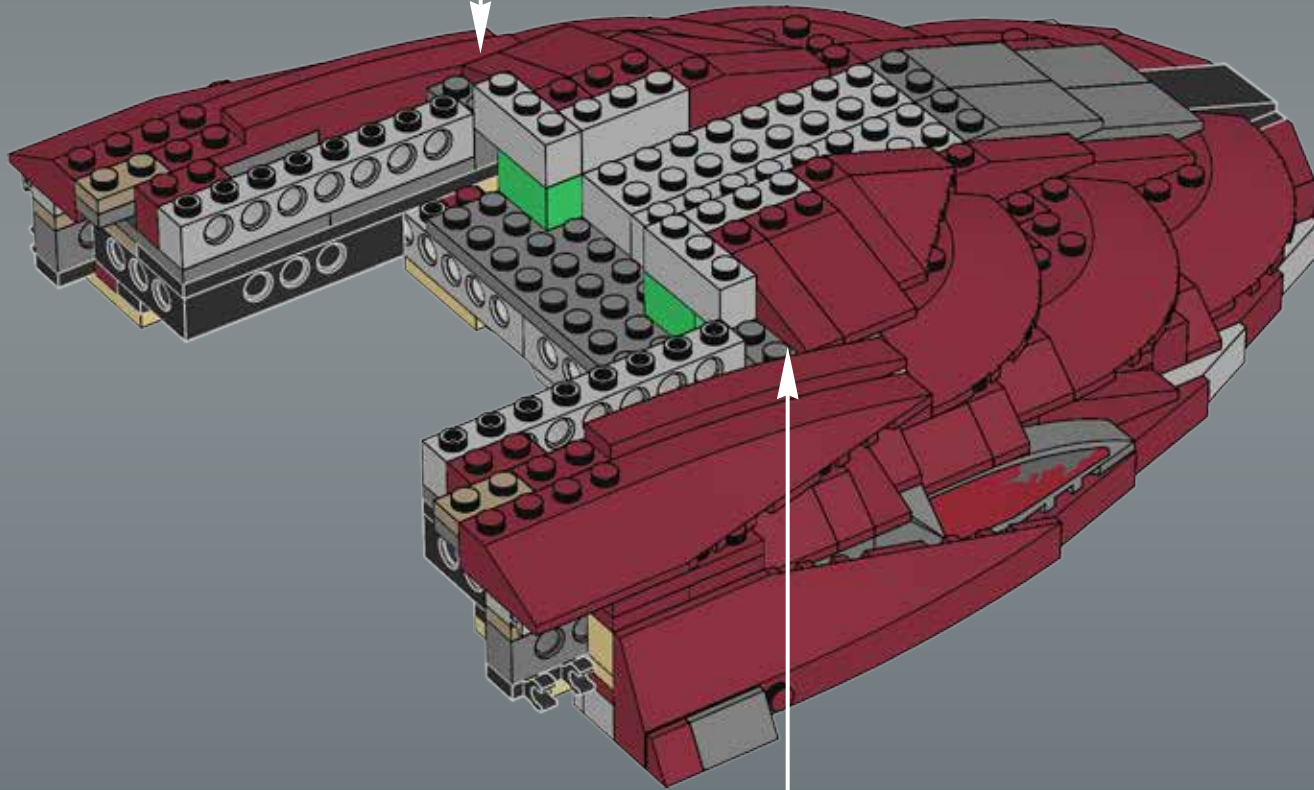


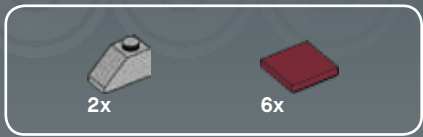
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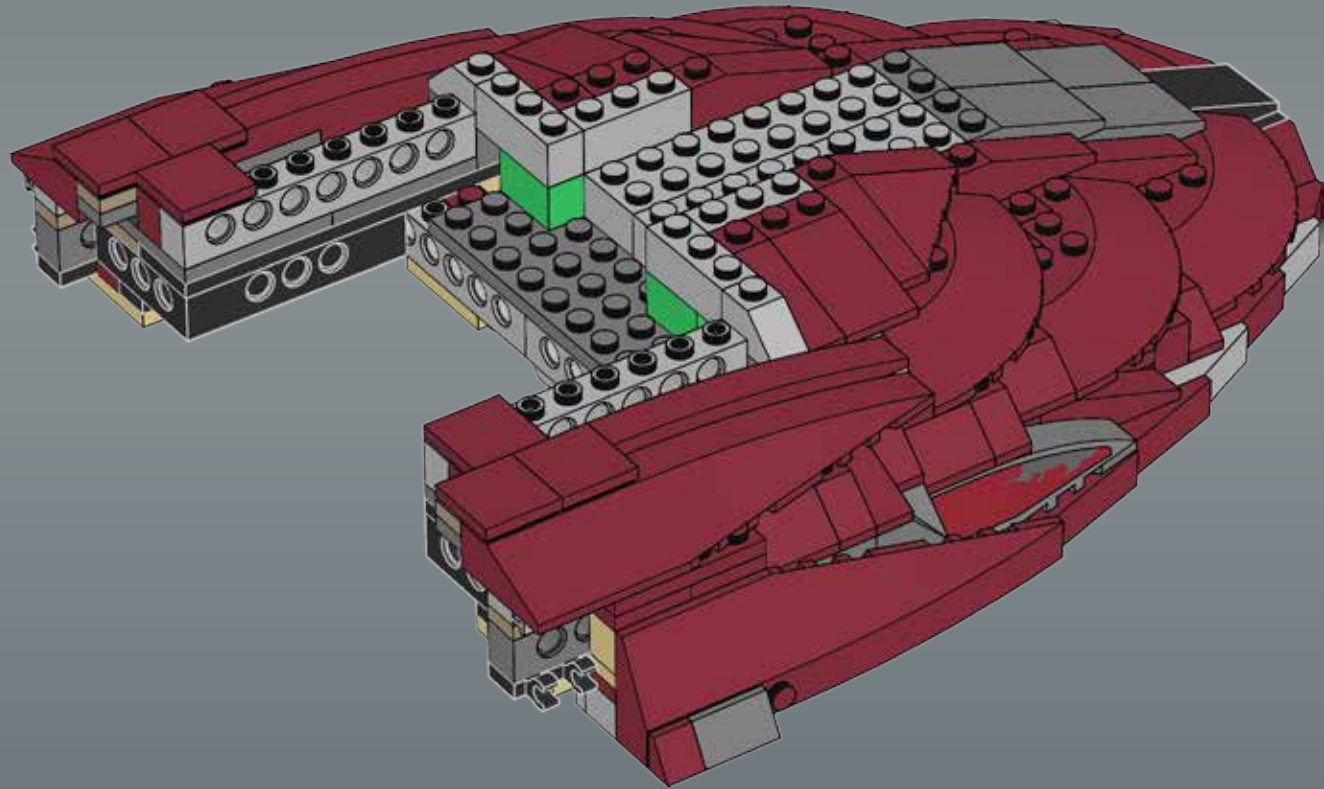


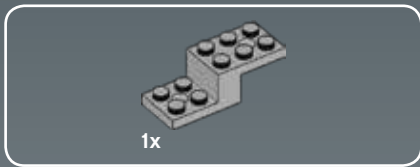
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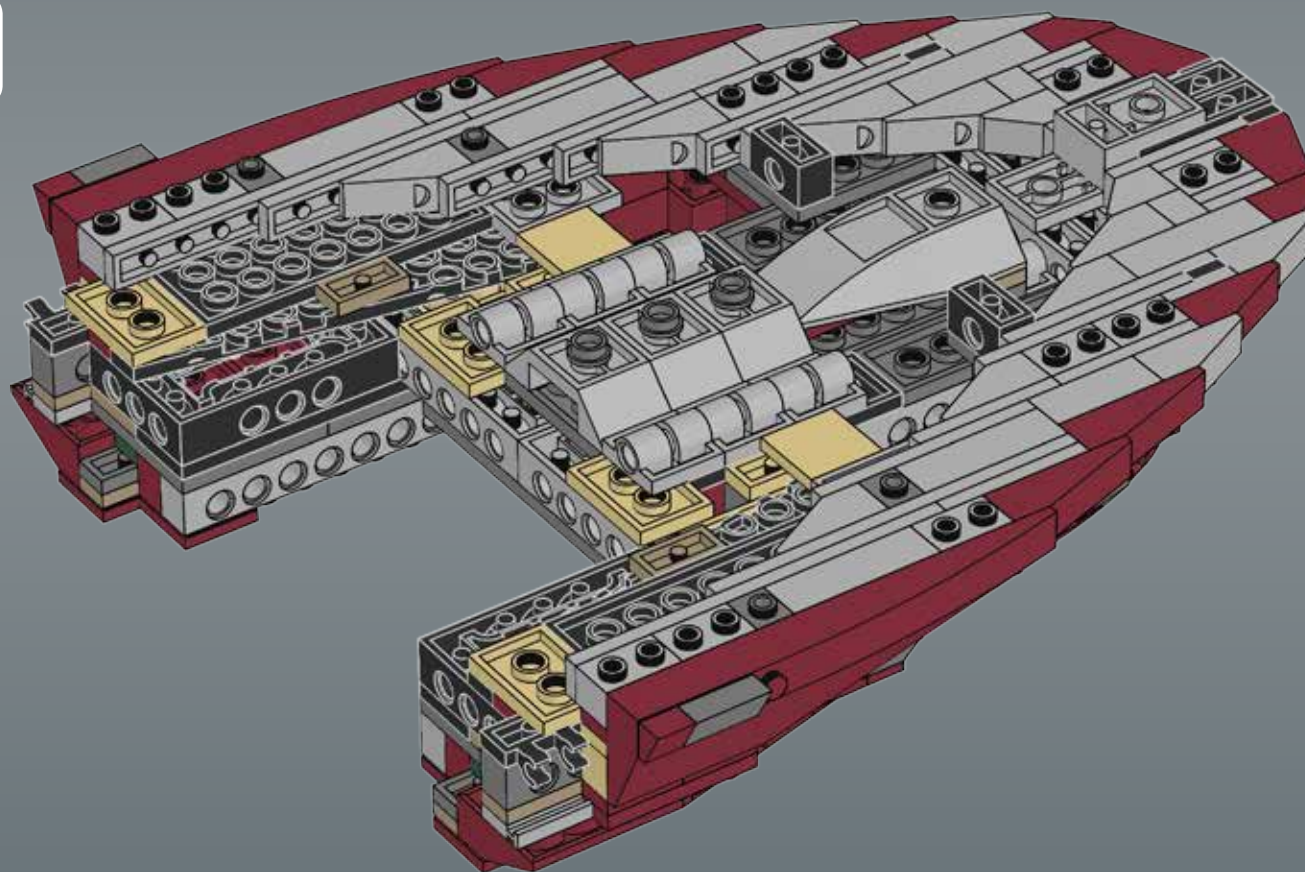


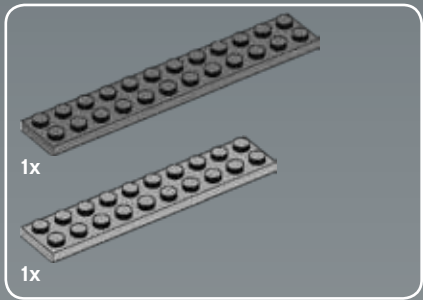
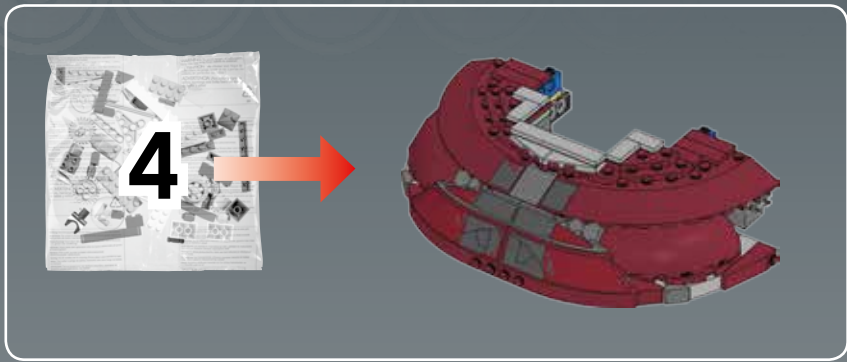
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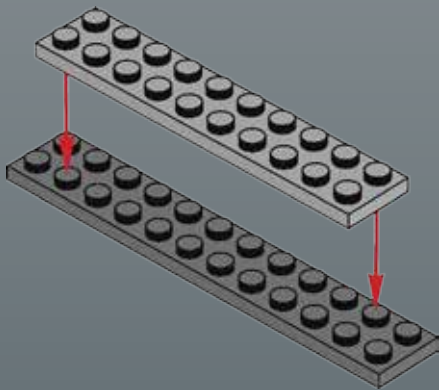


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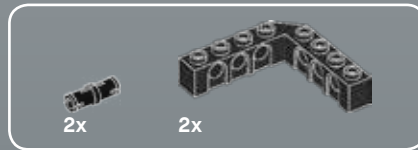
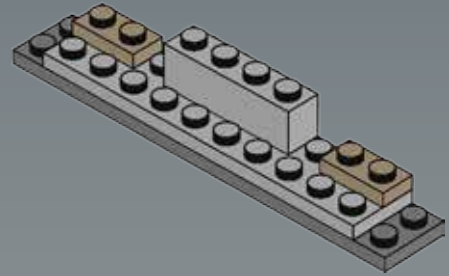




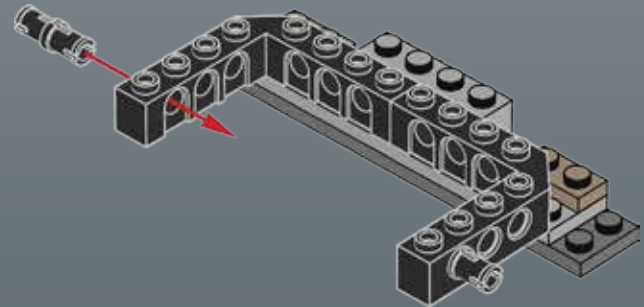
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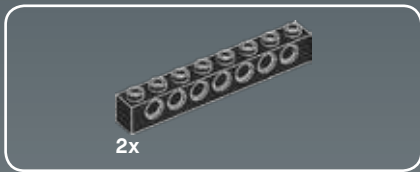


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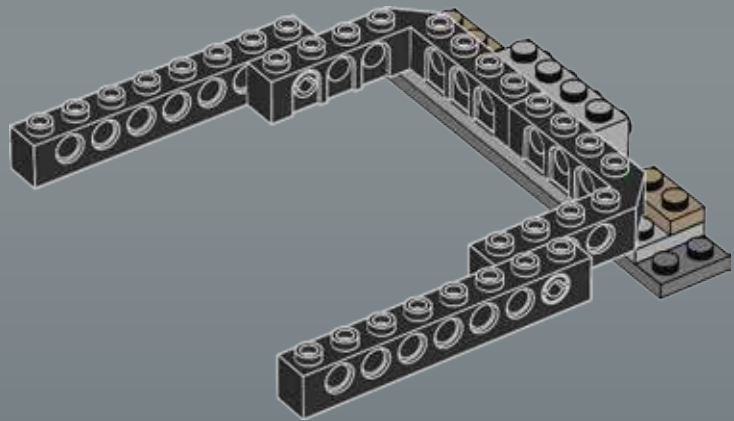


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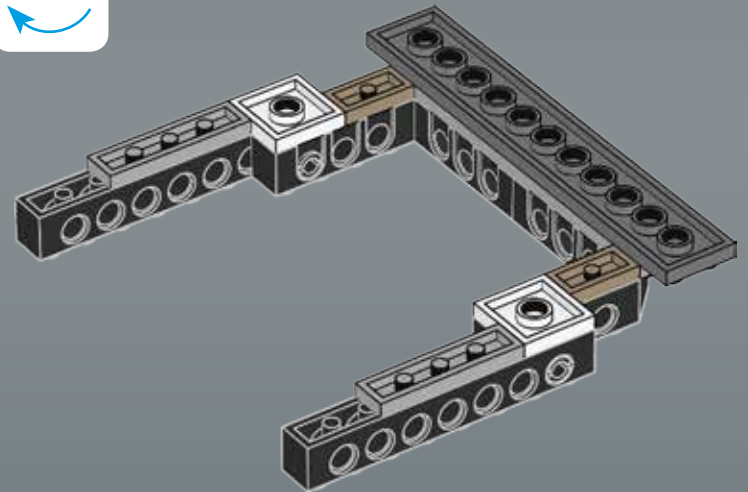




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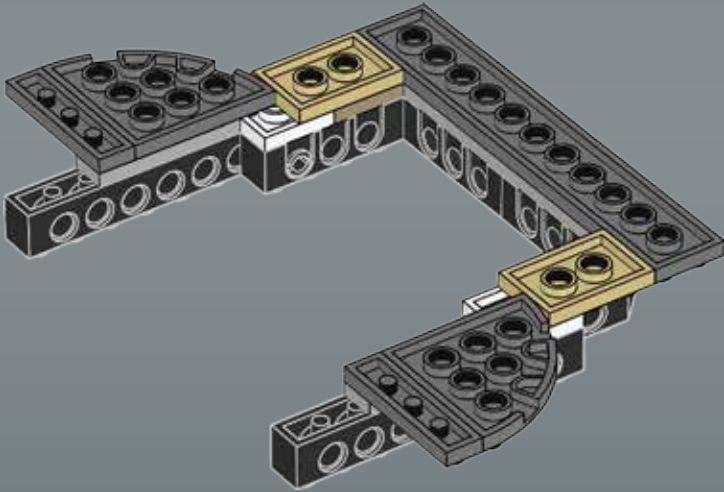


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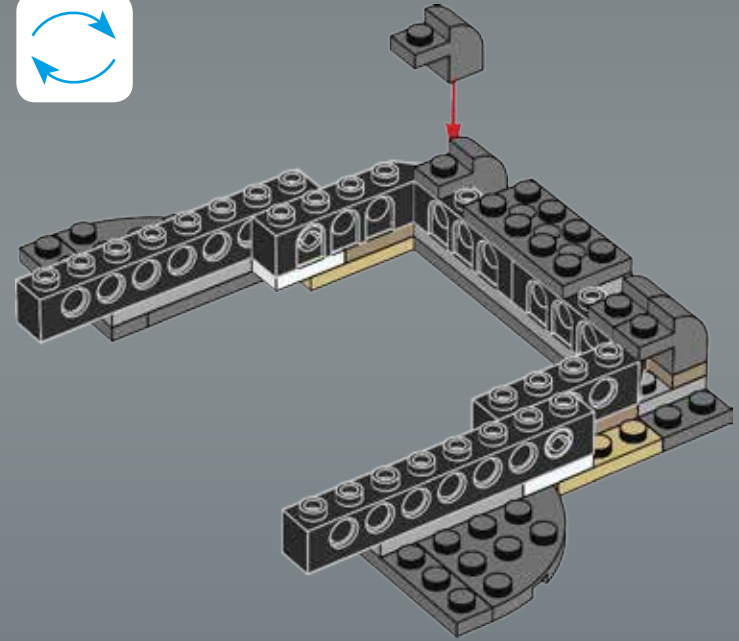




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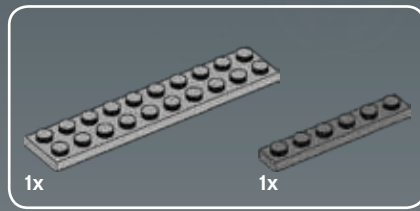
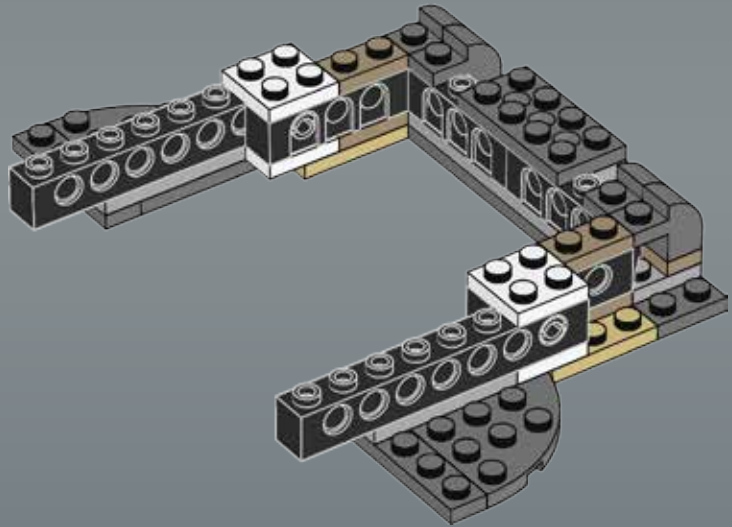


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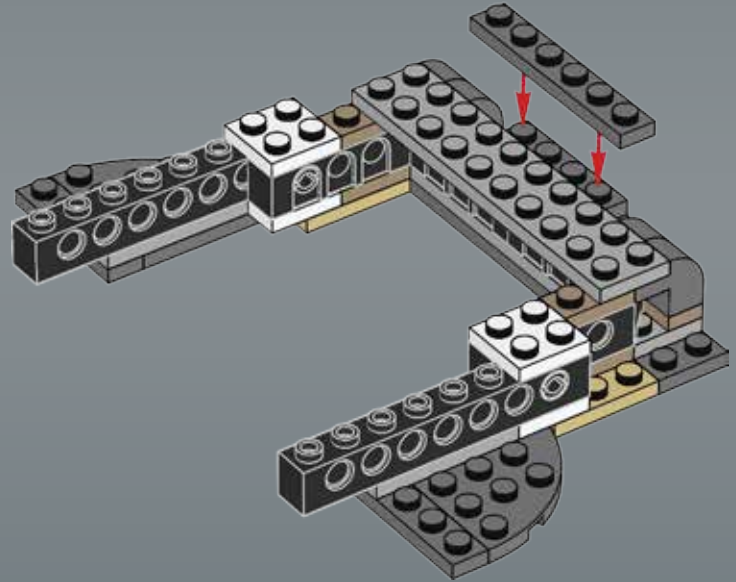


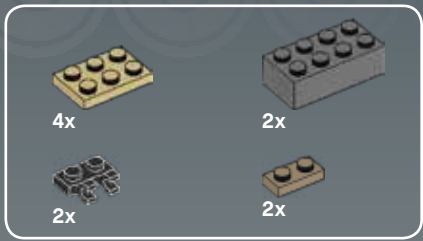


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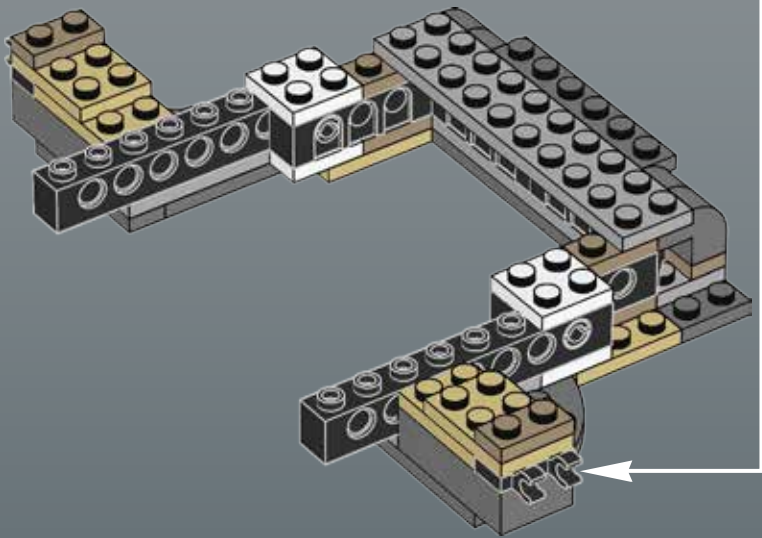
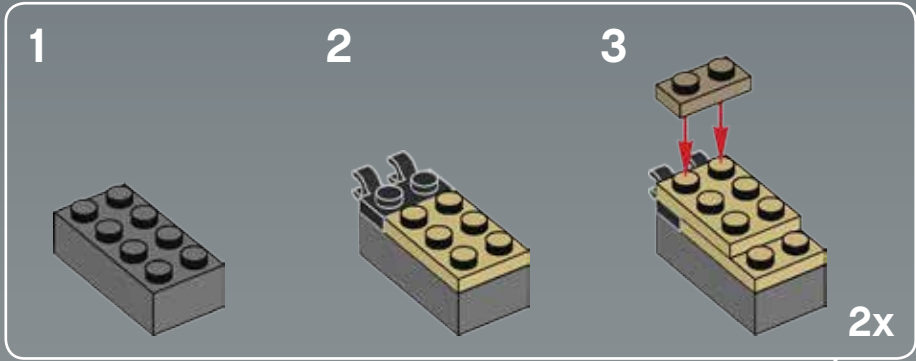


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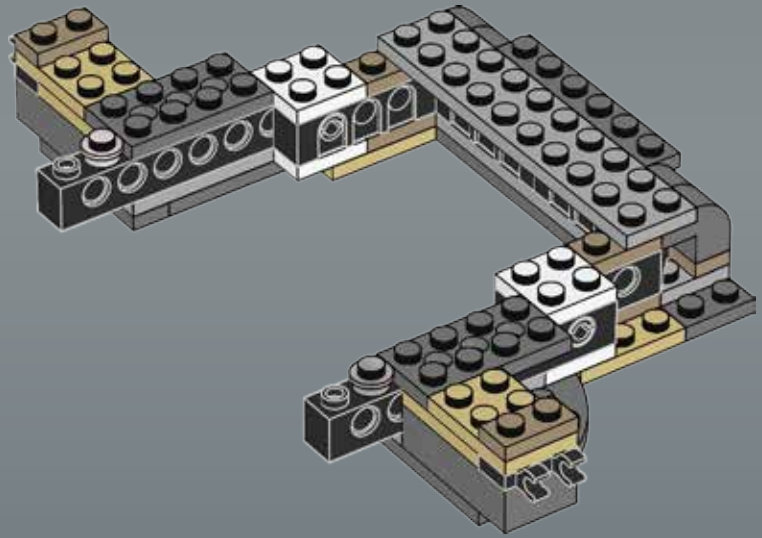




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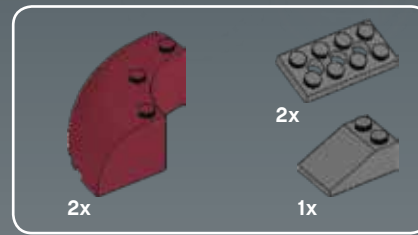
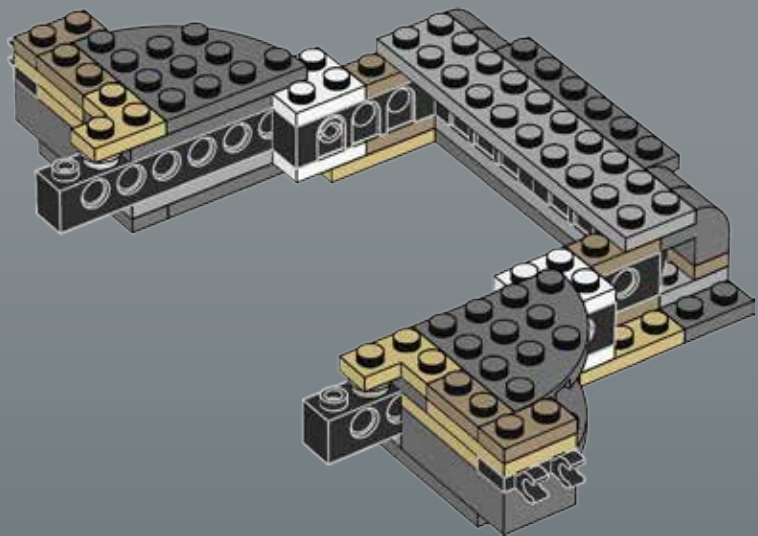


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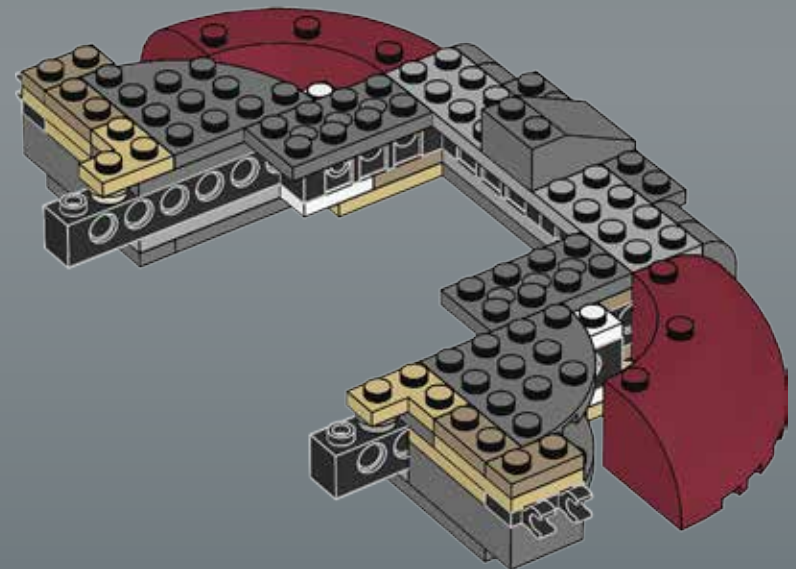


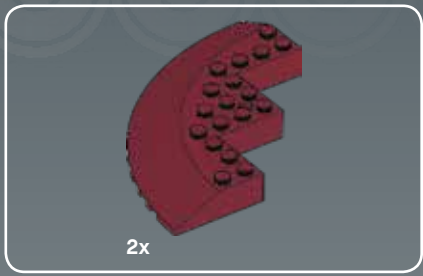


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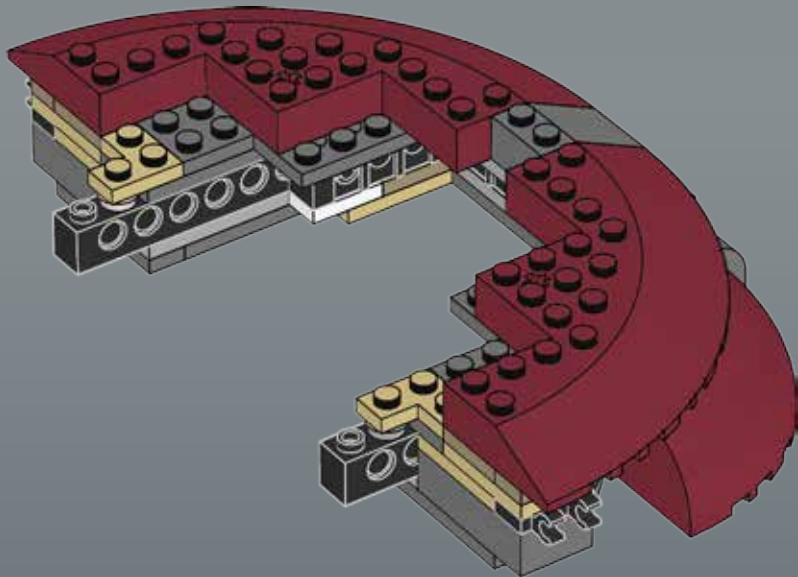


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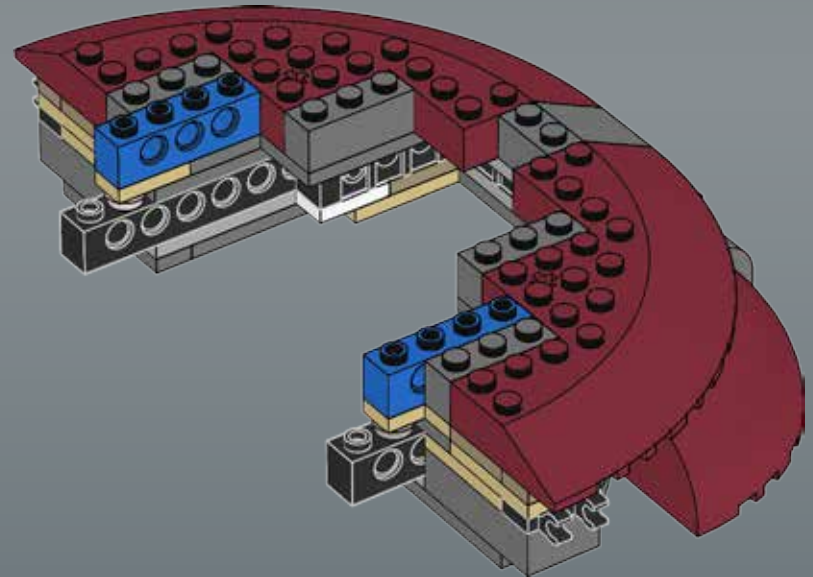


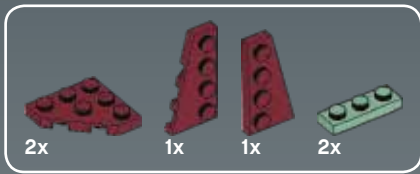


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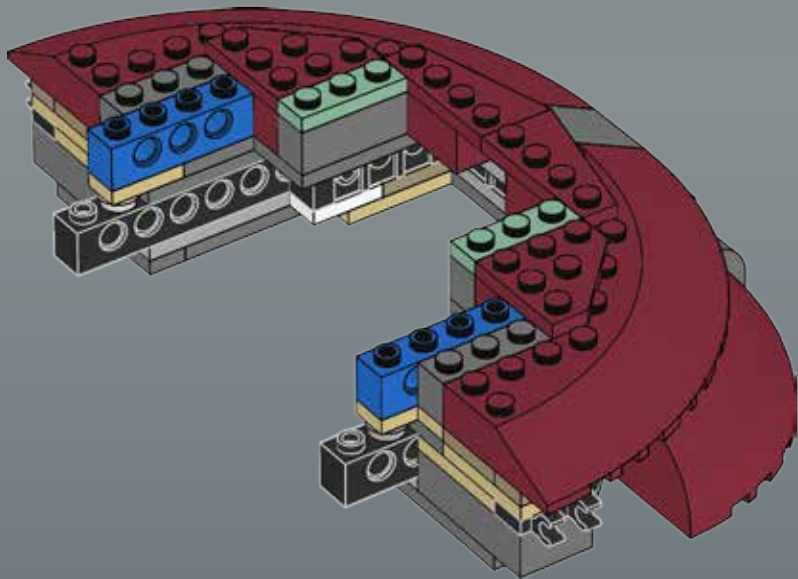


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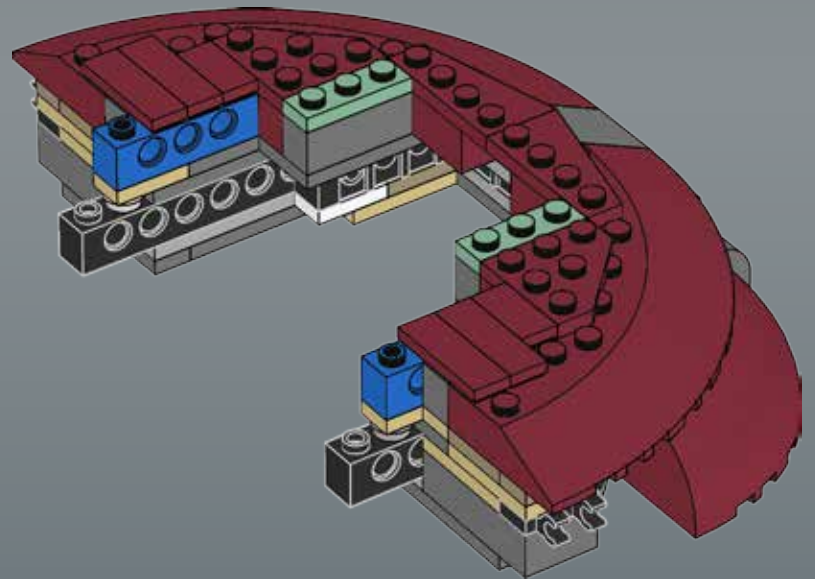


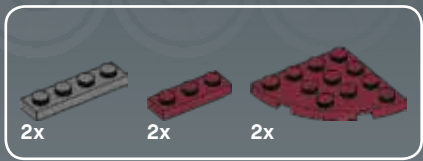


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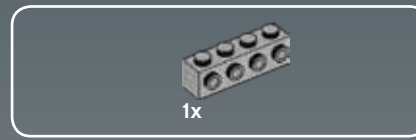
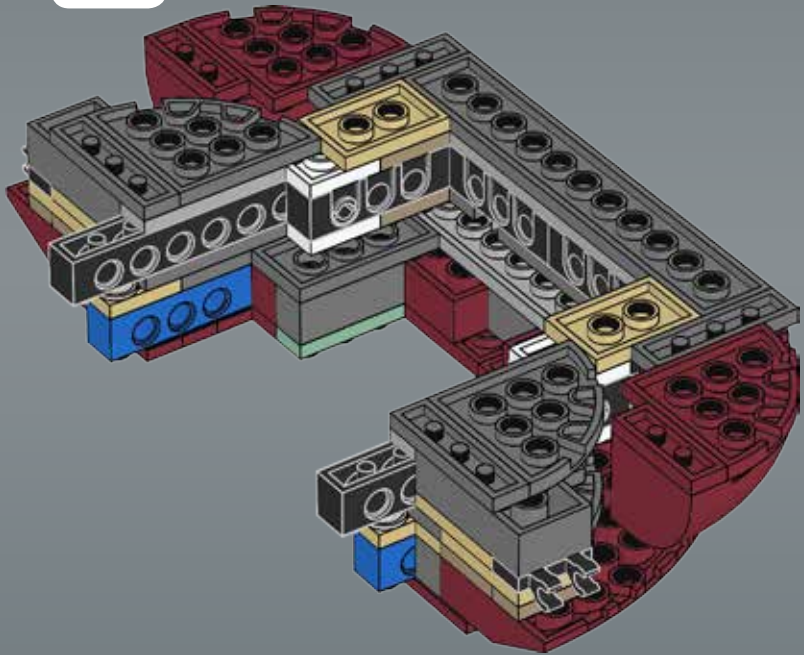


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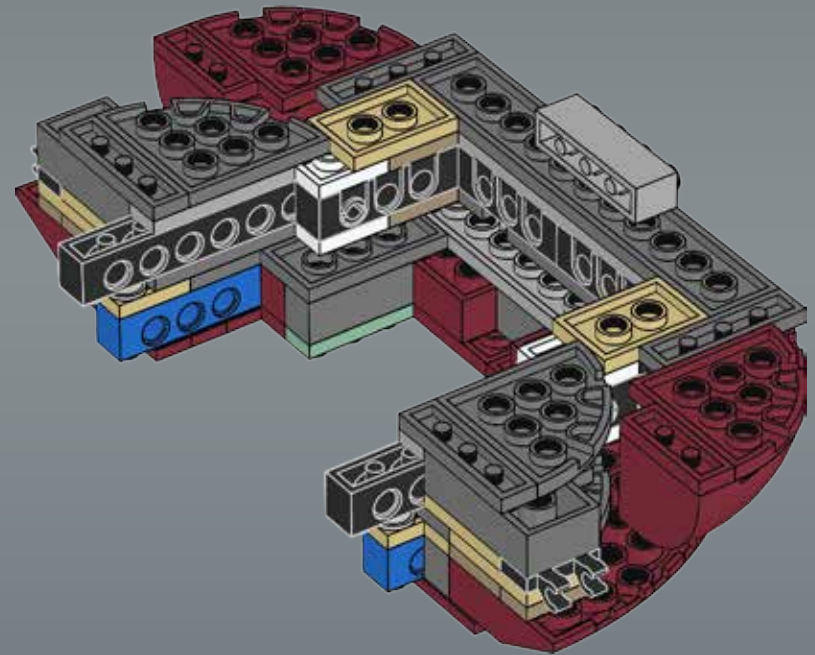


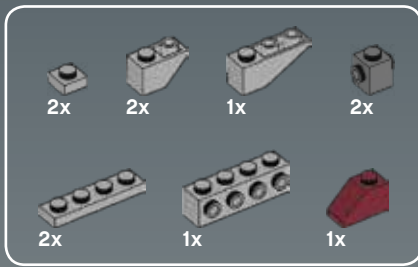


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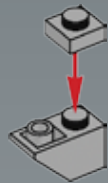
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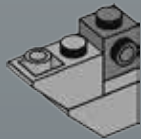


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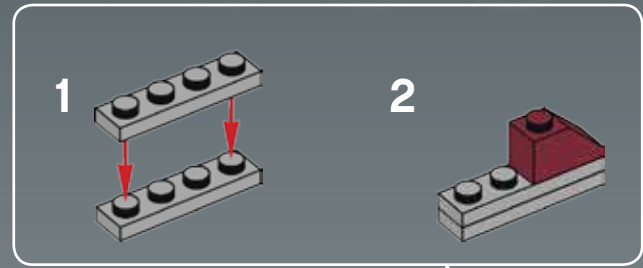
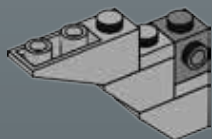
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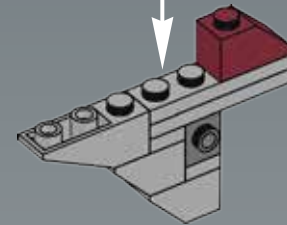
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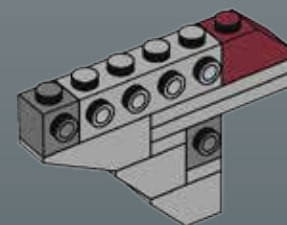
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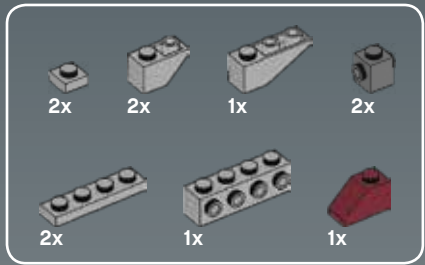


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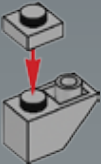
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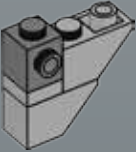


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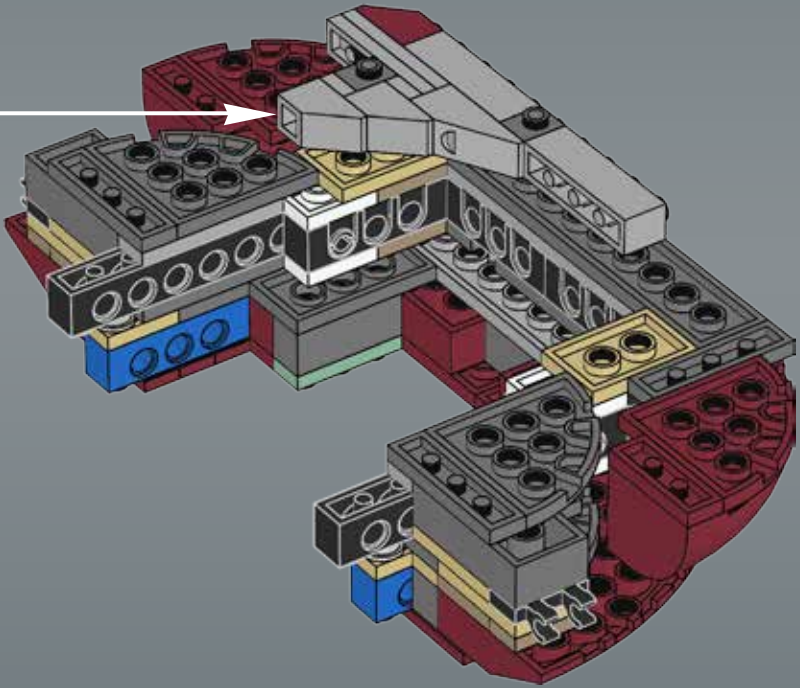
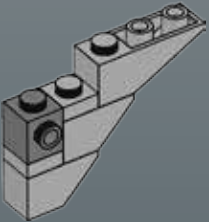
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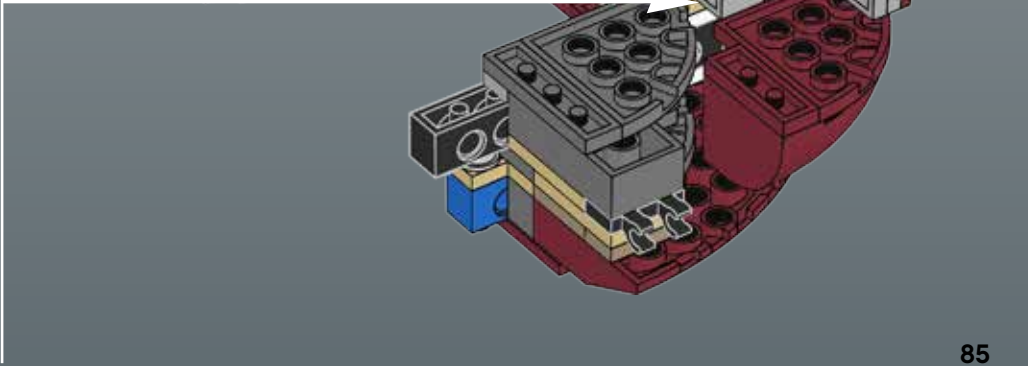
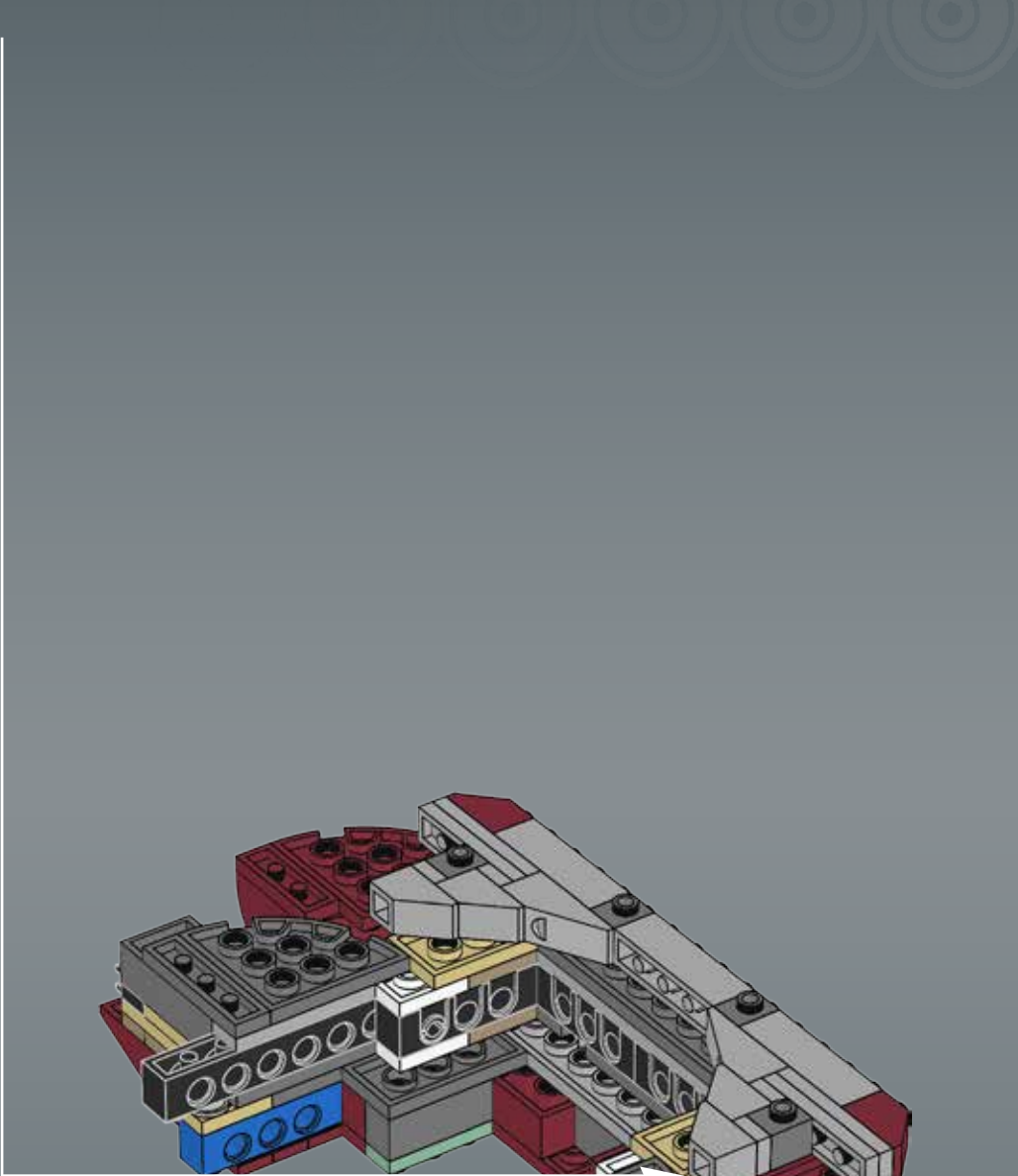
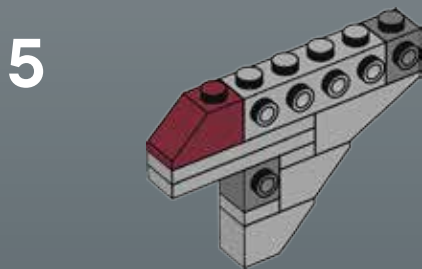
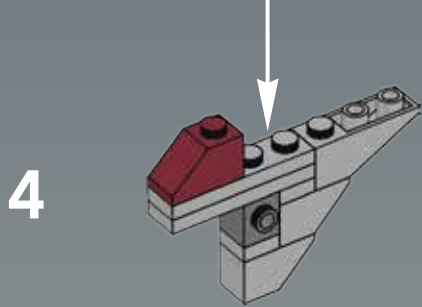
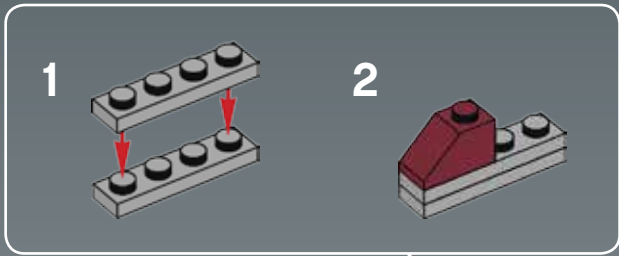


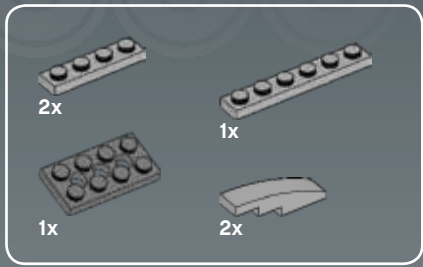
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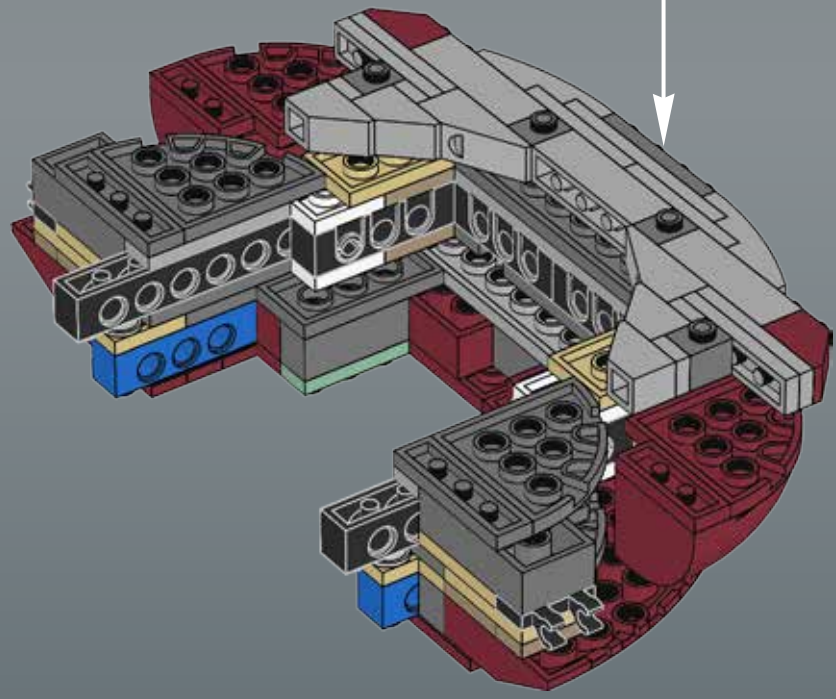
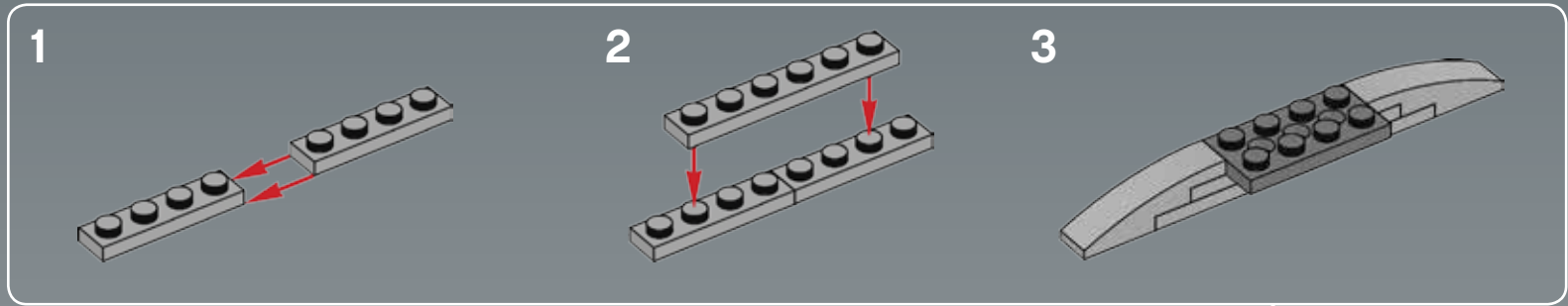
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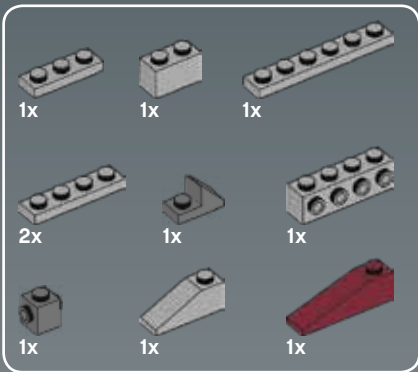




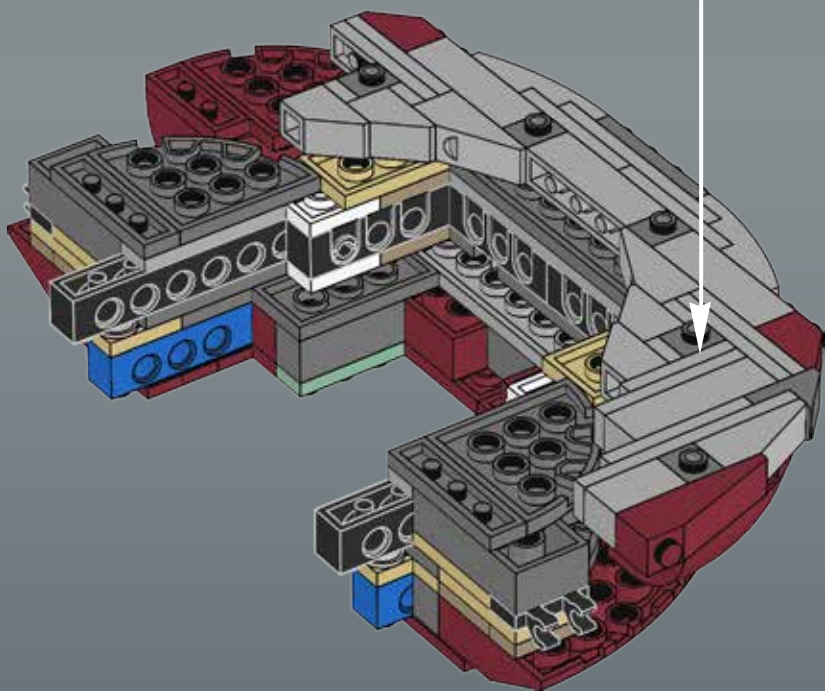
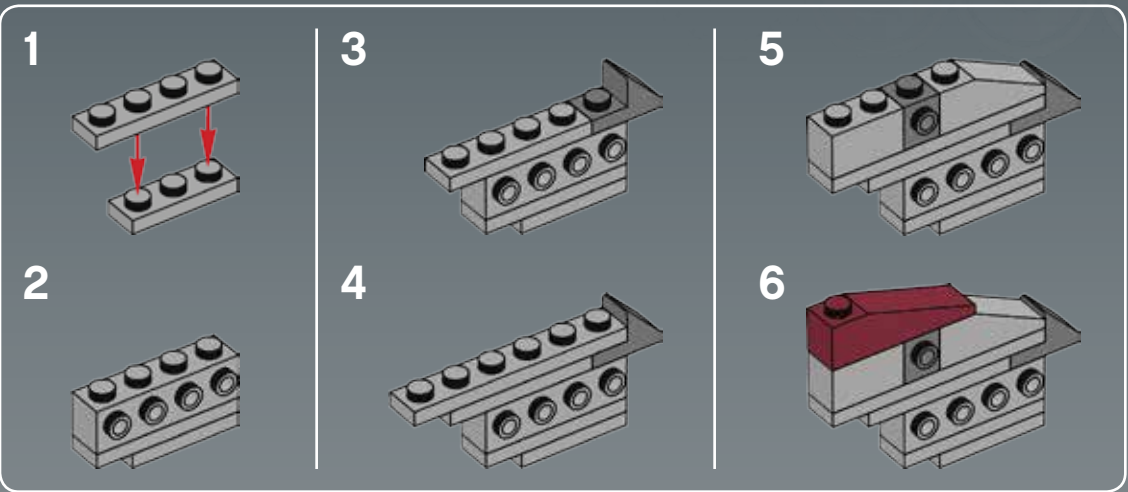


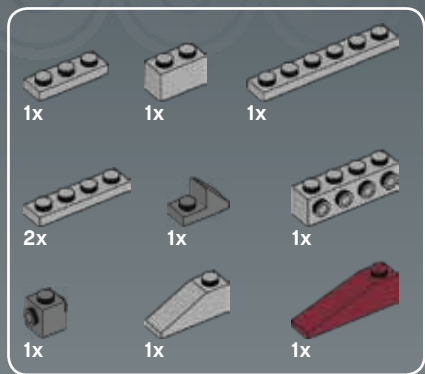
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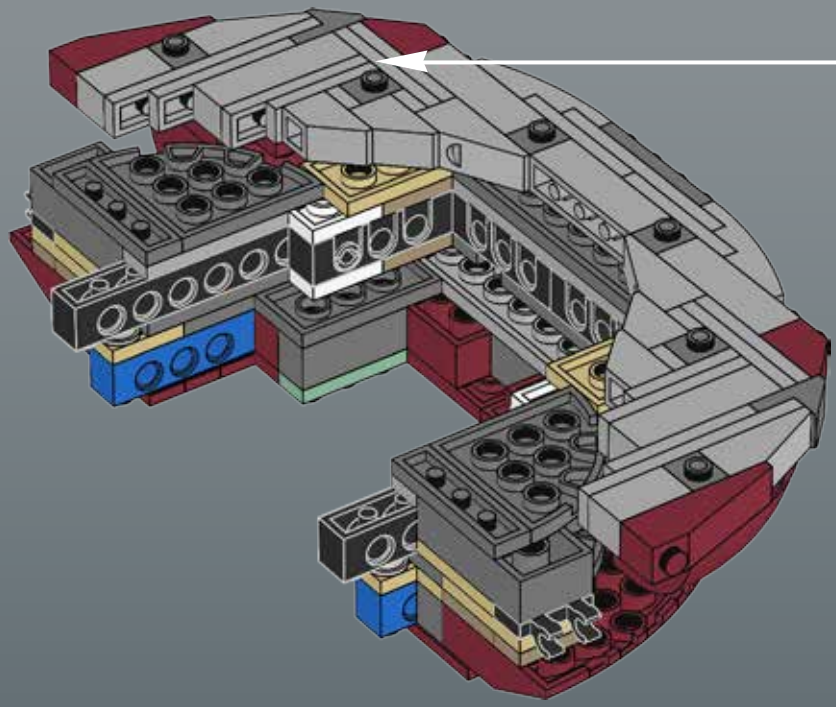
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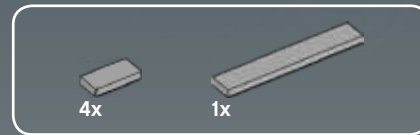
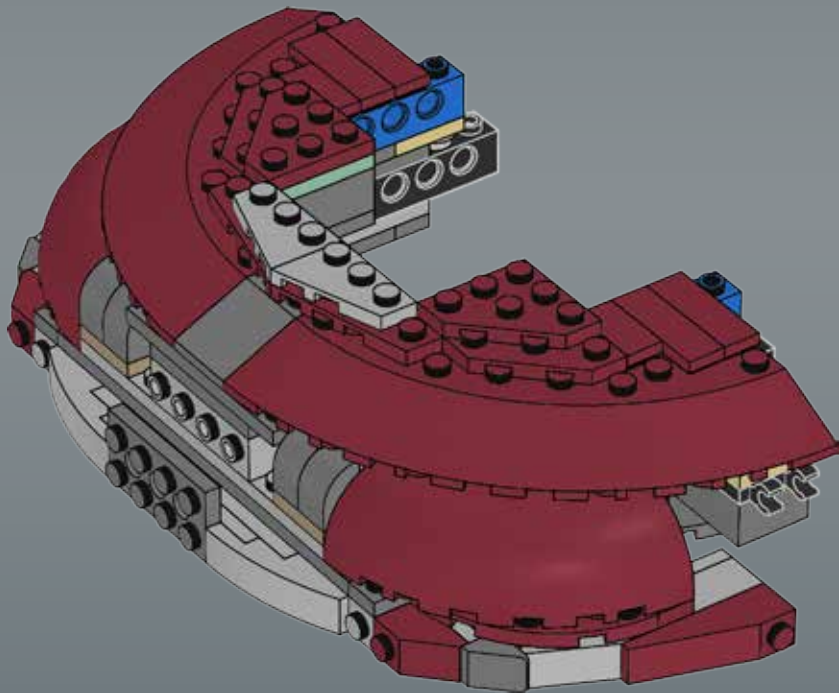
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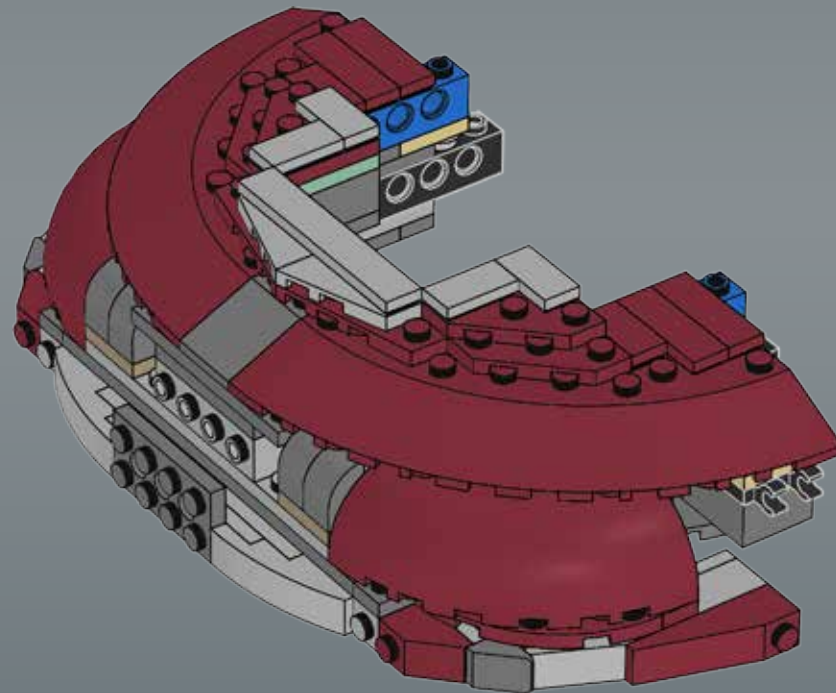


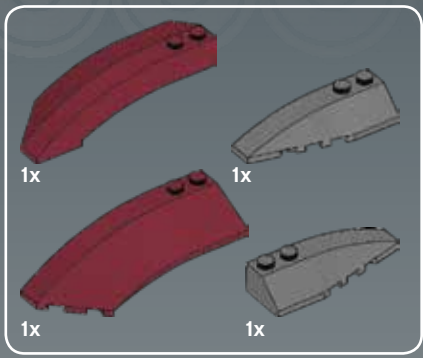


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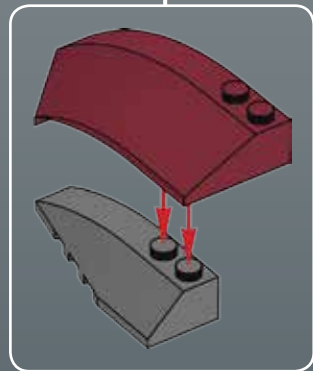
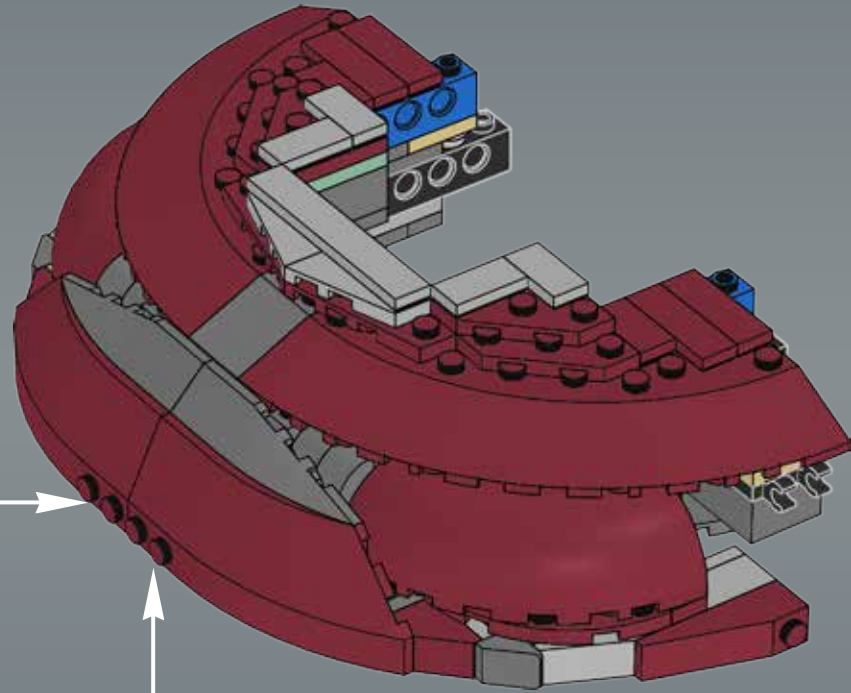
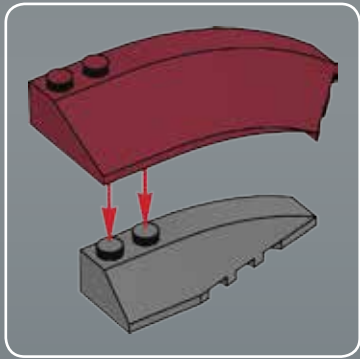


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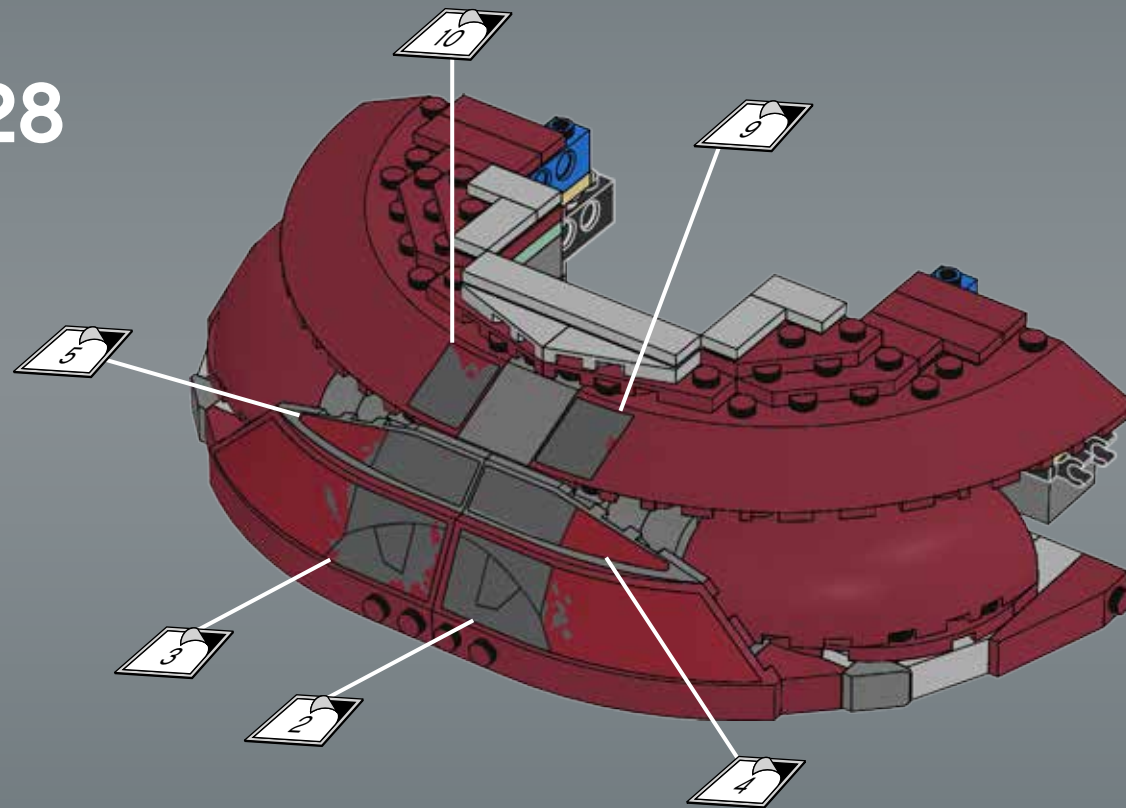


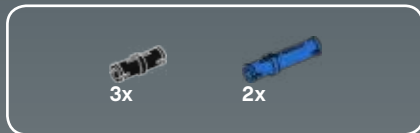
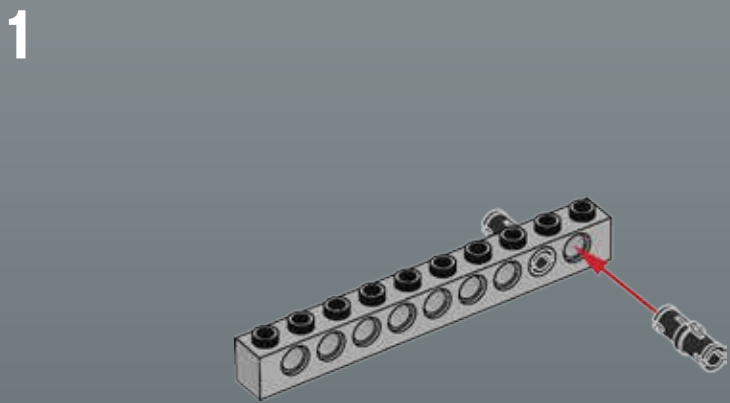
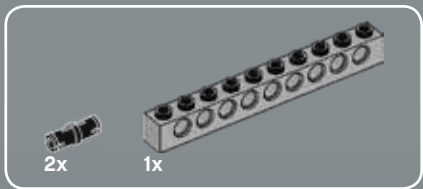
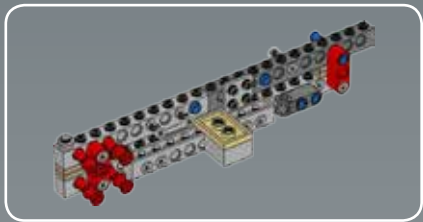
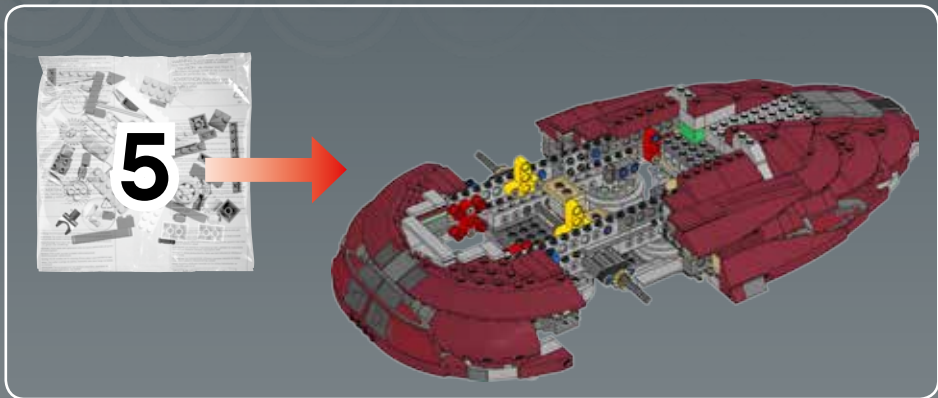


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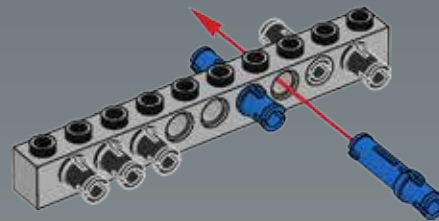


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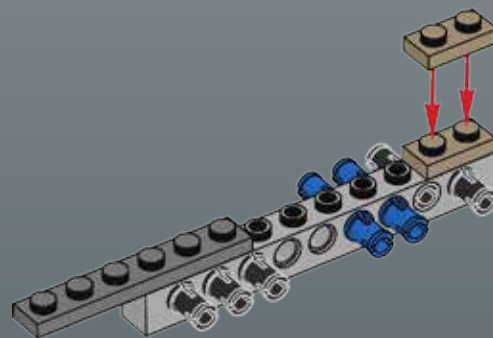


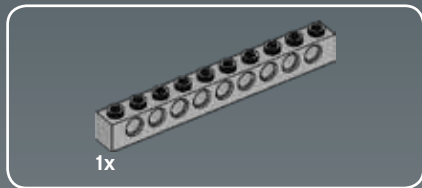


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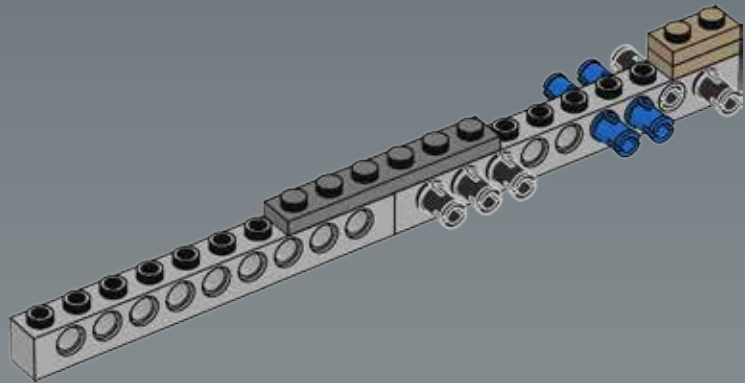


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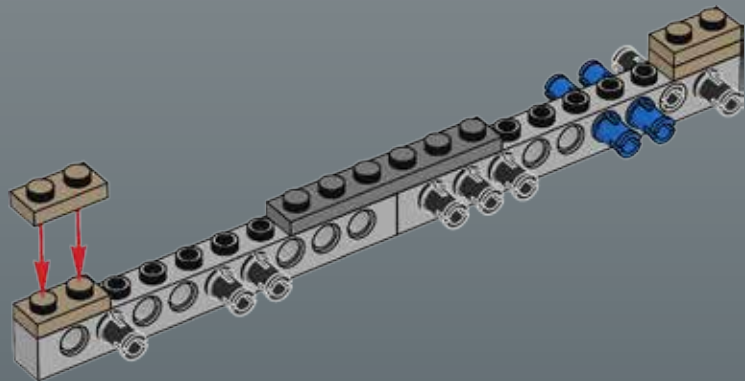




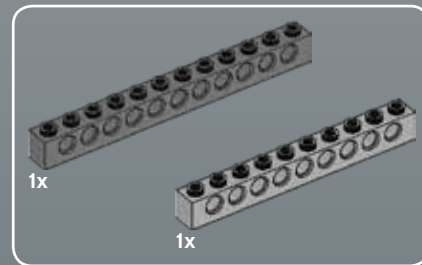
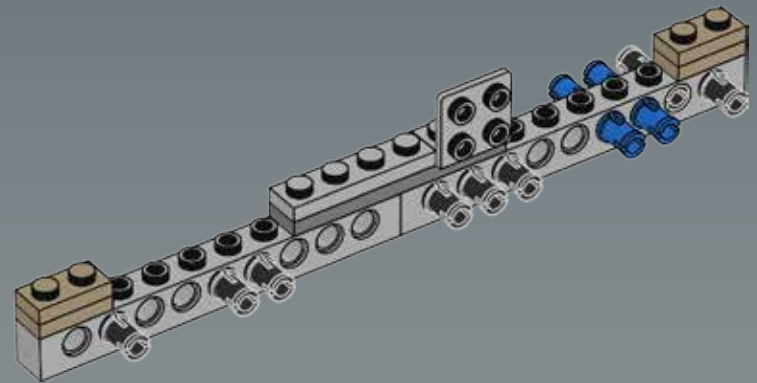
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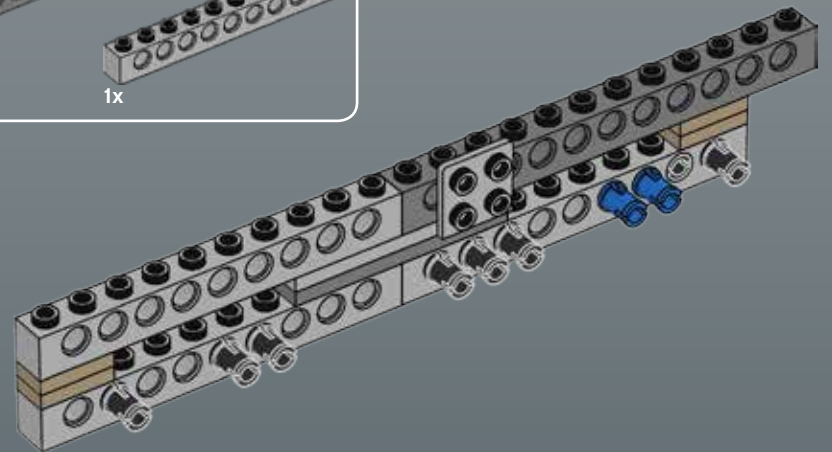
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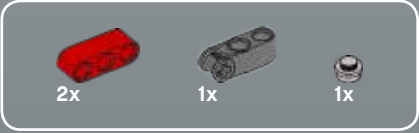
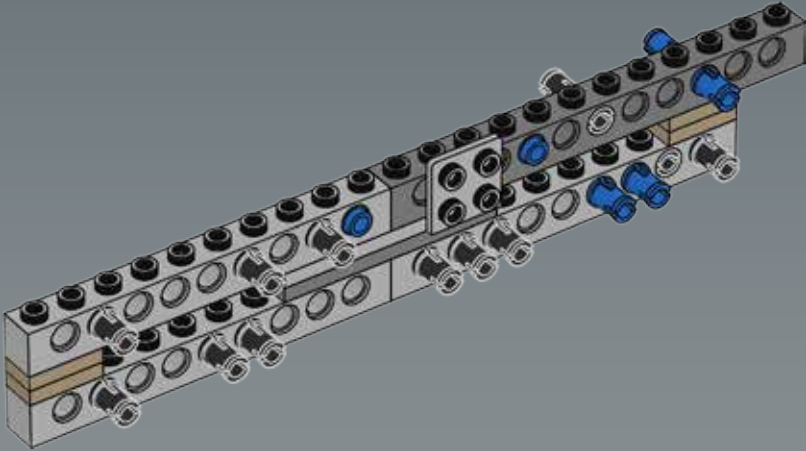


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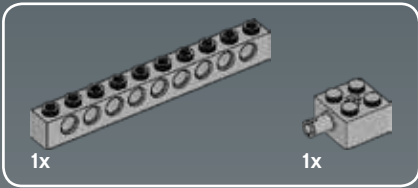
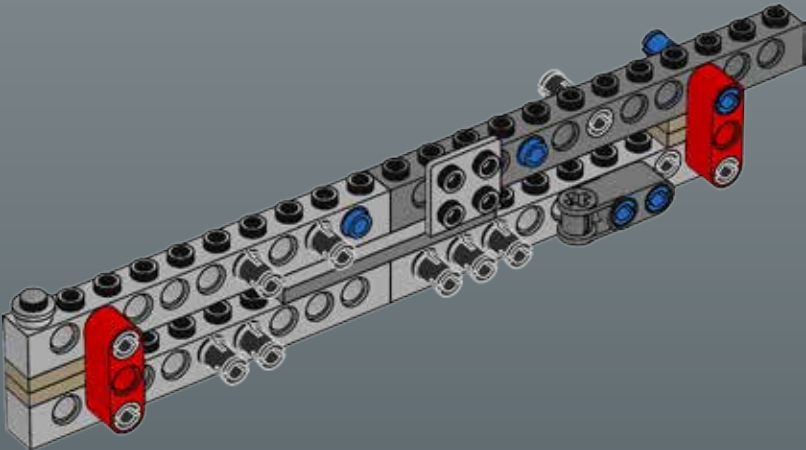




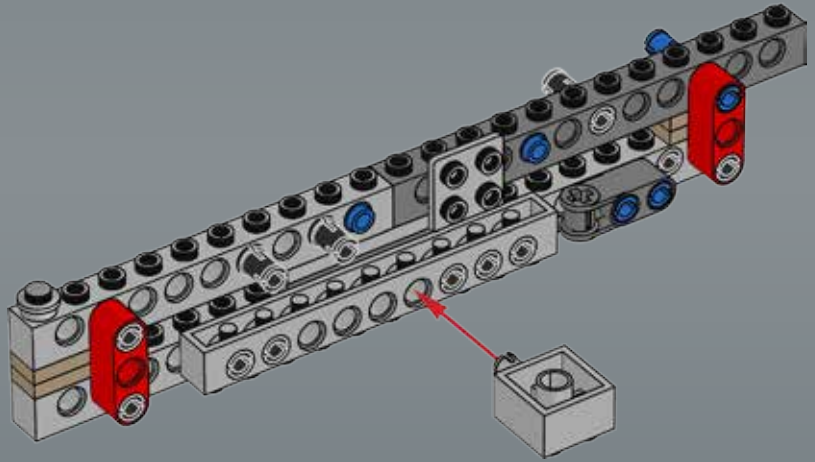
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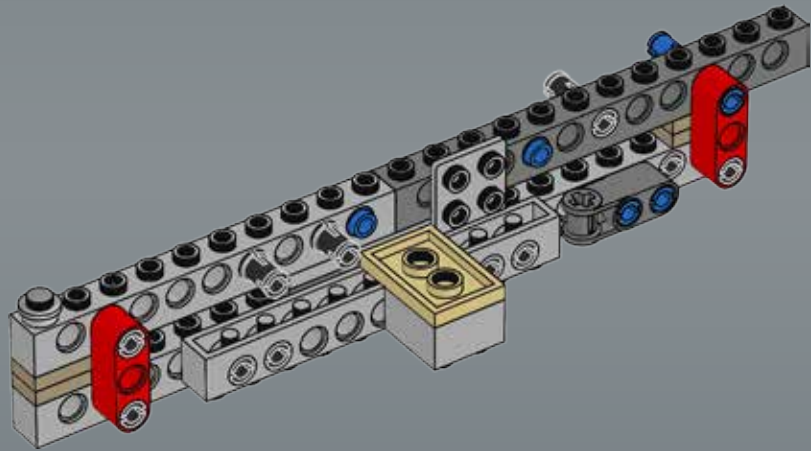


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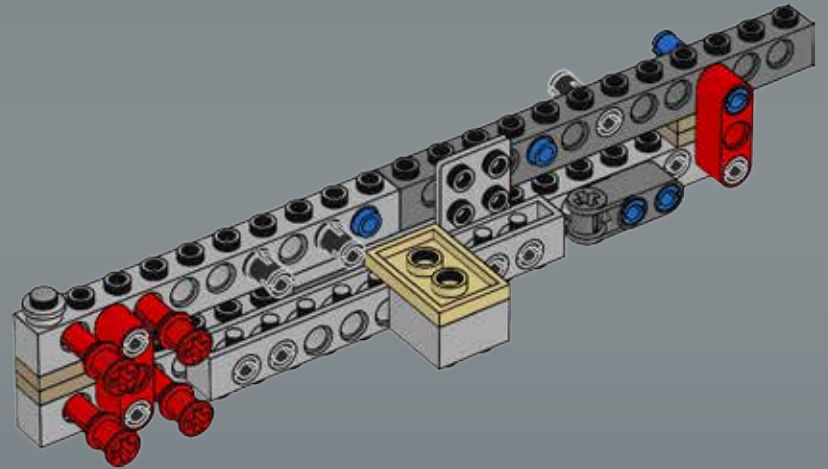




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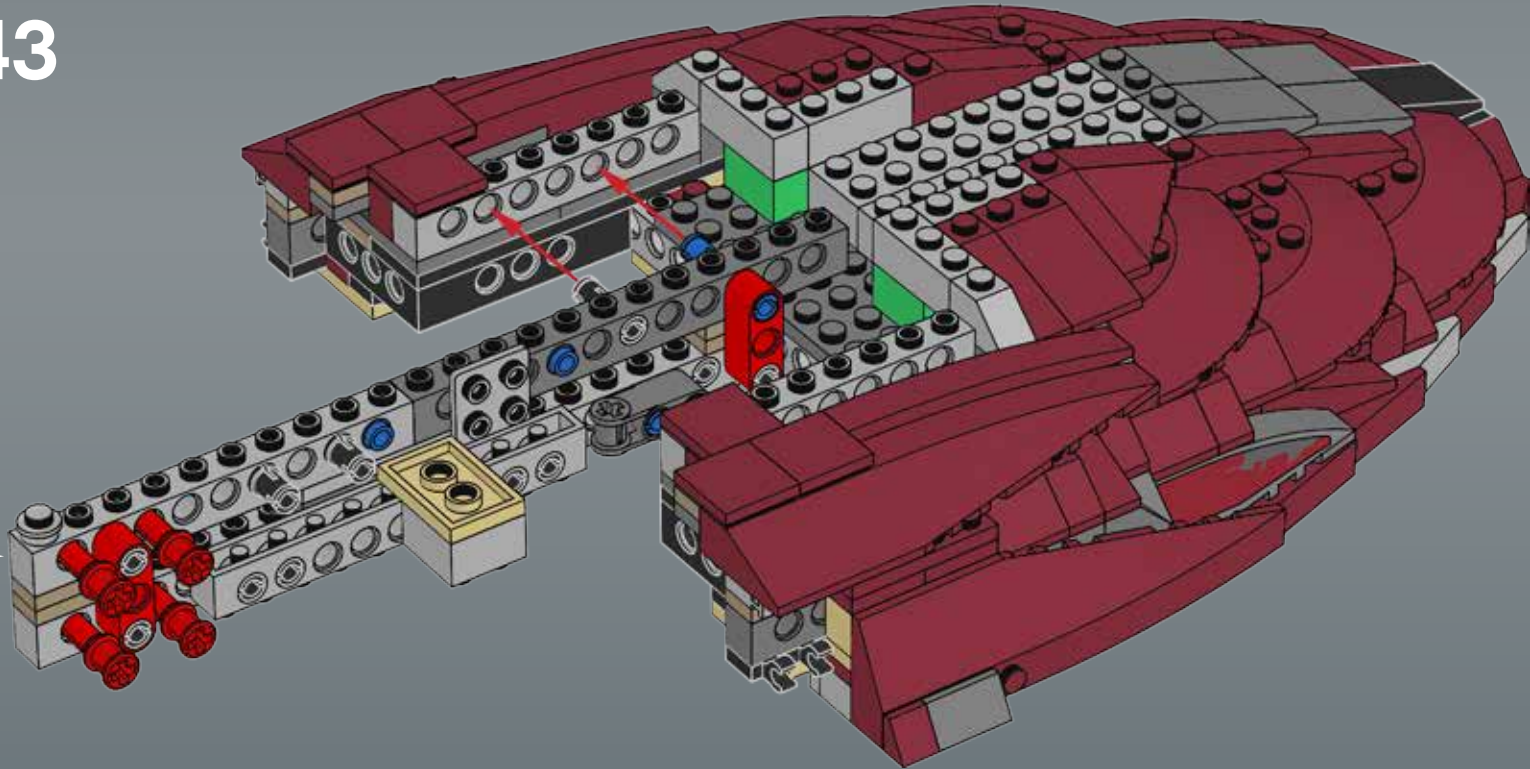


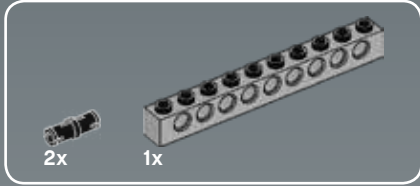
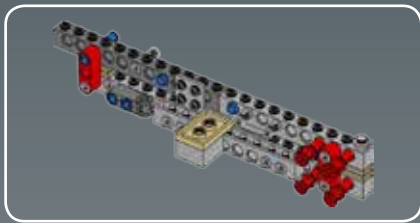
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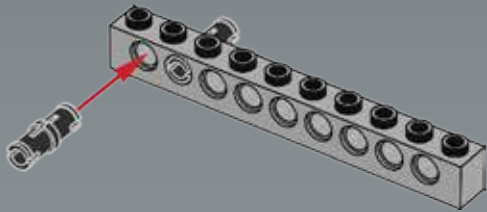


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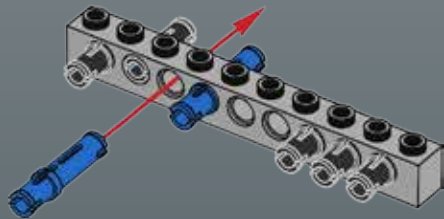




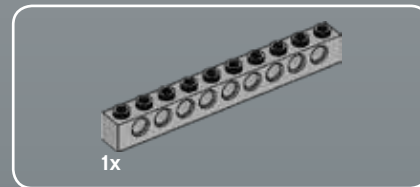
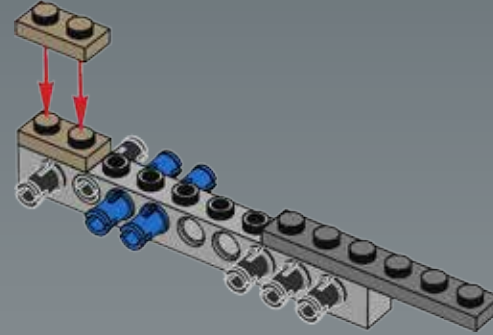
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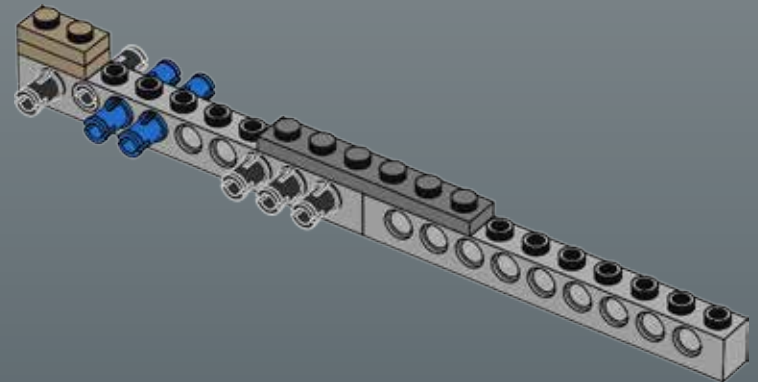
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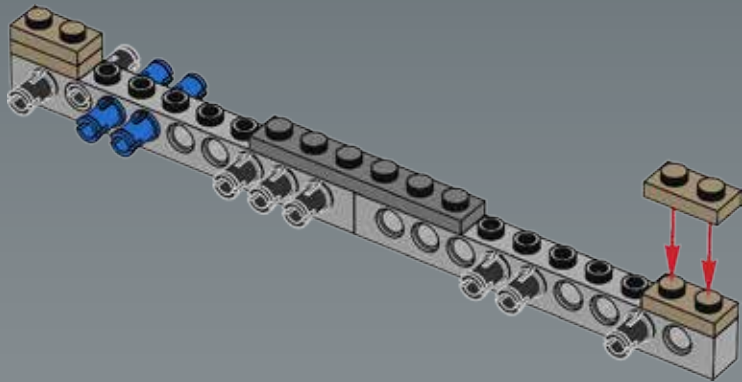


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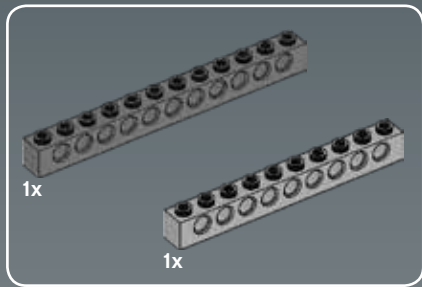
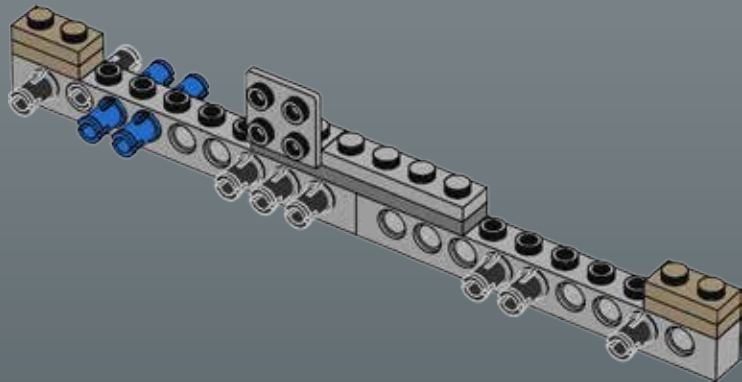




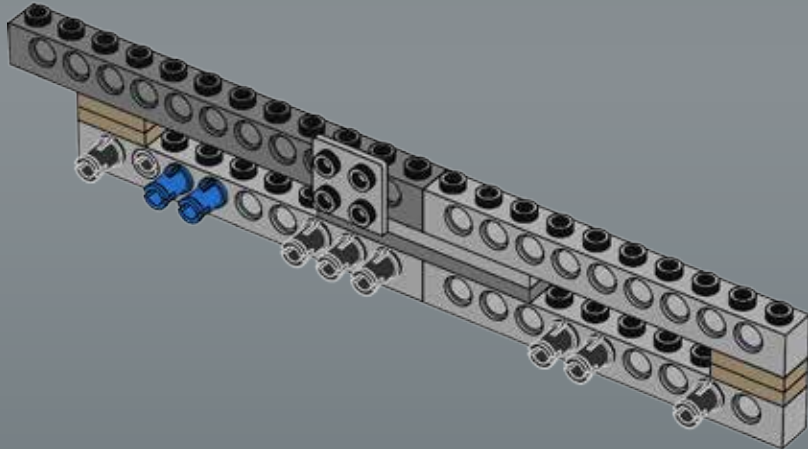
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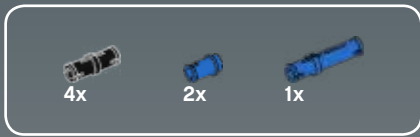


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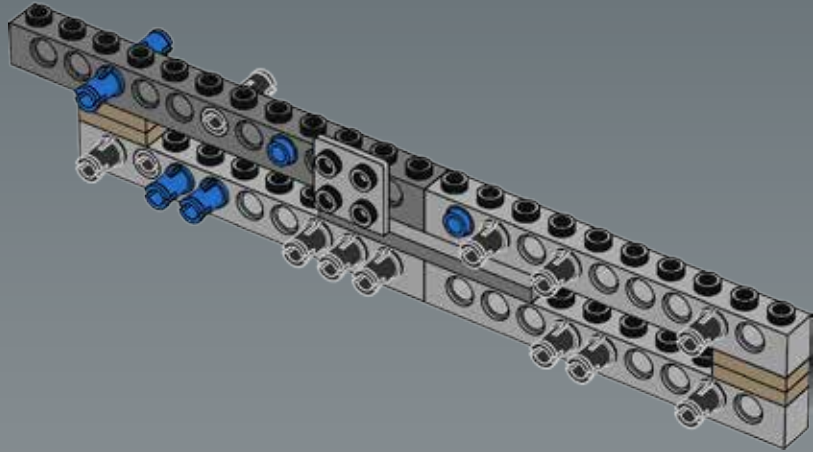


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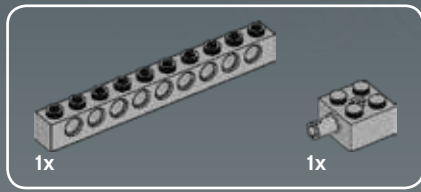
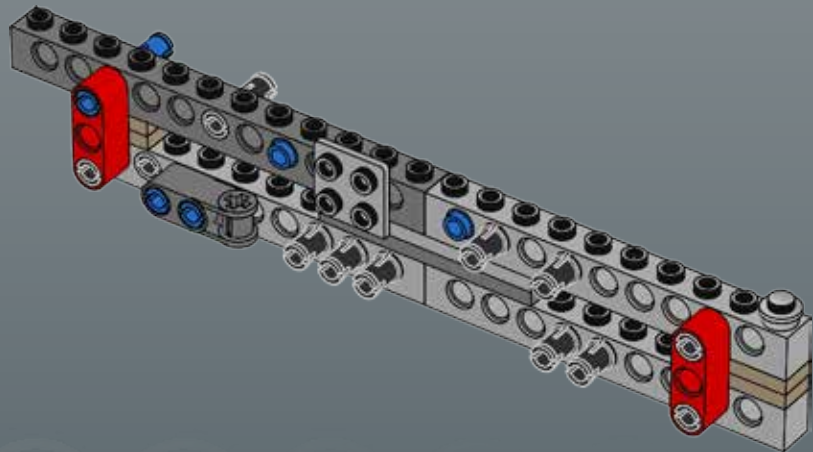




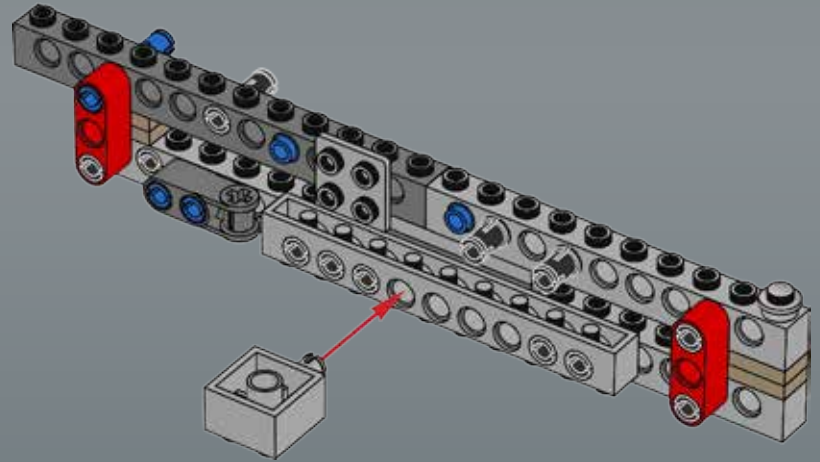
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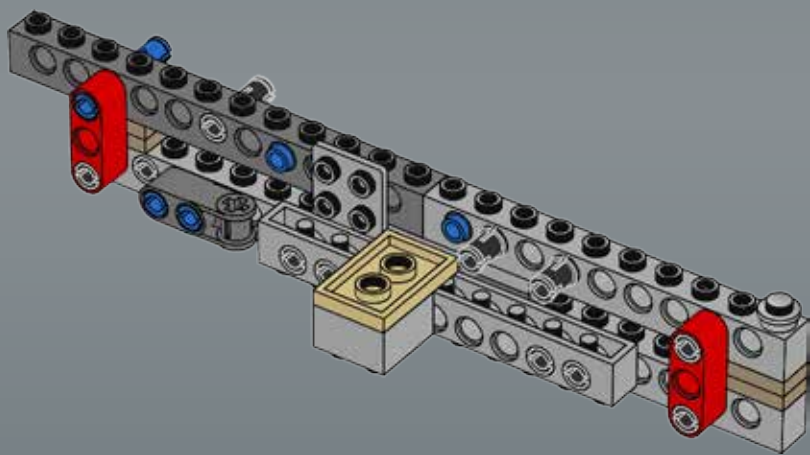


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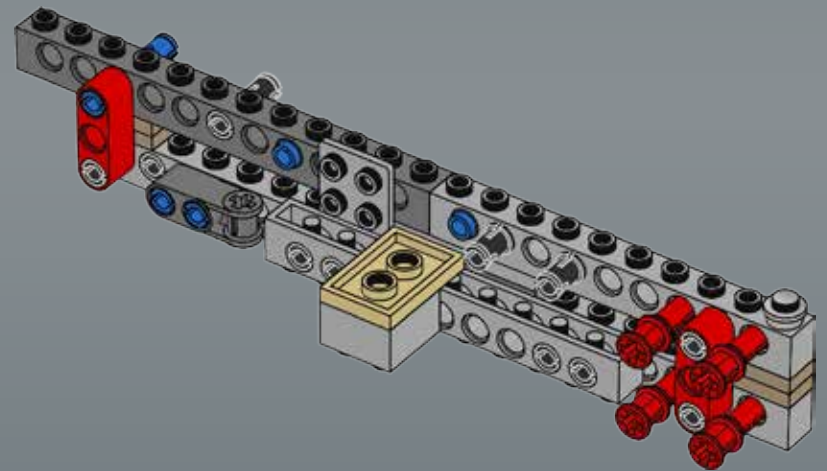




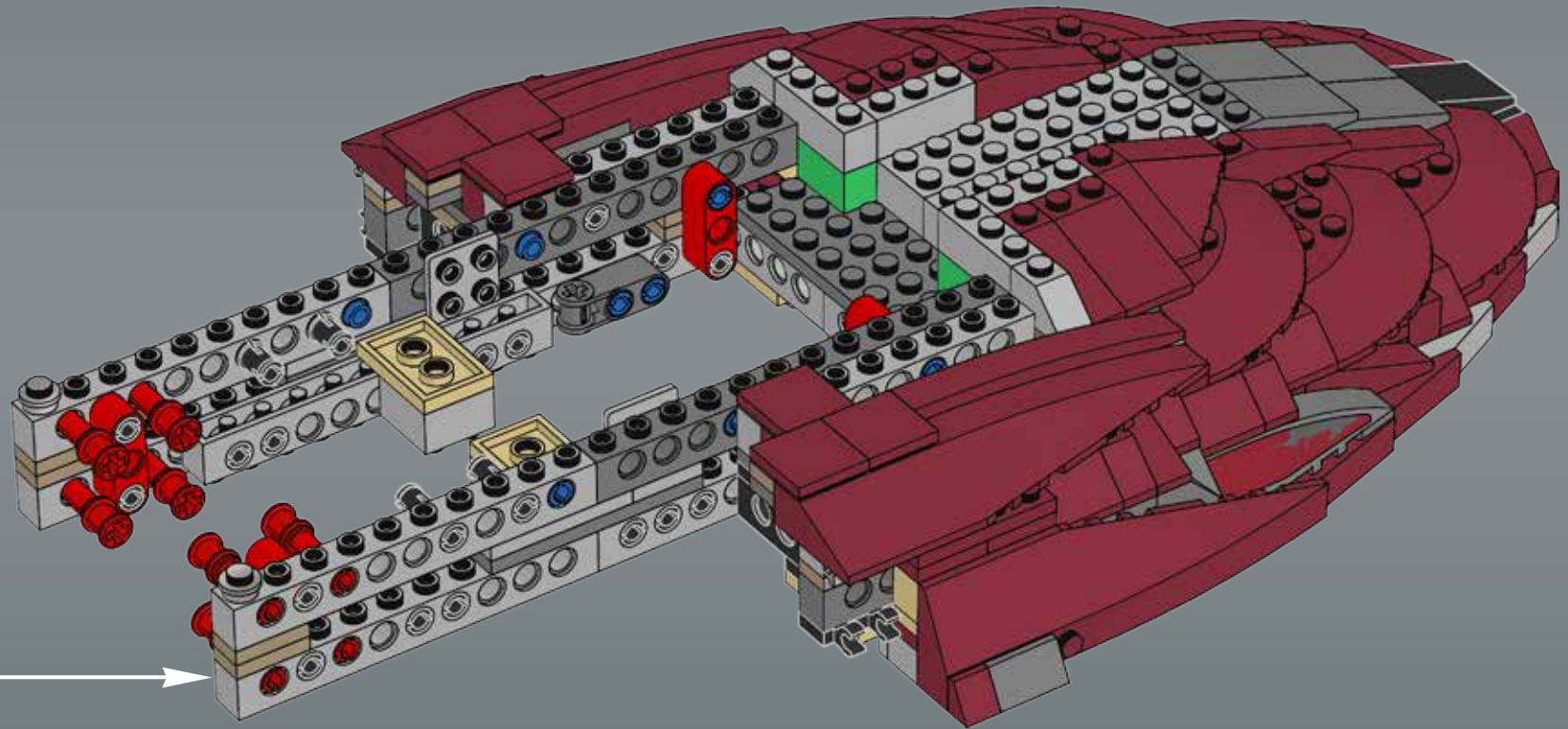
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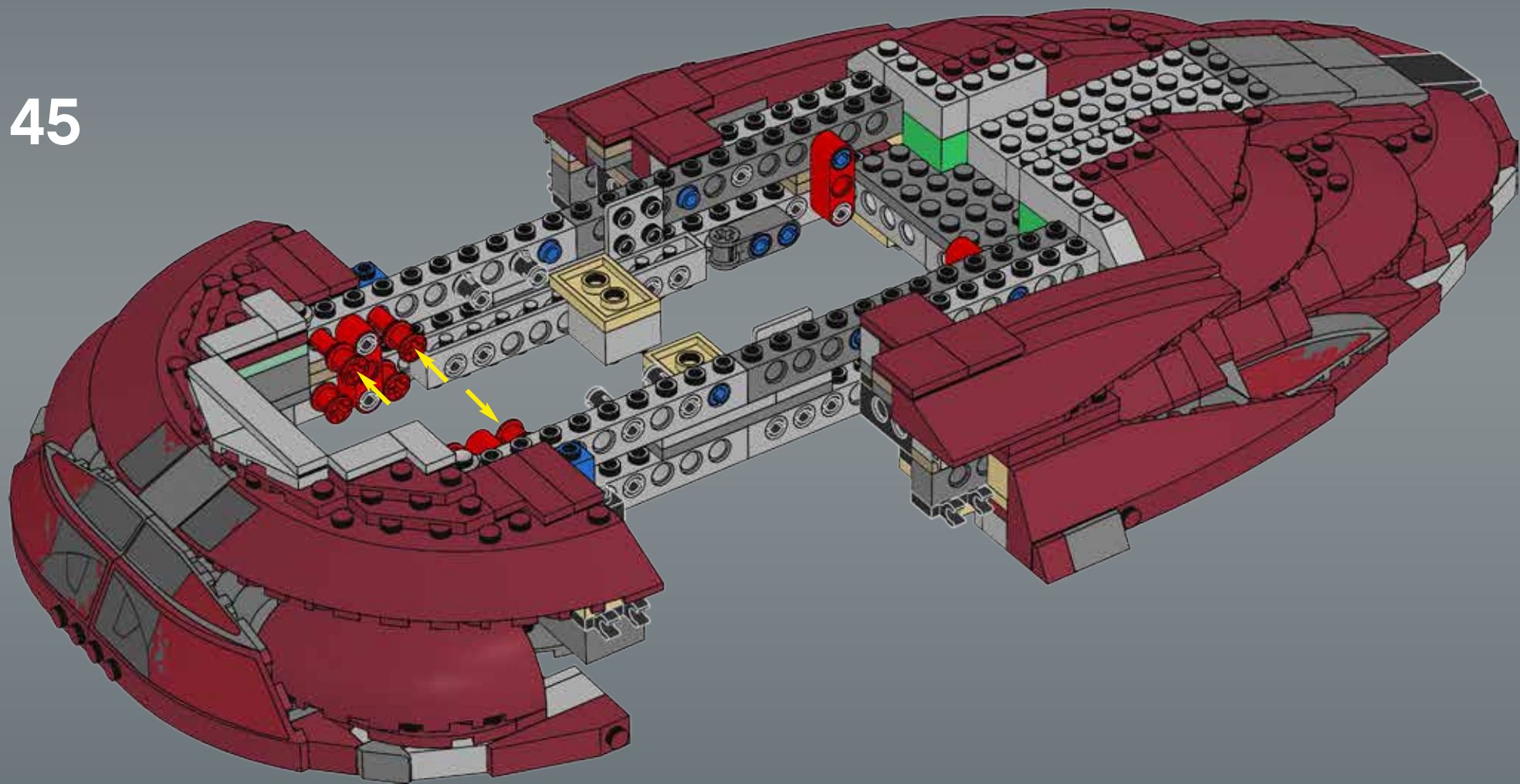
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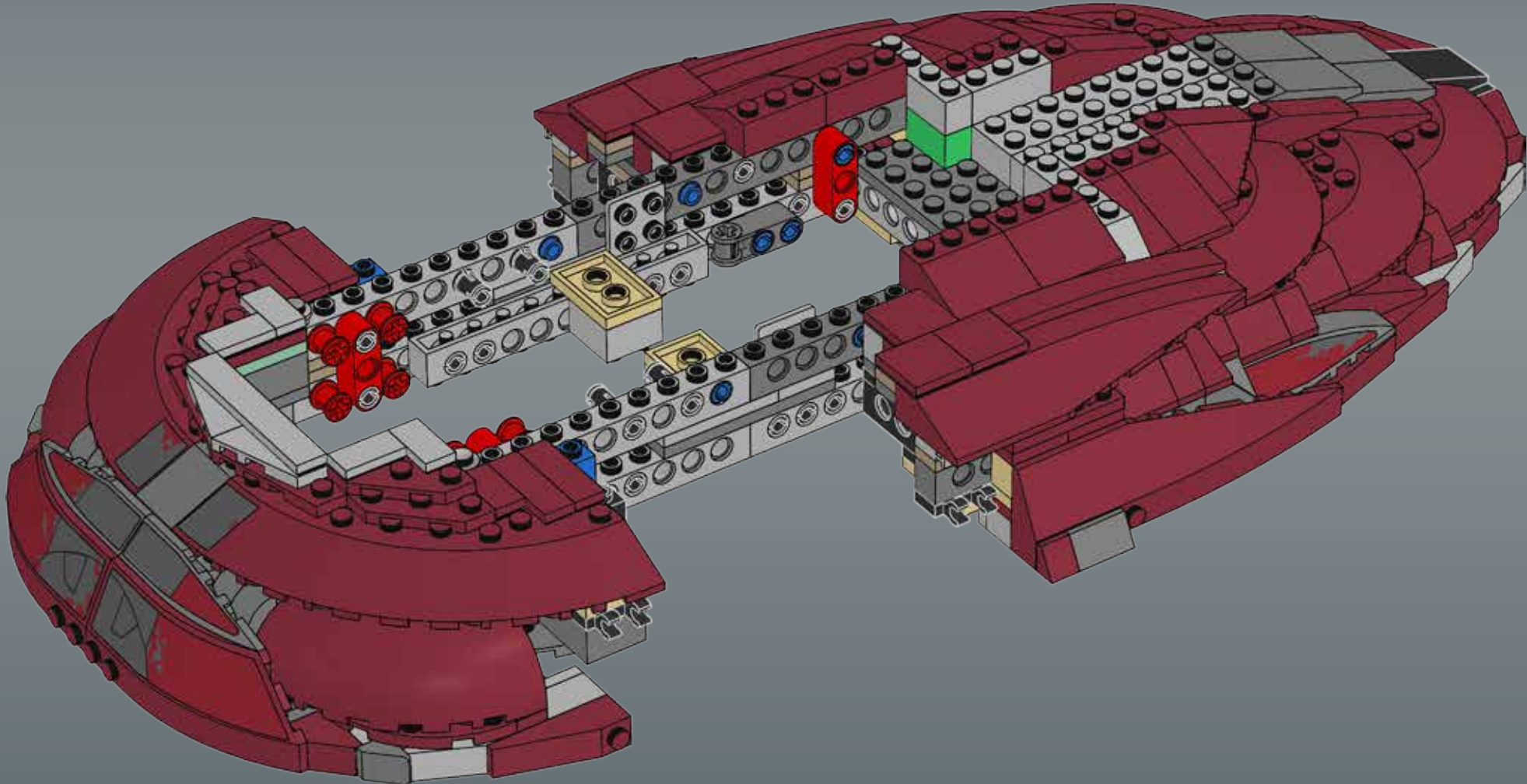


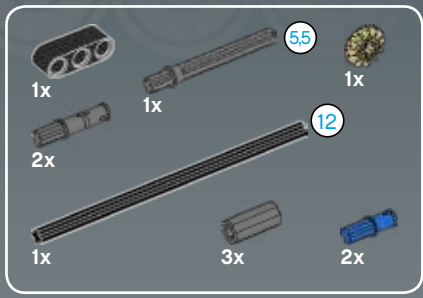
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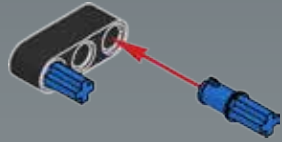
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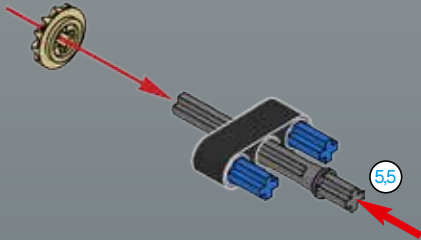


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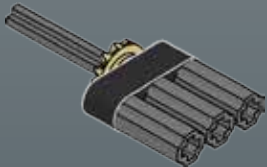
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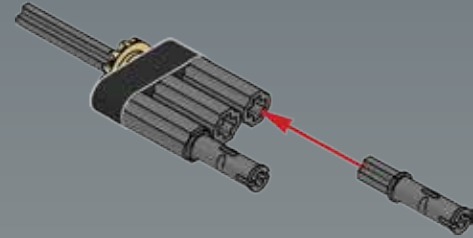
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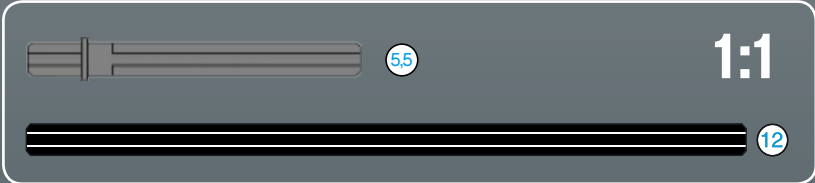
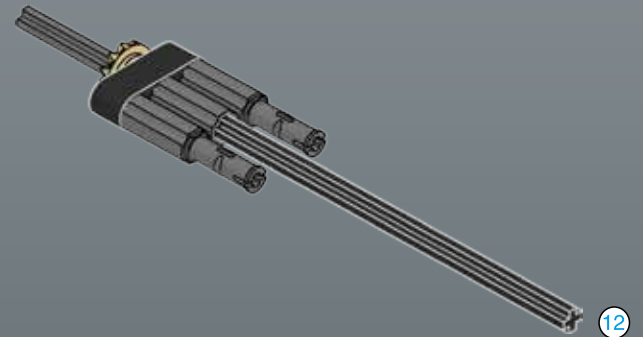
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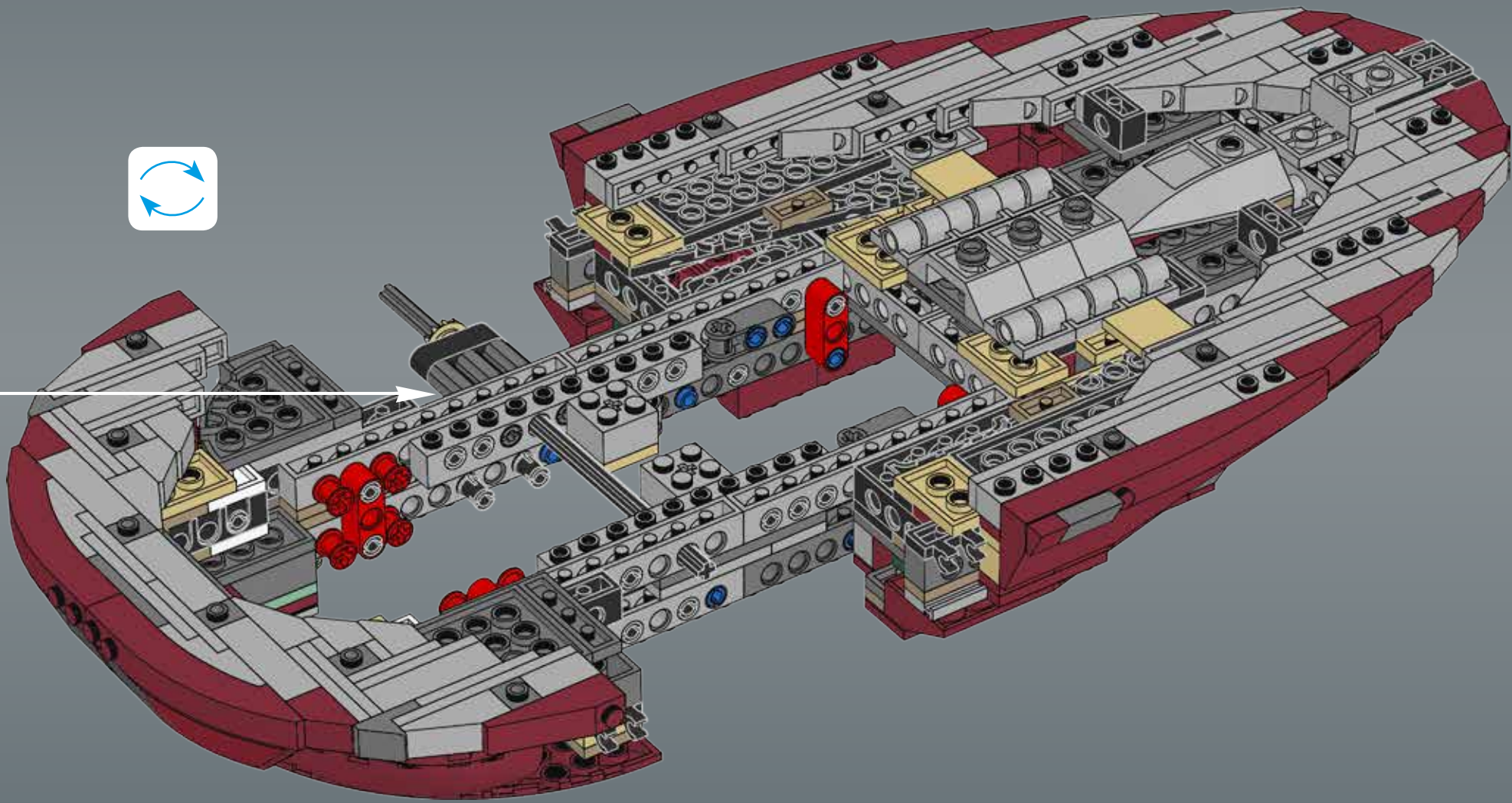


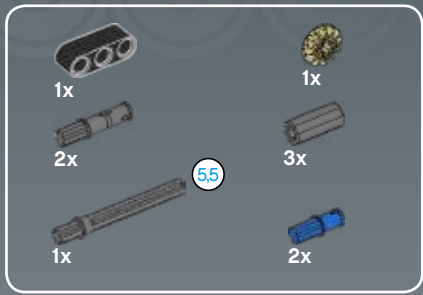
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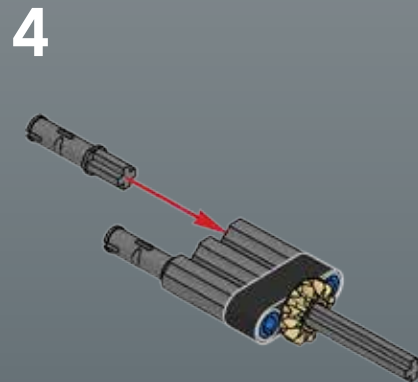
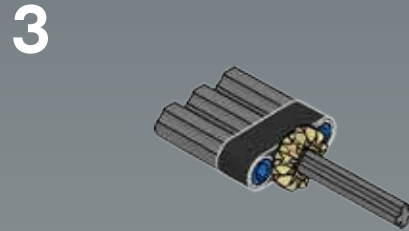
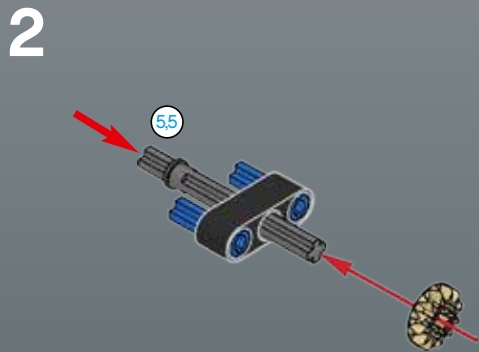
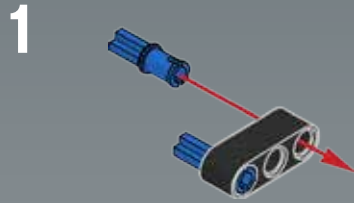
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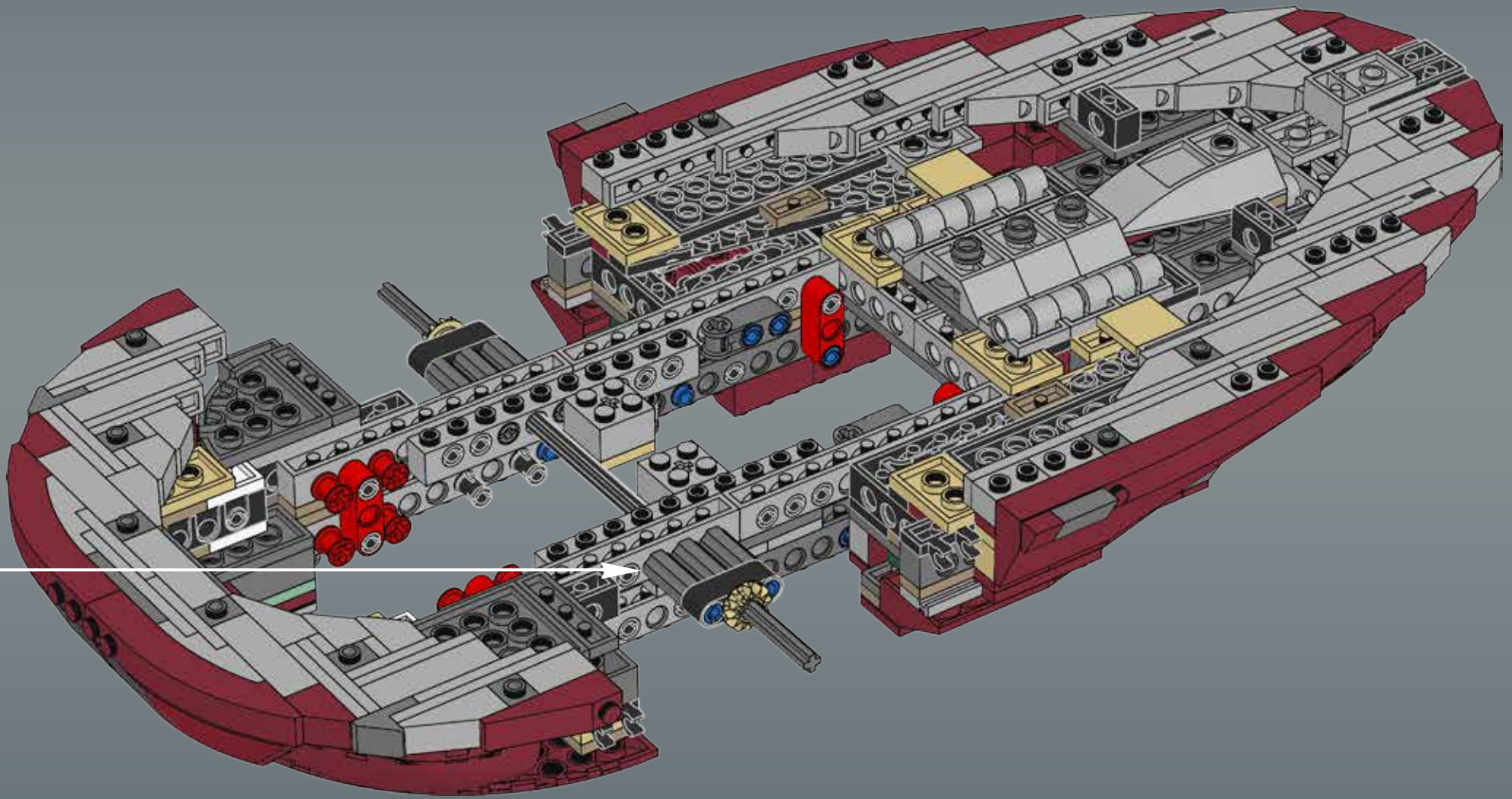


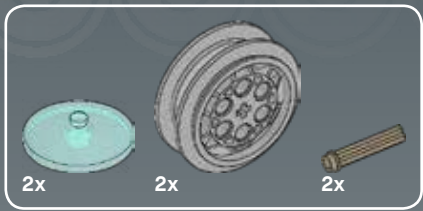




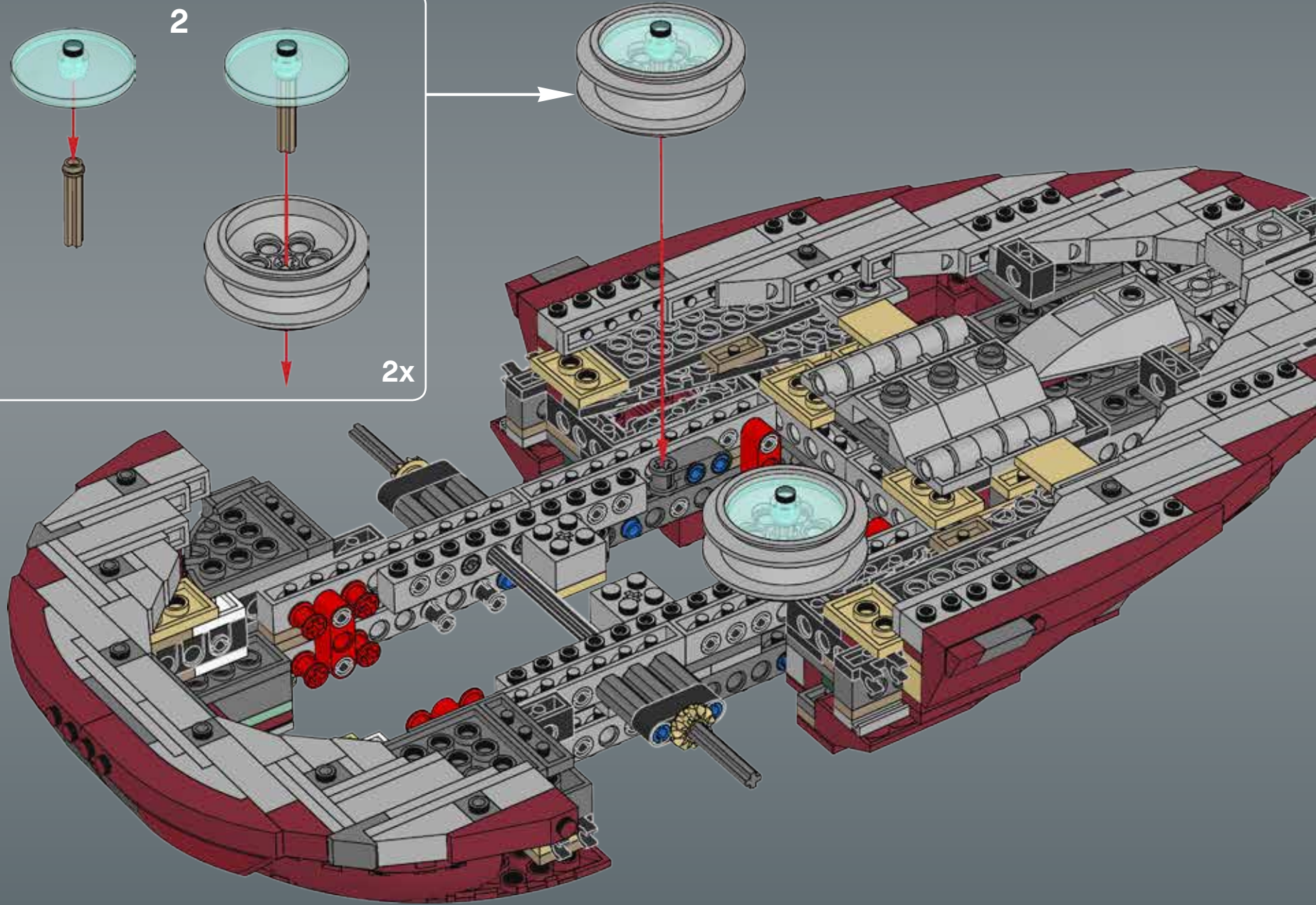
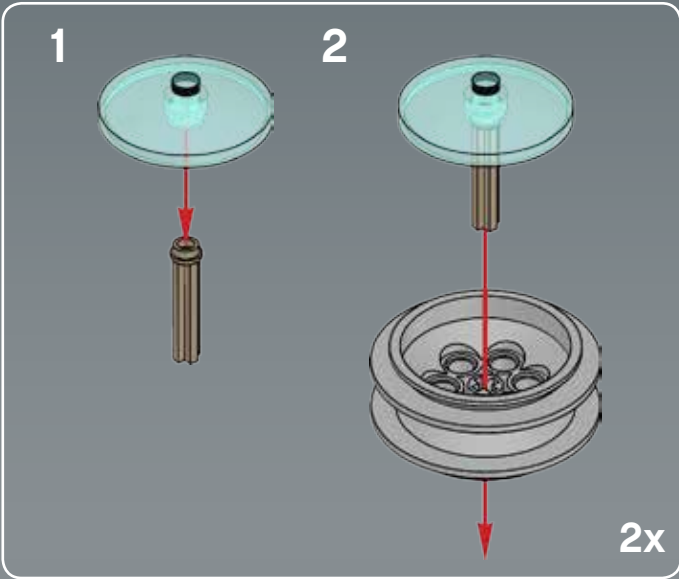
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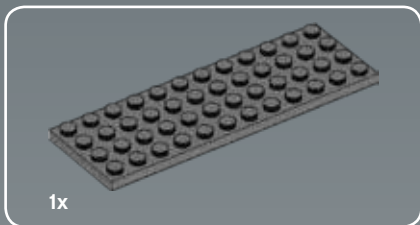
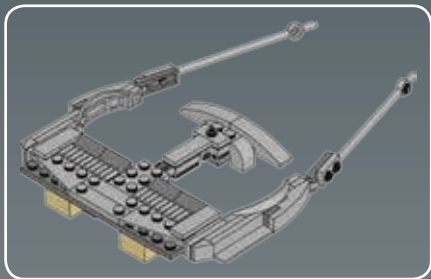




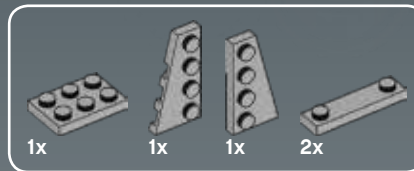
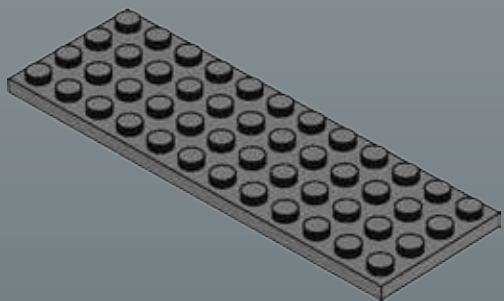


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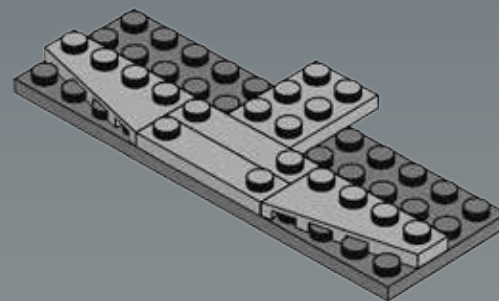




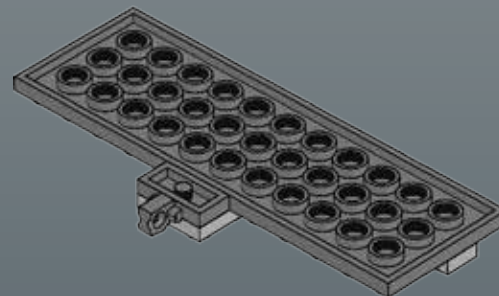
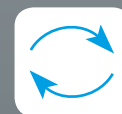
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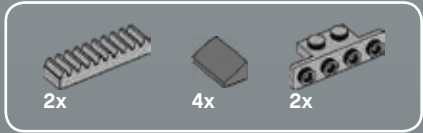
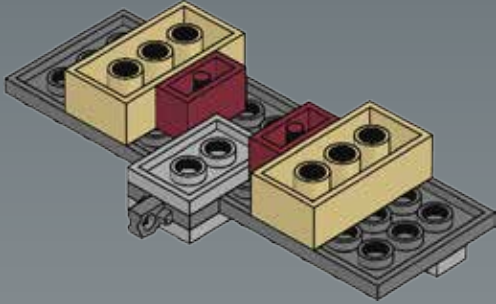


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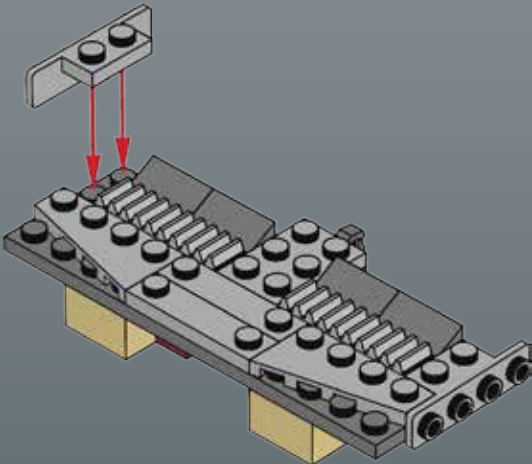




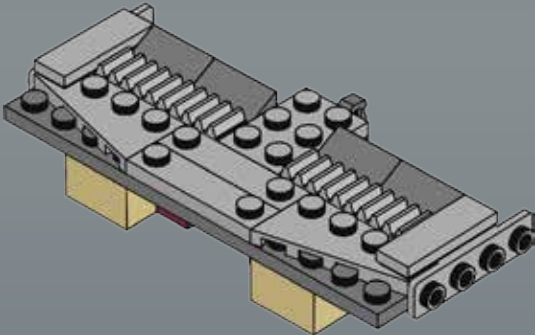
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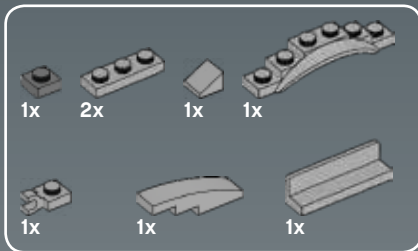


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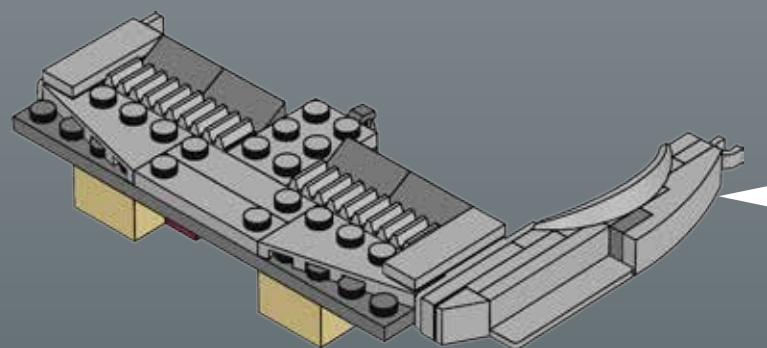
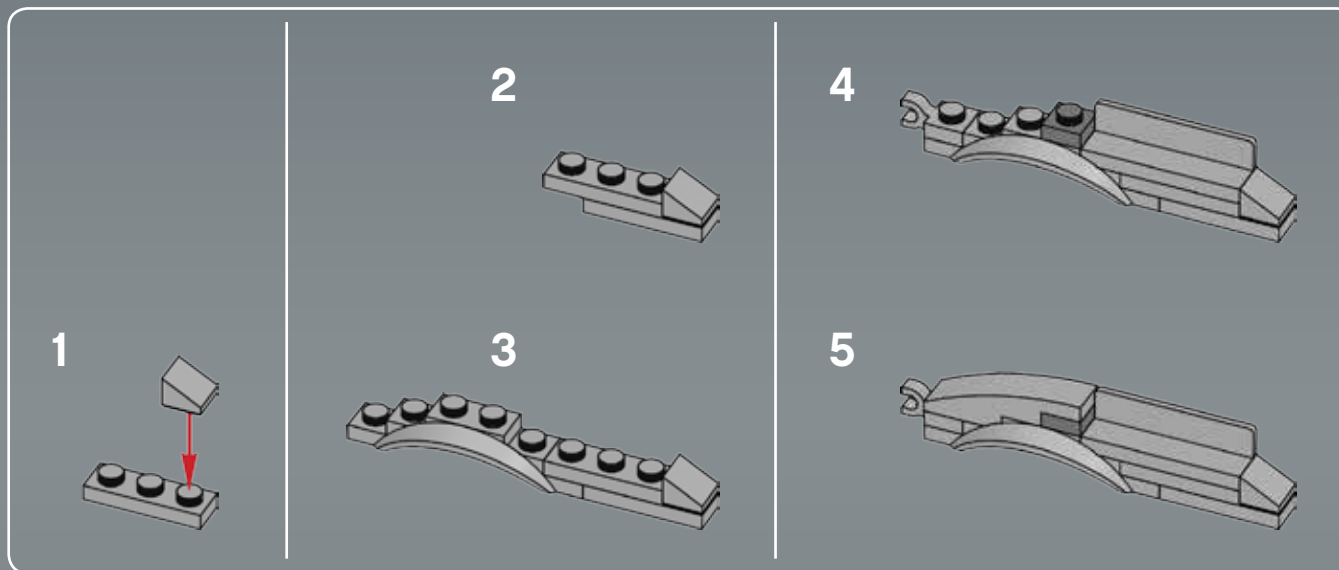


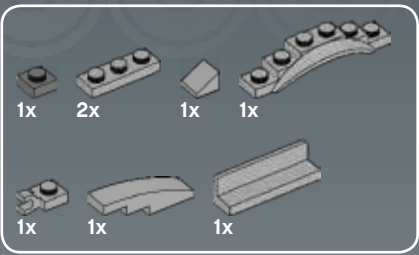
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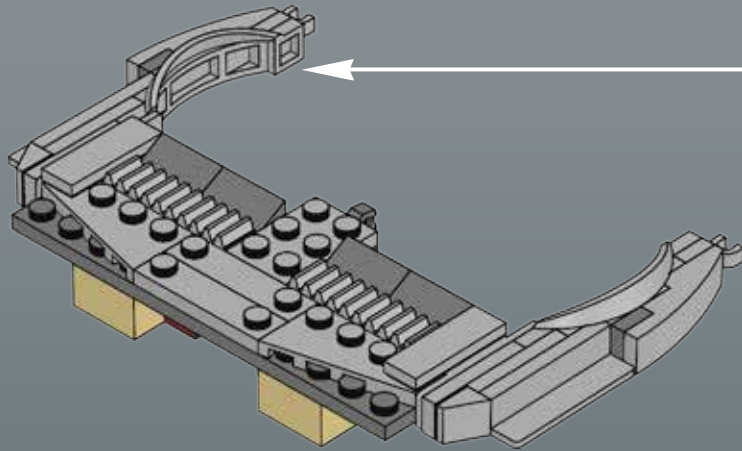
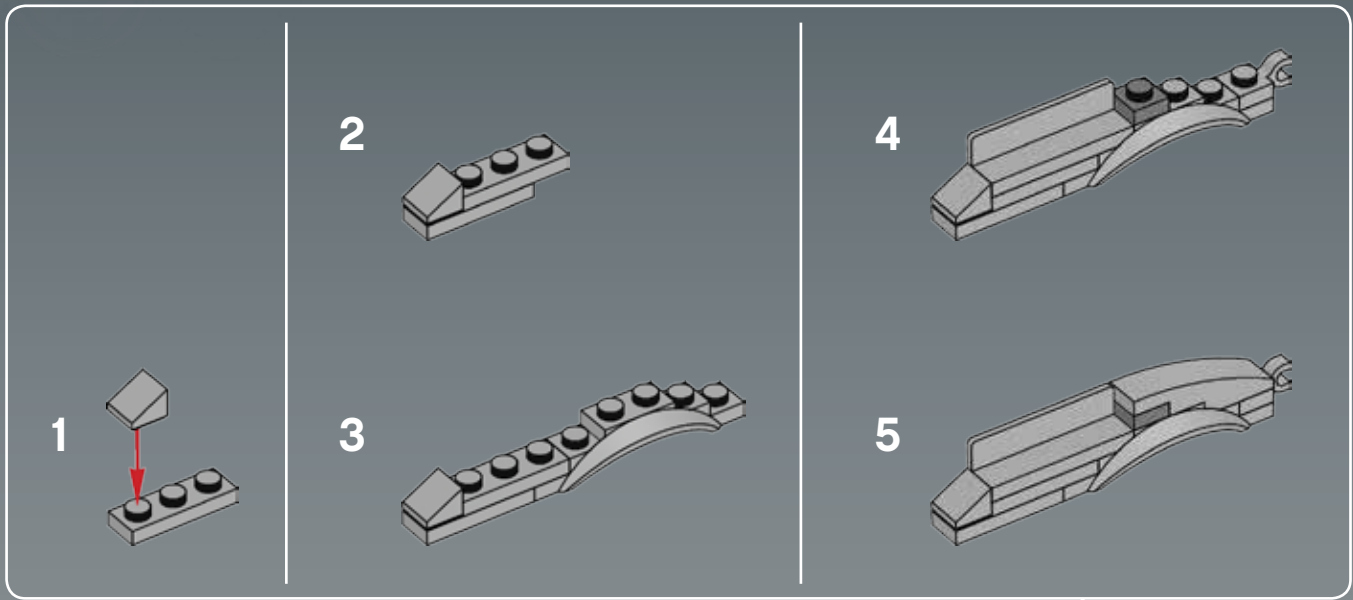


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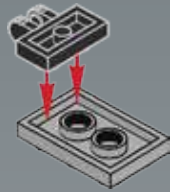


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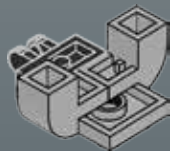




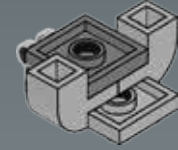
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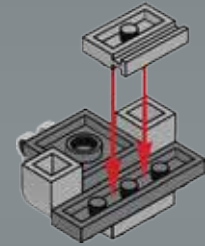
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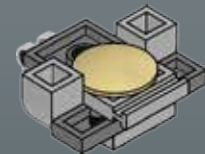
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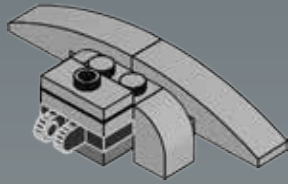


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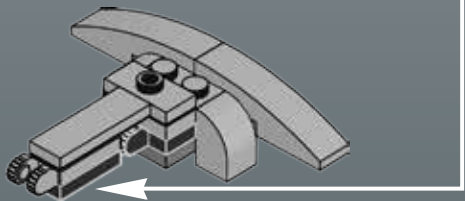
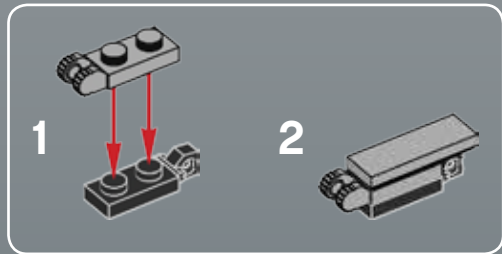




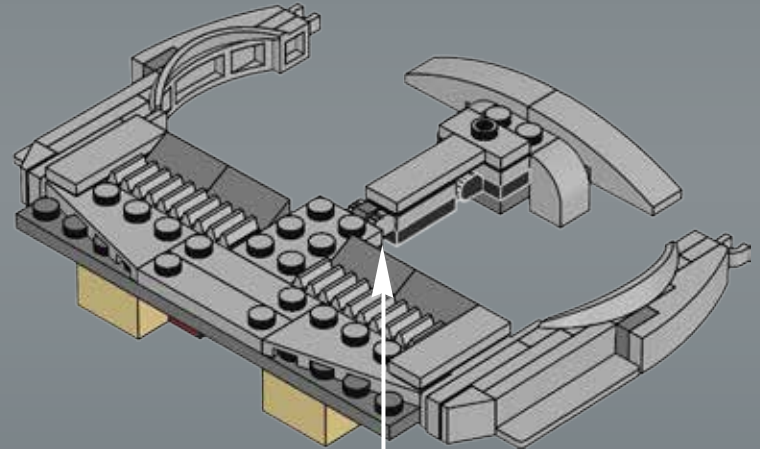
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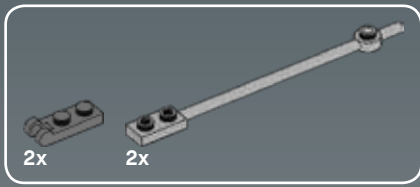


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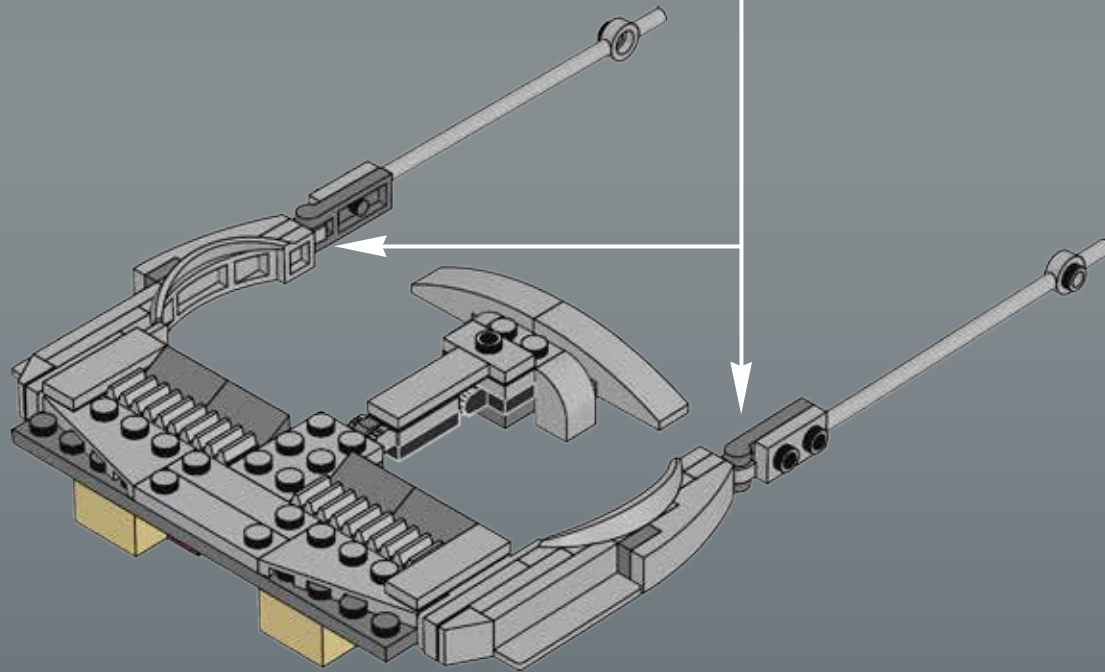
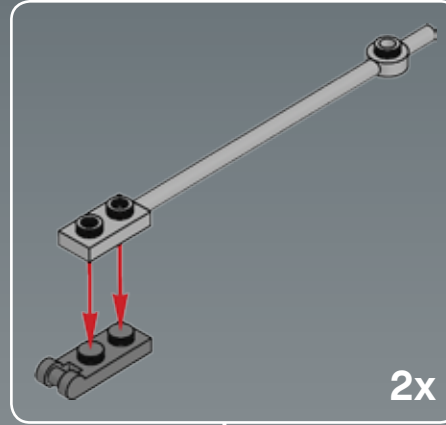


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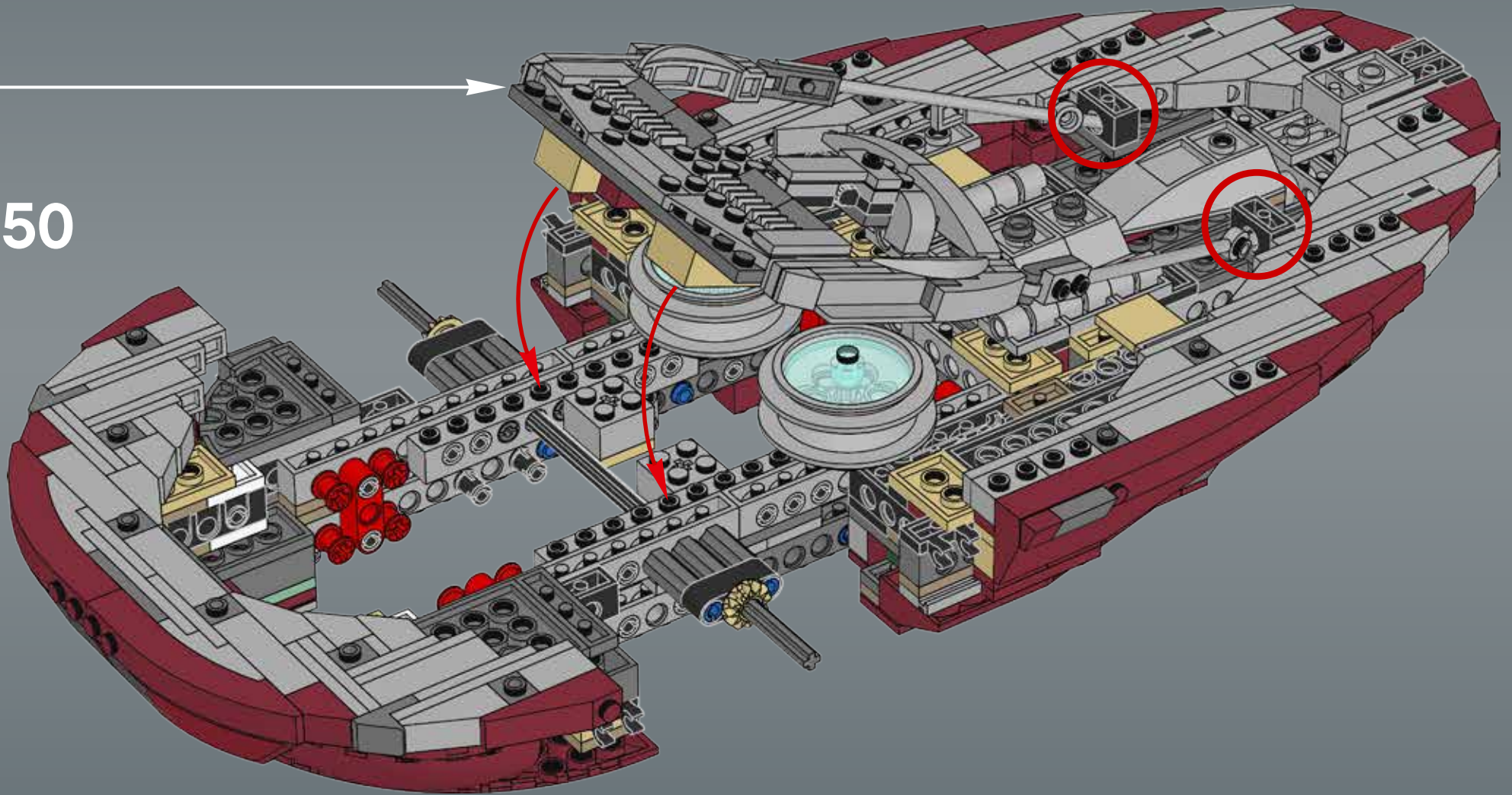


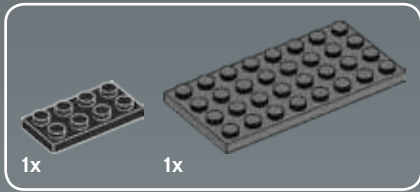
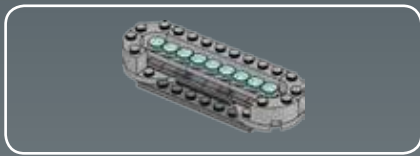


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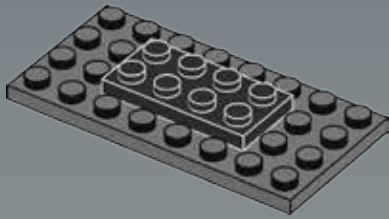


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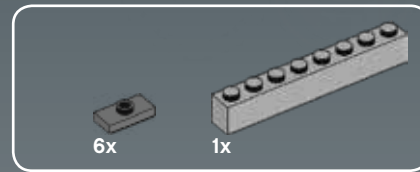
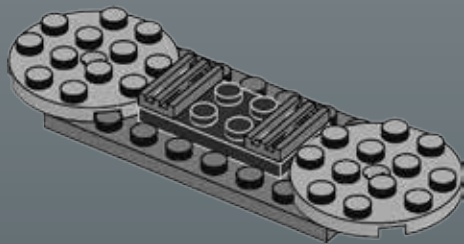




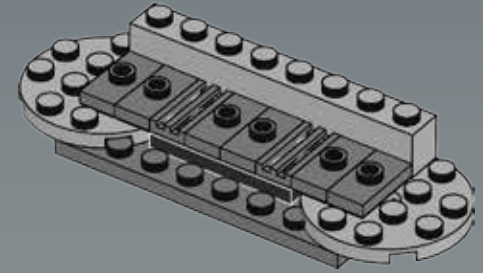
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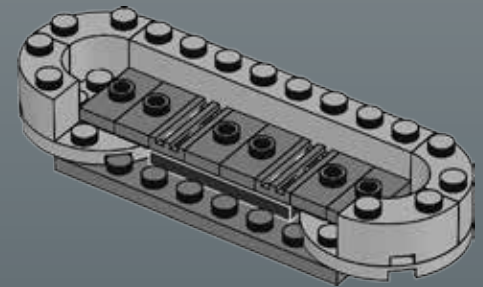
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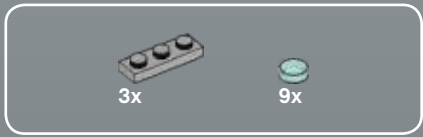
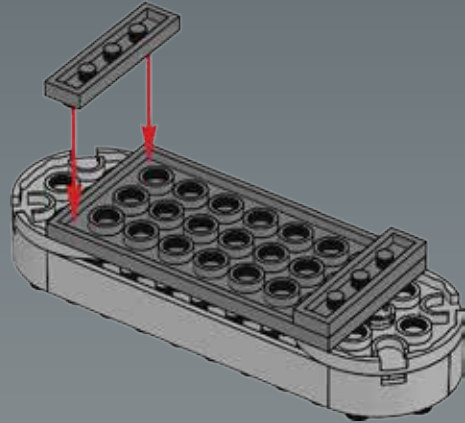


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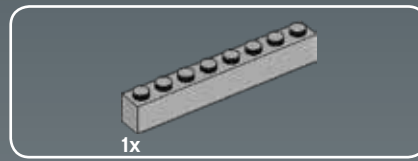
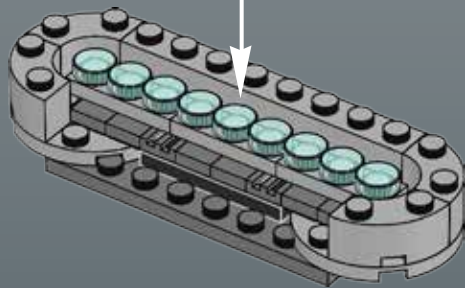
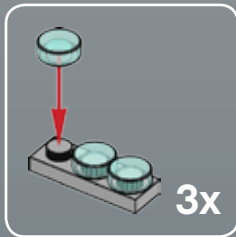




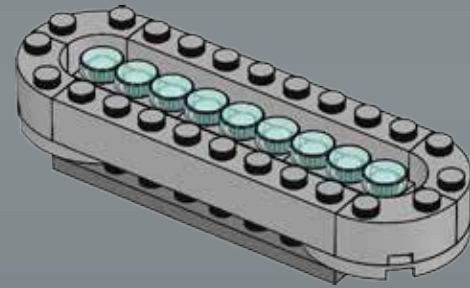
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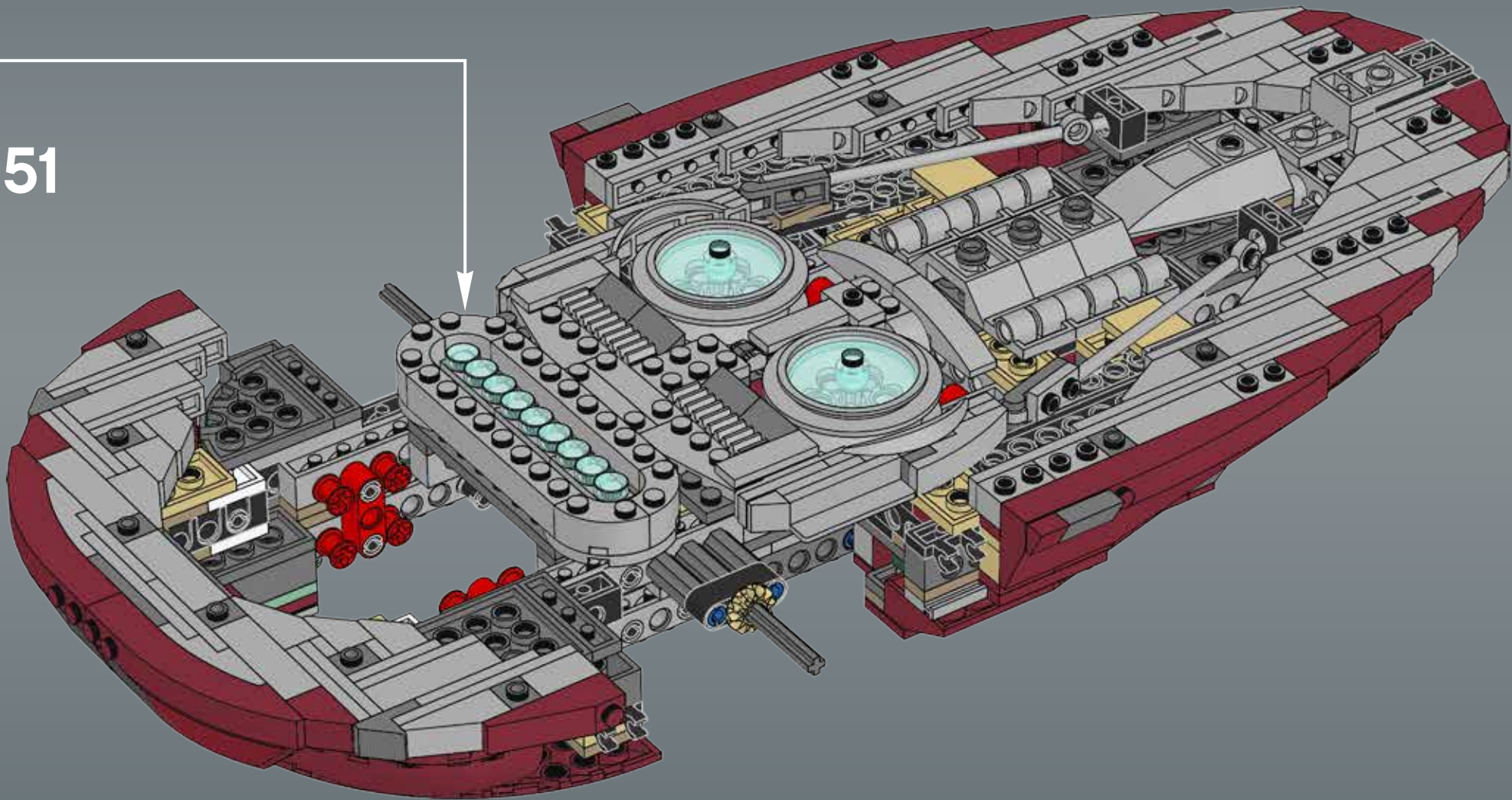
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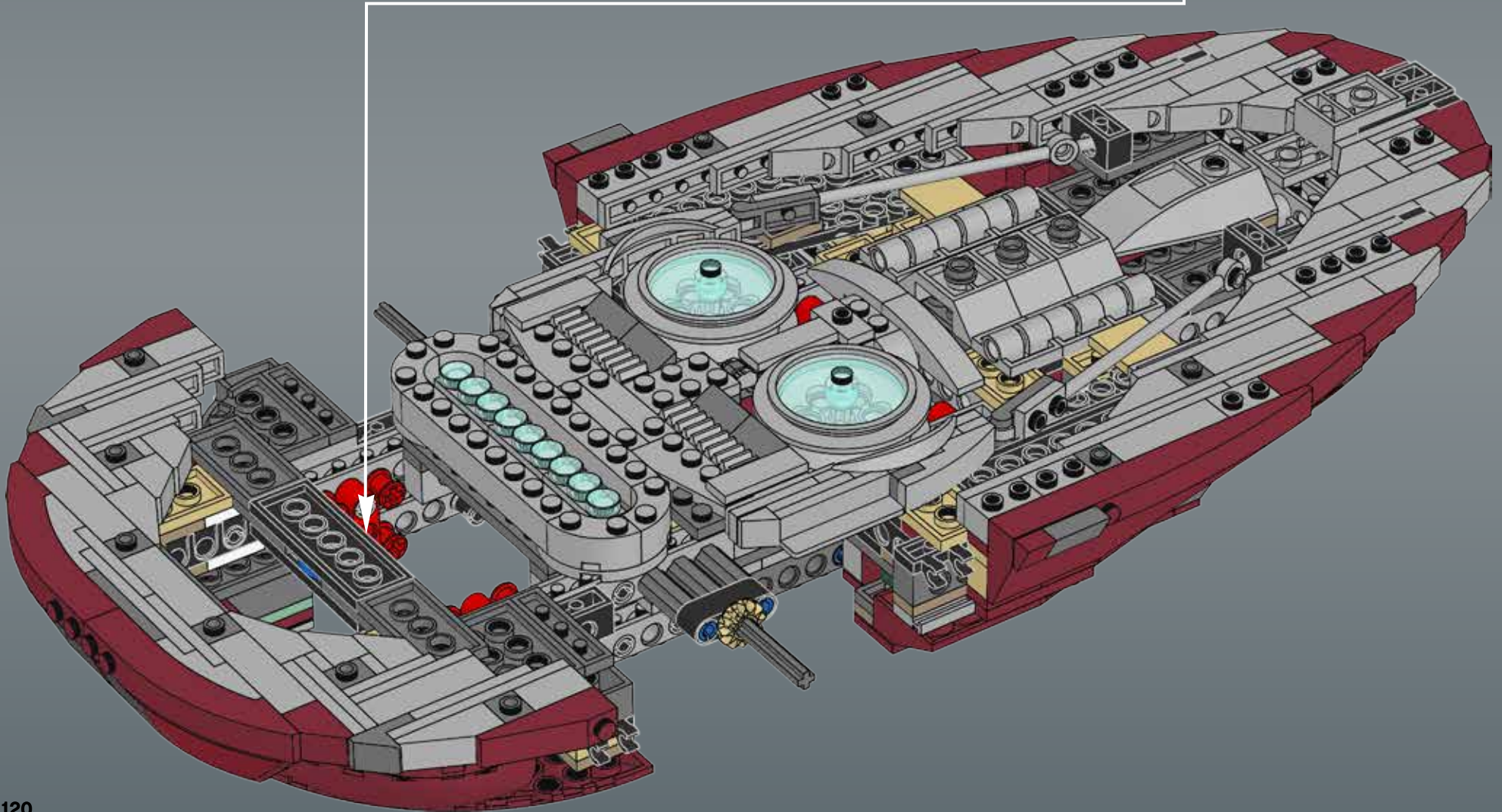
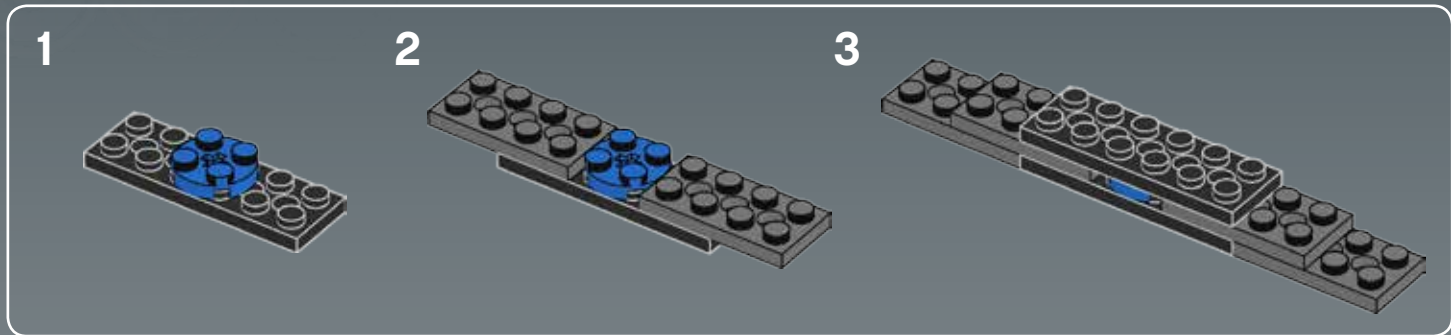


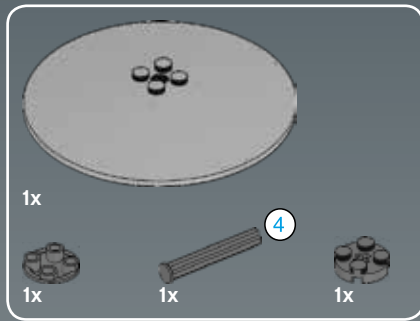
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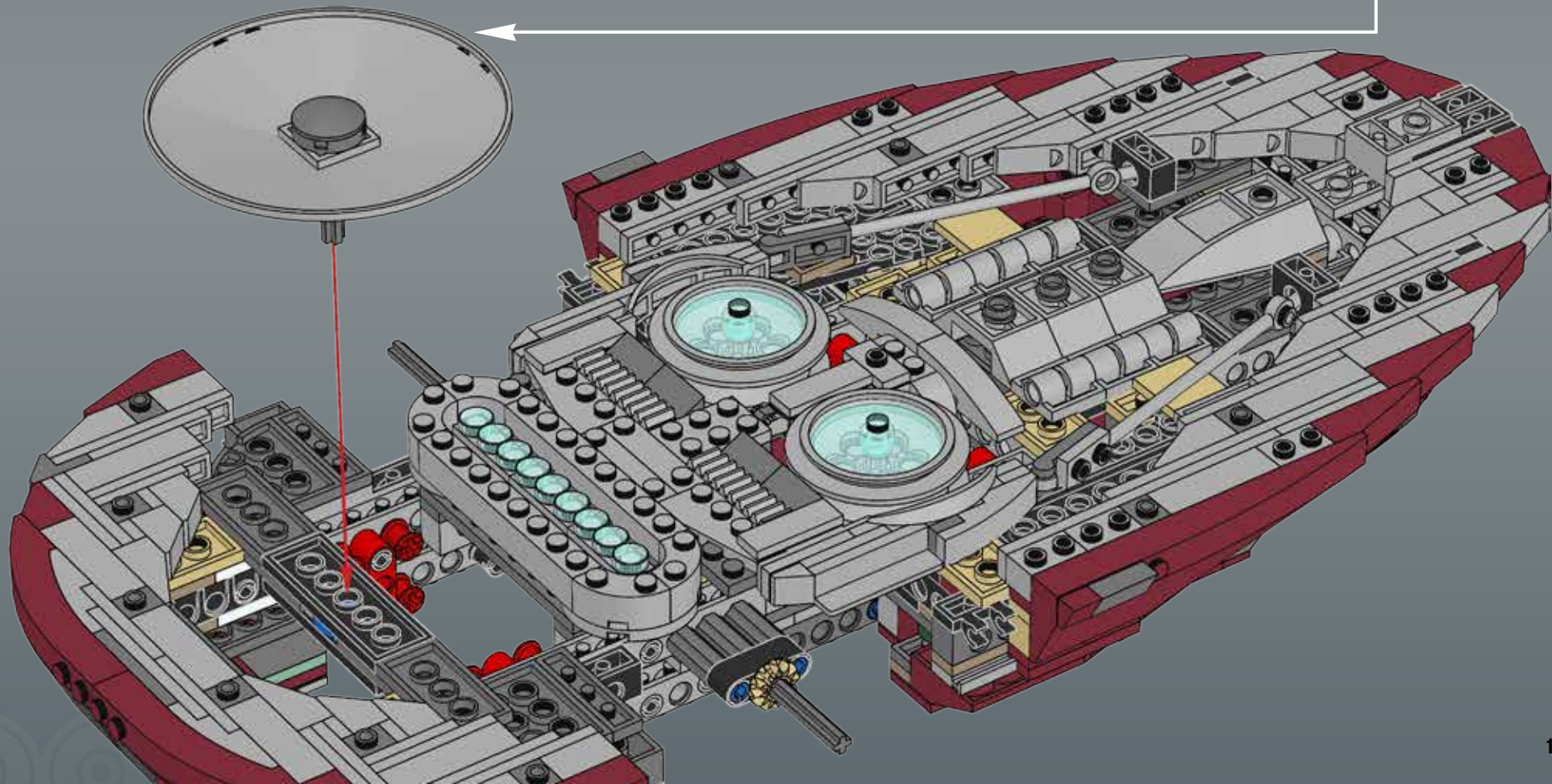
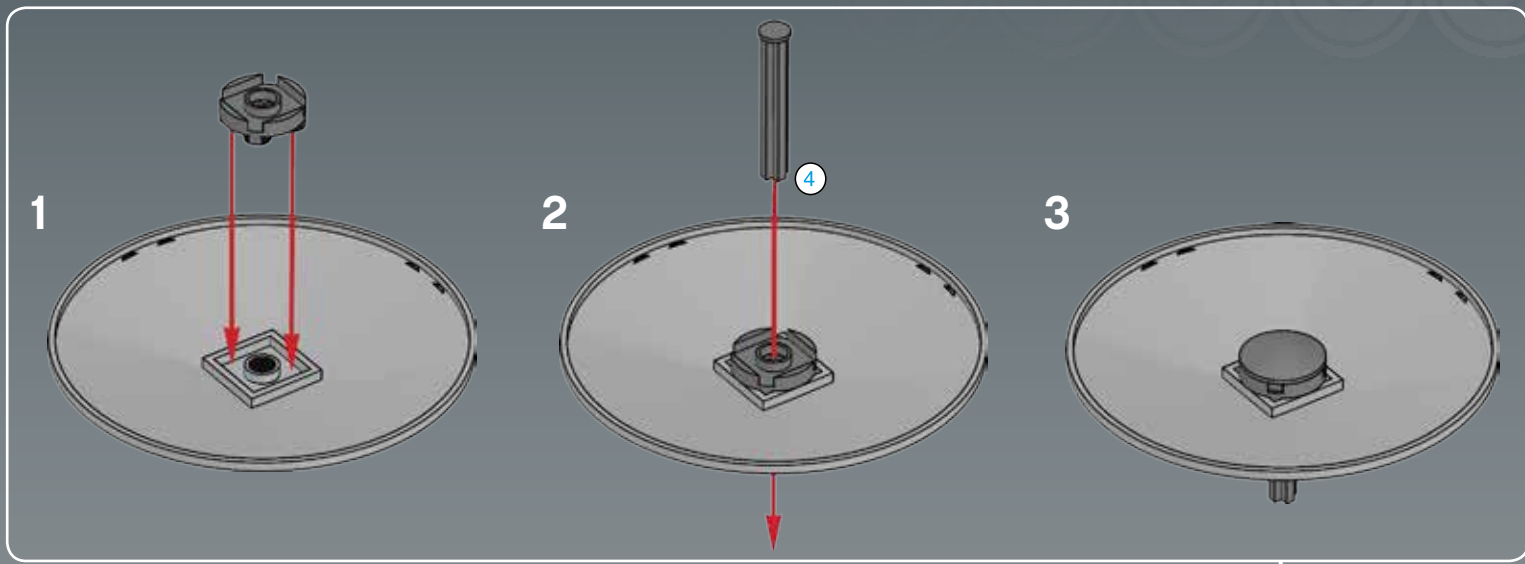


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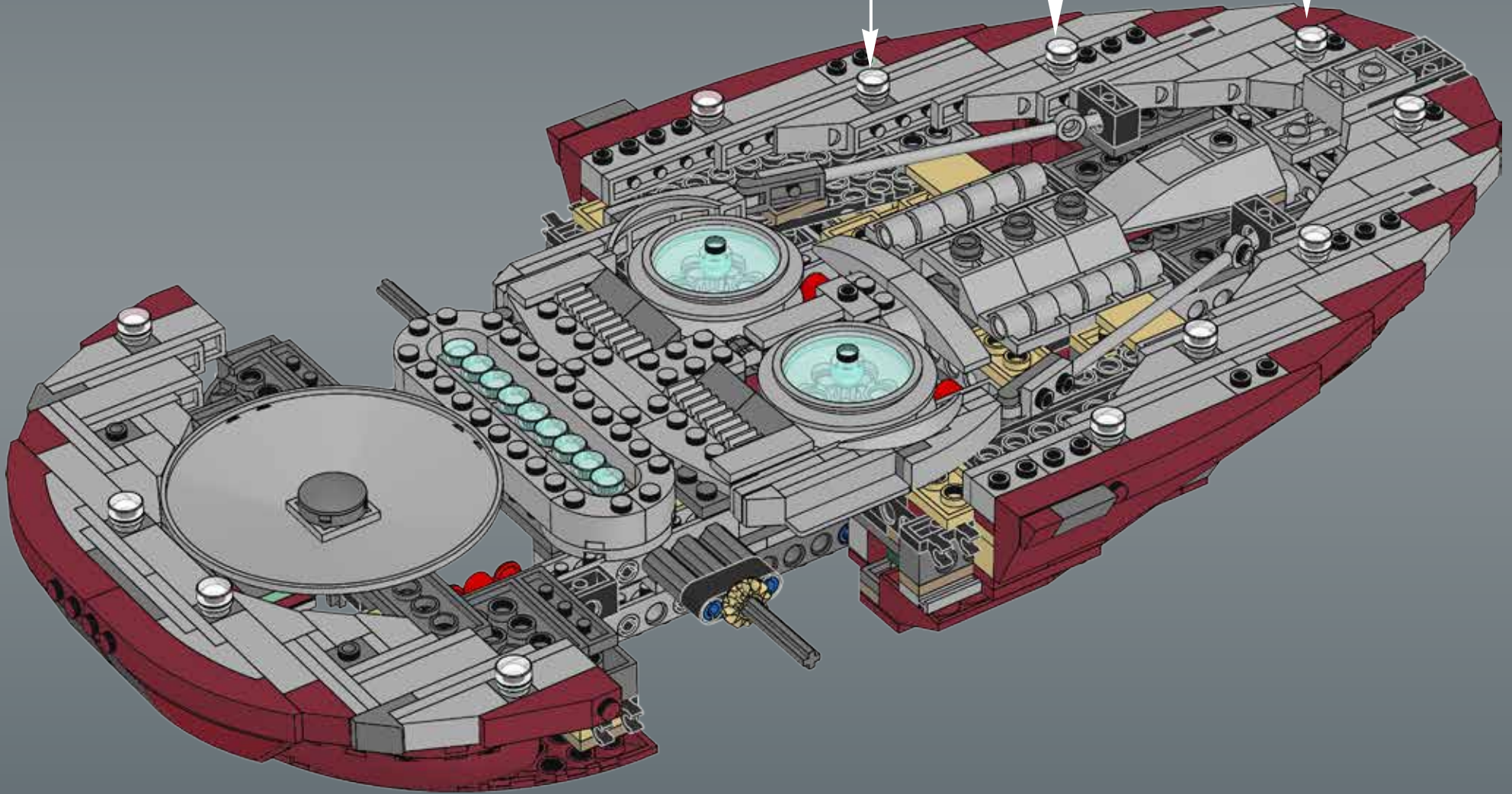
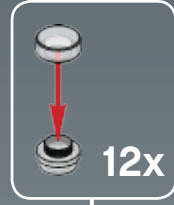


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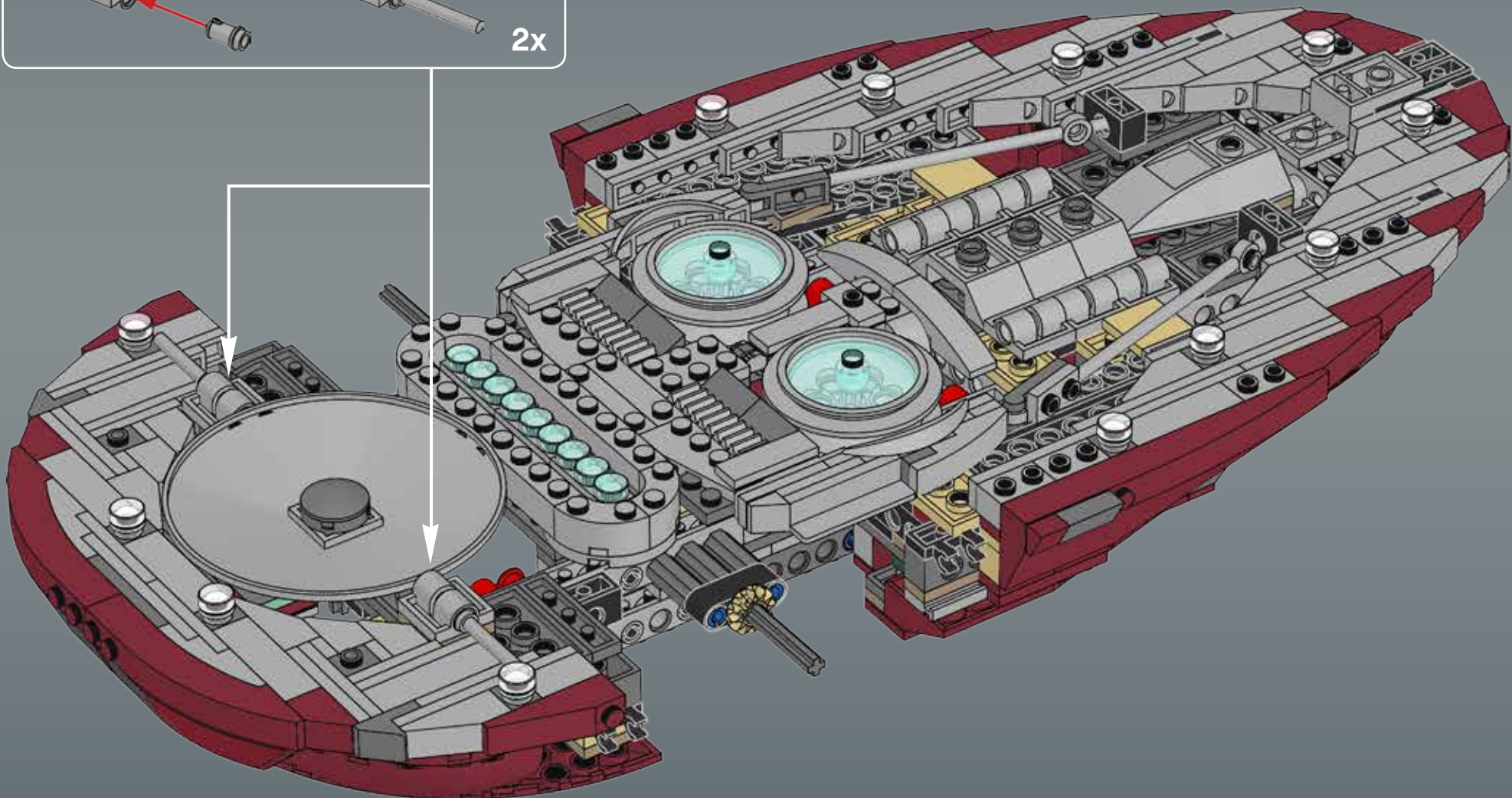
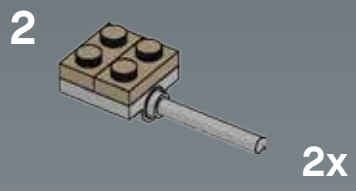
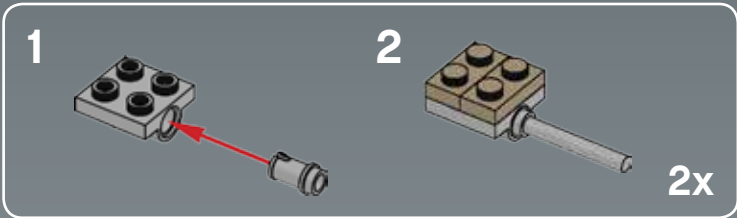
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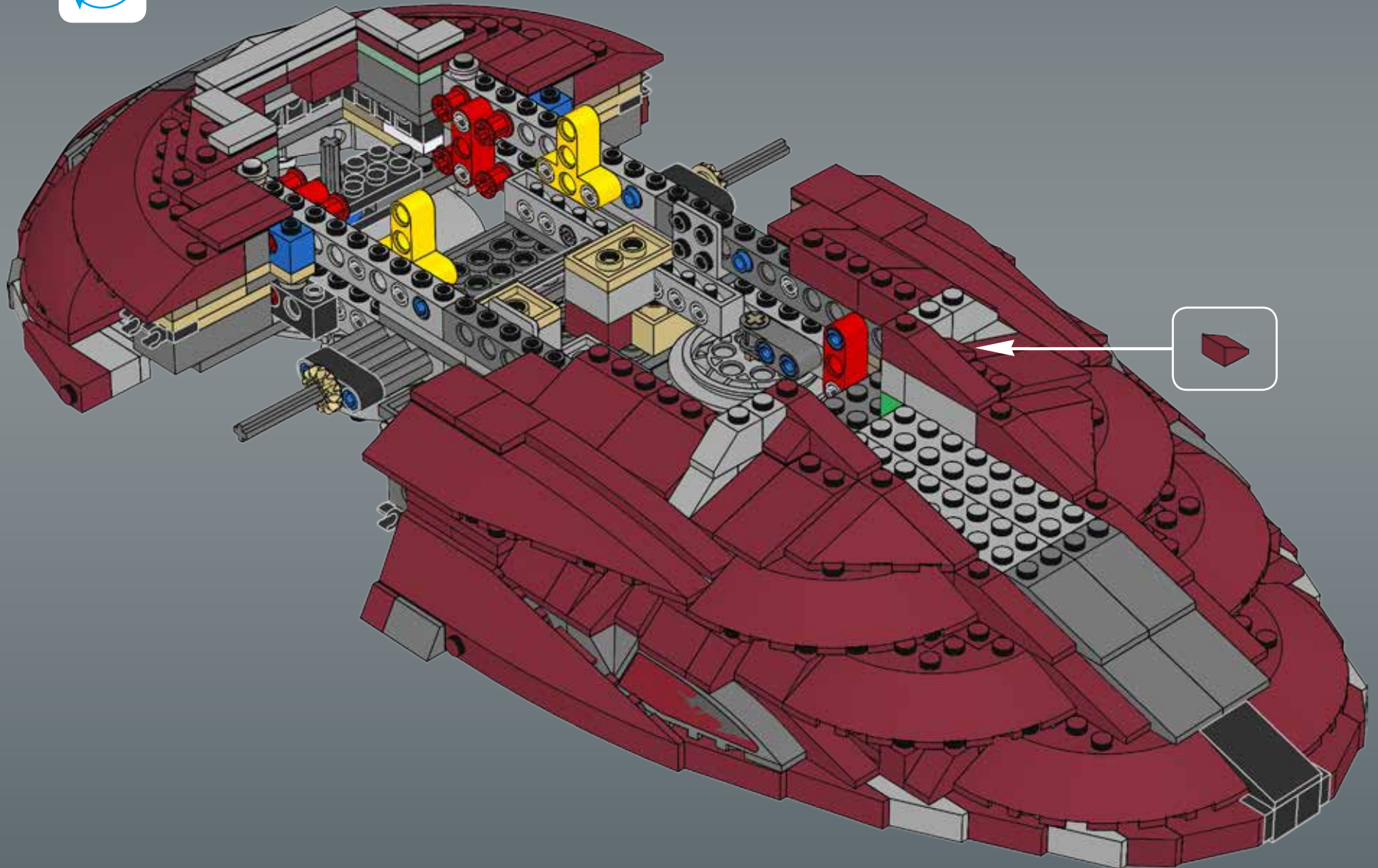


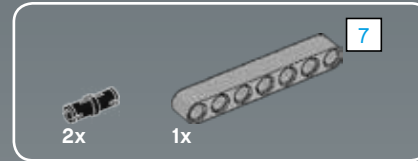
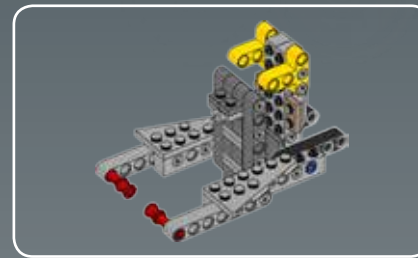
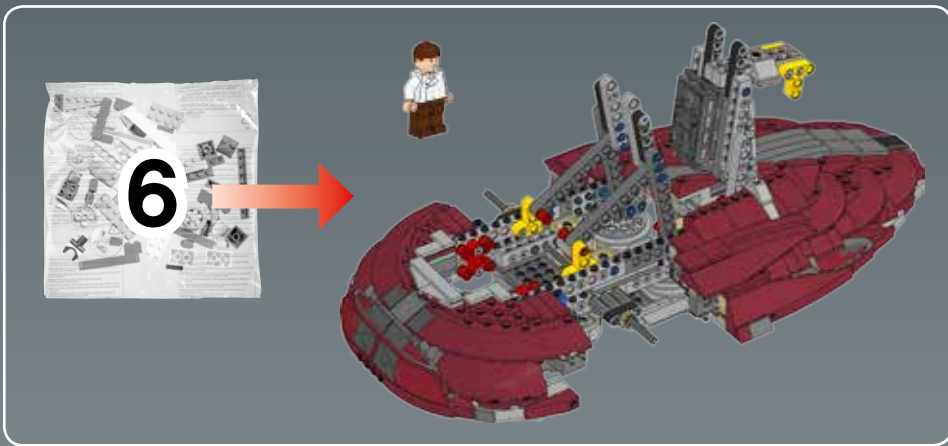
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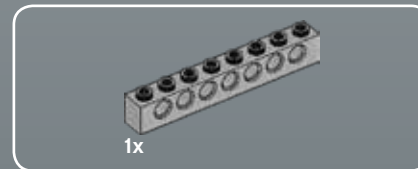
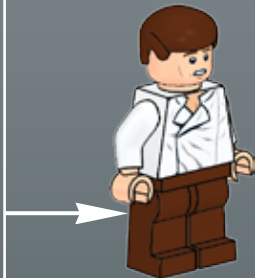
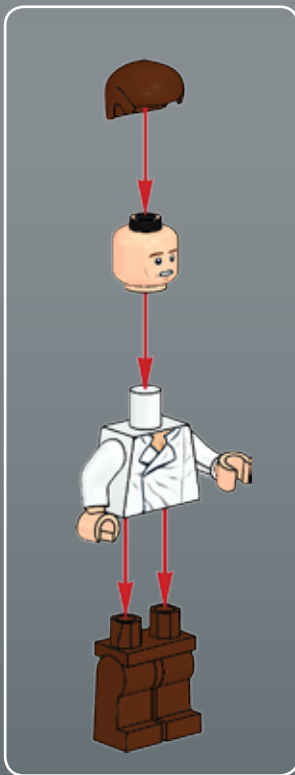
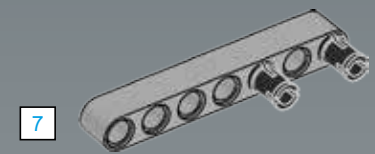


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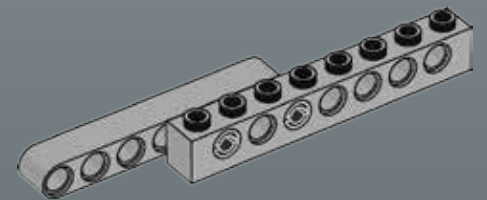


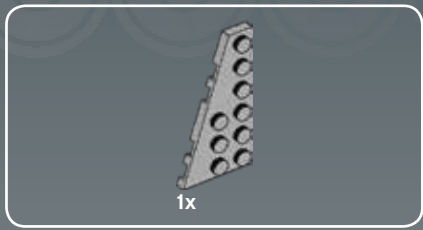


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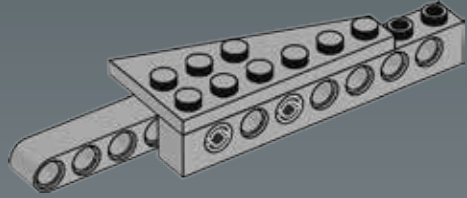


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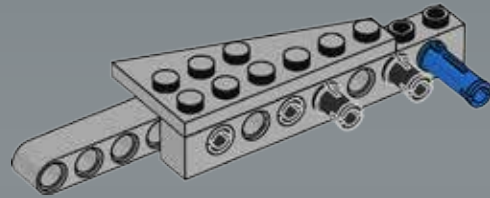




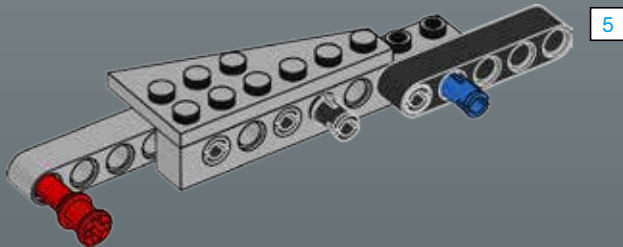
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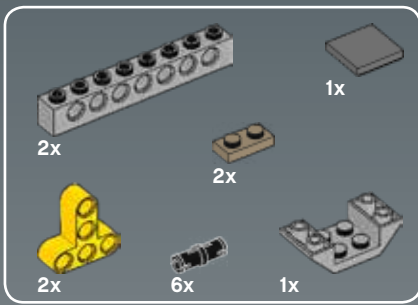


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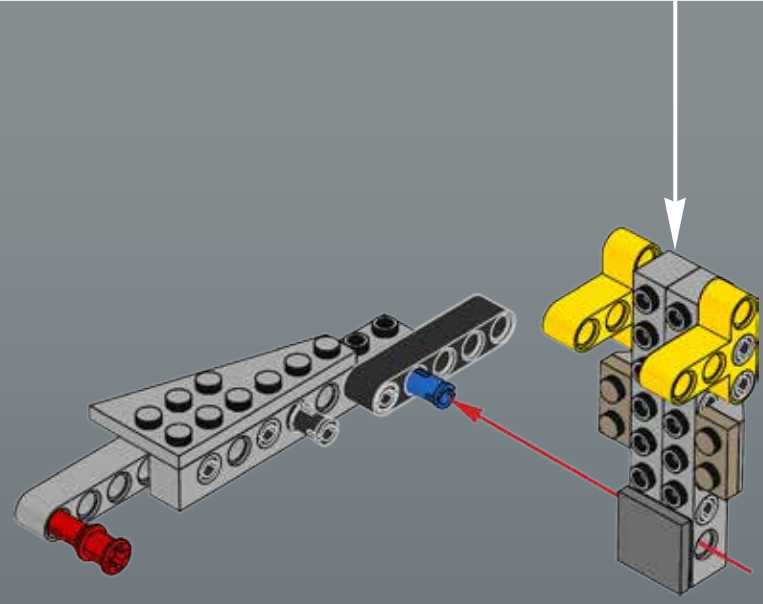
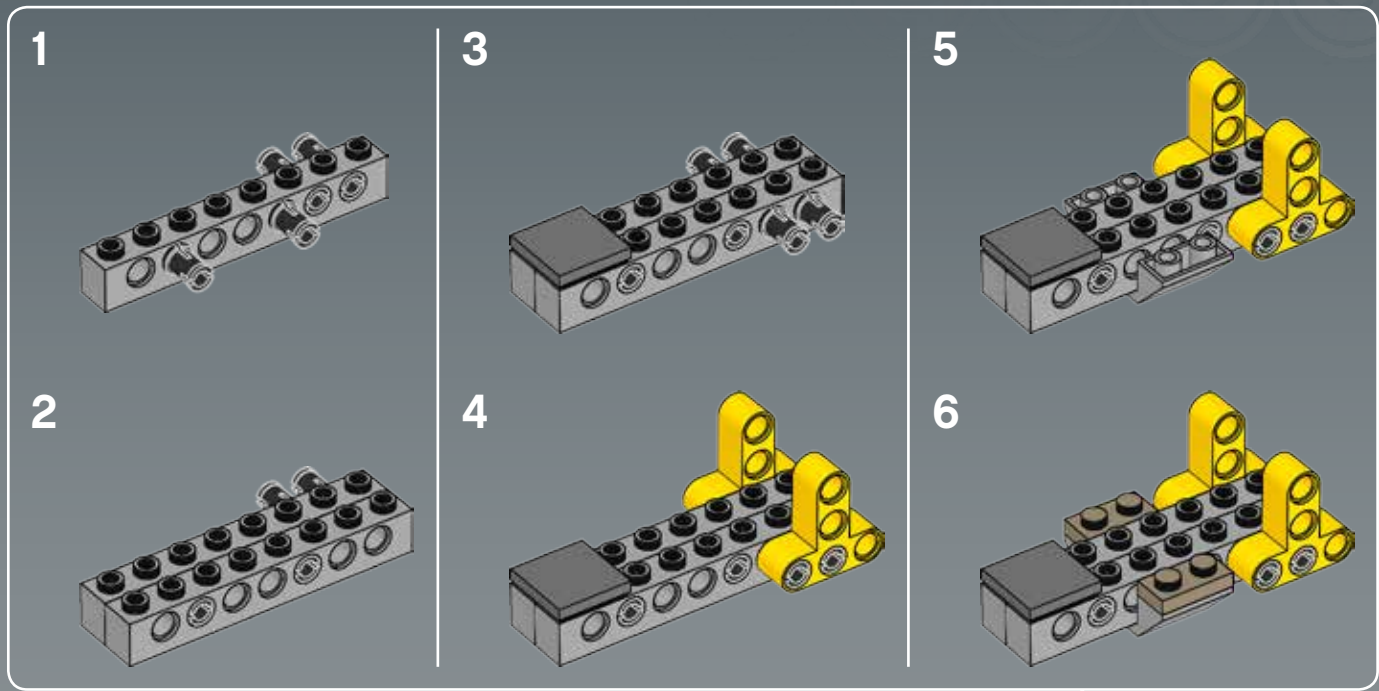


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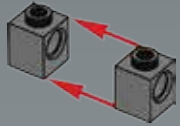
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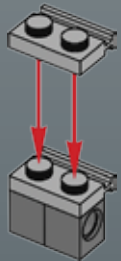
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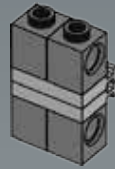
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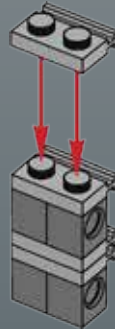
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2x

4

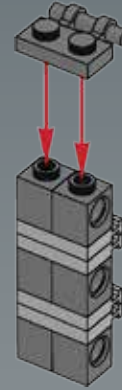


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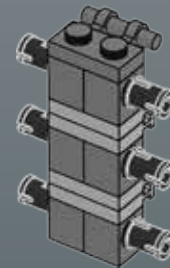
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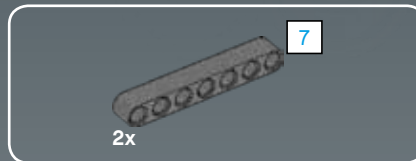
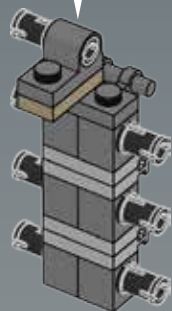
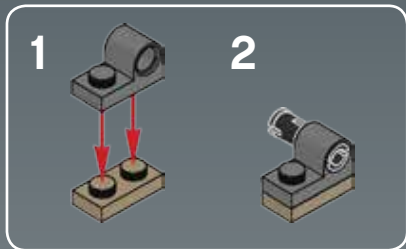
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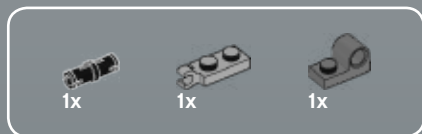
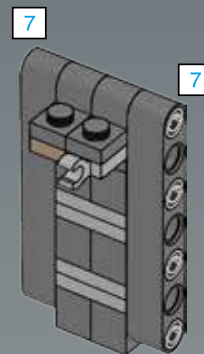




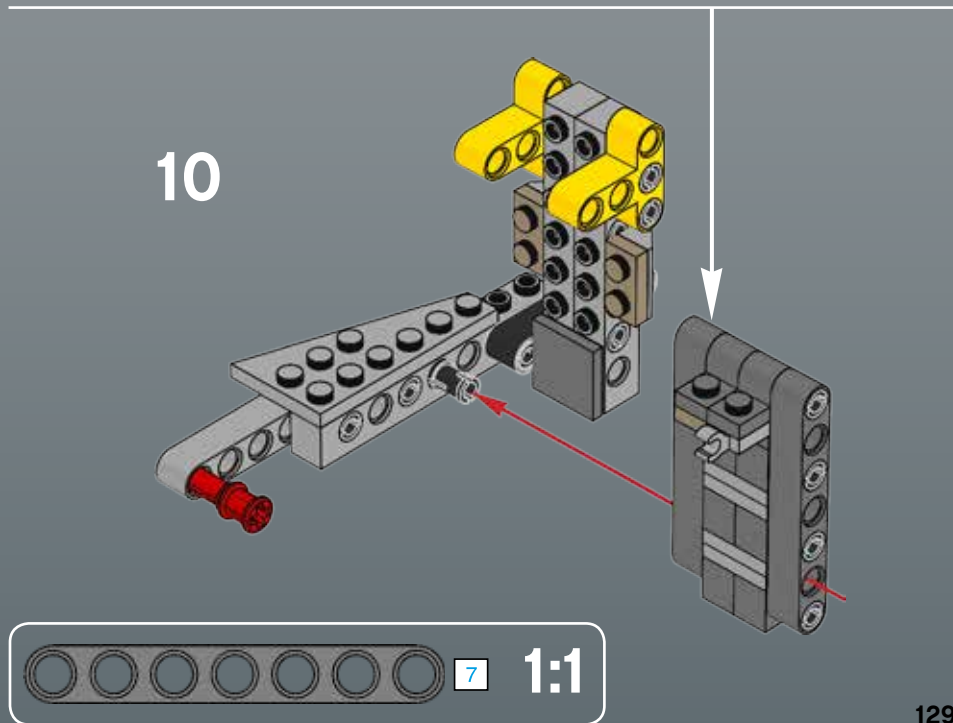
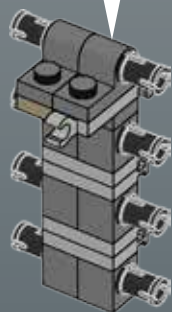
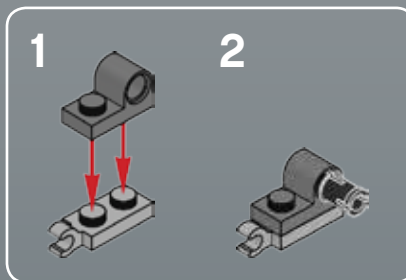
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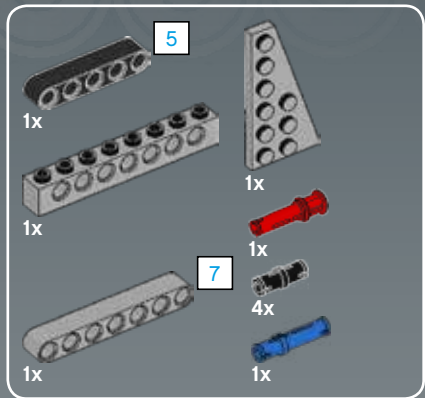
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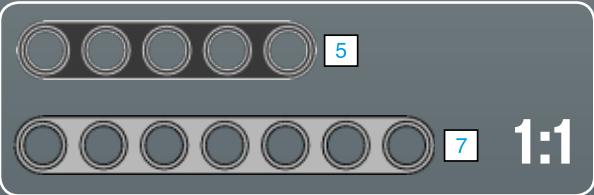
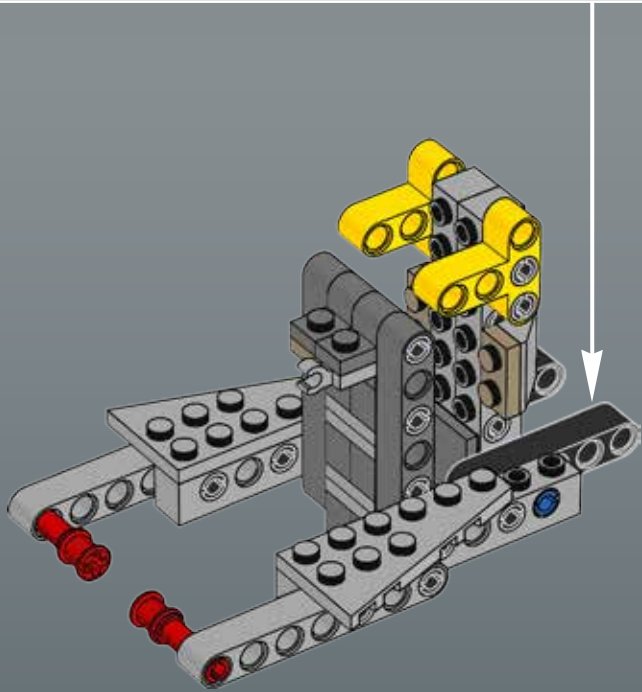
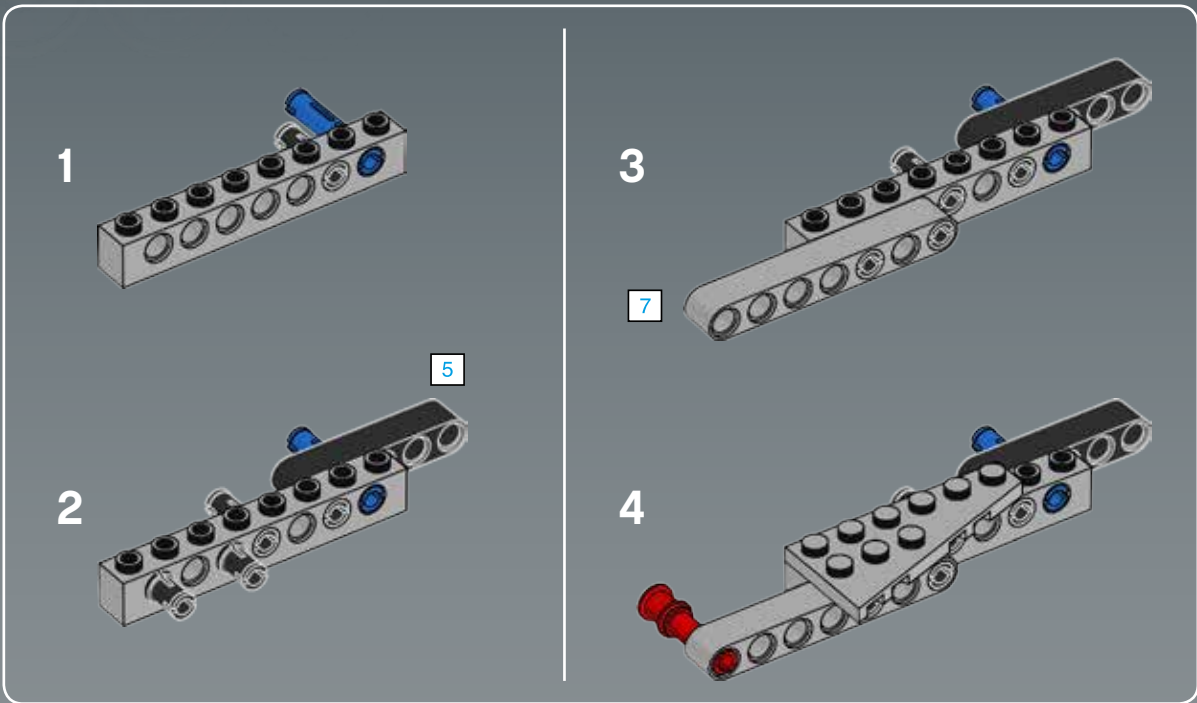
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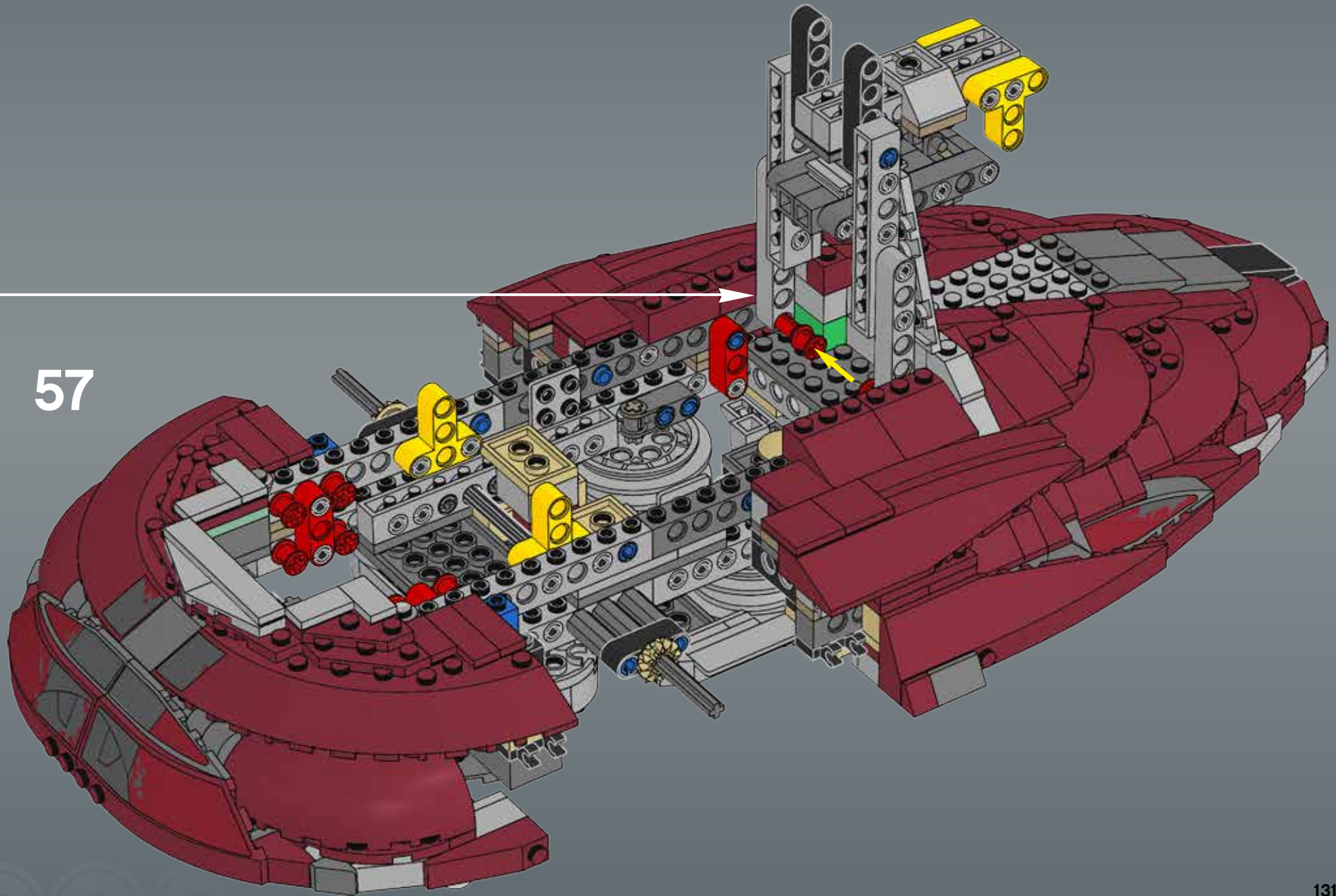
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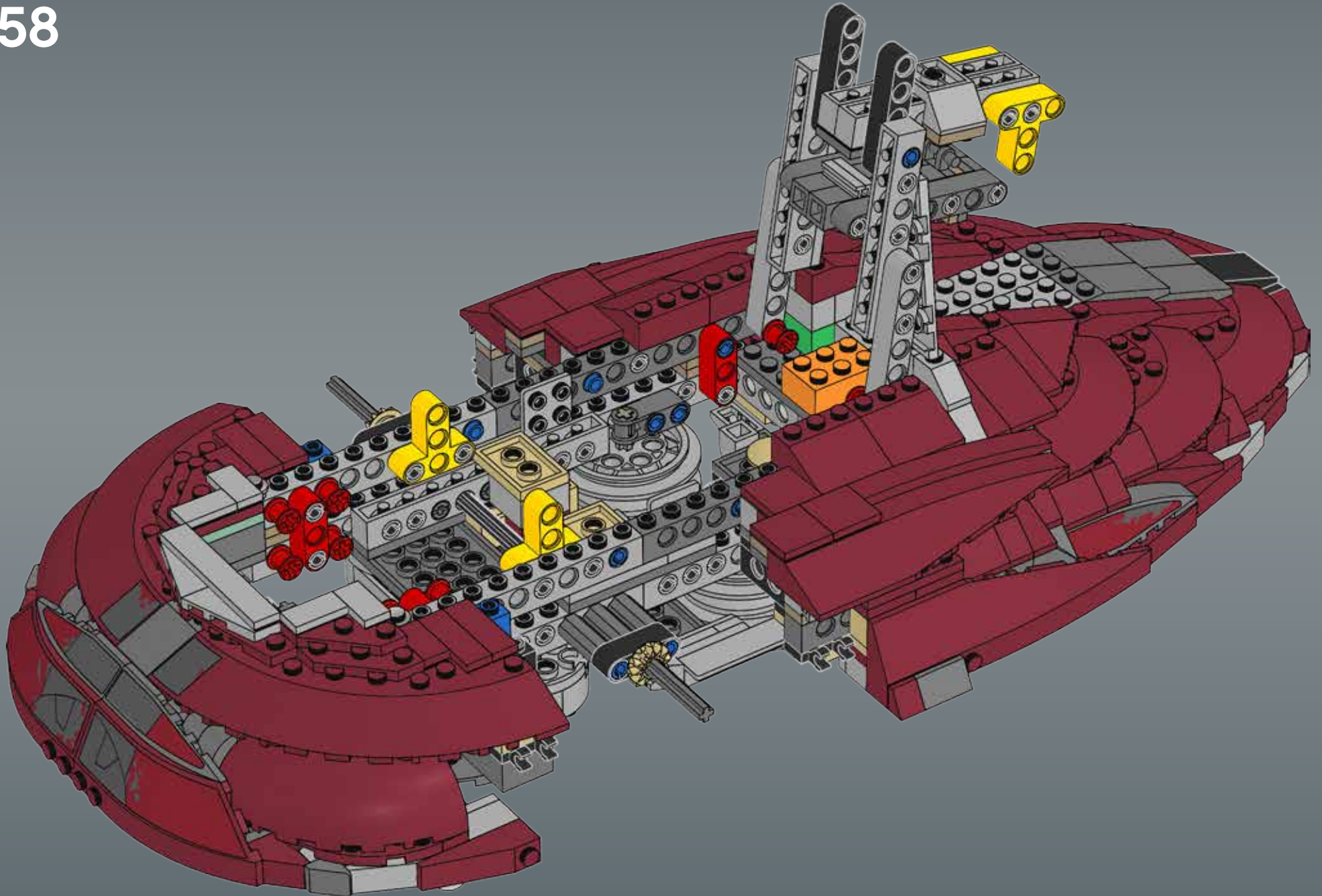
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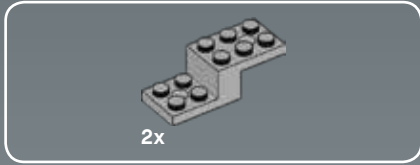
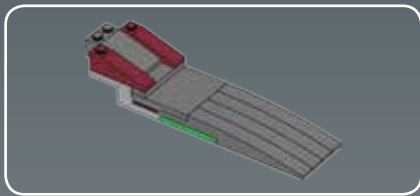




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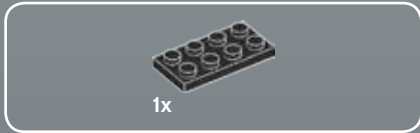
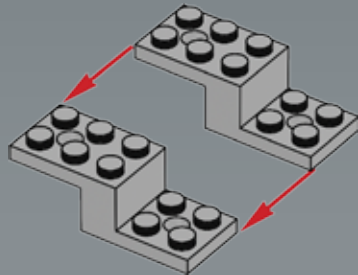
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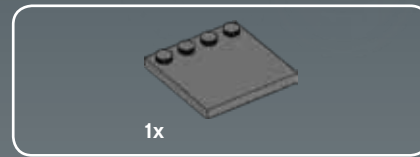
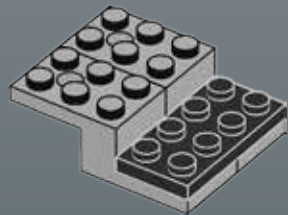
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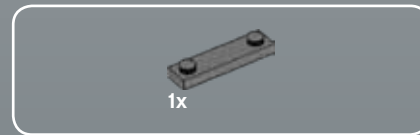
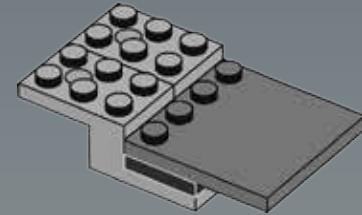
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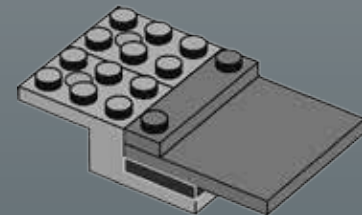
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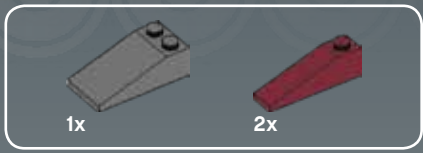
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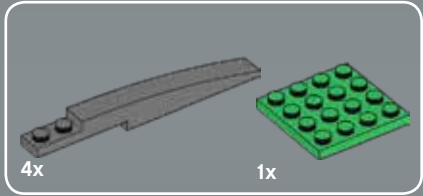
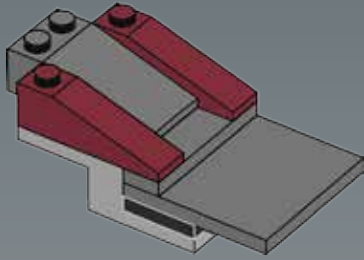
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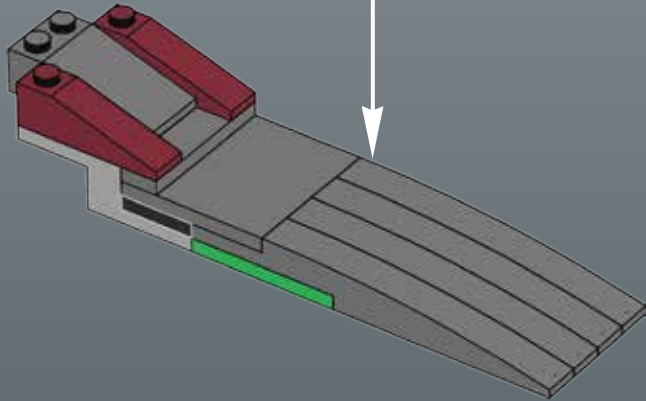
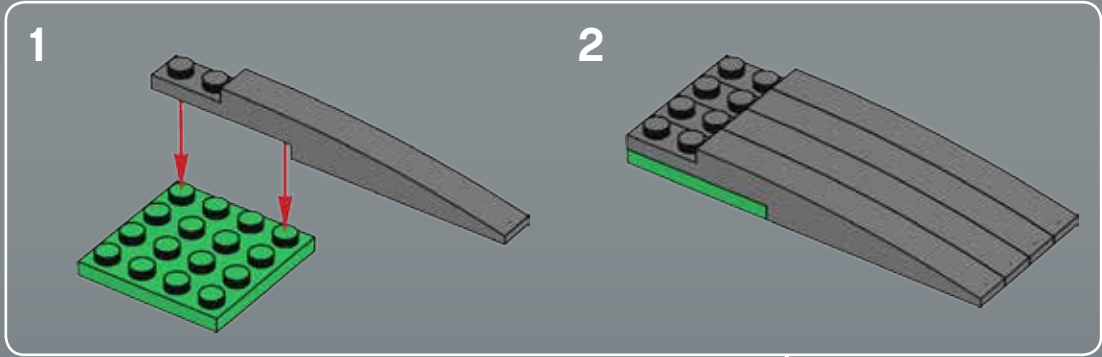




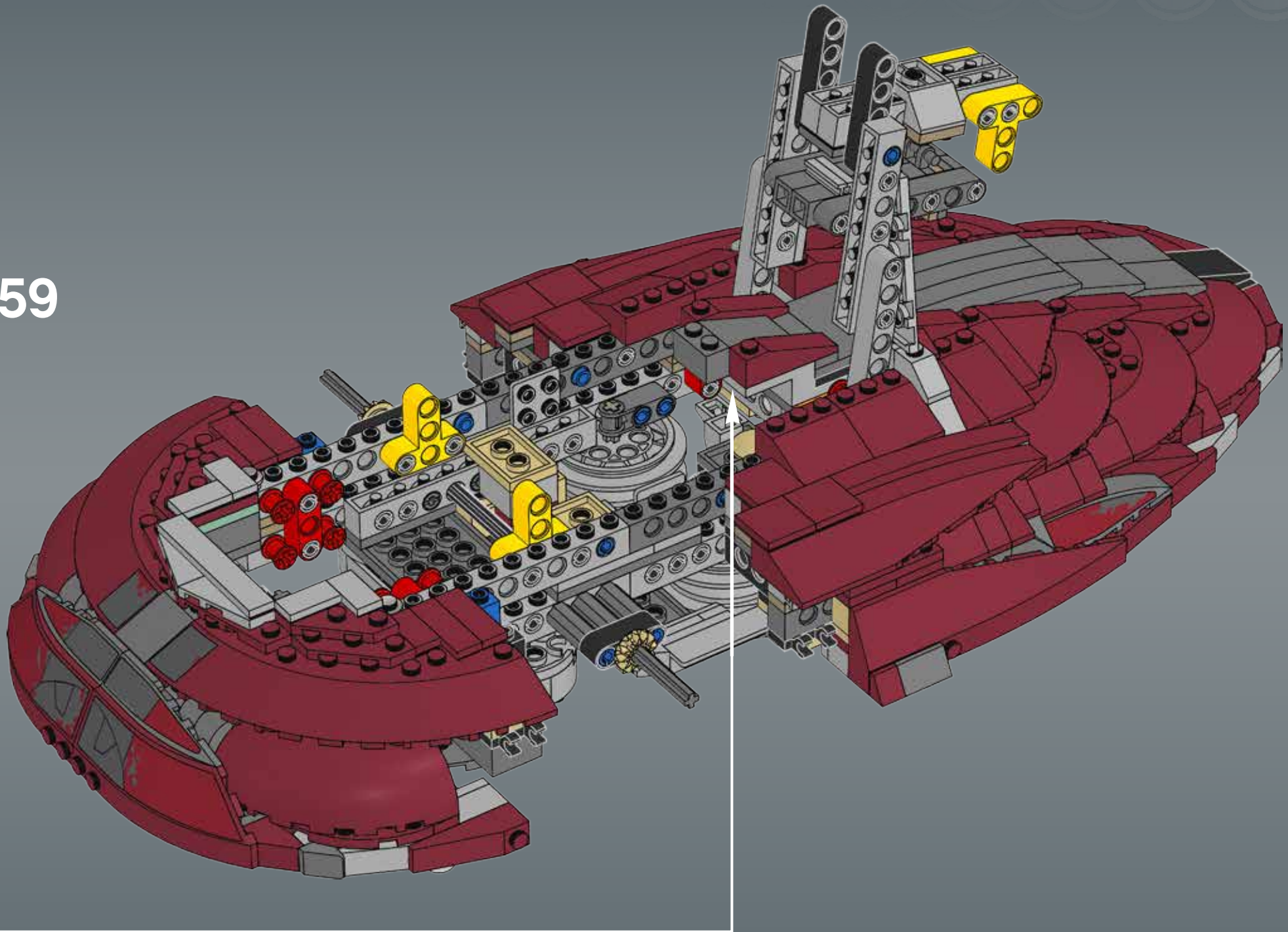
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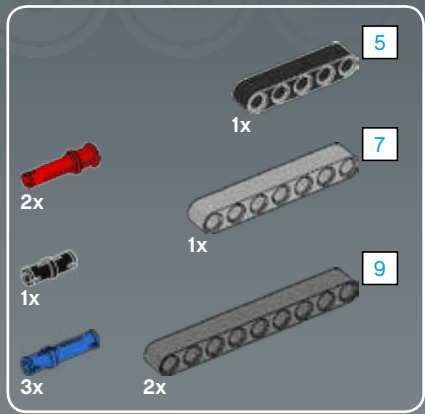


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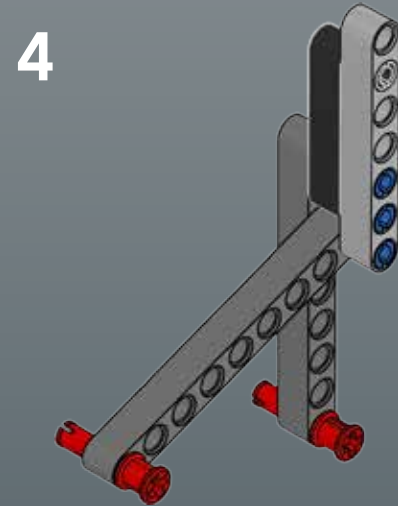
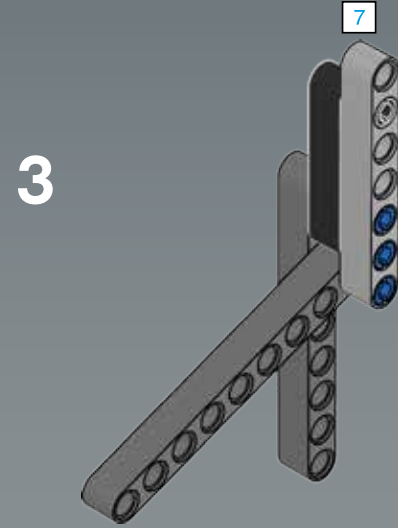
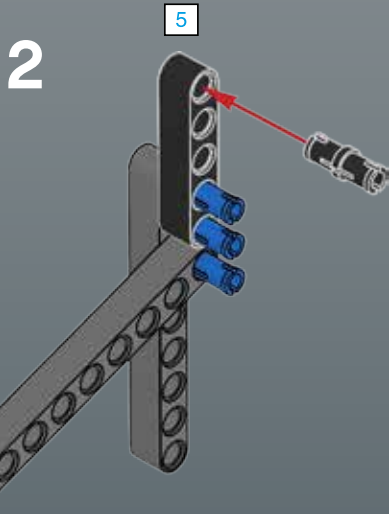
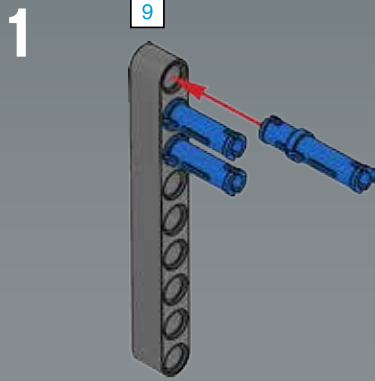
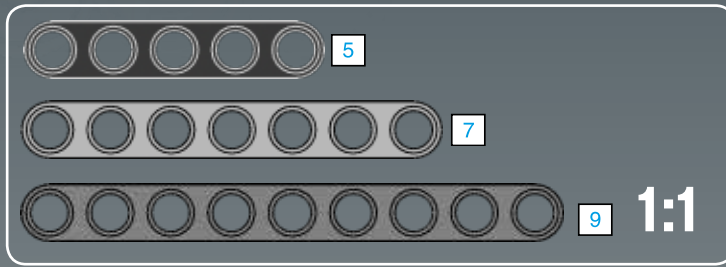


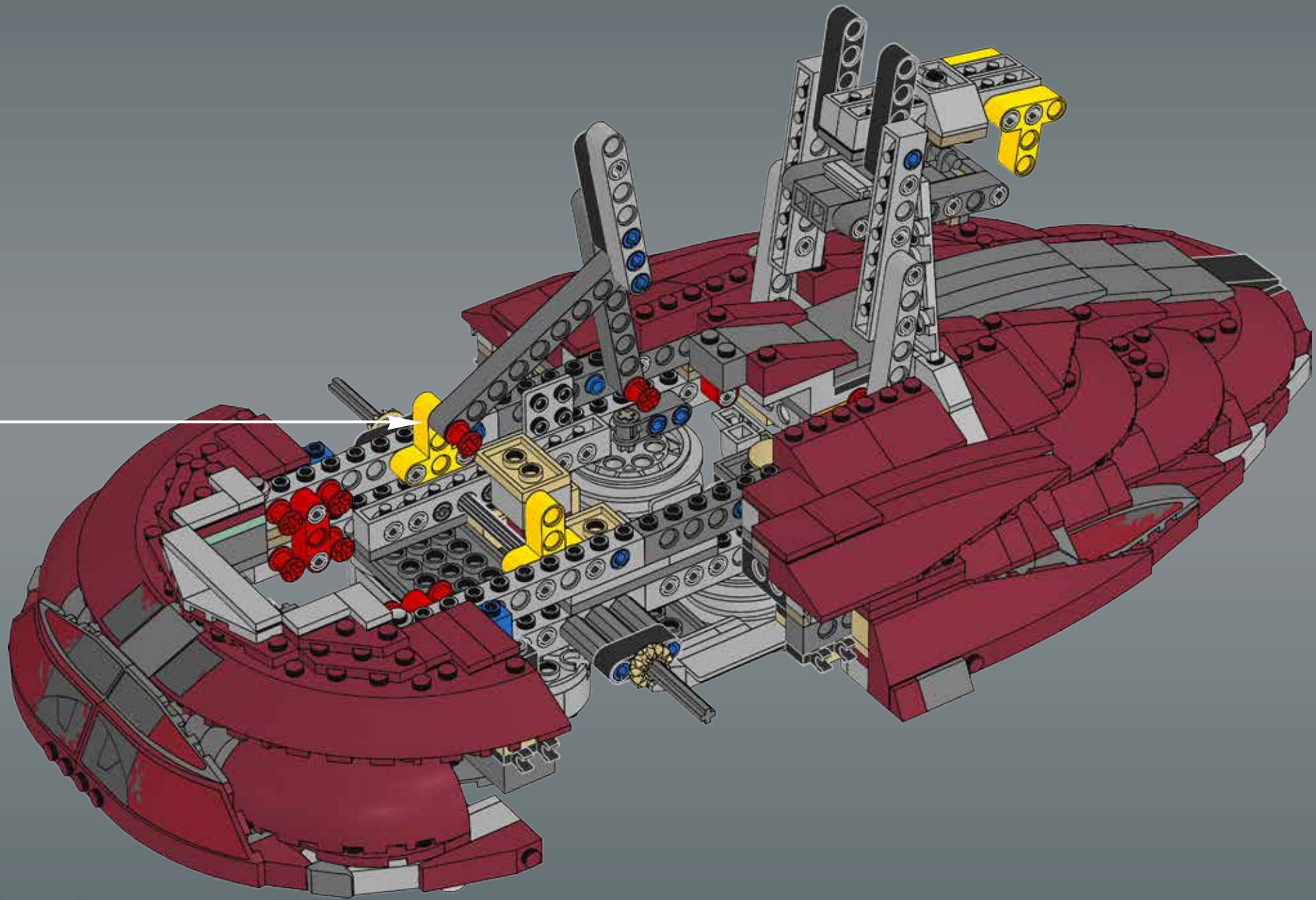
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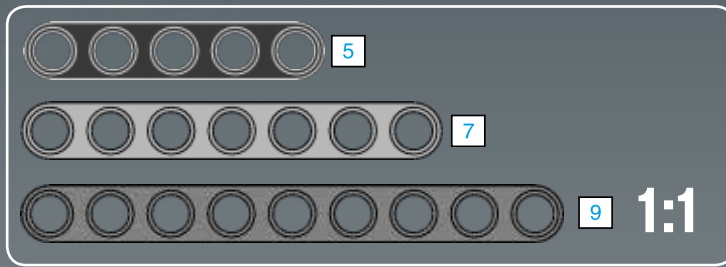
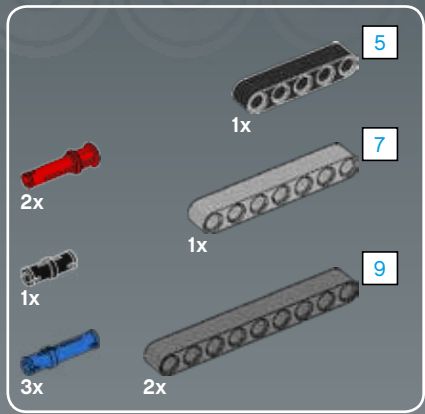




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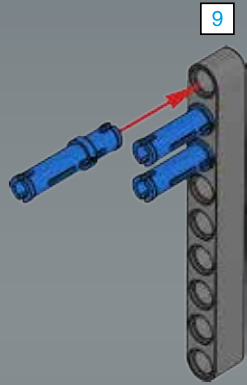




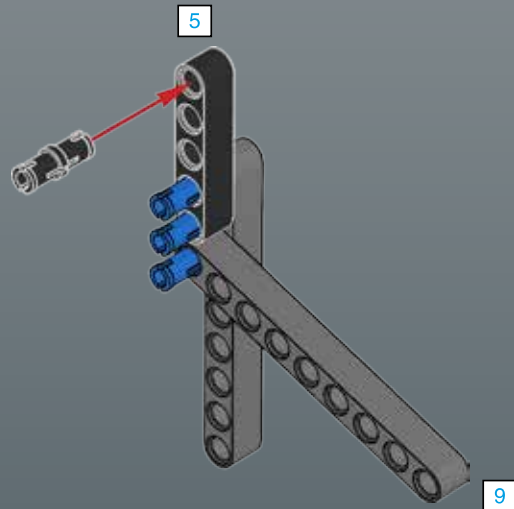


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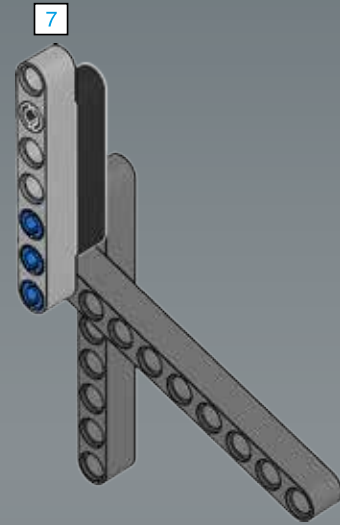
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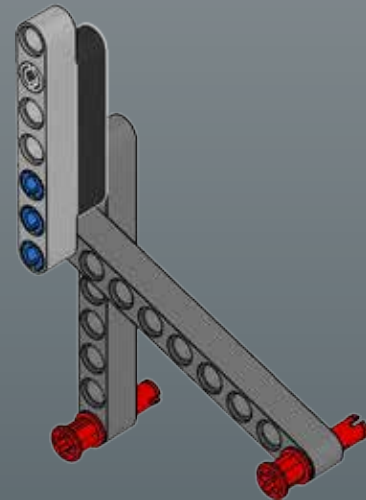
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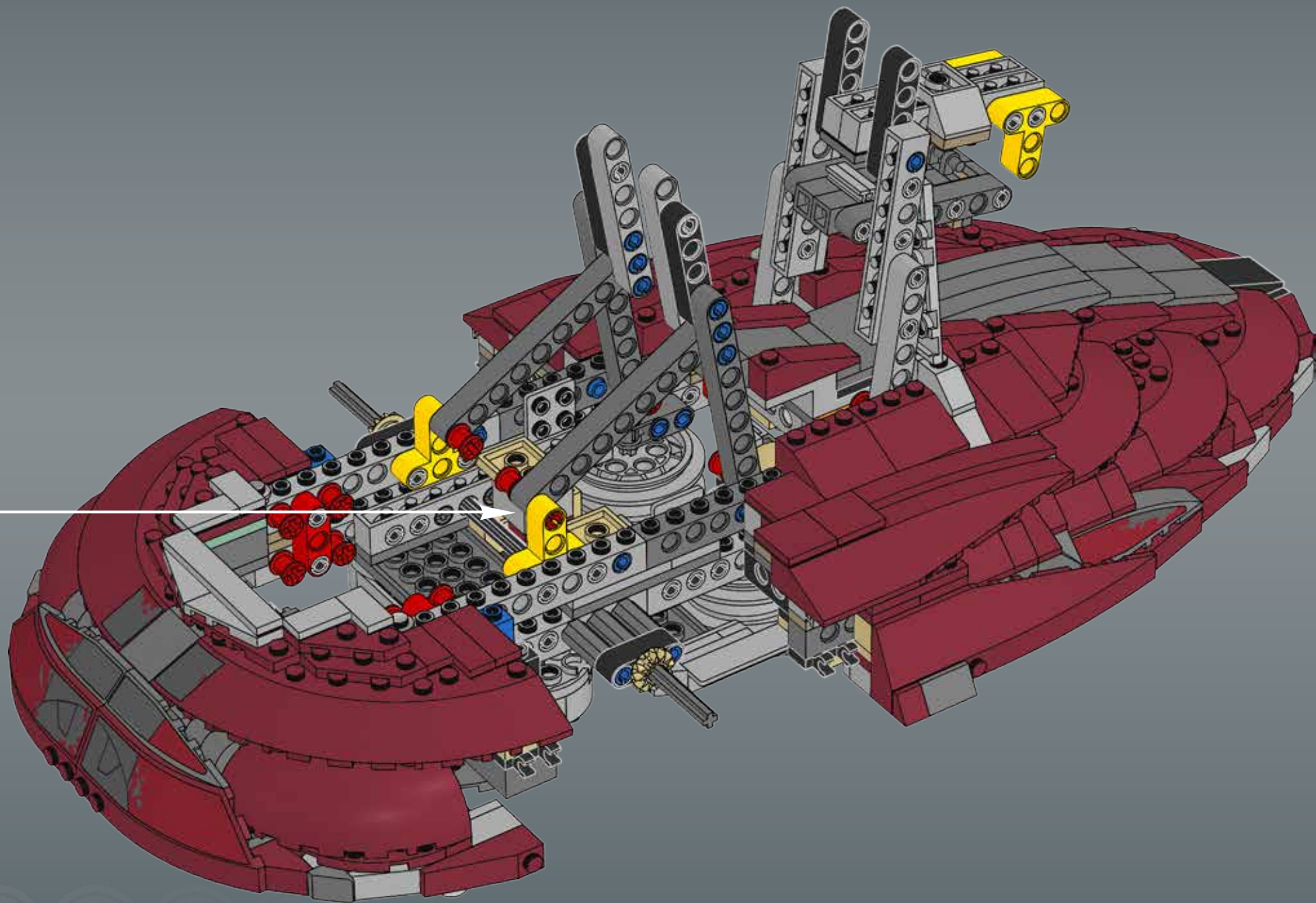


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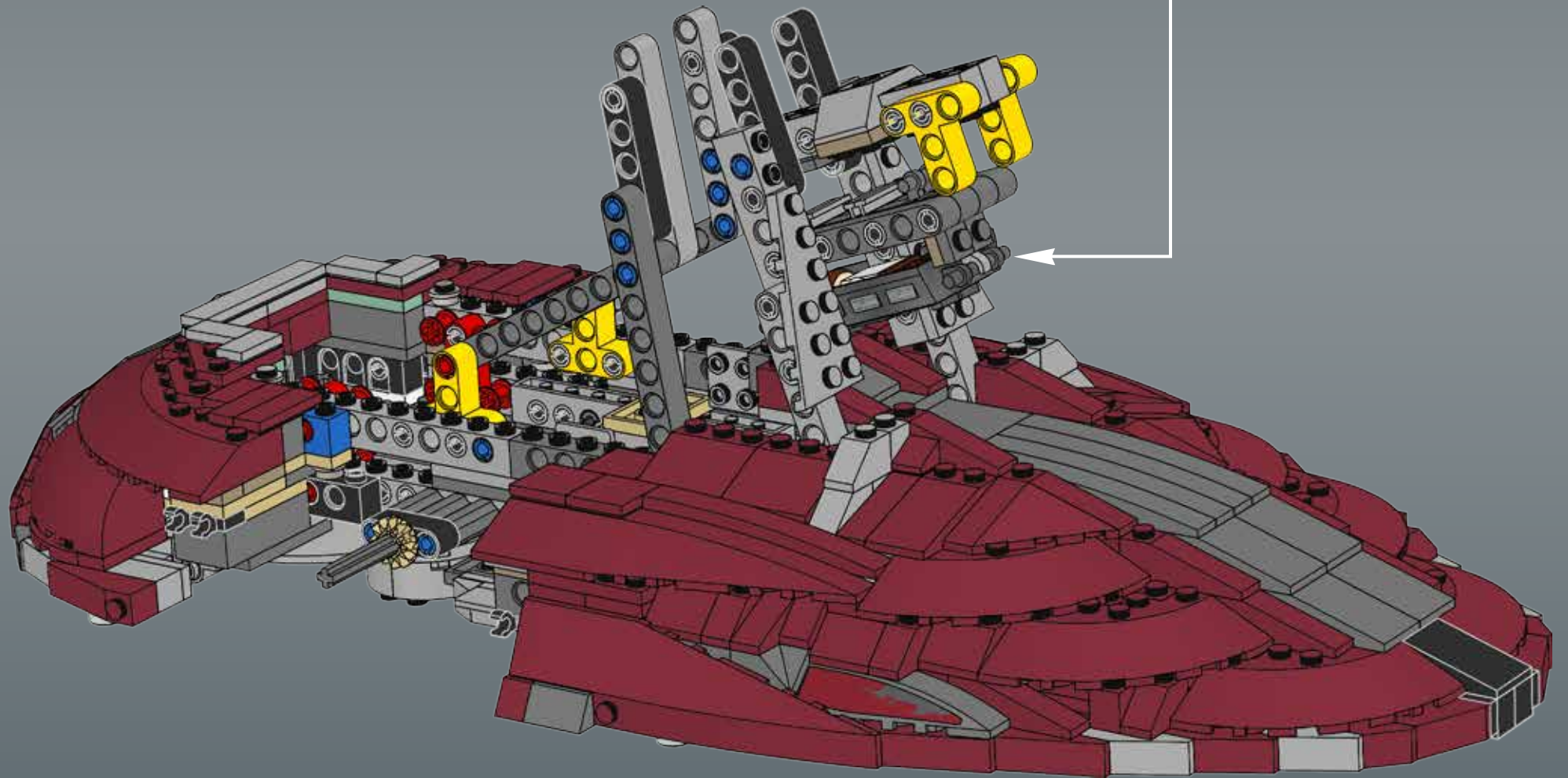
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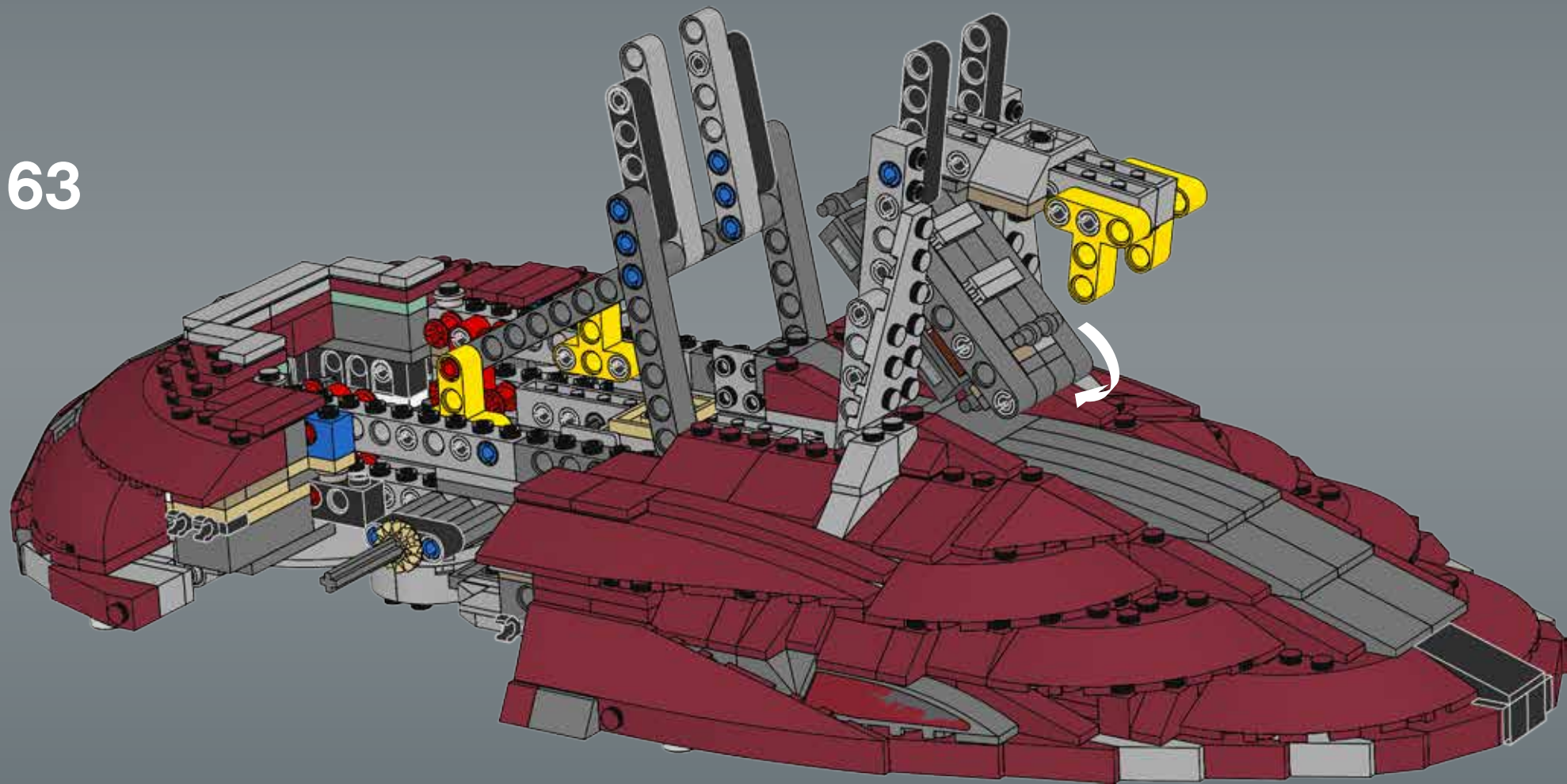


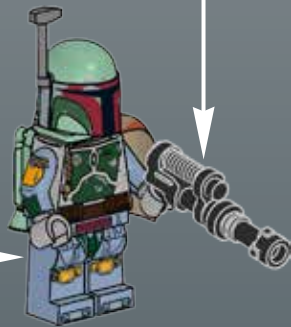
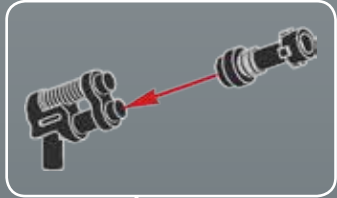
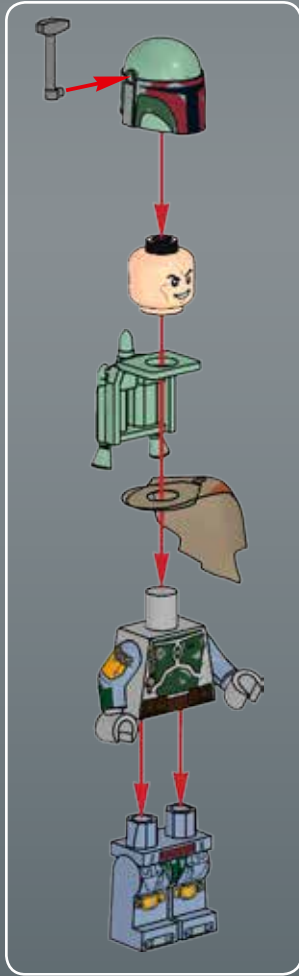
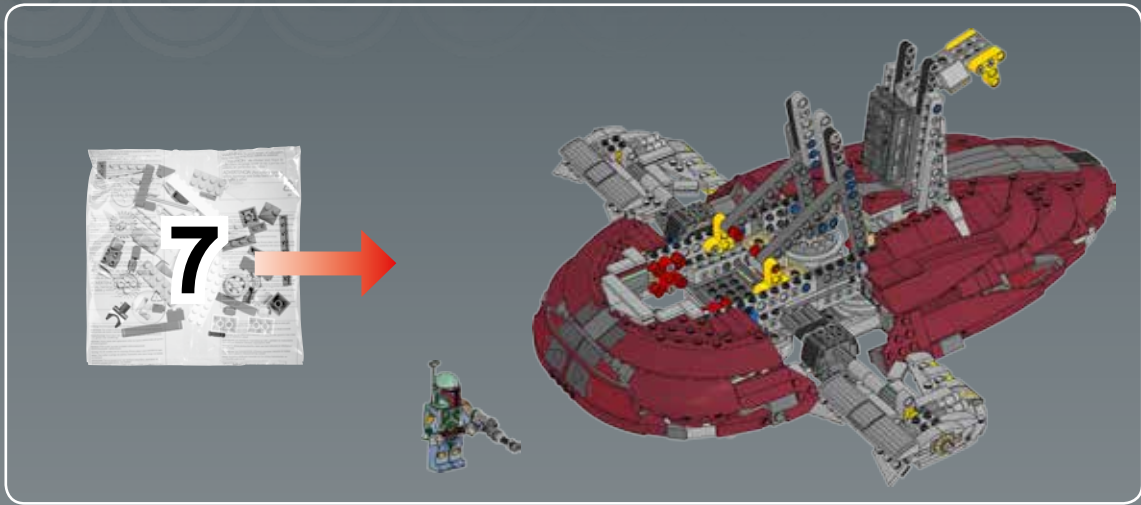


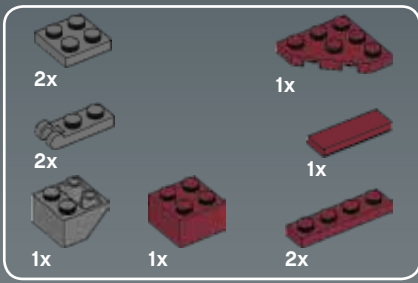
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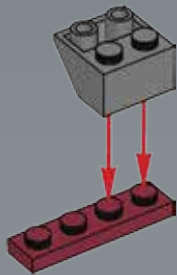




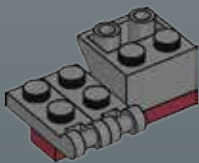


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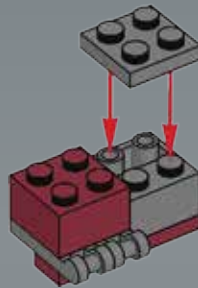
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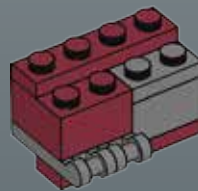
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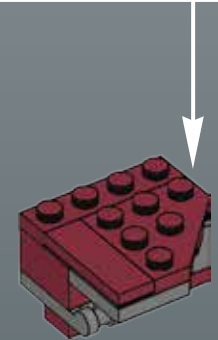
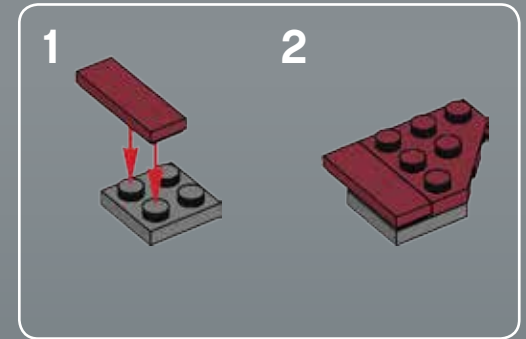
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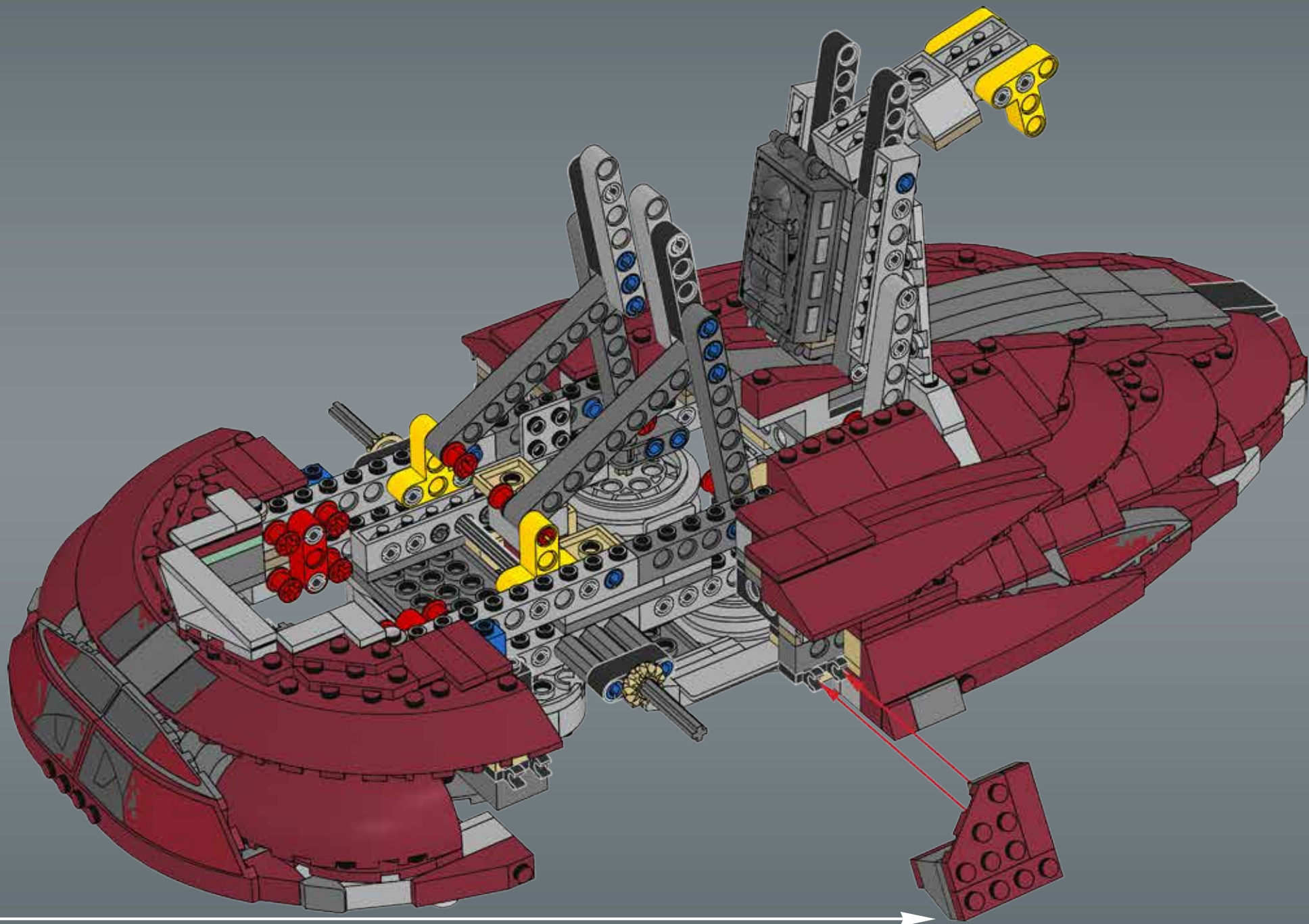


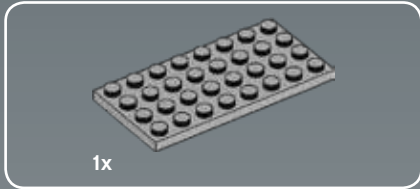
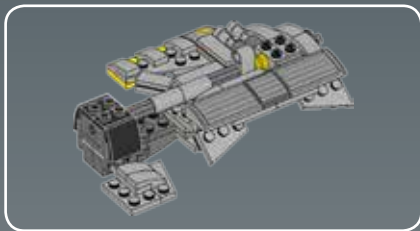
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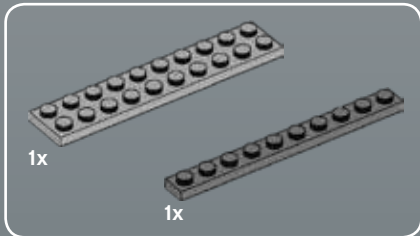
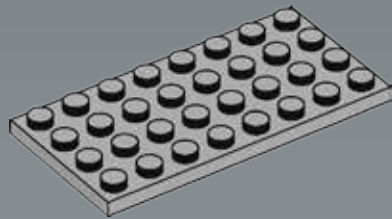






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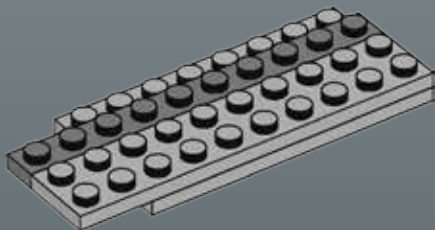
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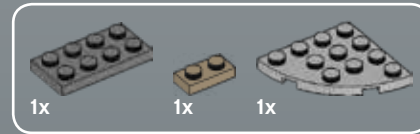
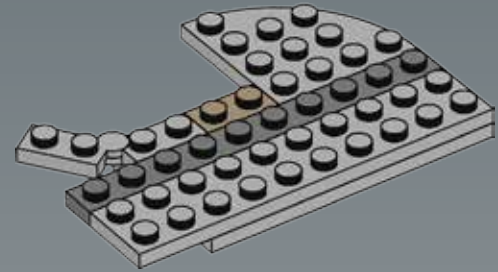


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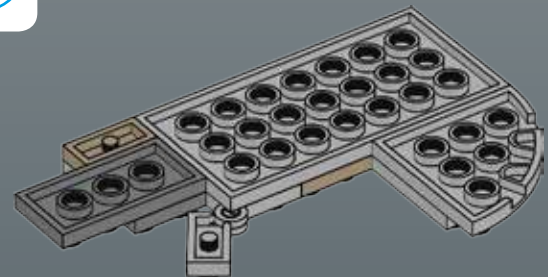


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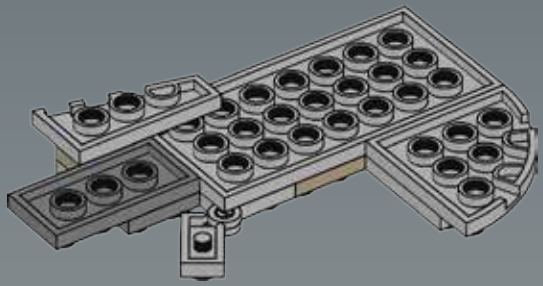
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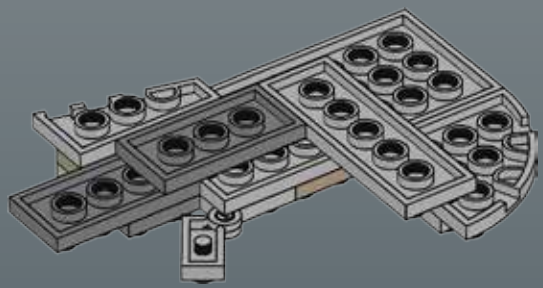
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5



1x

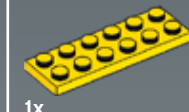
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1x



3x



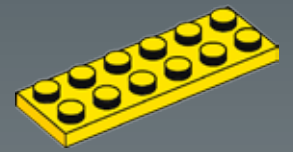
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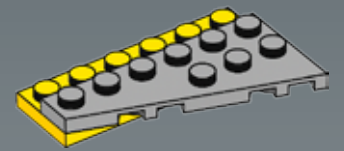
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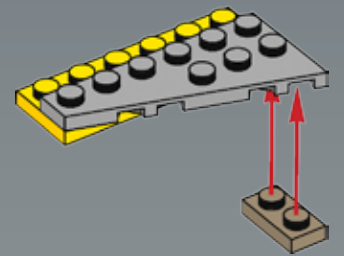
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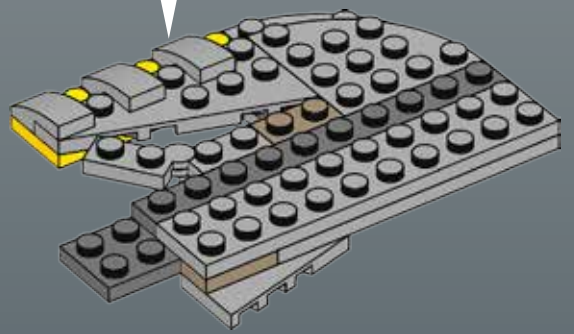
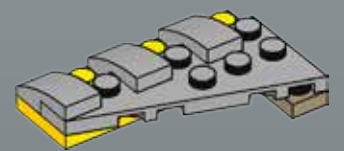
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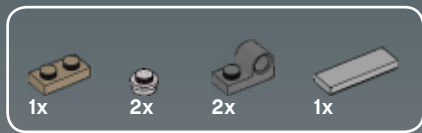


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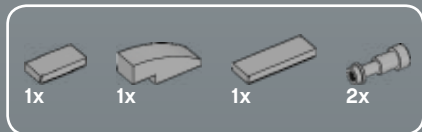
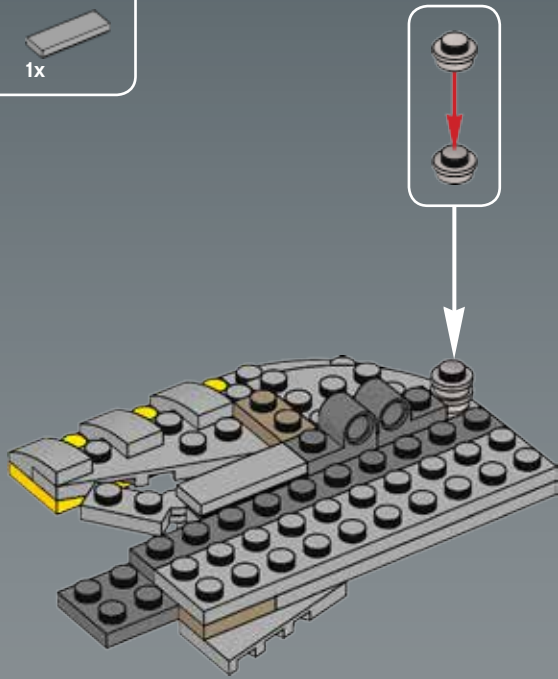


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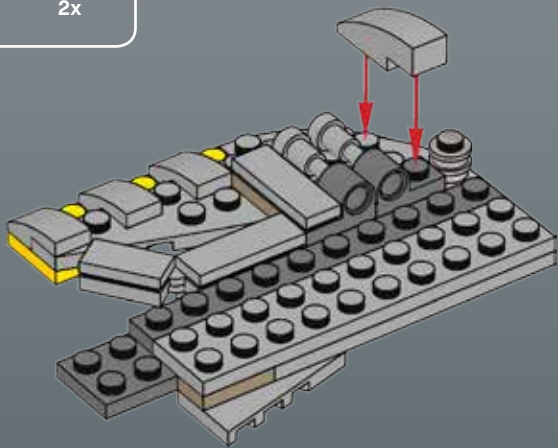




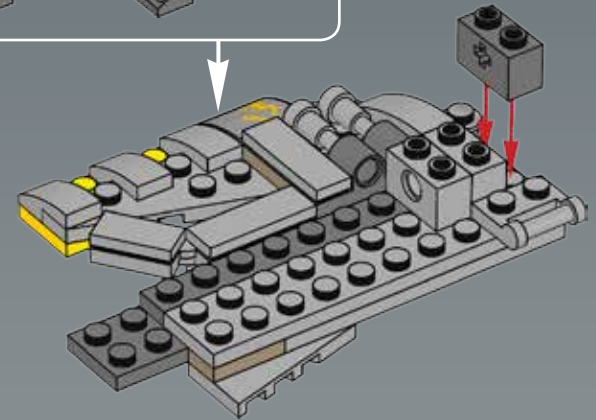
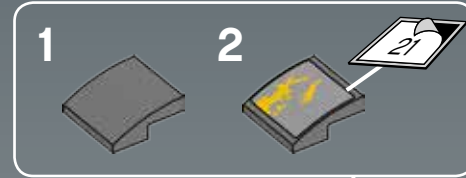
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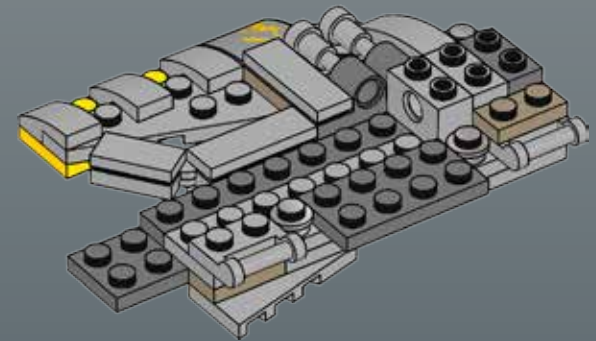
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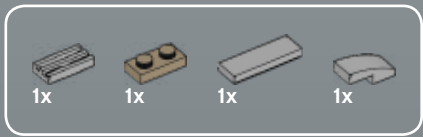
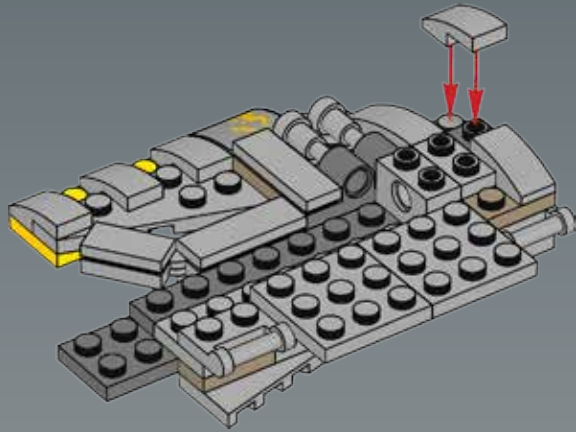


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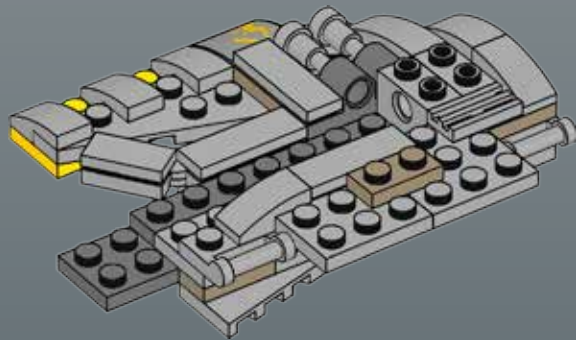




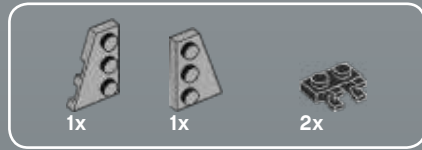
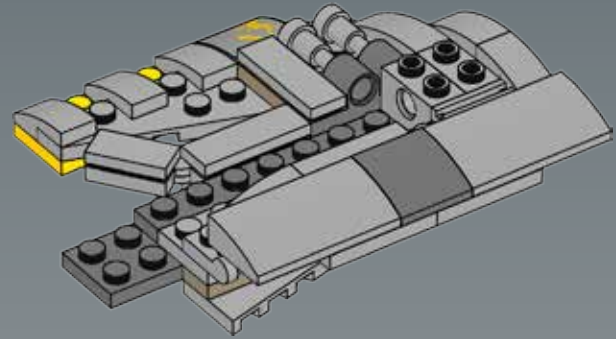
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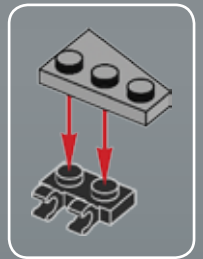
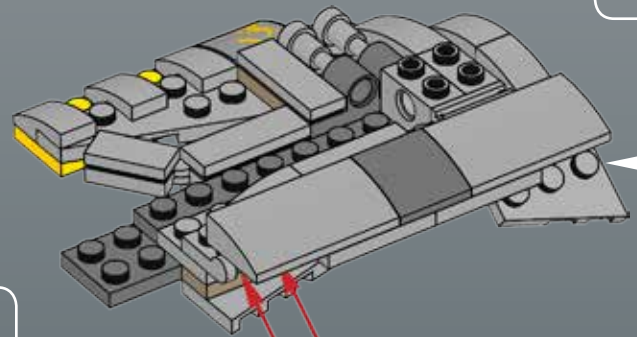
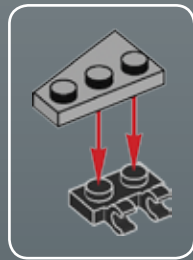
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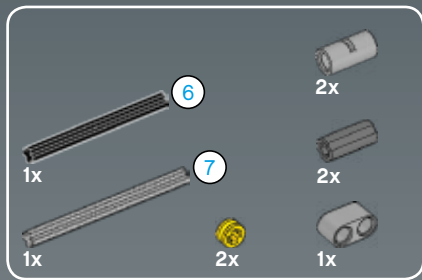


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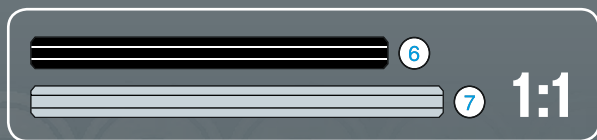
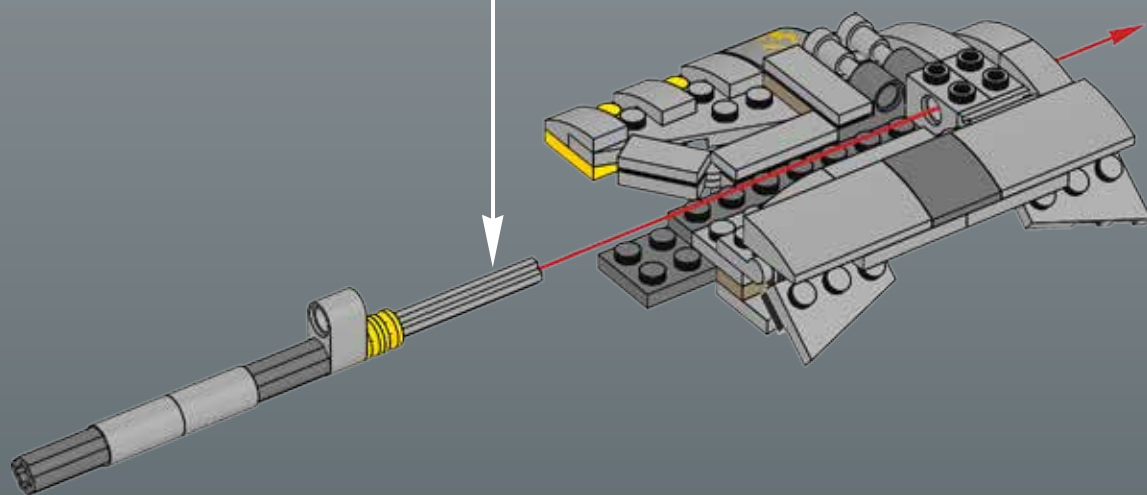
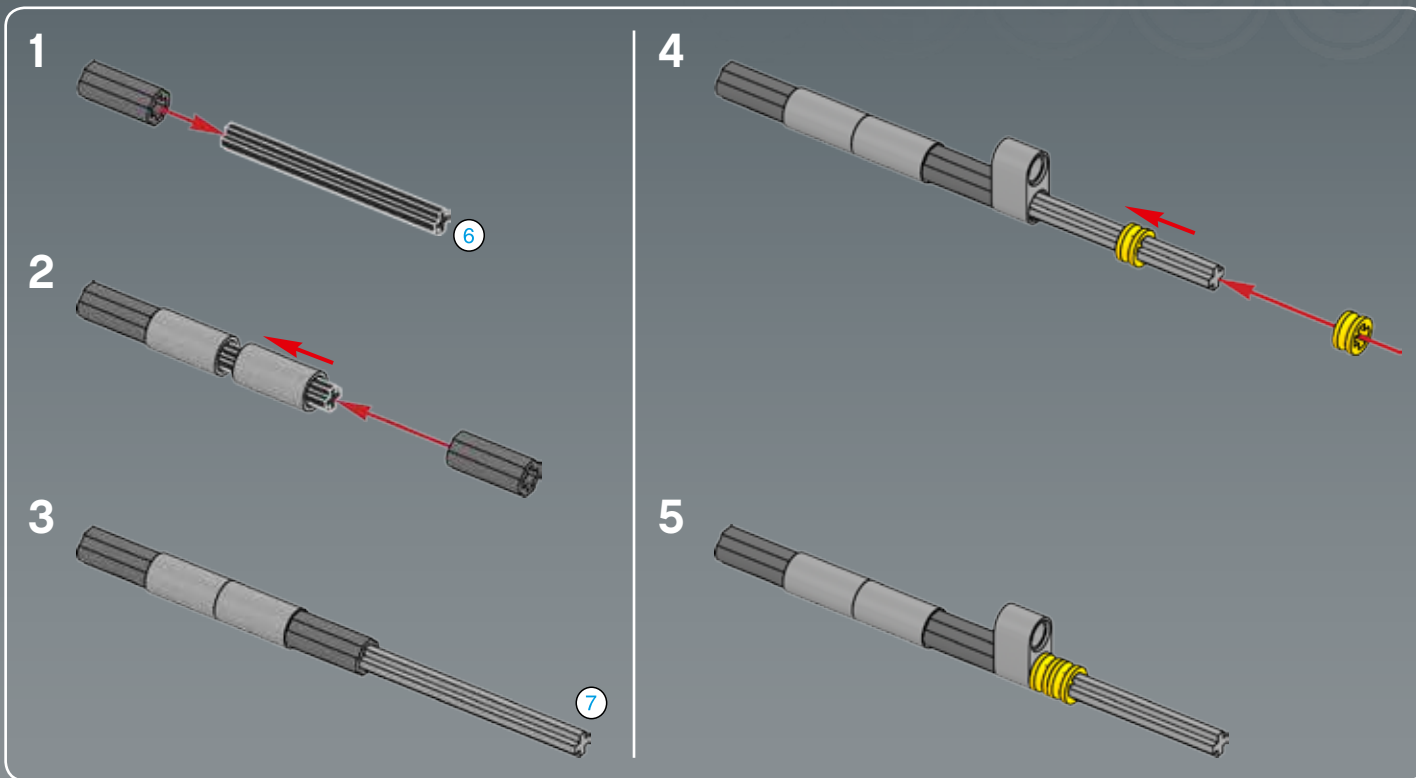


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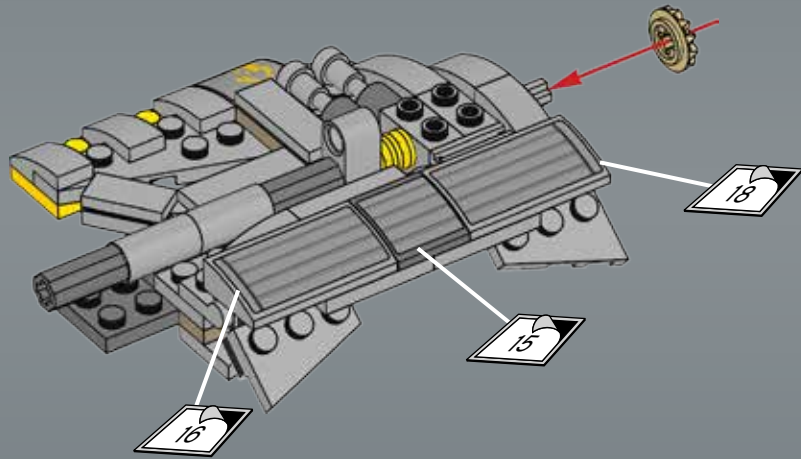
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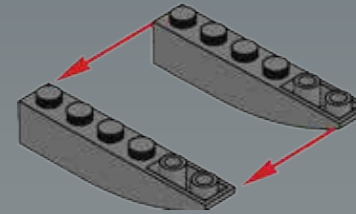
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17



2x

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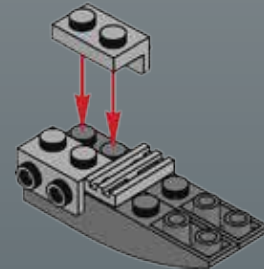


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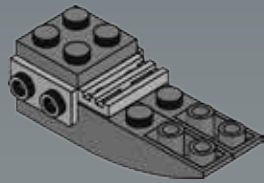
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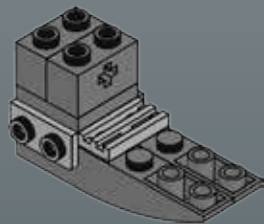




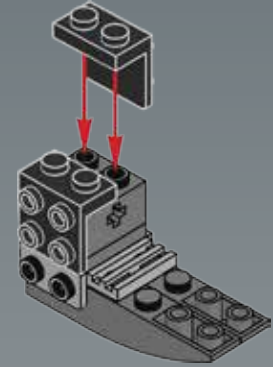
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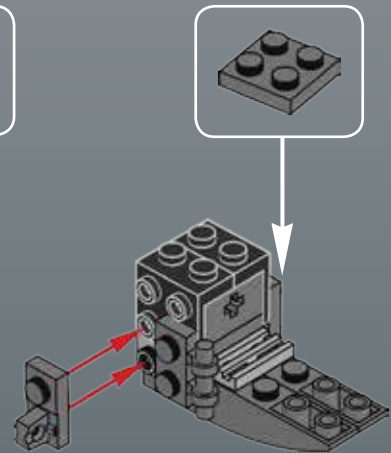
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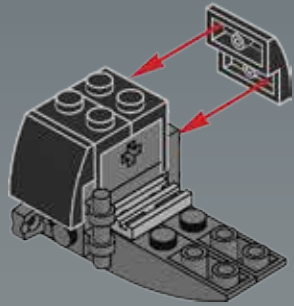


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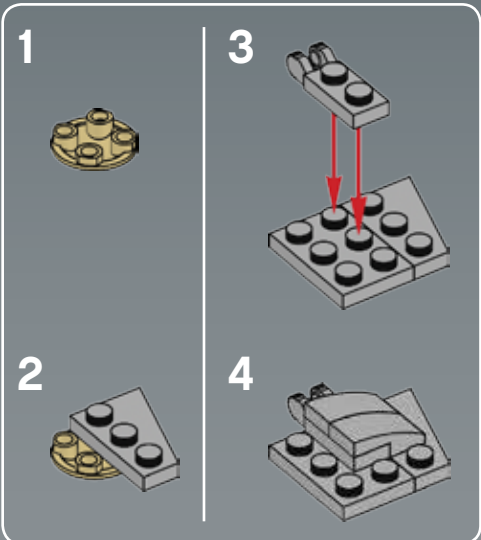




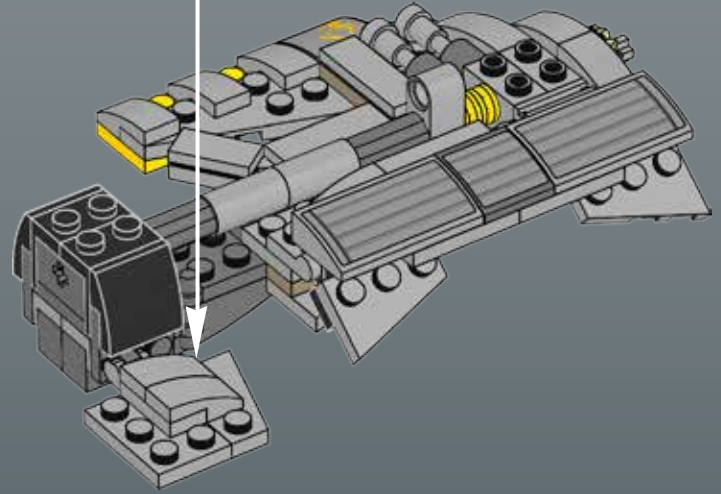
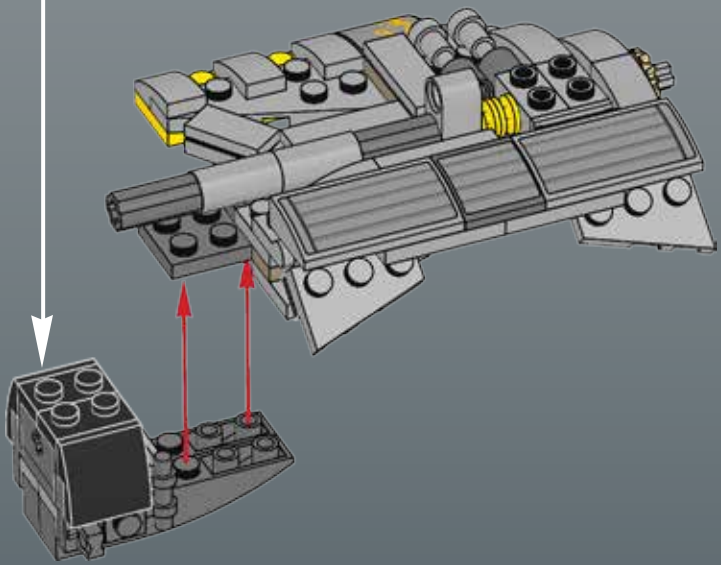
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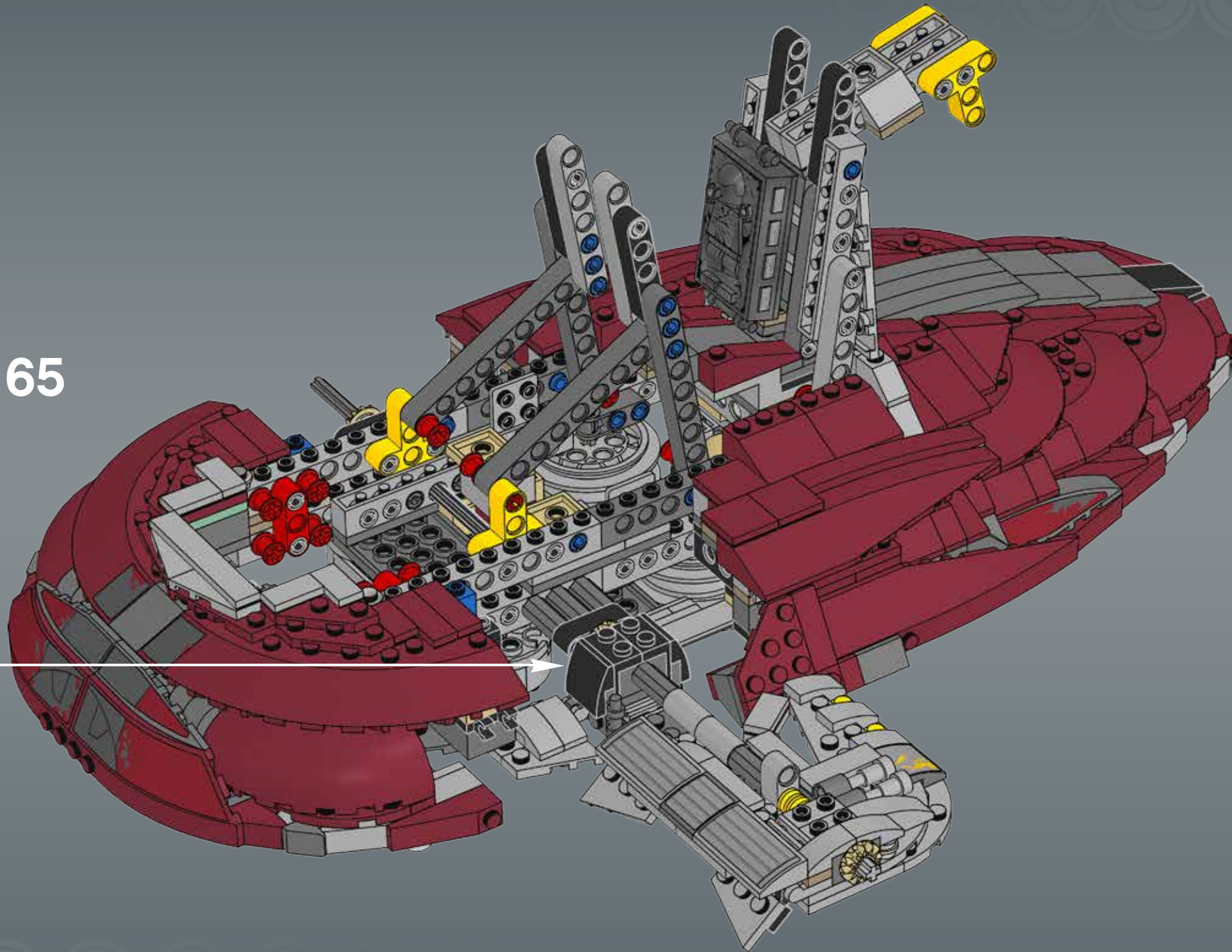
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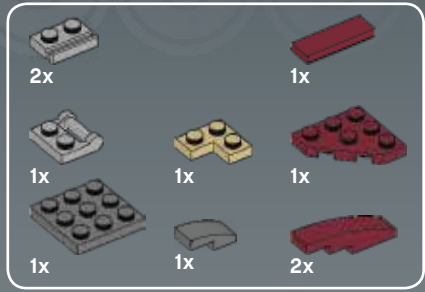


18



65





66

1



2



3



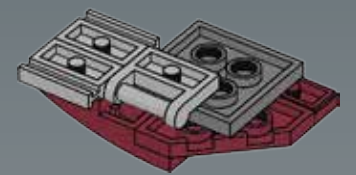
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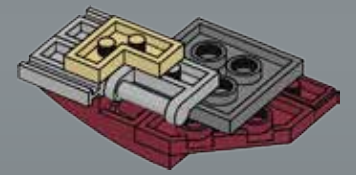
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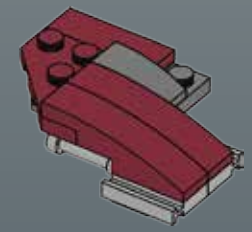
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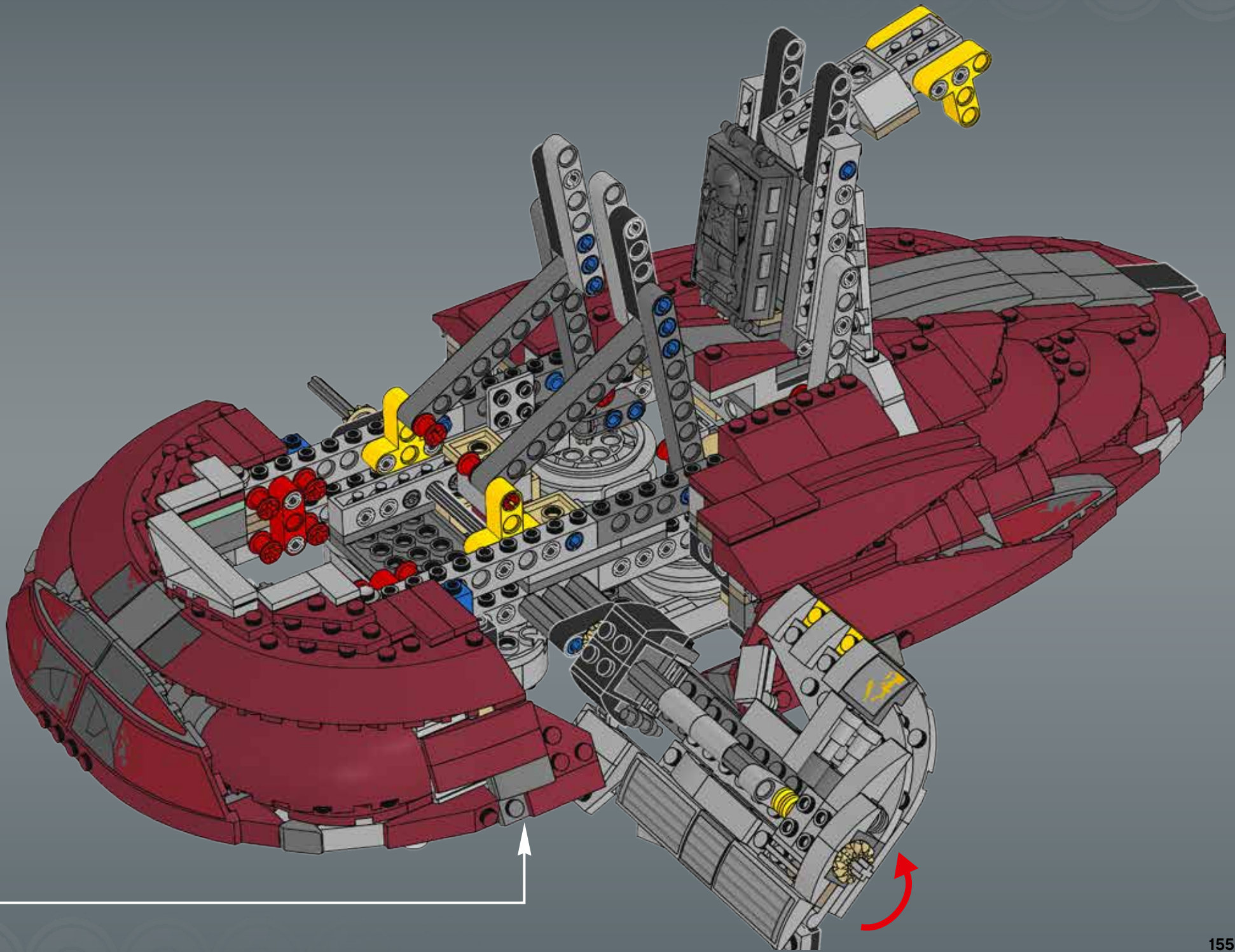


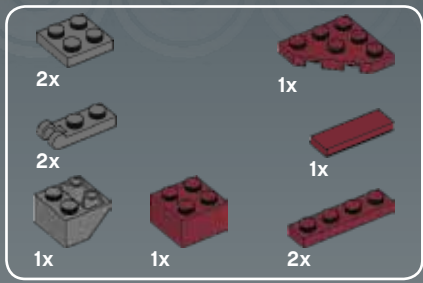
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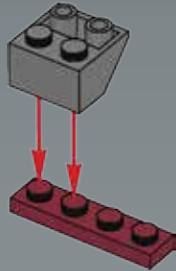




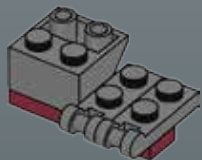


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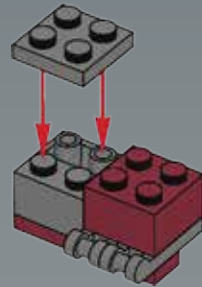
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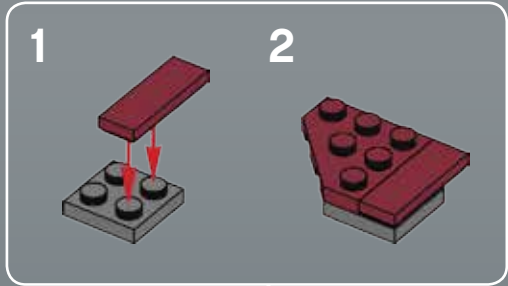
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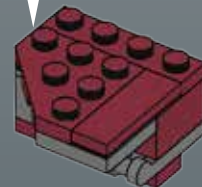
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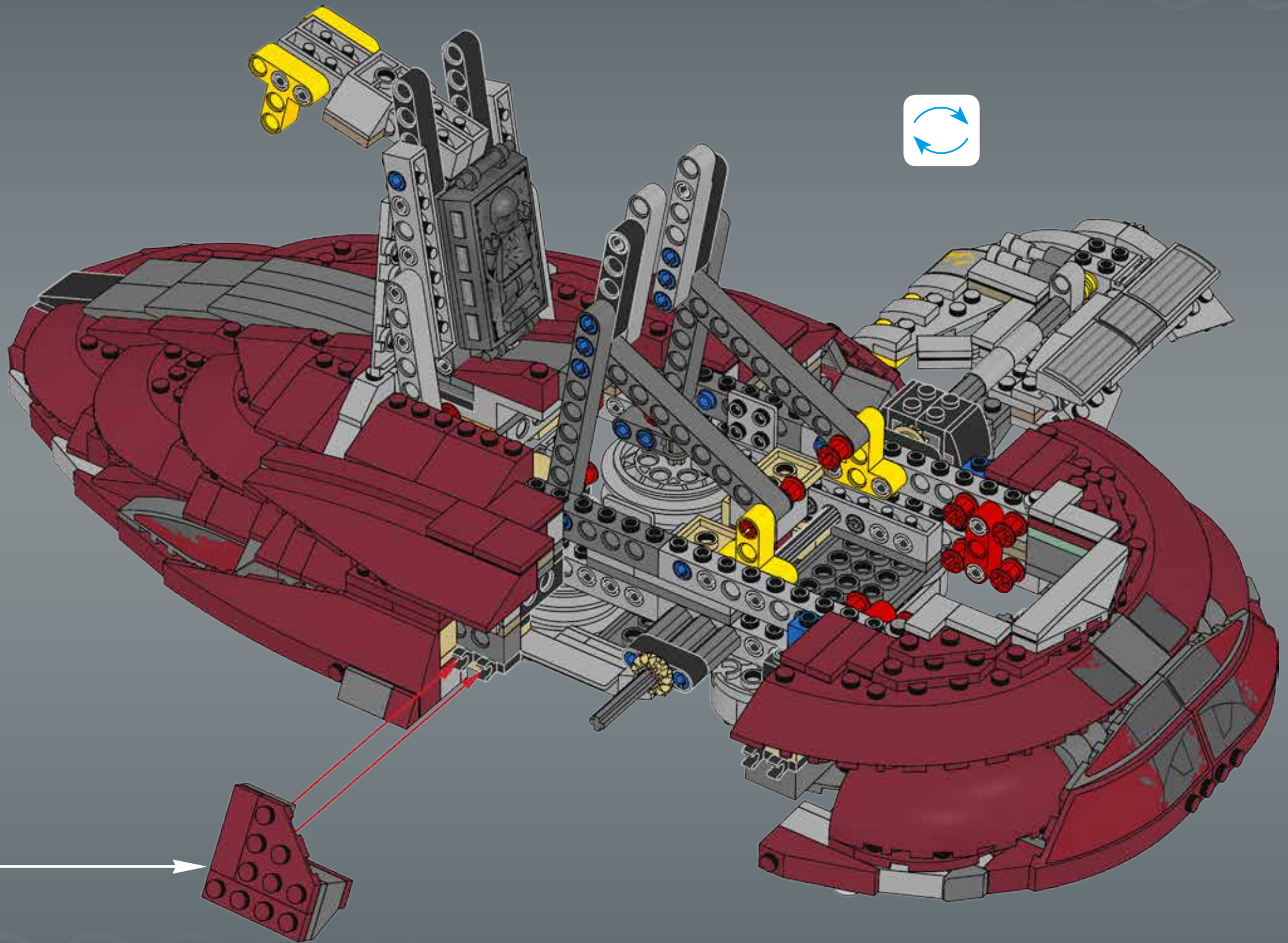


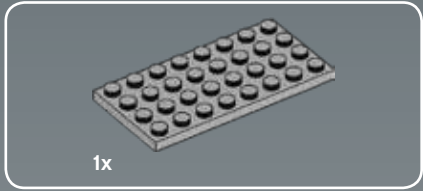
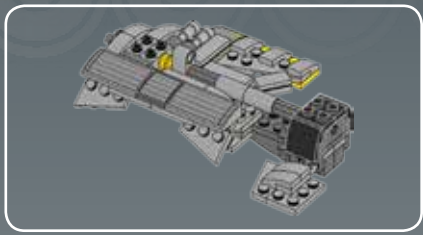
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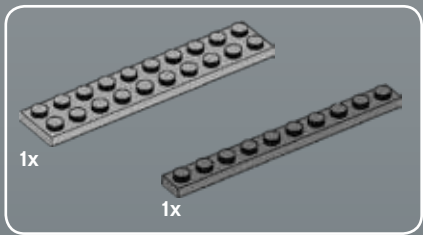
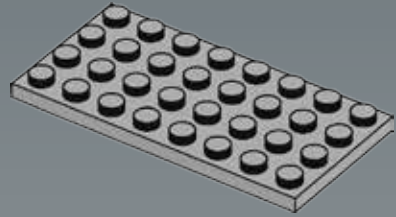






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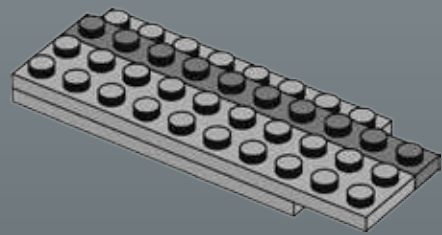
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1x

1x

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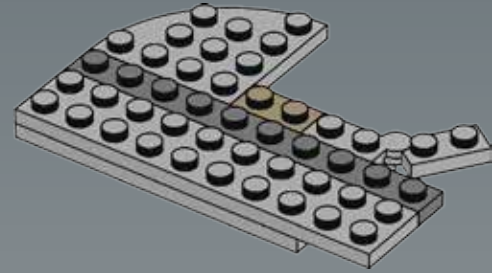


1x

1x

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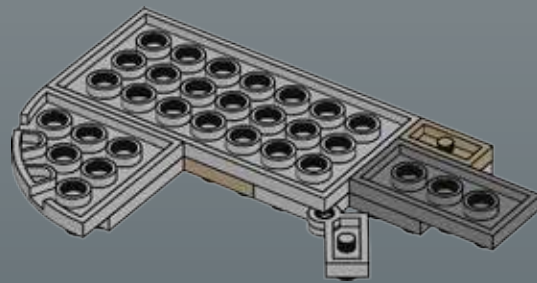


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1x

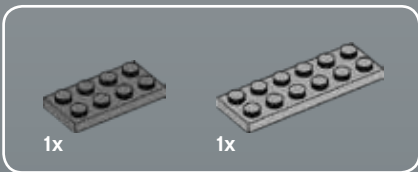
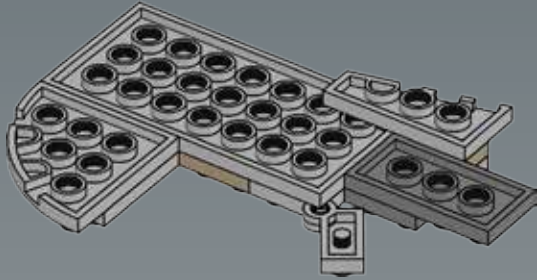
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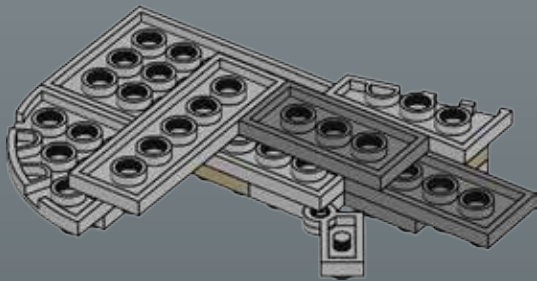




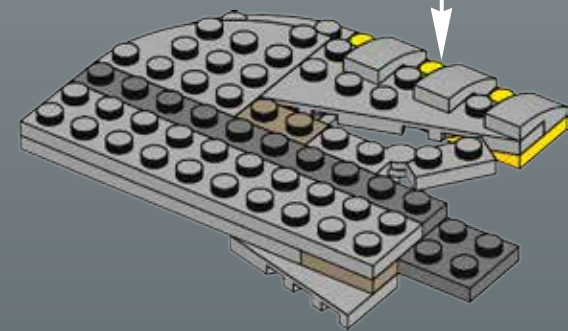
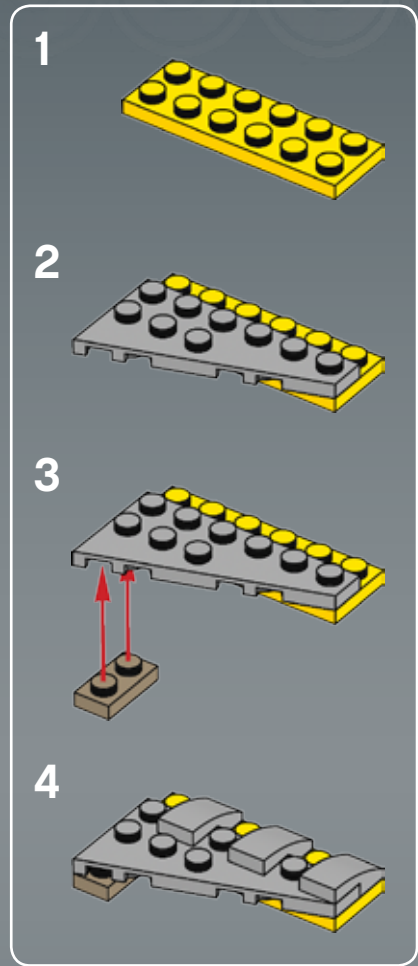
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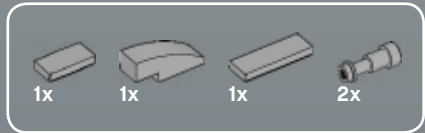
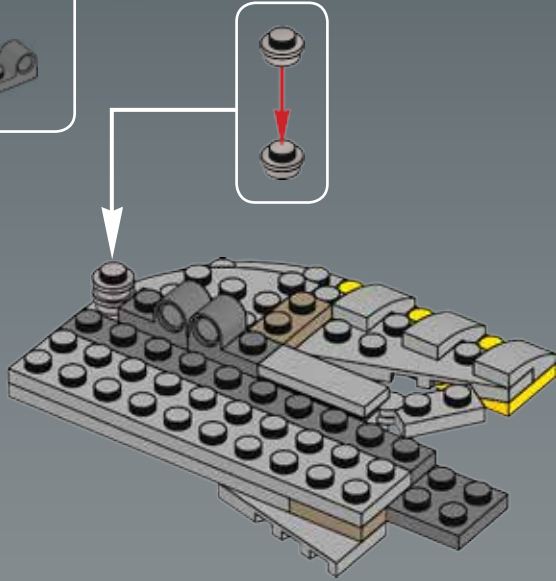


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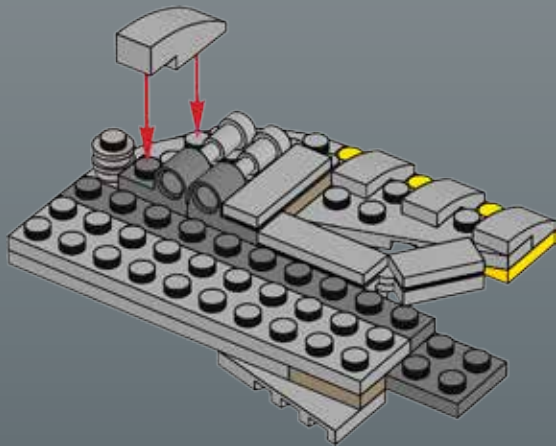




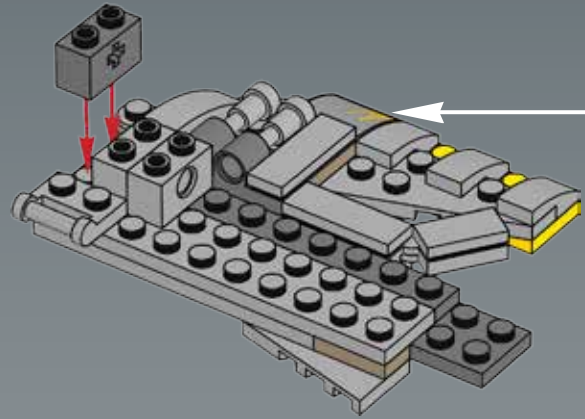
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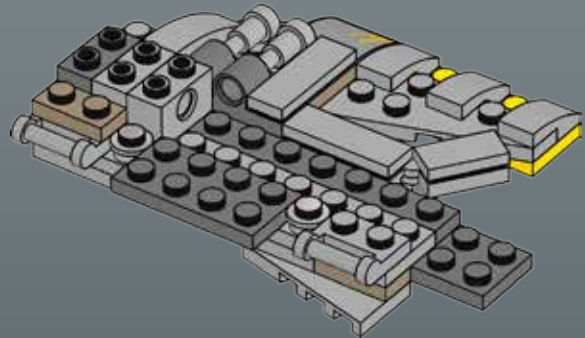
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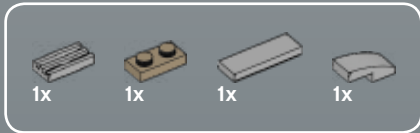
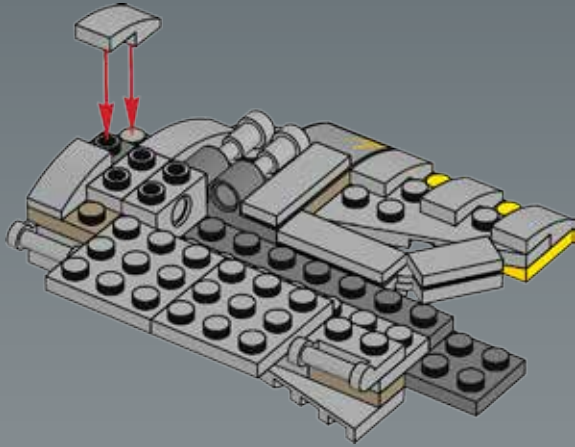


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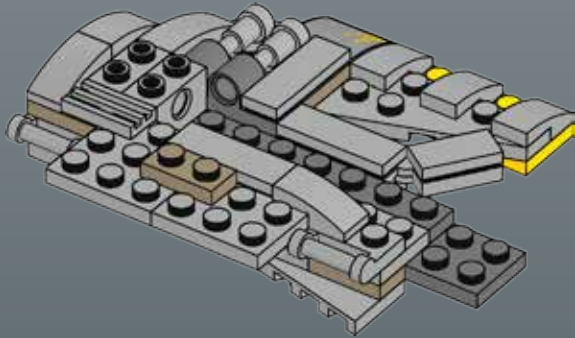




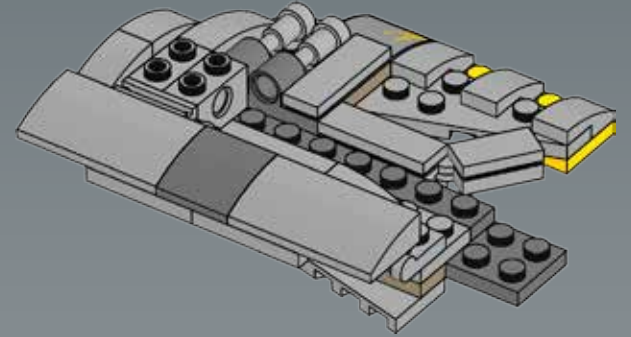
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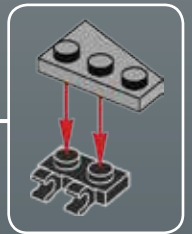
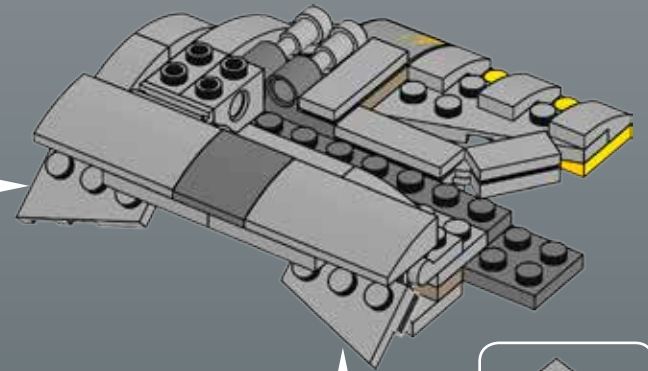
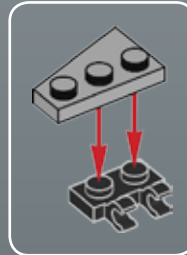
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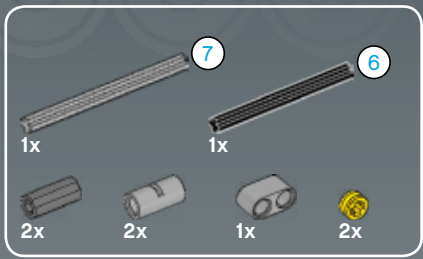


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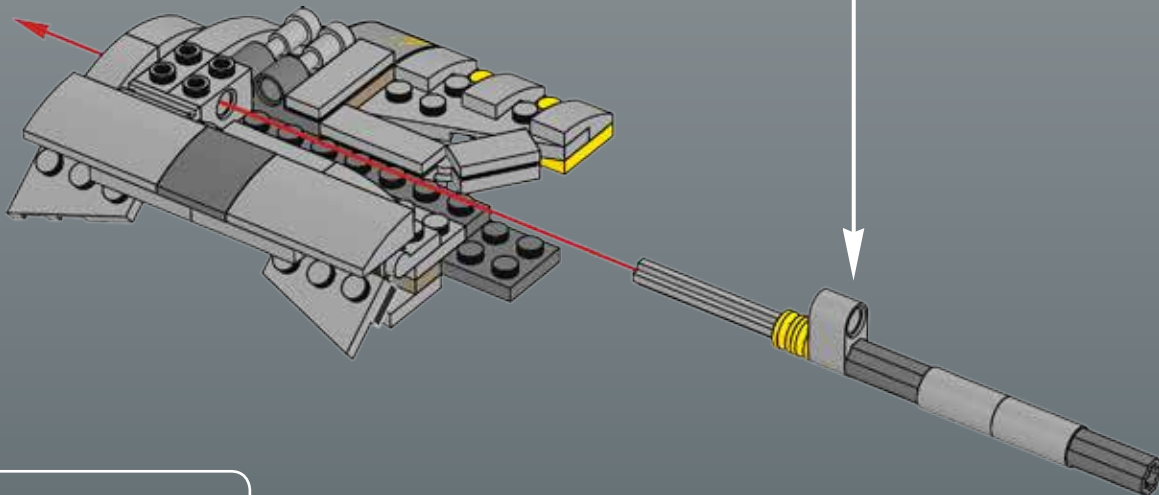
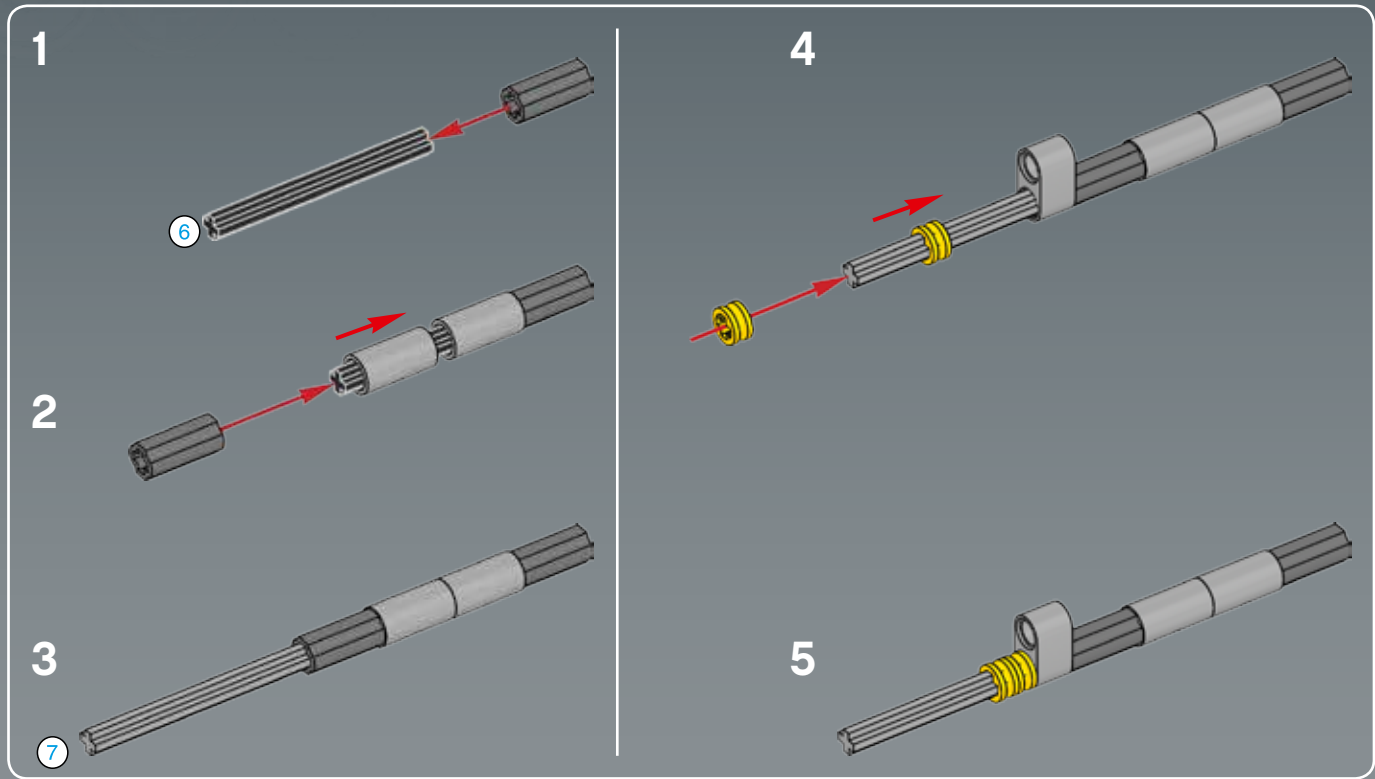


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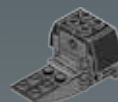
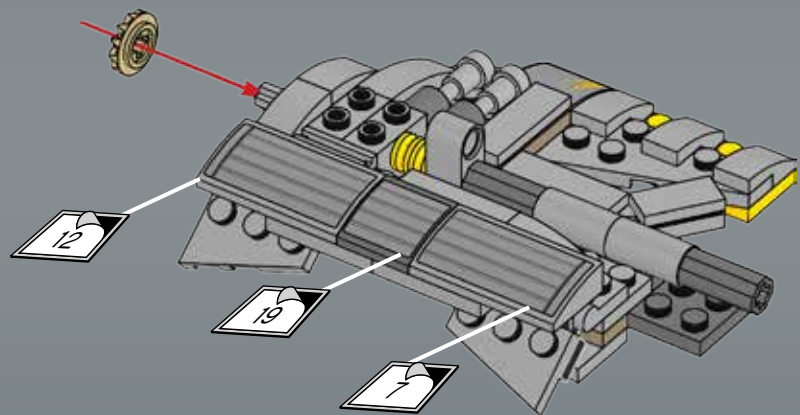
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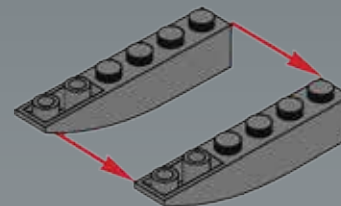
1x

17



2x

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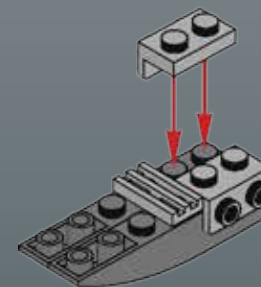


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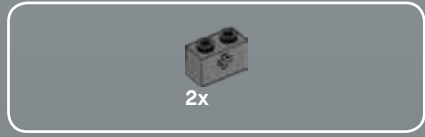
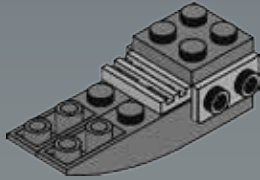
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2

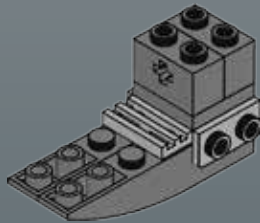




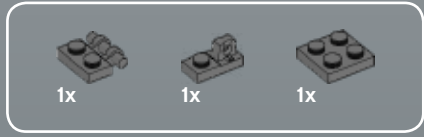
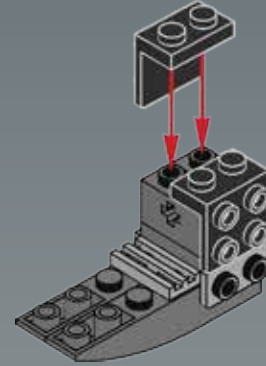
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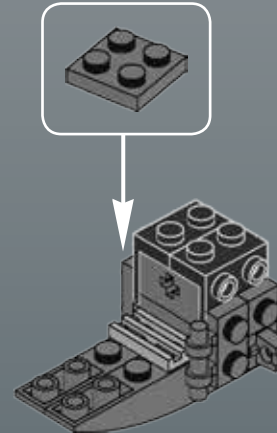
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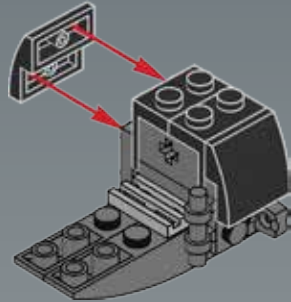


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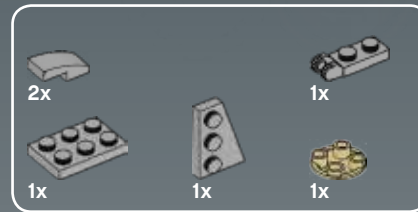
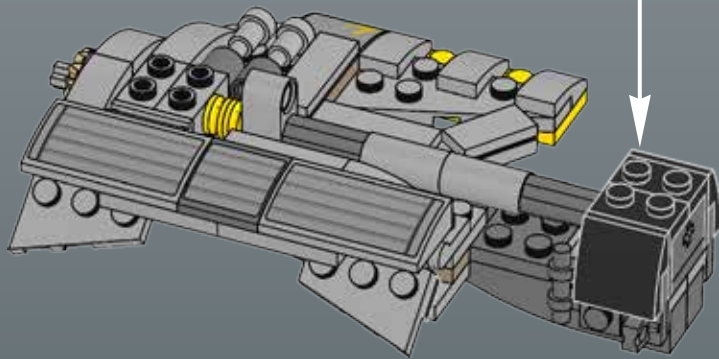




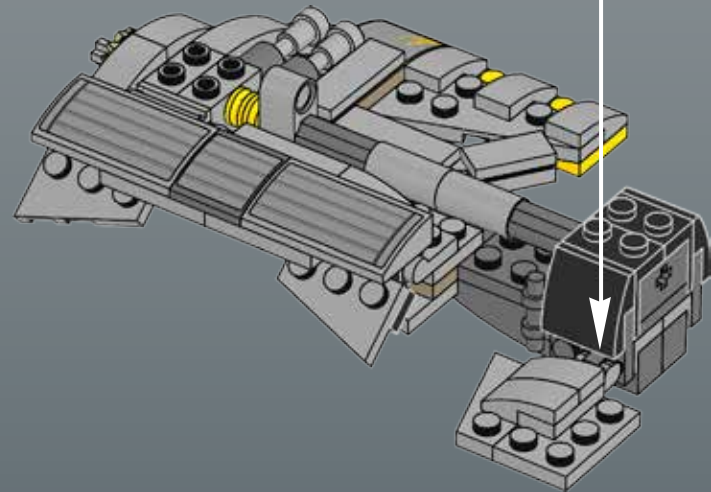
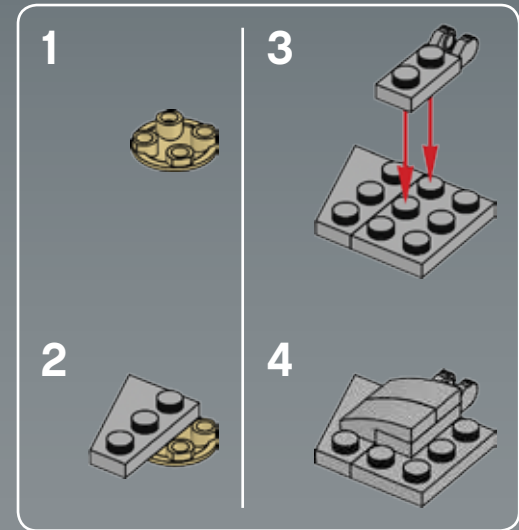
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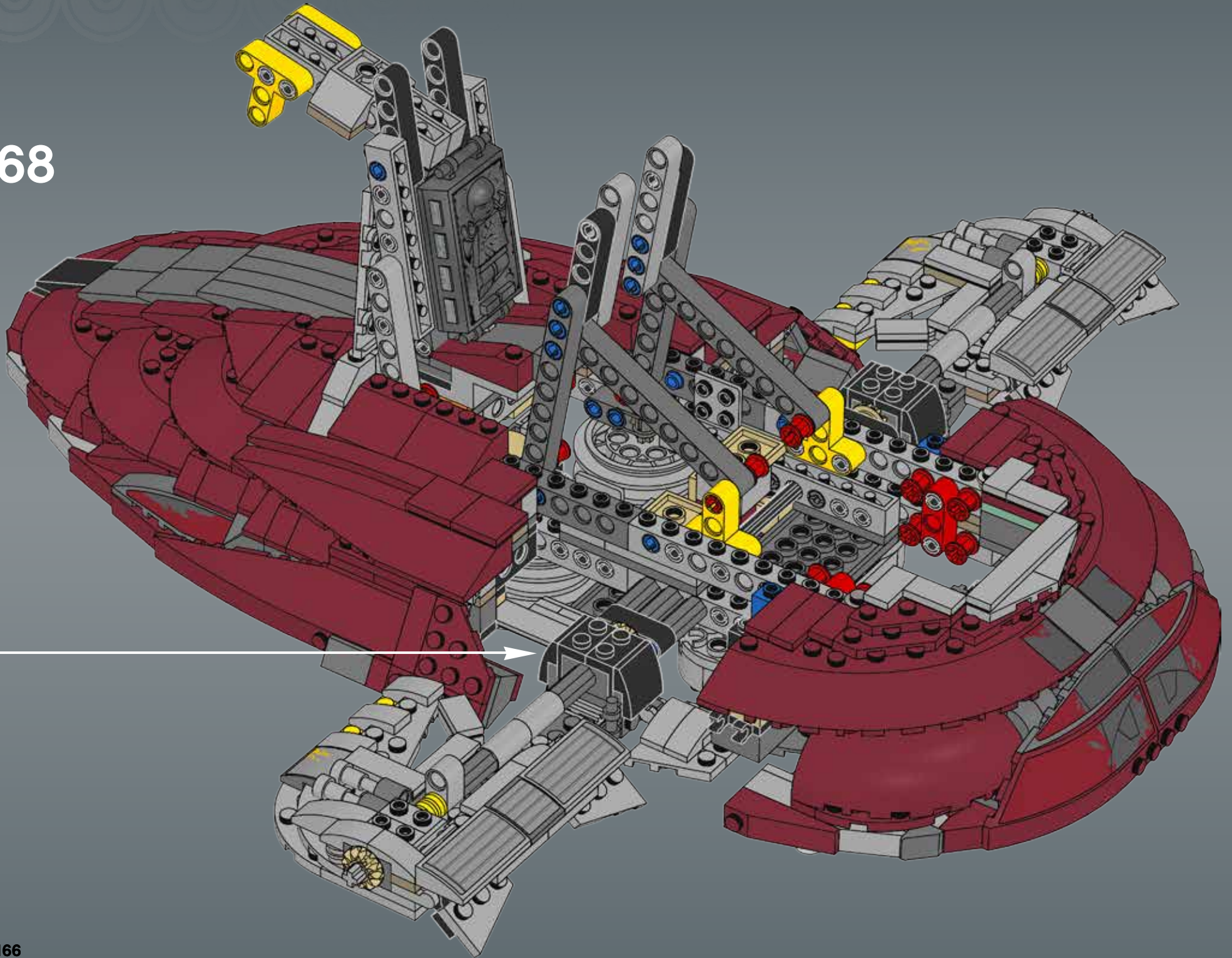
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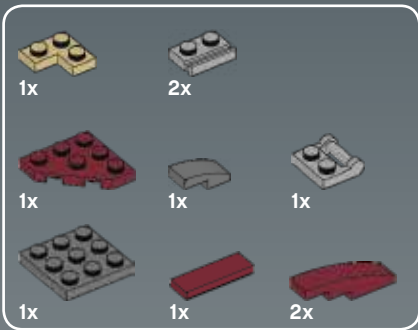


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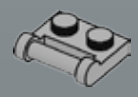
68





69

1



2



3



4



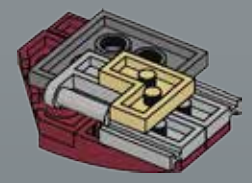
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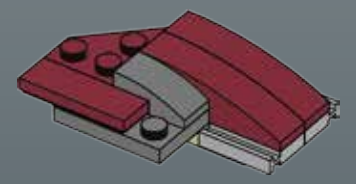
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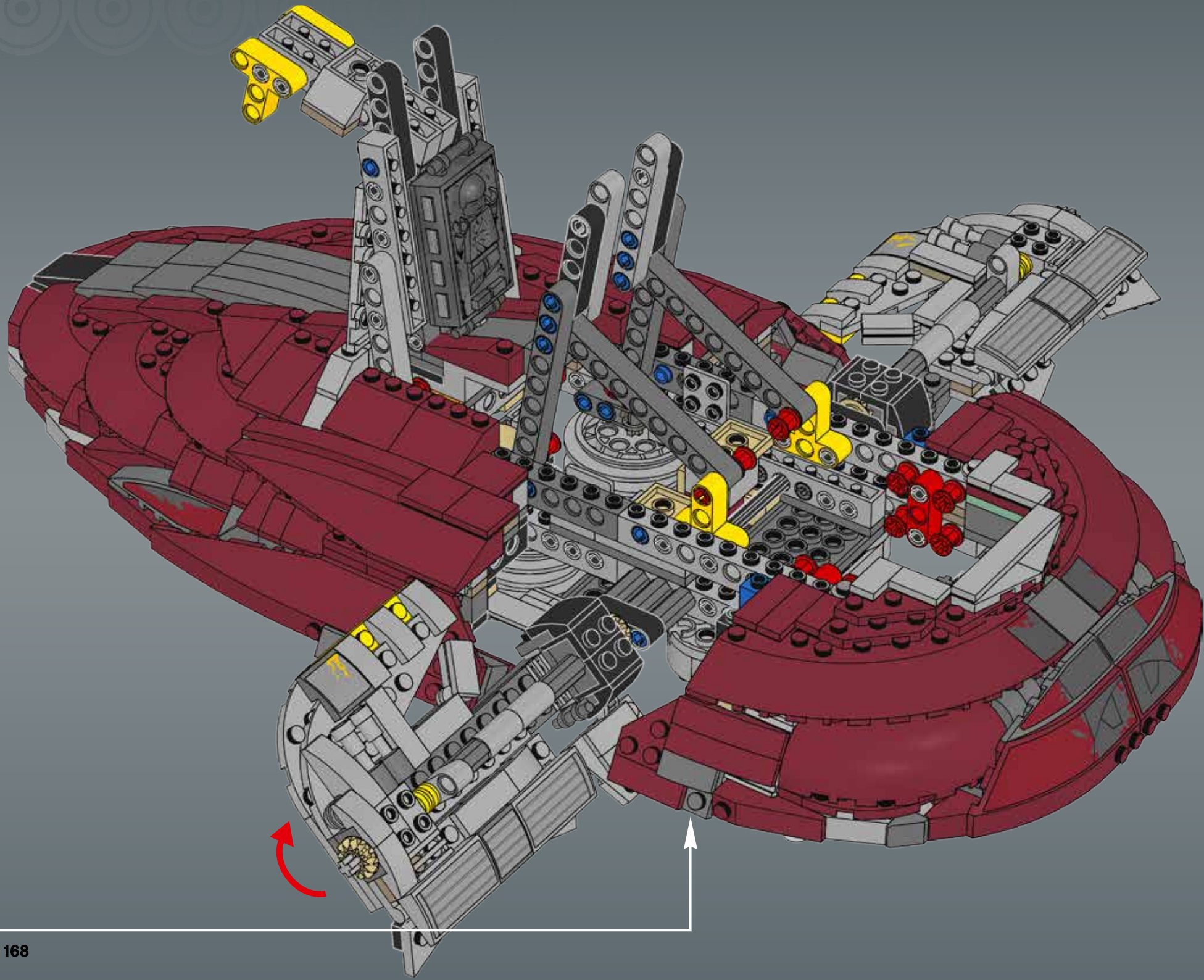


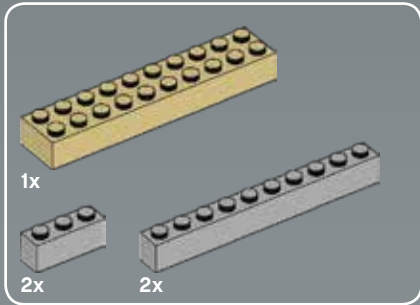
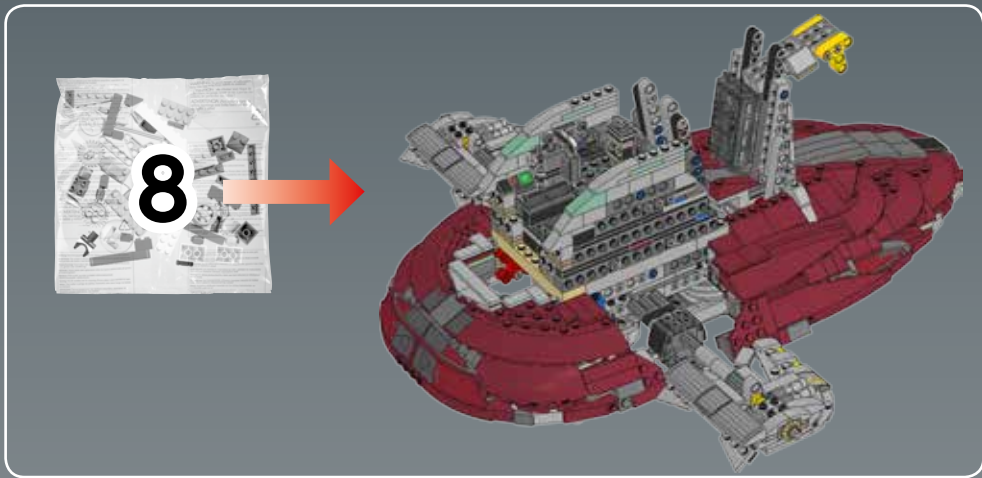
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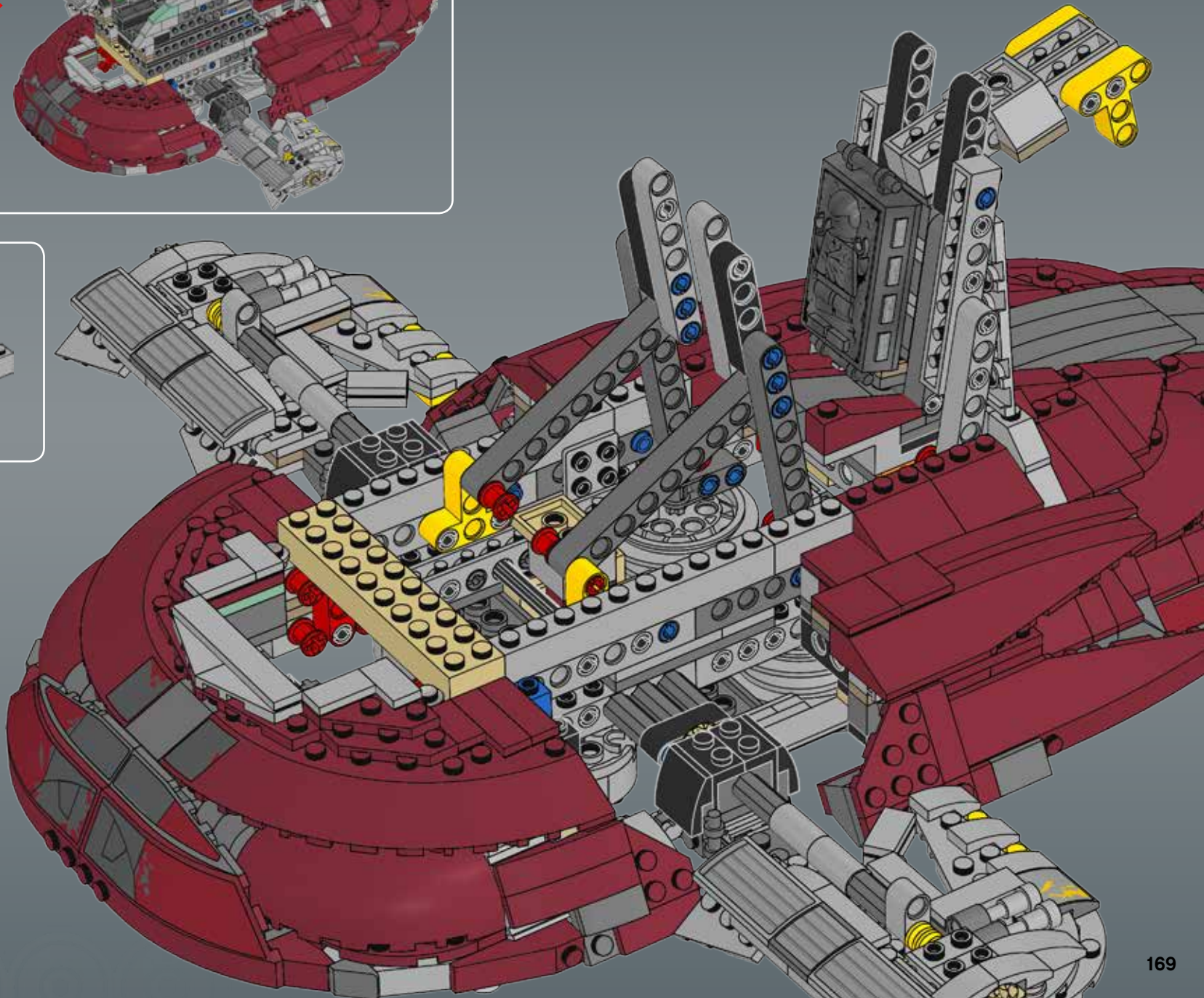
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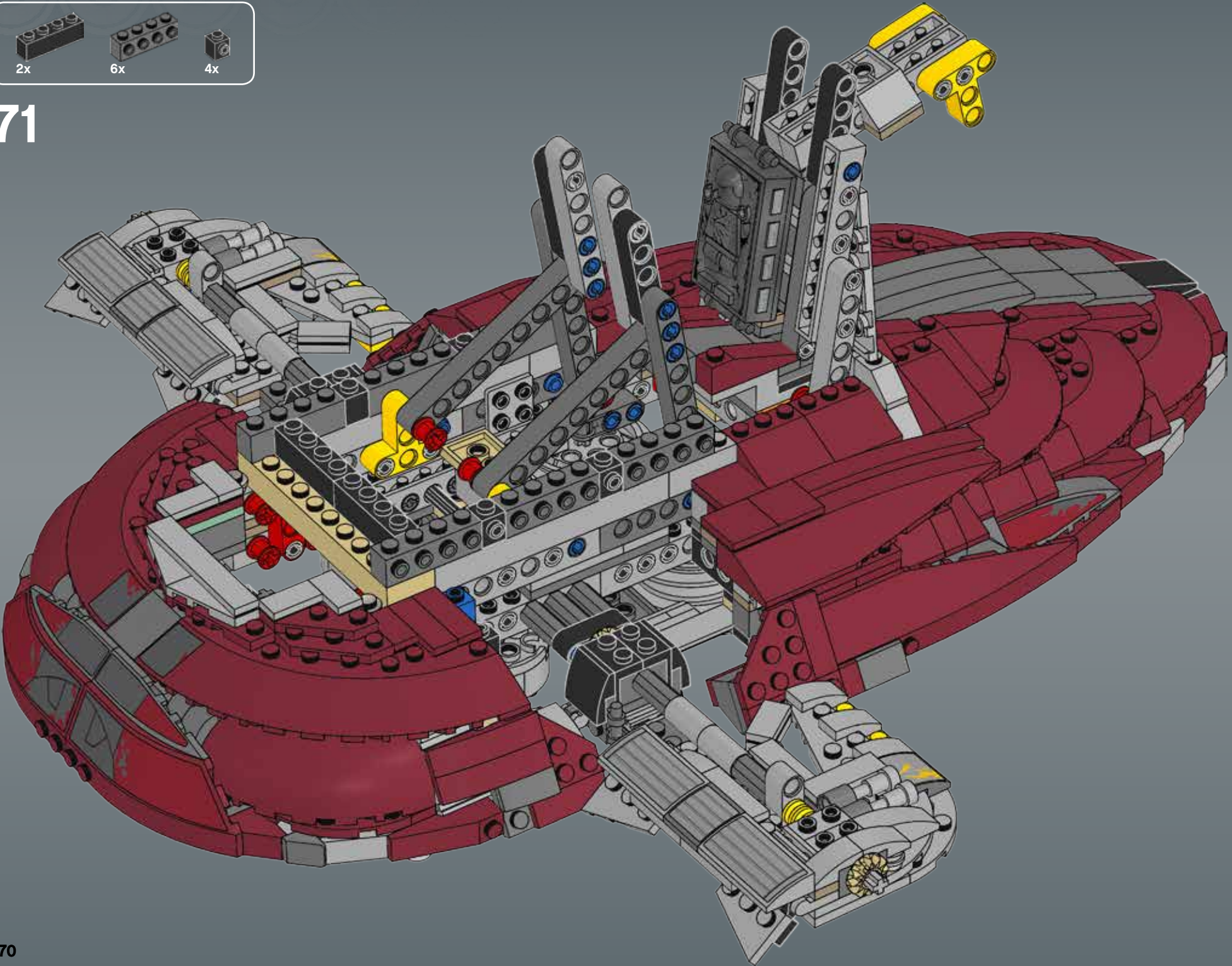


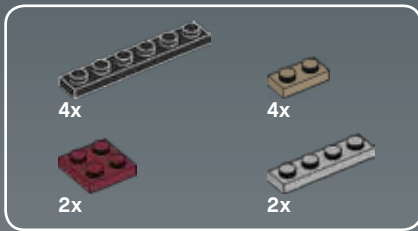
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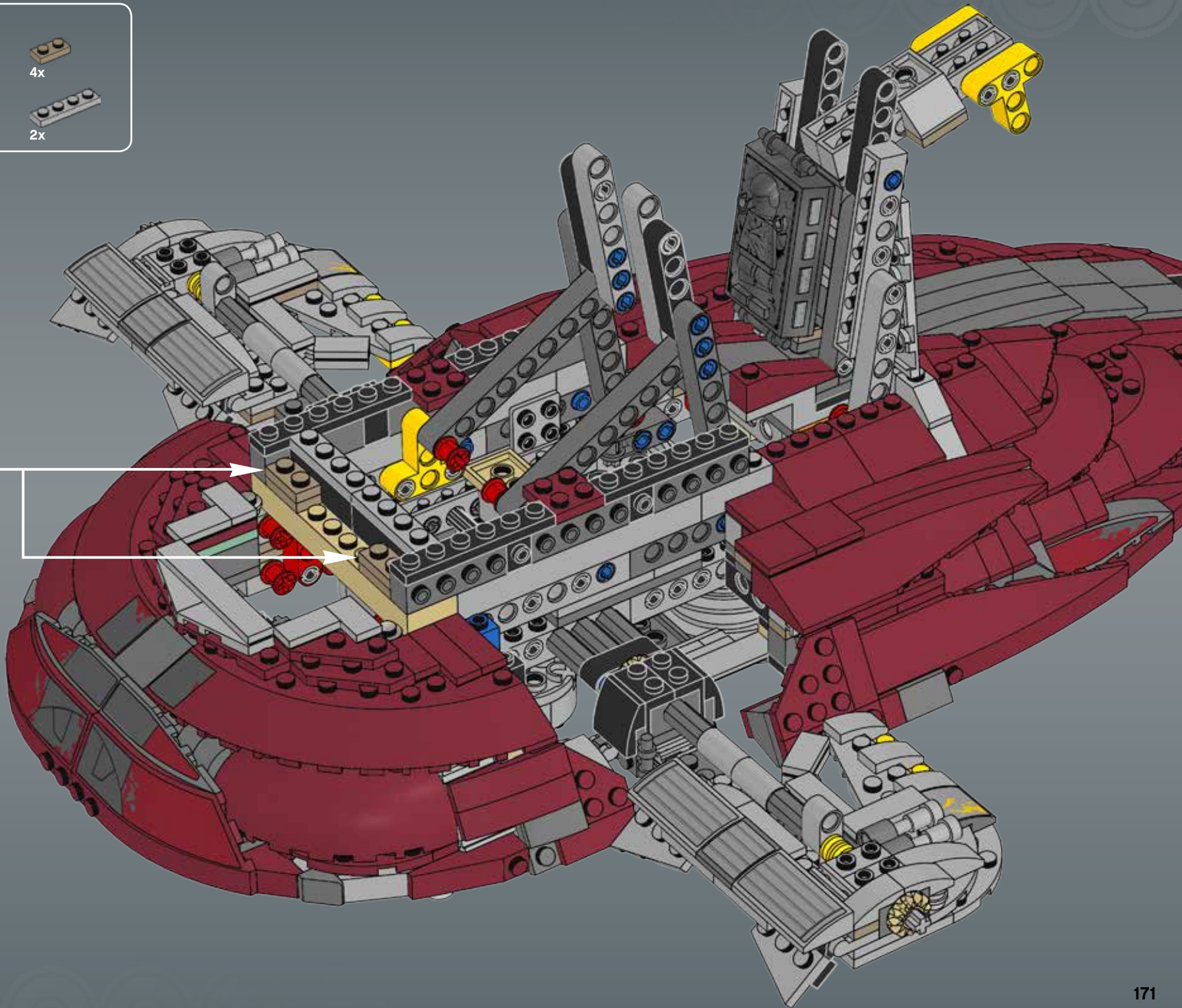
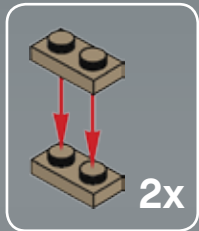
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71



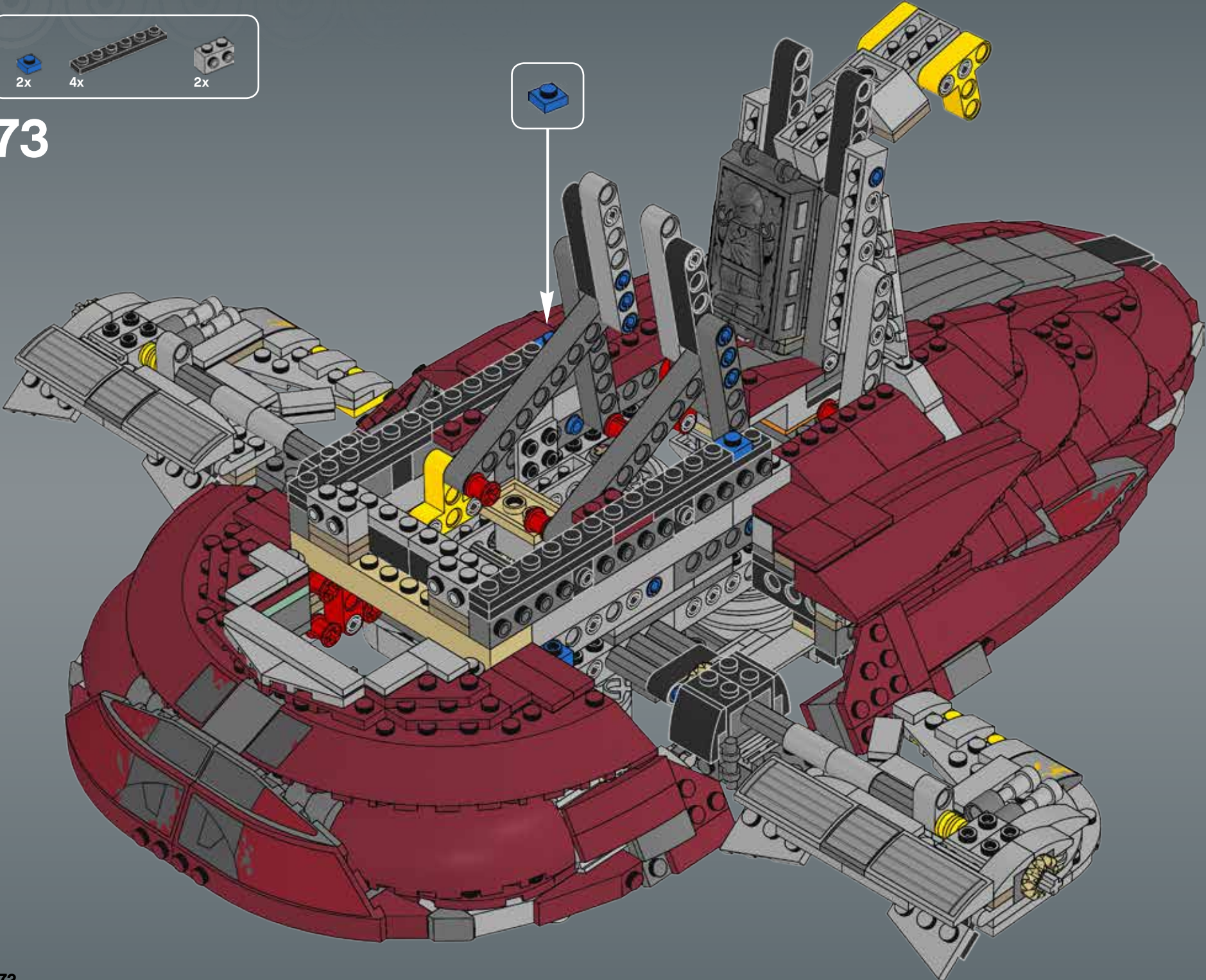


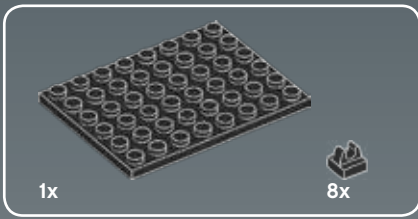
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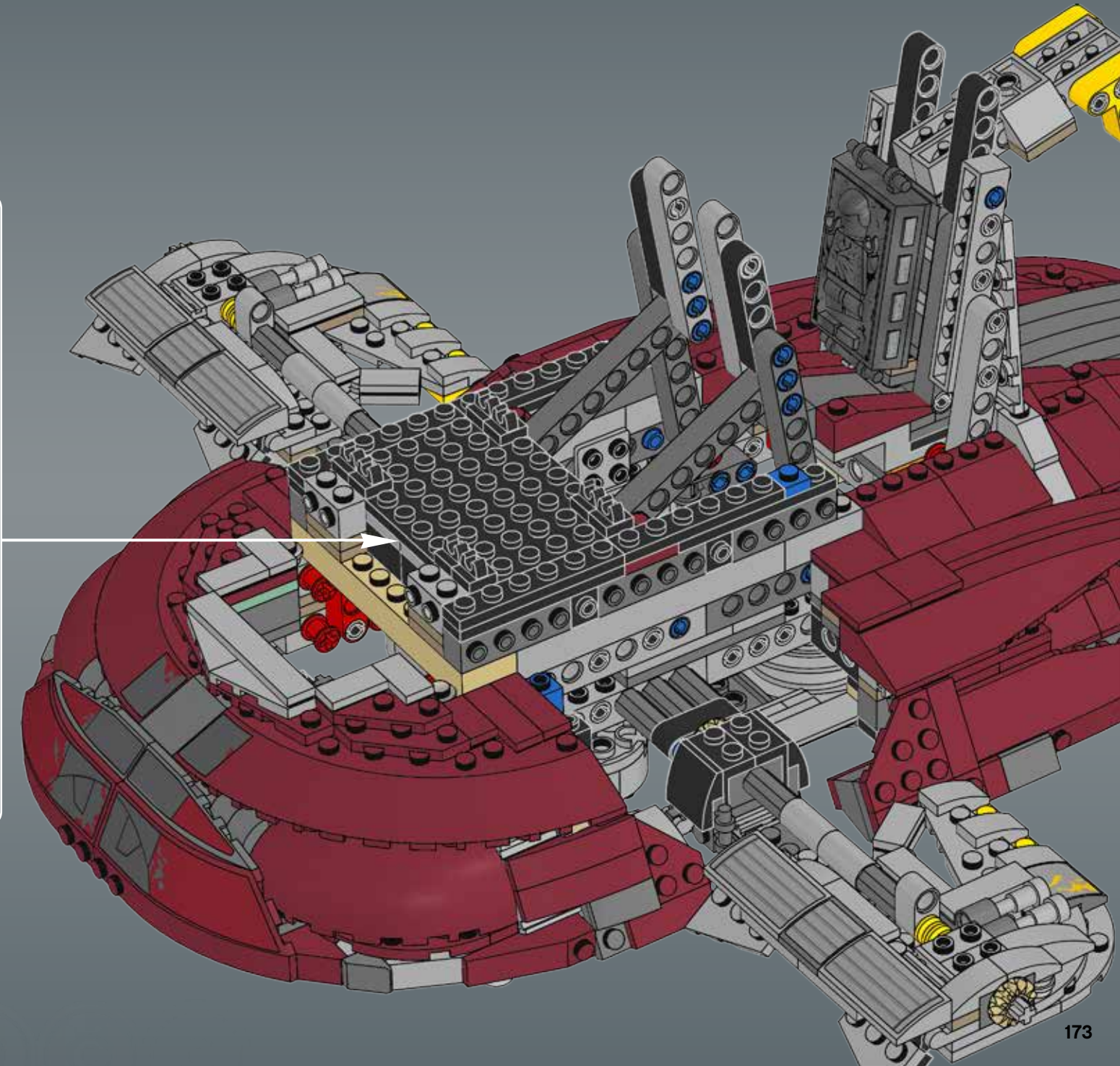
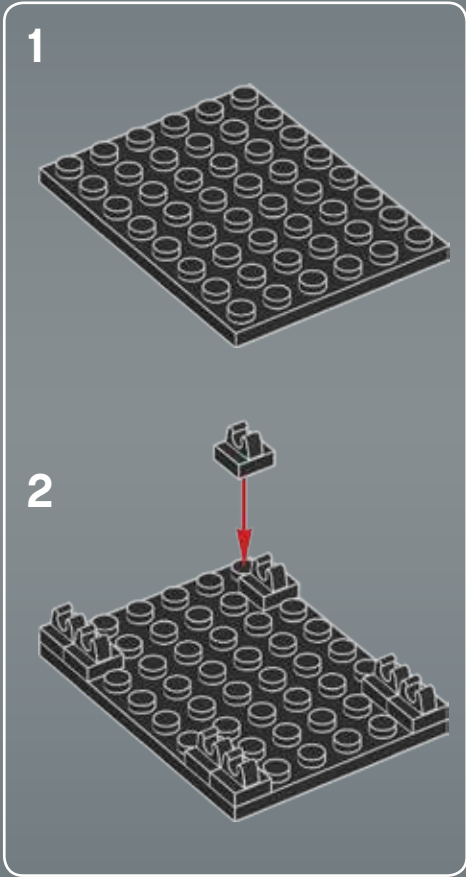
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73





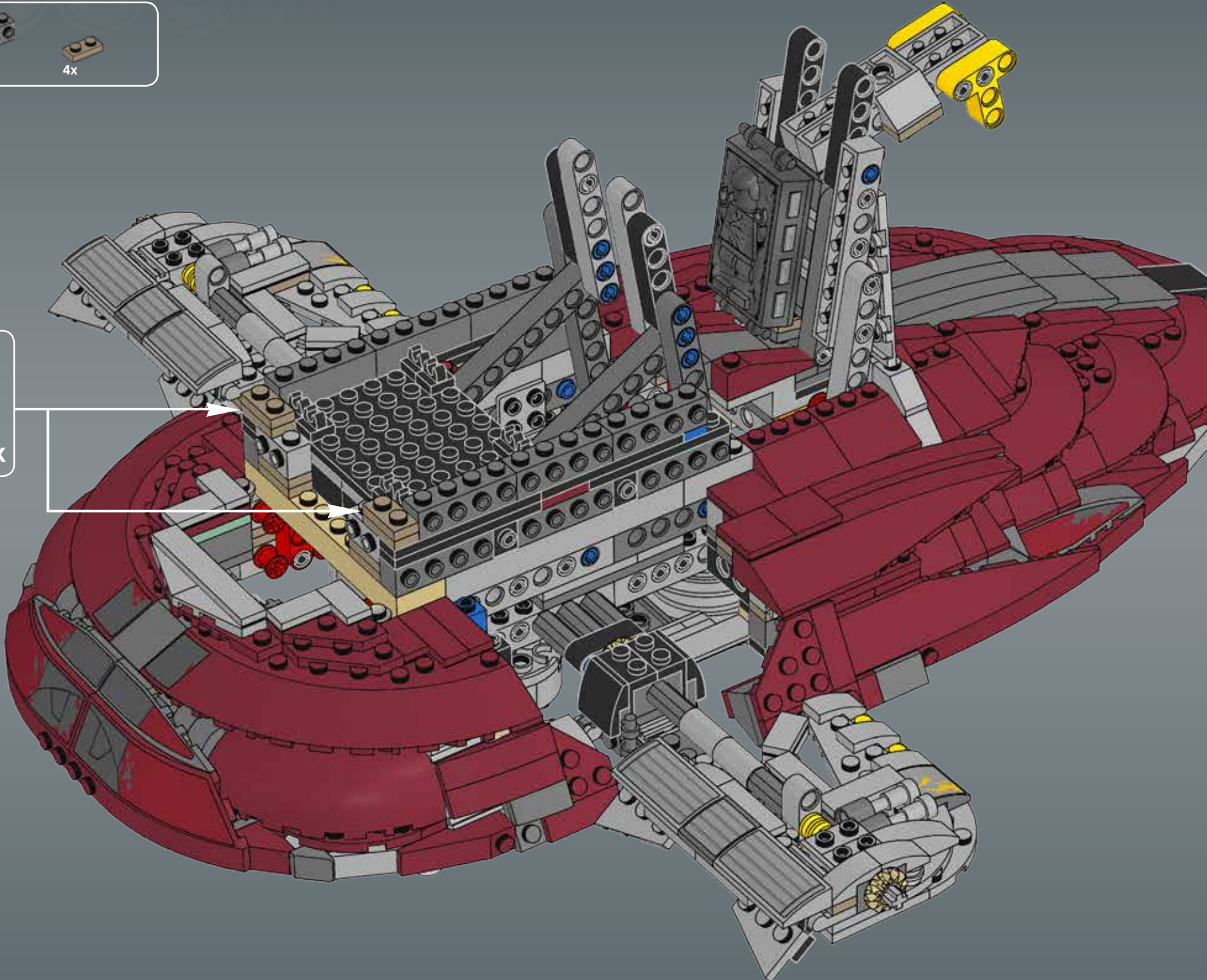
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6x
4x

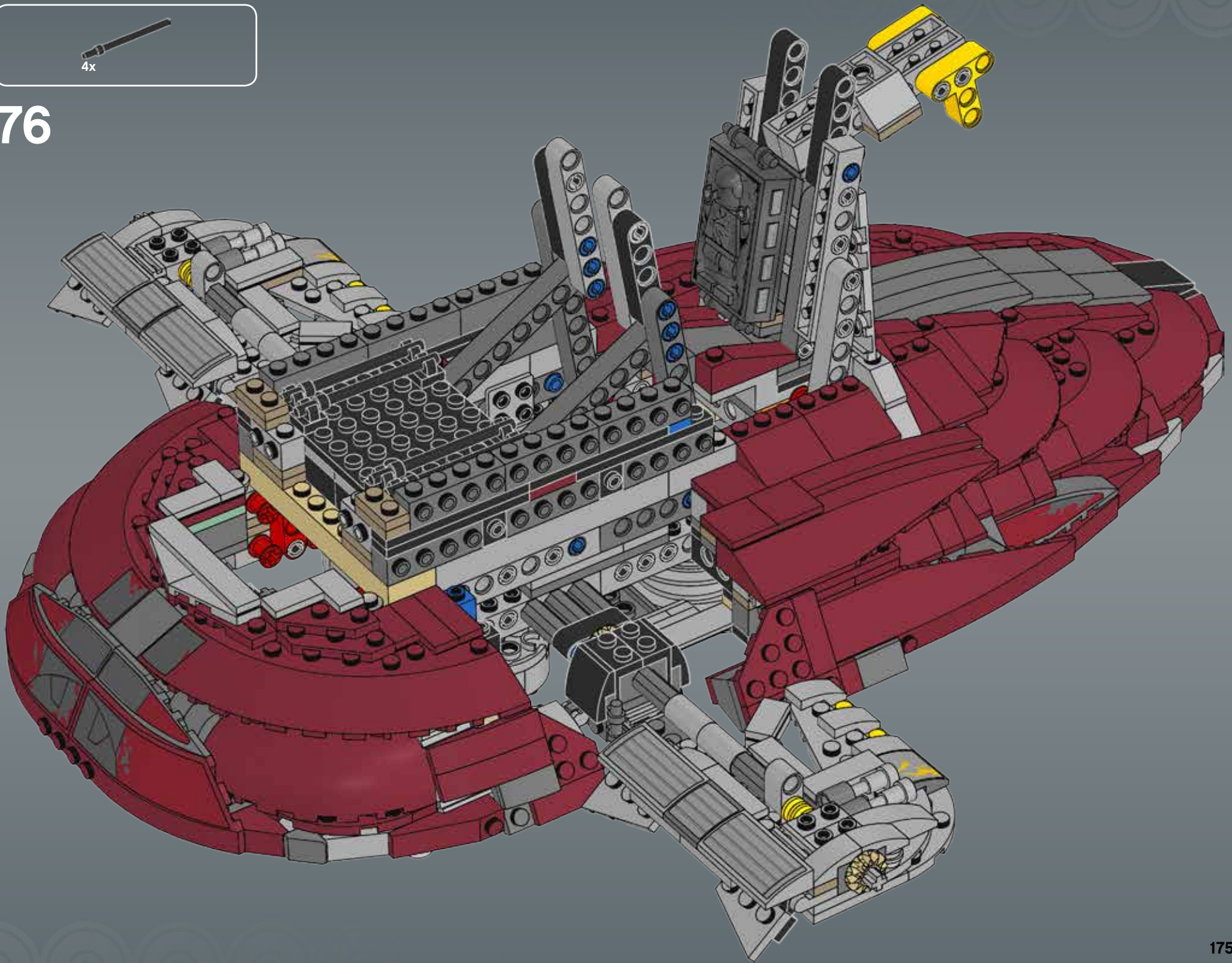
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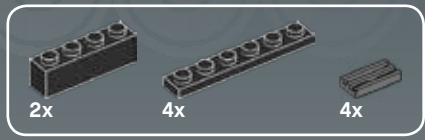
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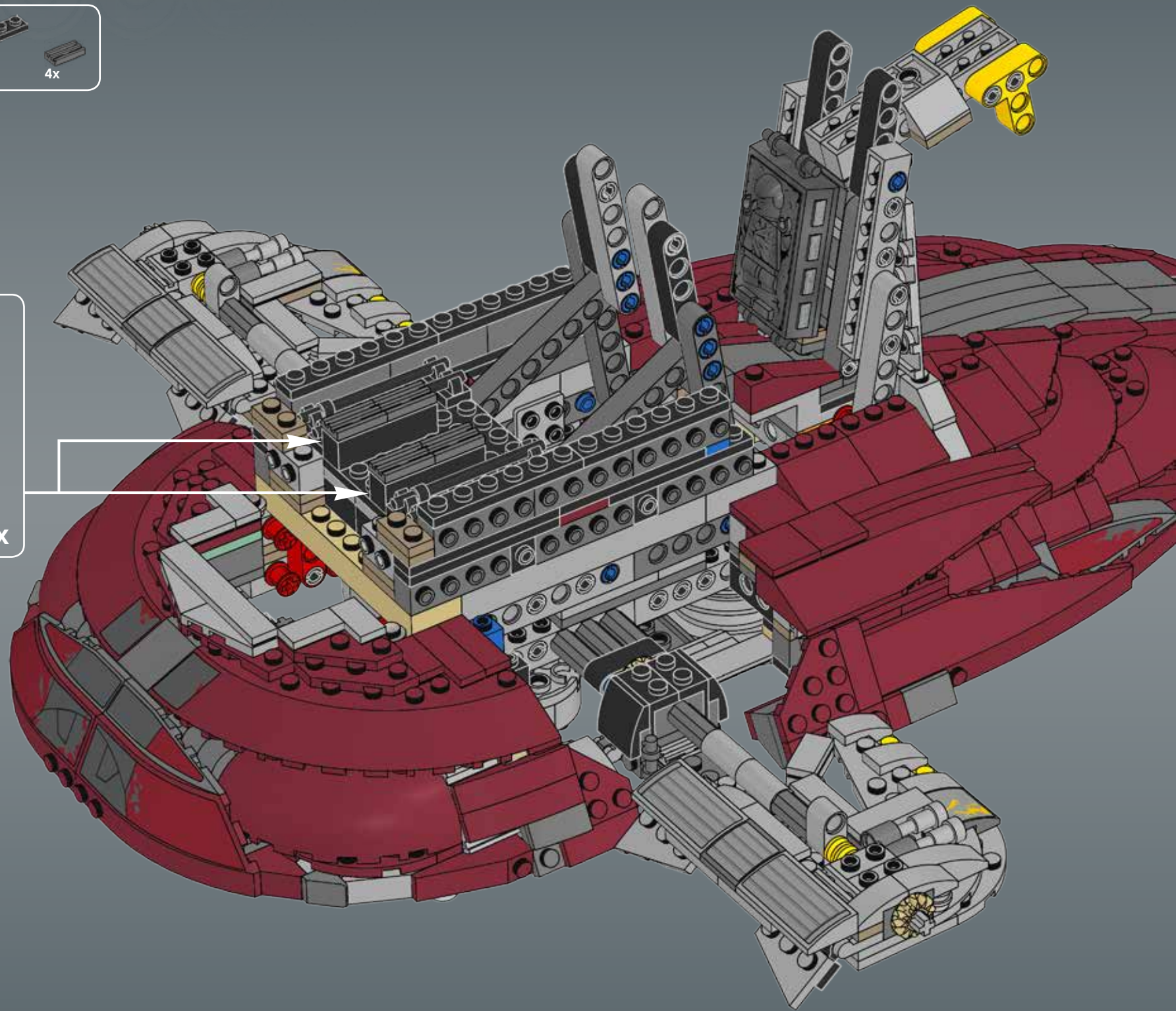
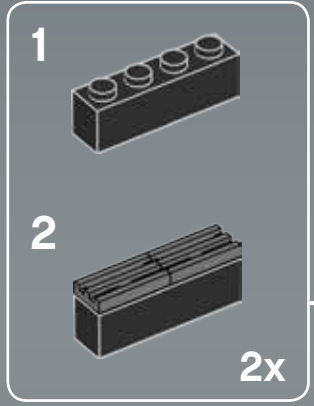


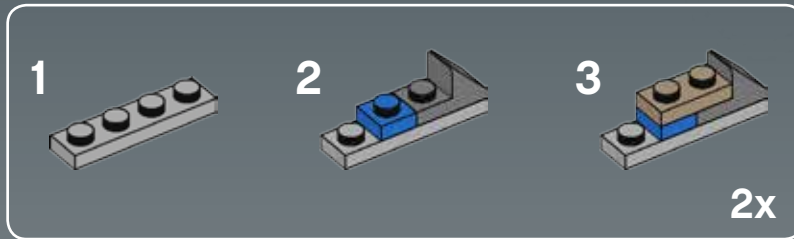
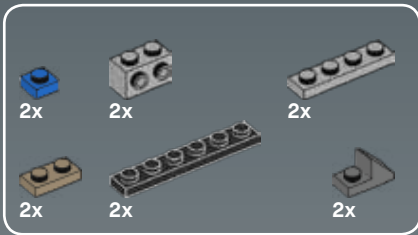
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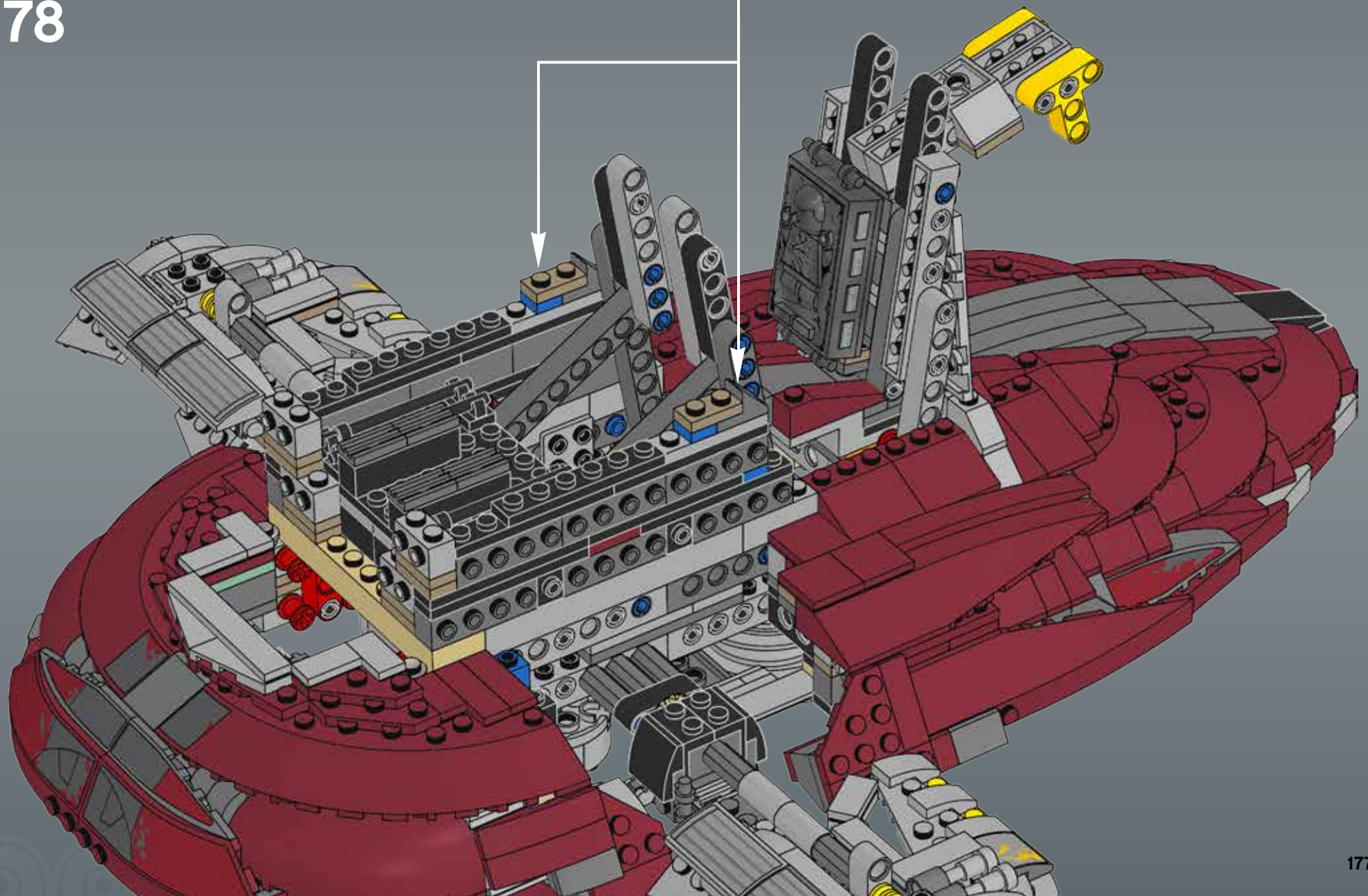


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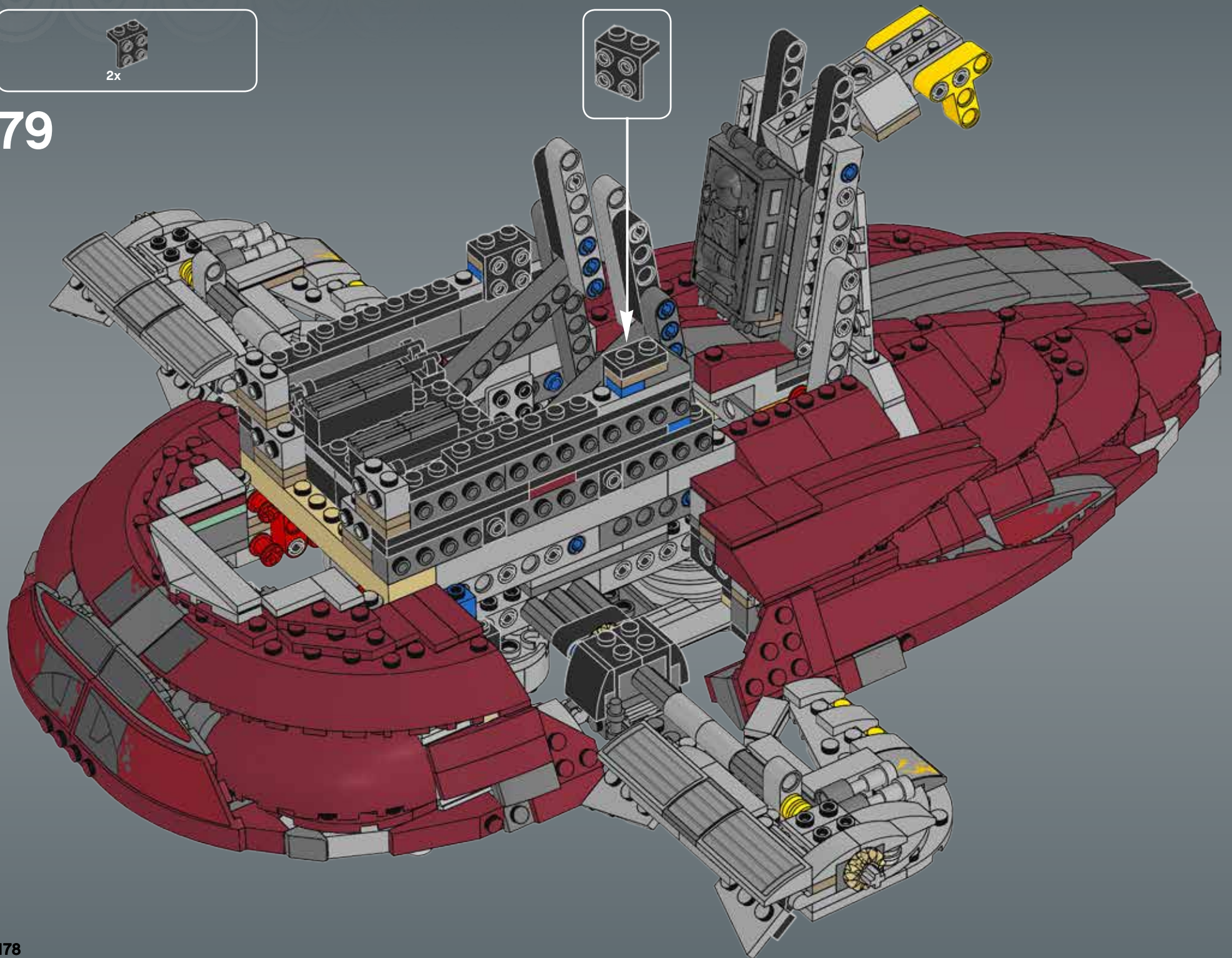
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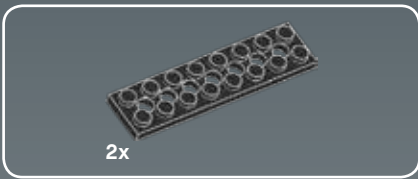




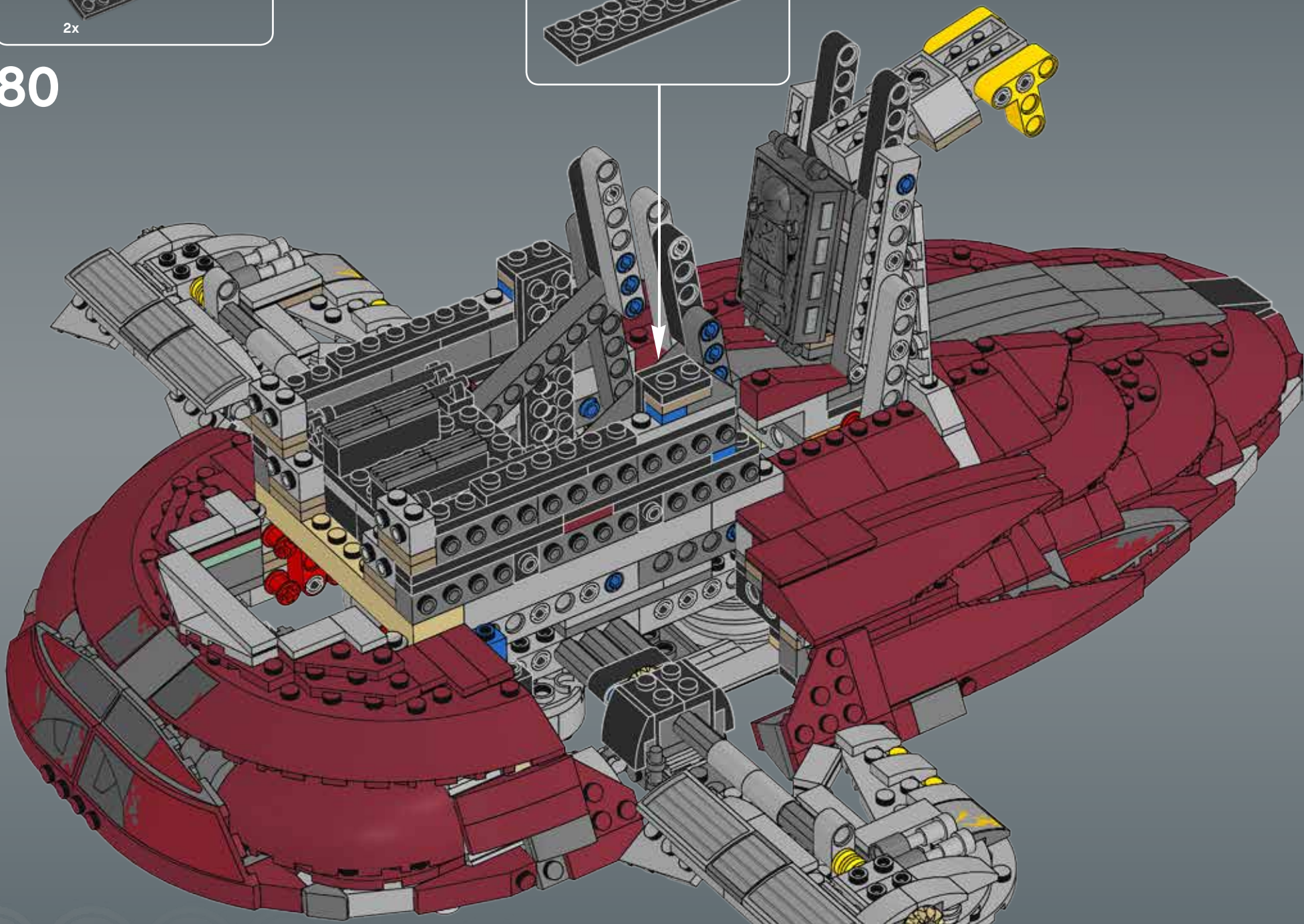
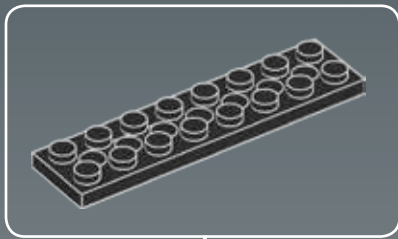
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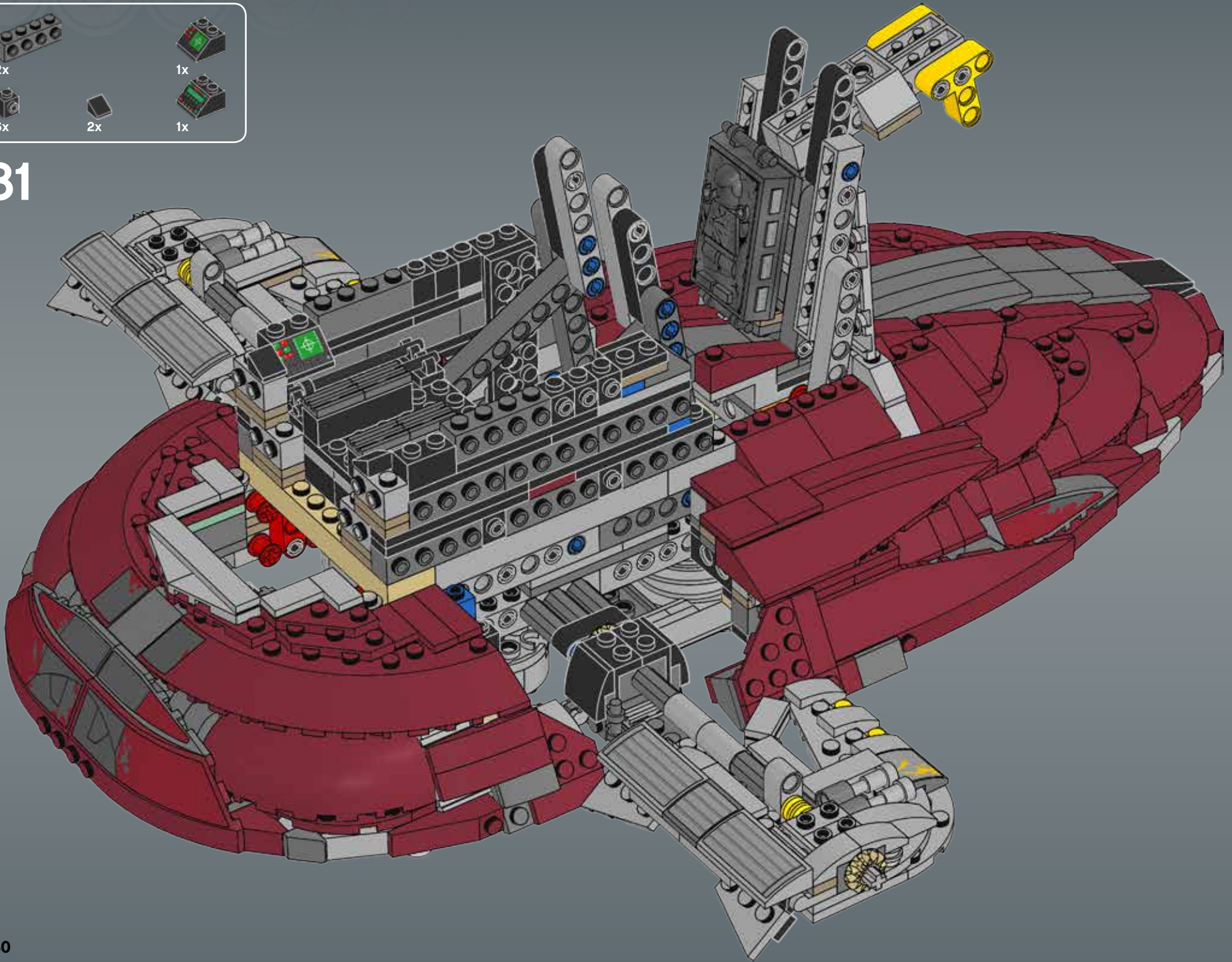


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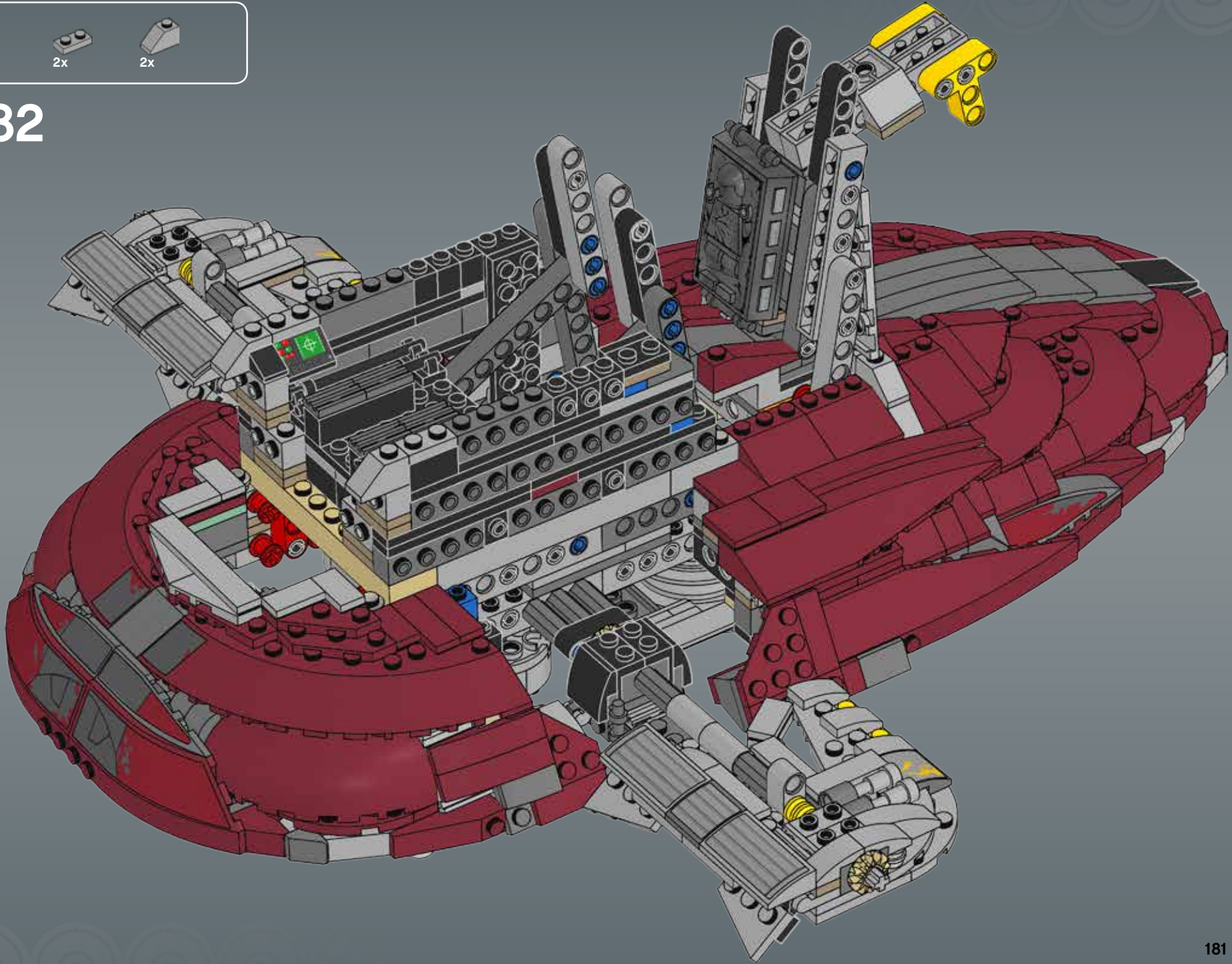


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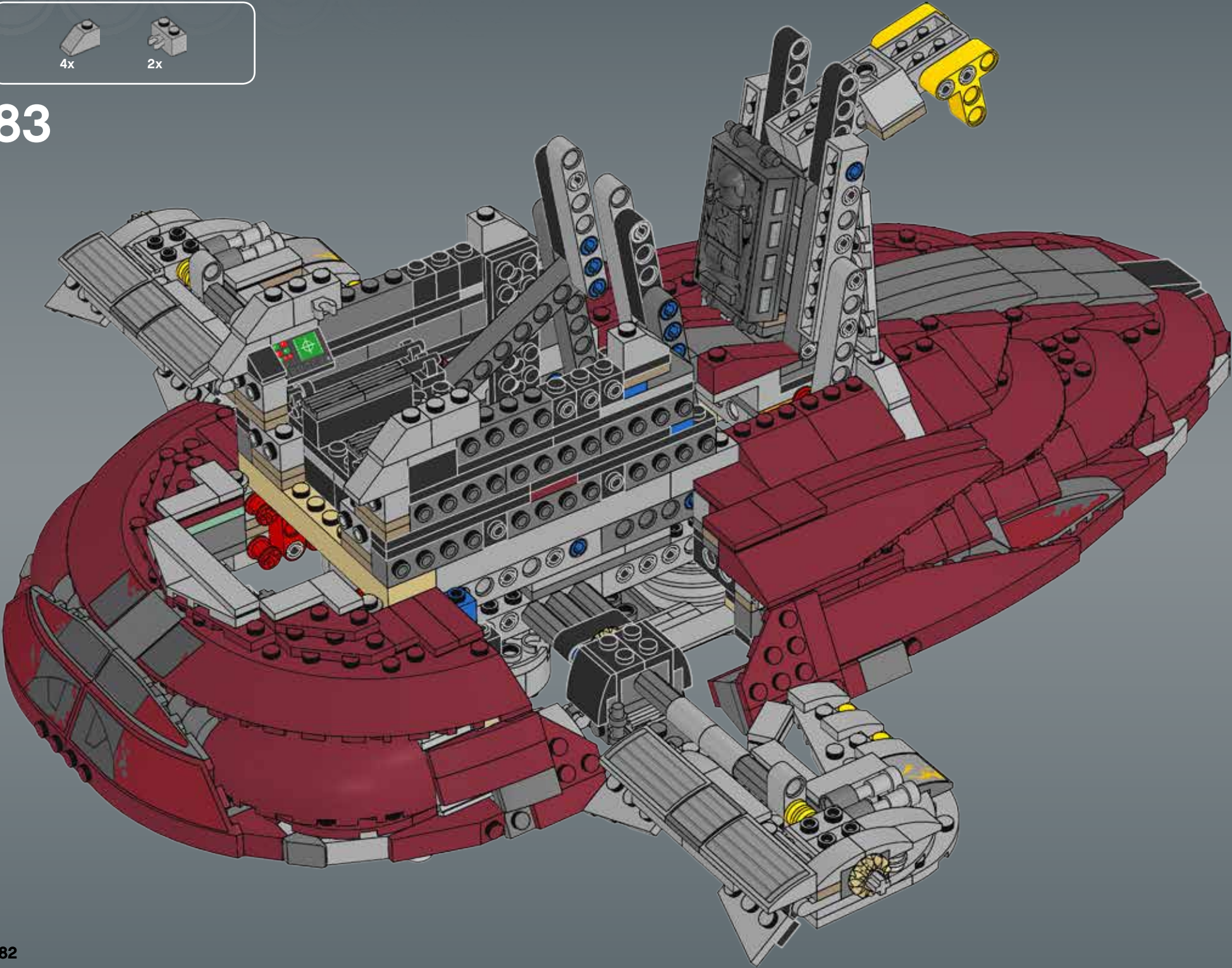


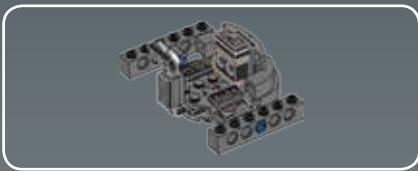
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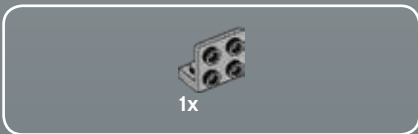
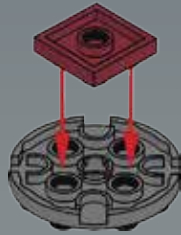
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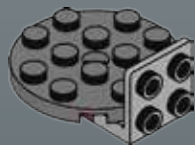




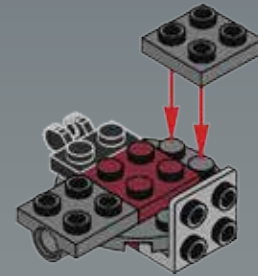
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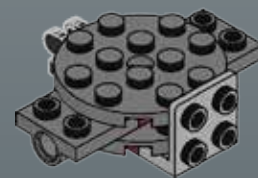
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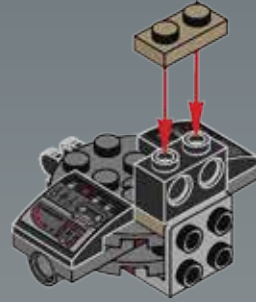




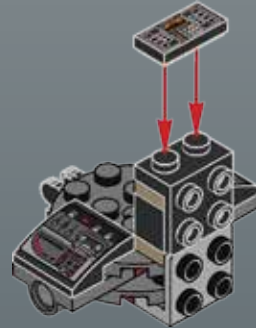
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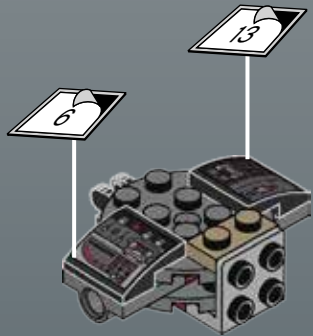
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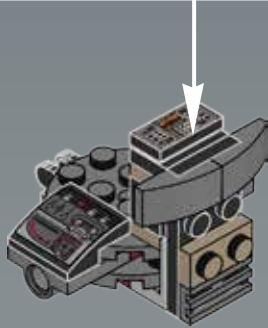
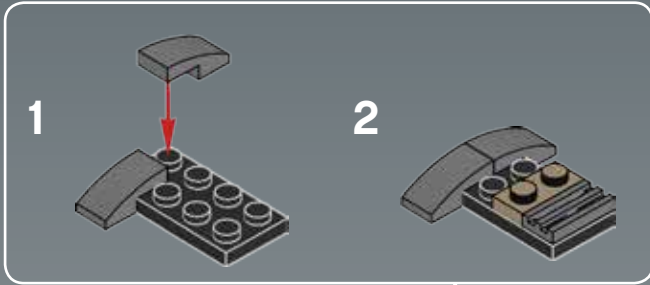


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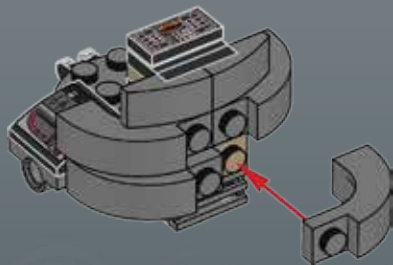




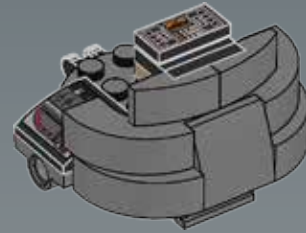
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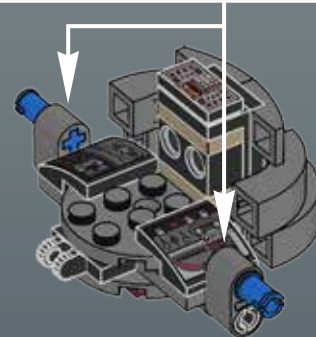
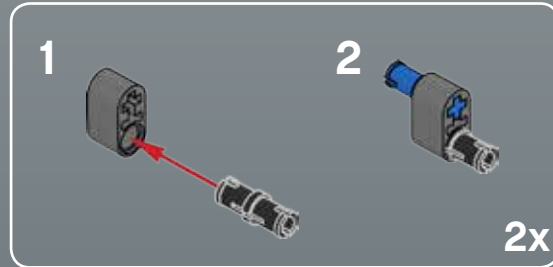
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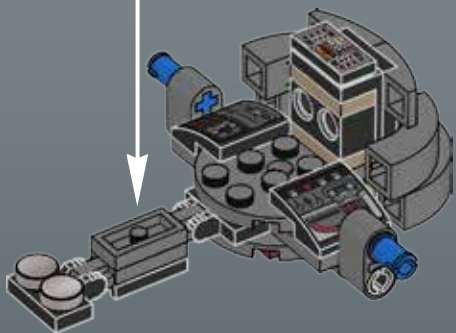
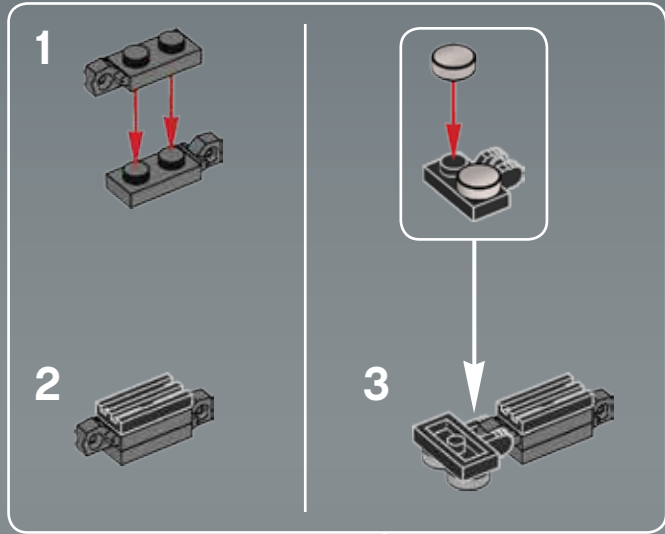


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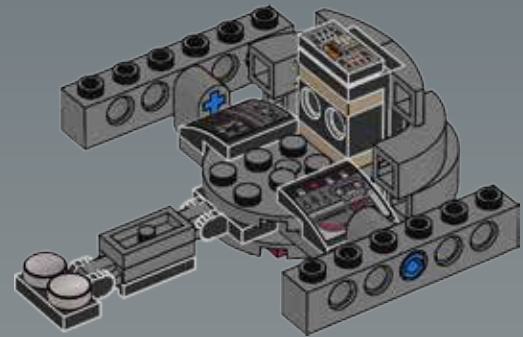




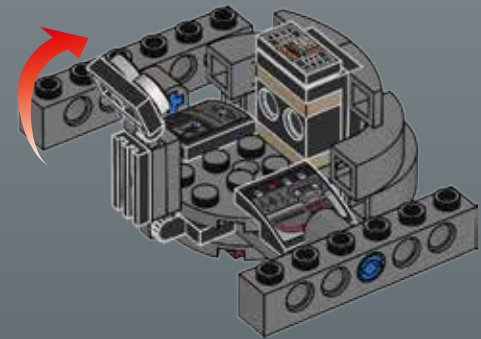
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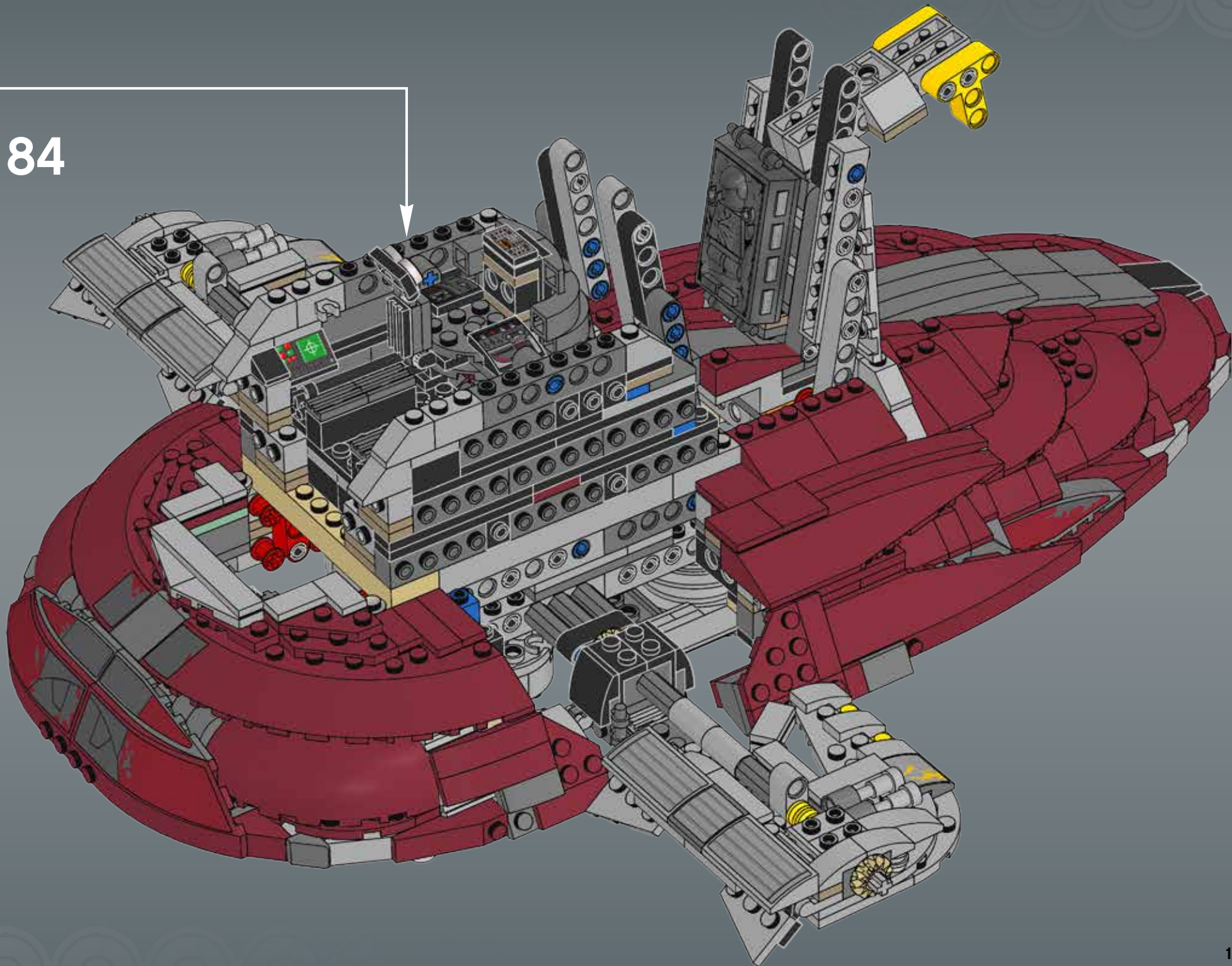
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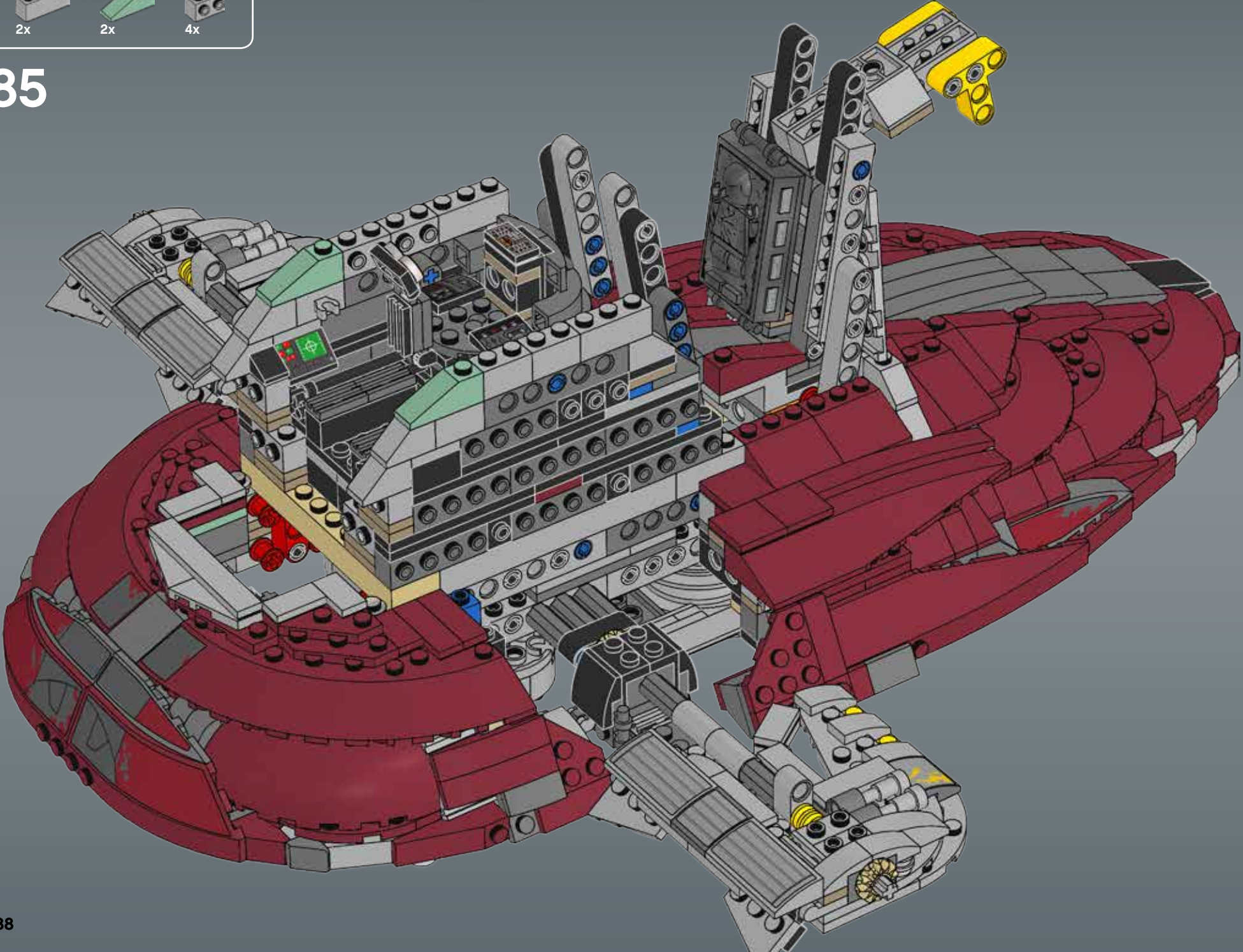


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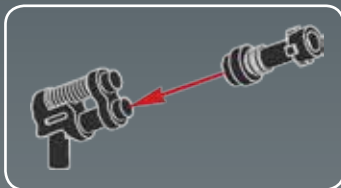


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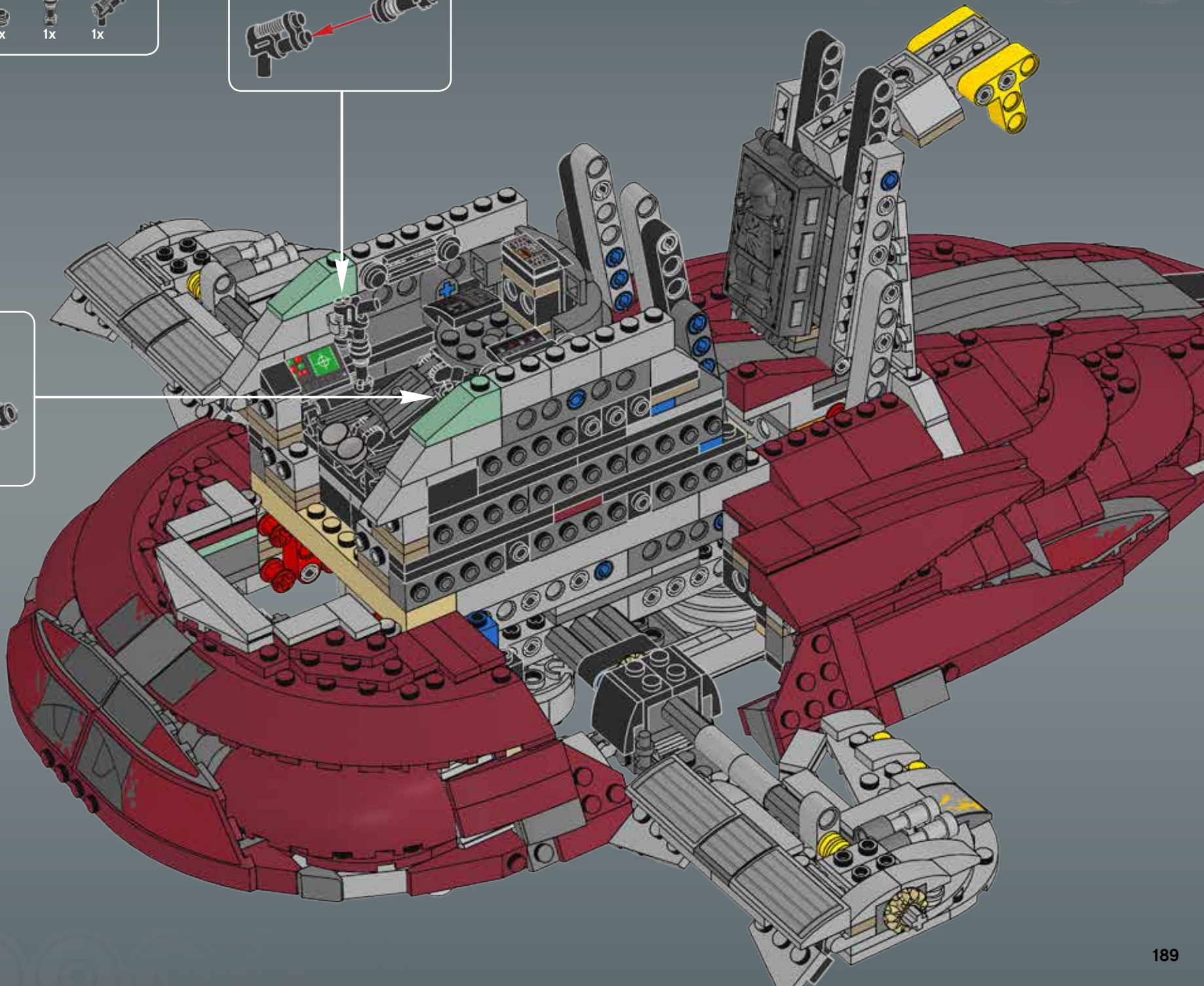
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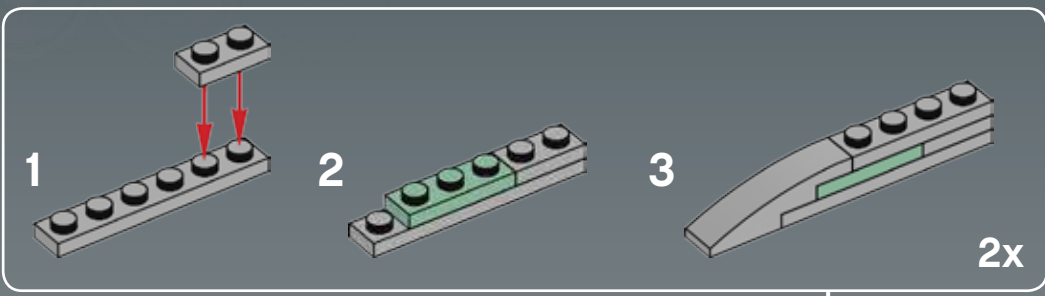
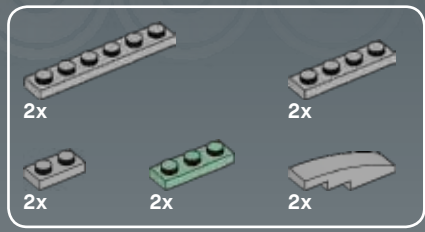


- 2x
- 4x
- 1x
- 1x

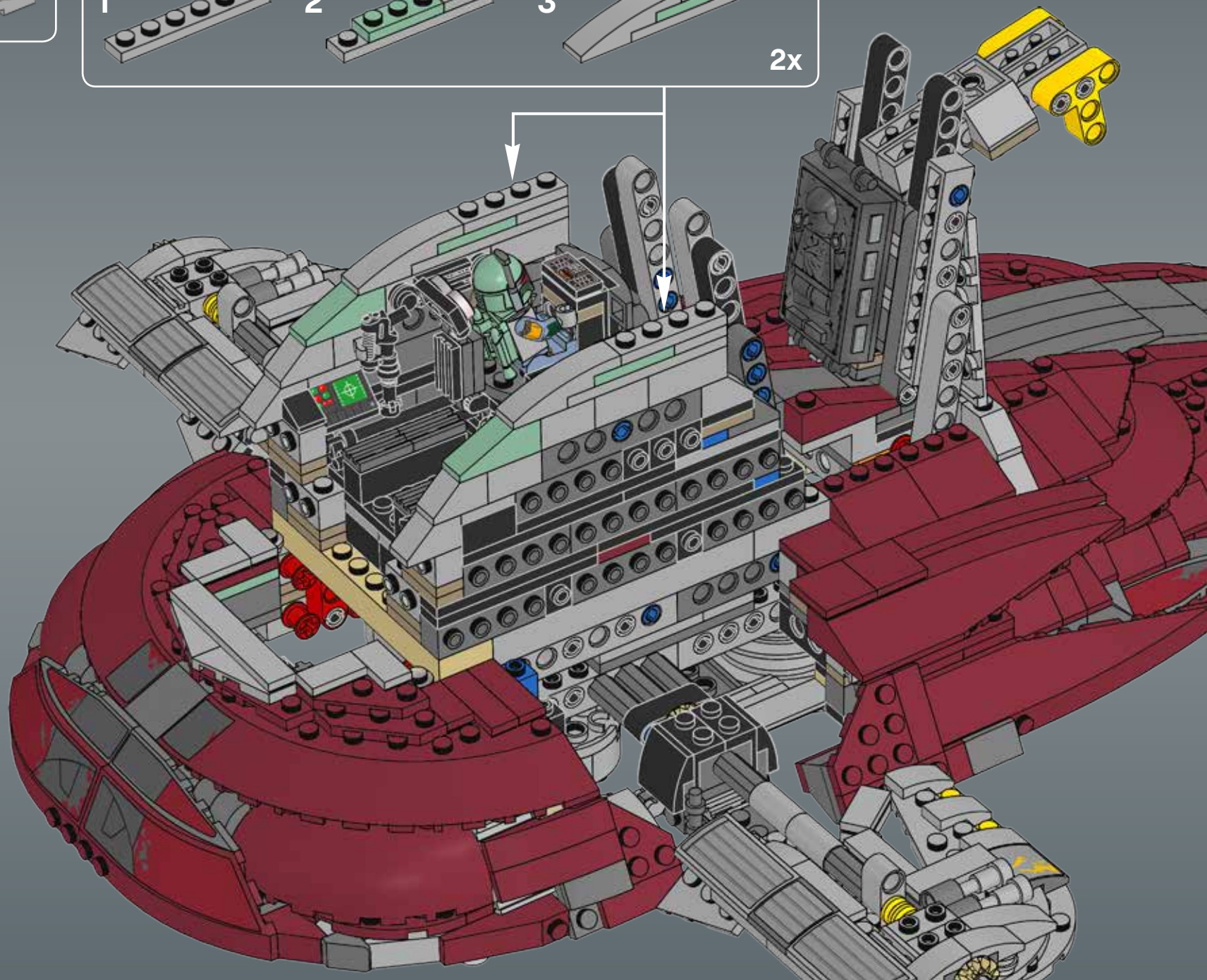


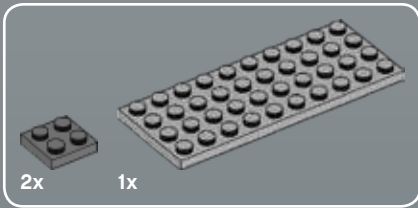
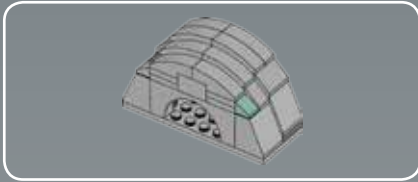
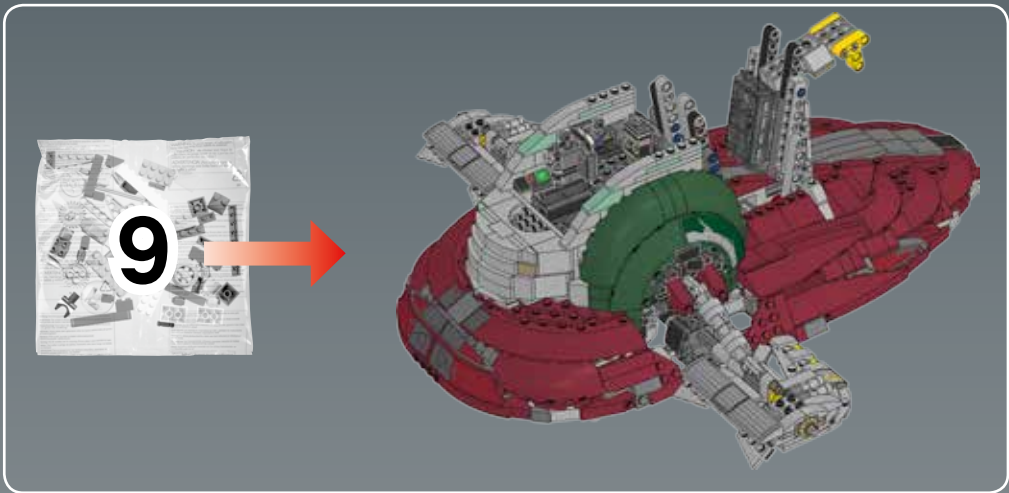
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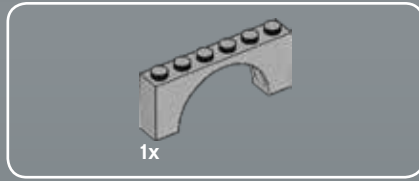
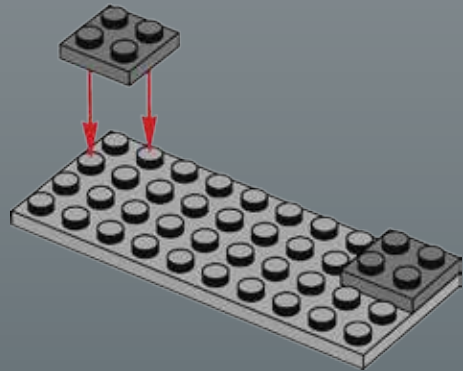


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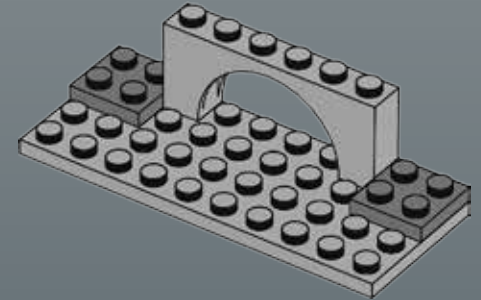




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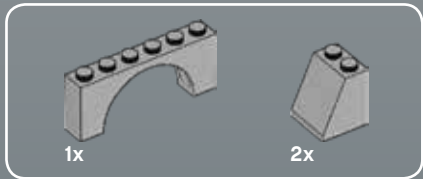
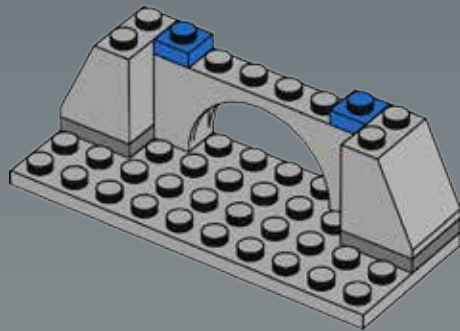


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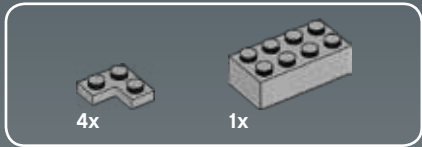
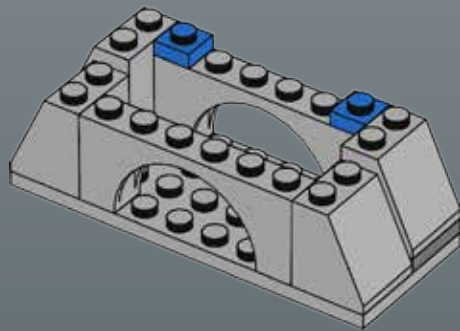




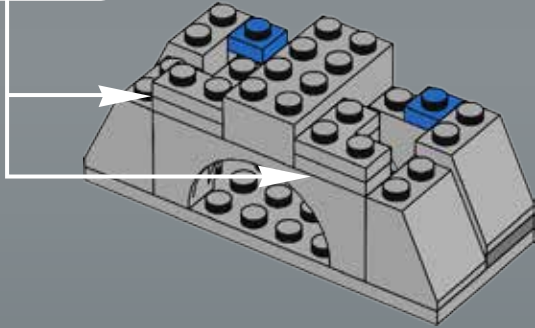
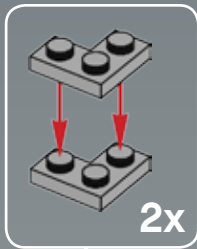
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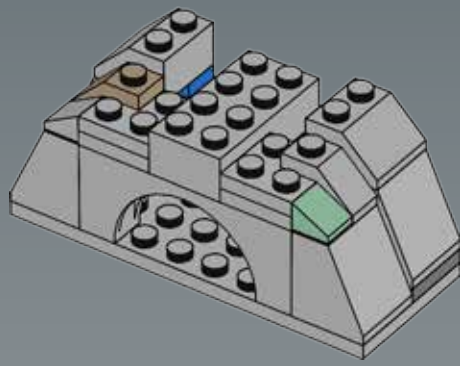


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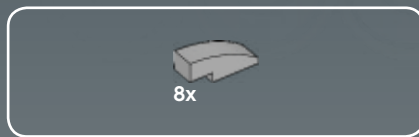
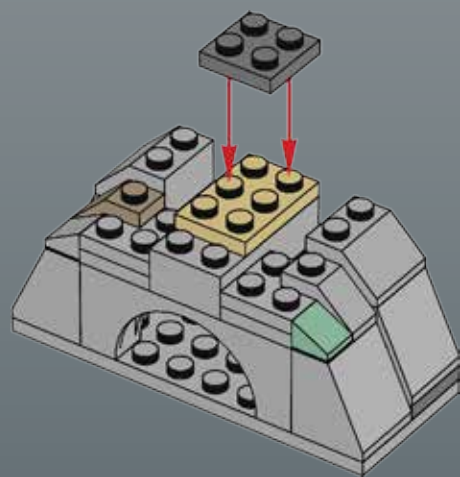




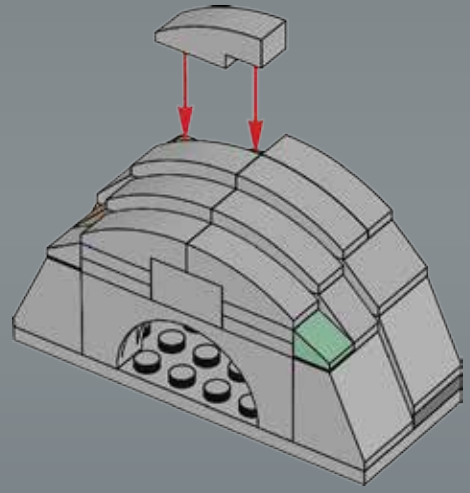
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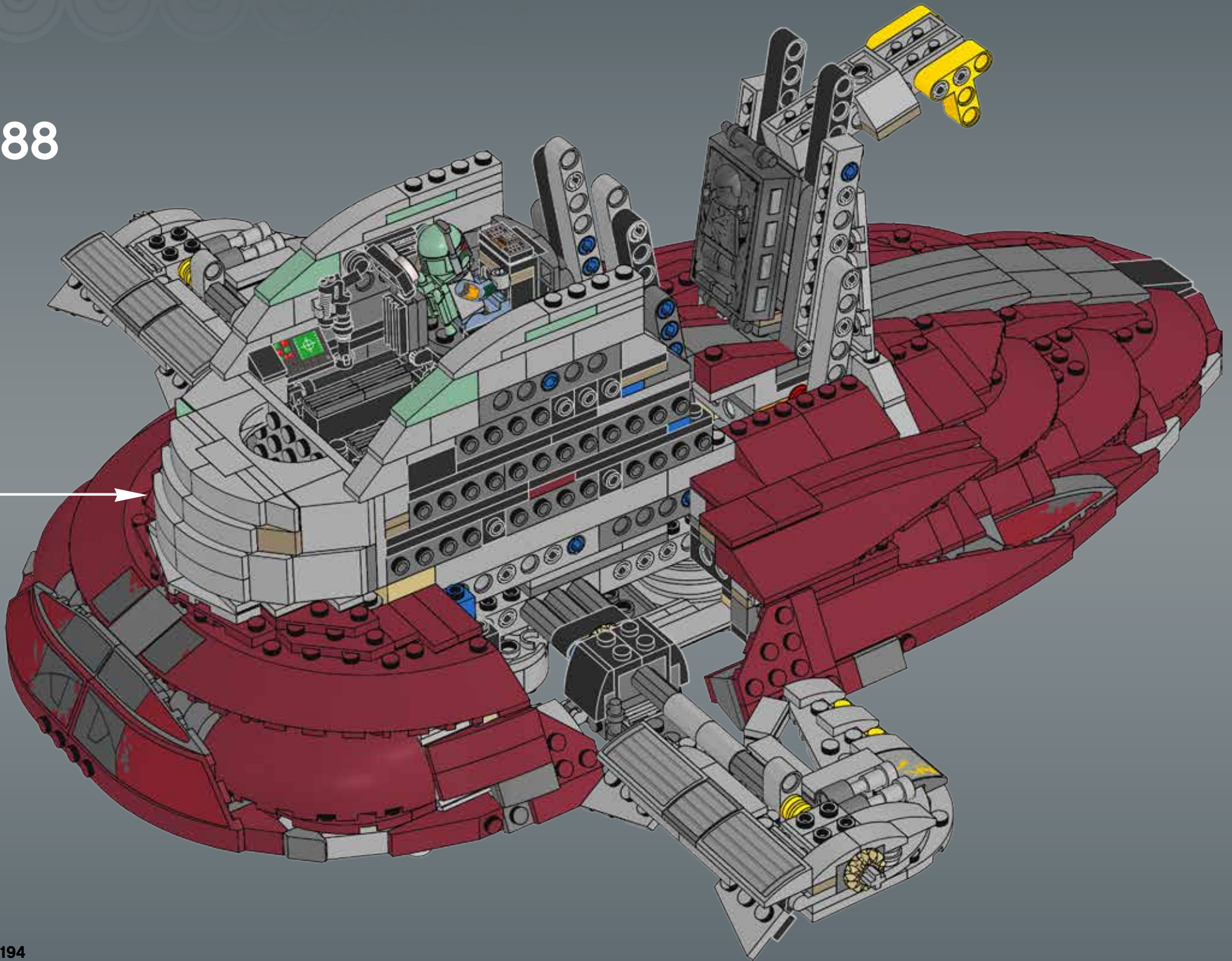
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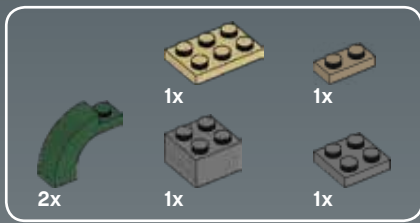


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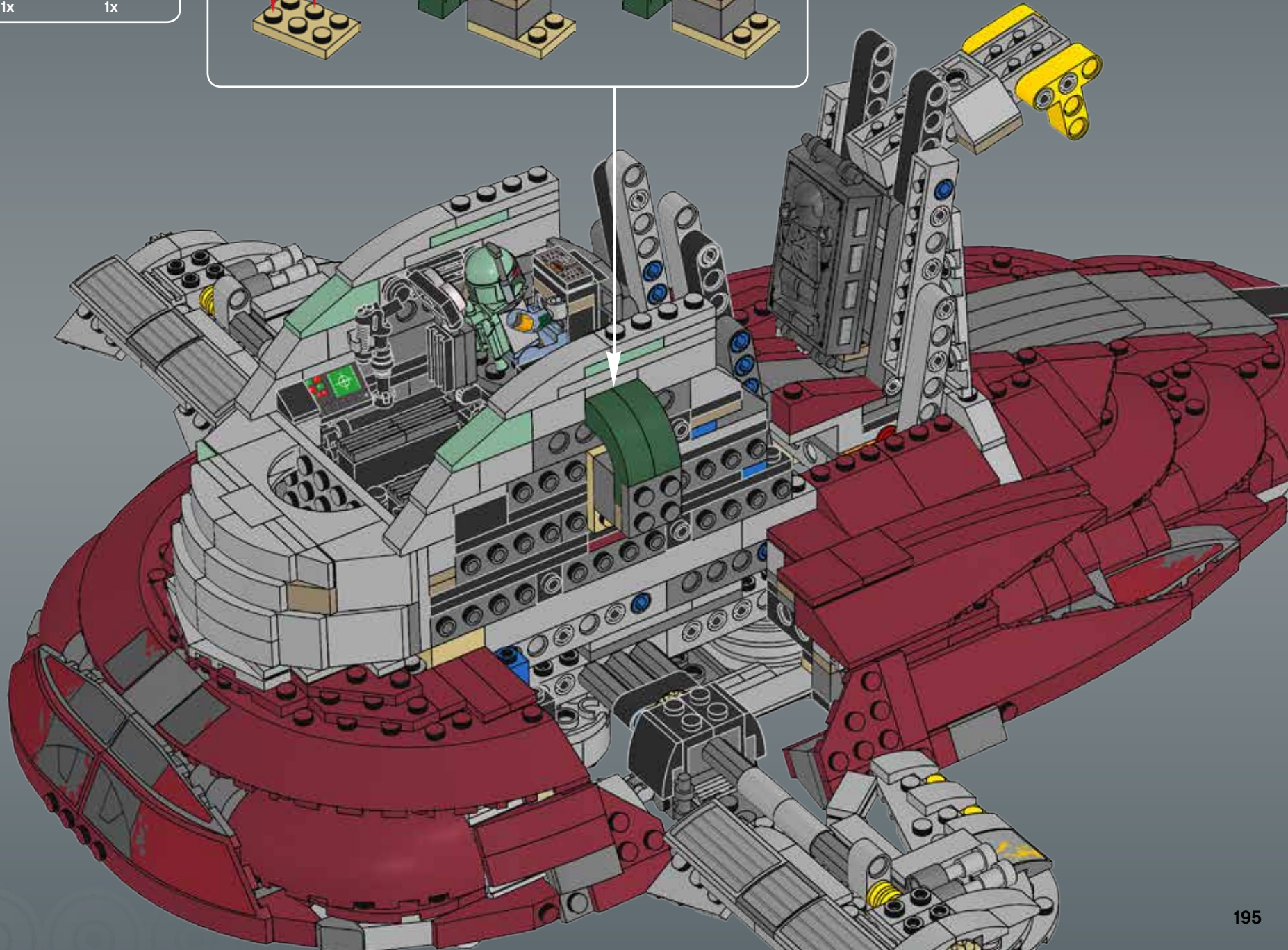
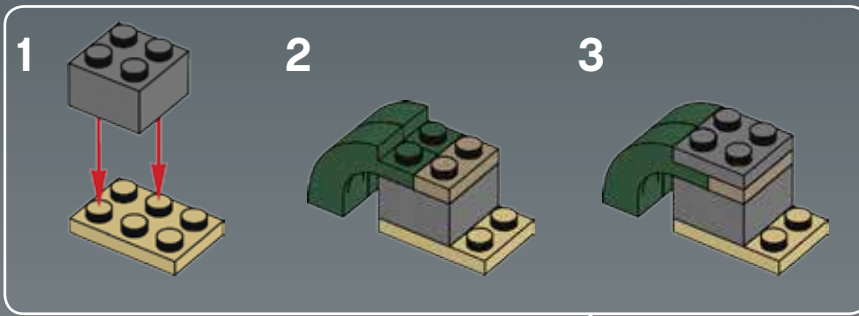


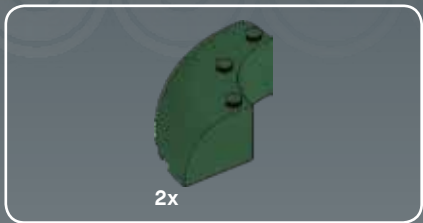
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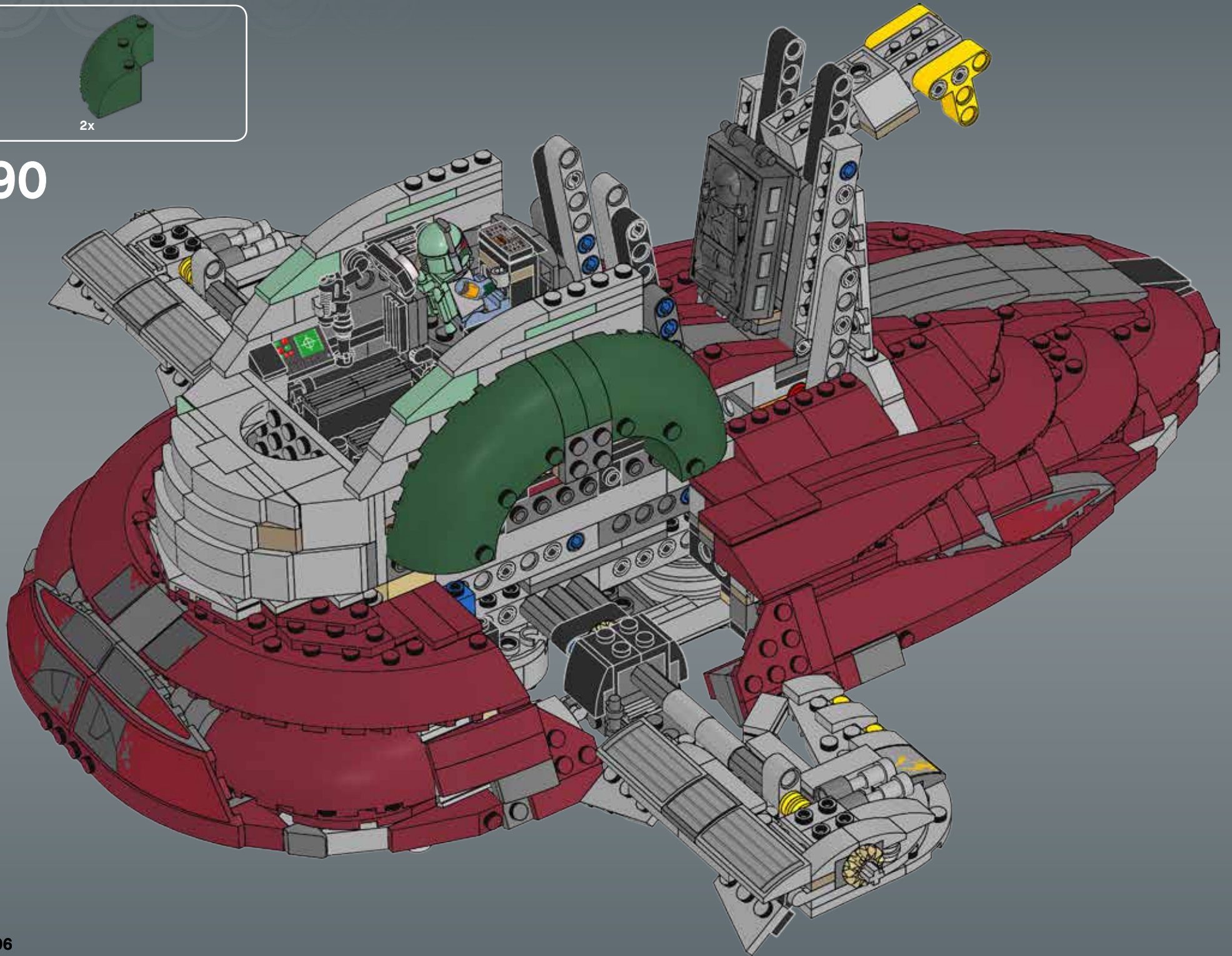


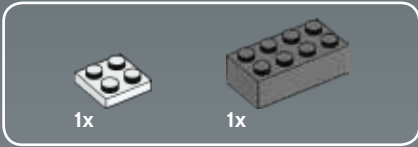
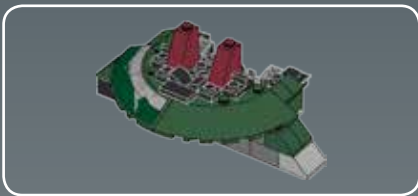
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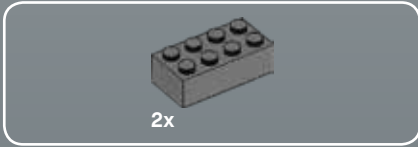
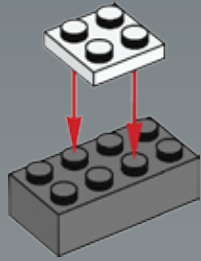


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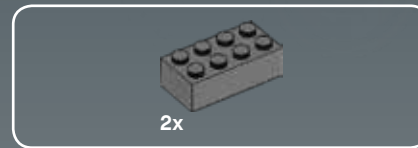
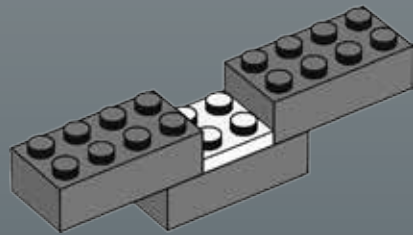




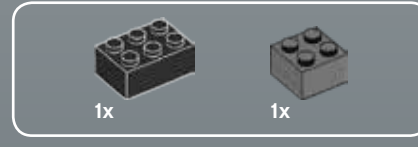
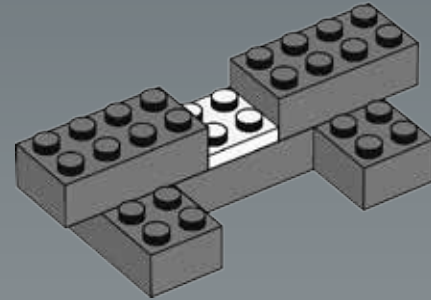
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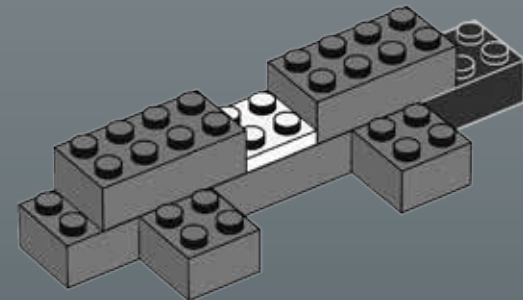
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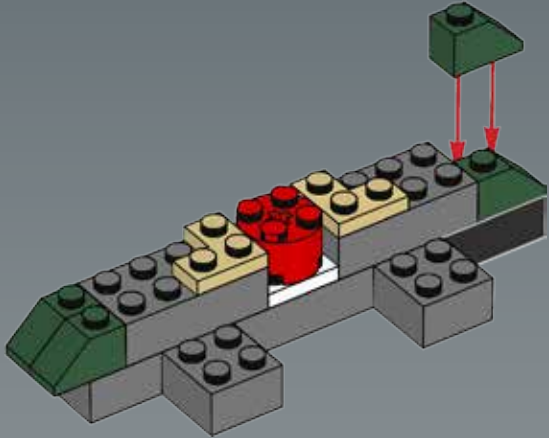


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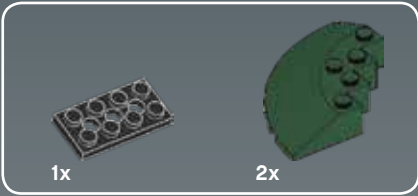
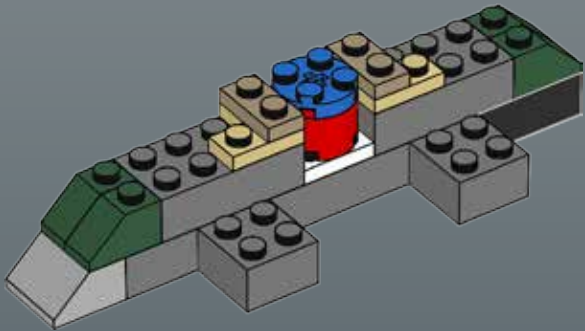




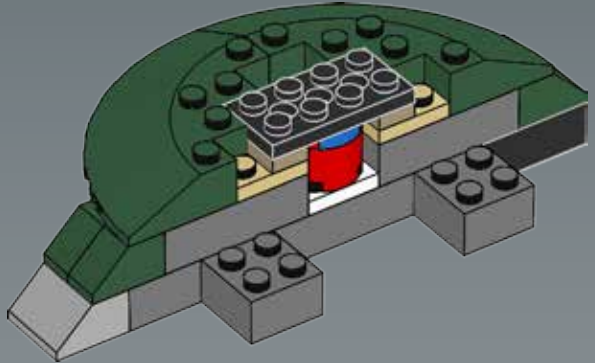
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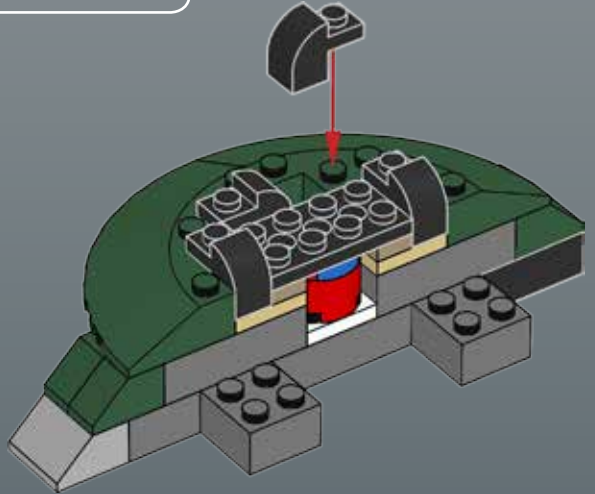
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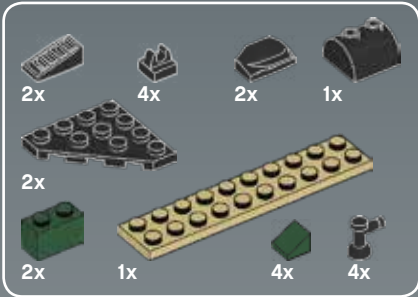


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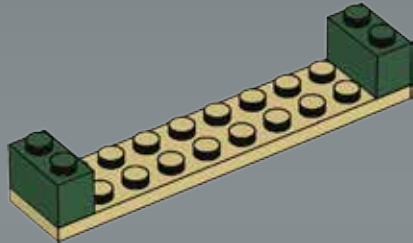
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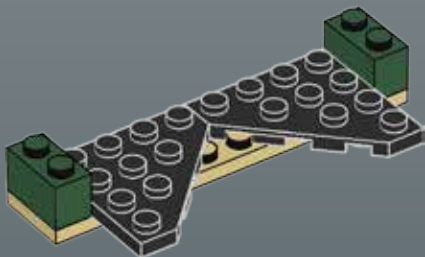


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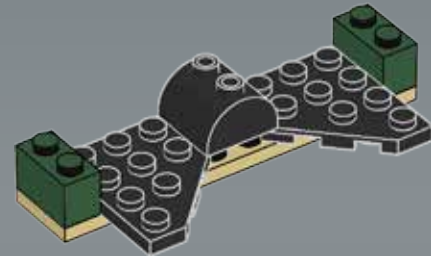
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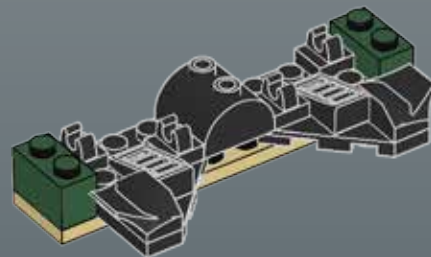
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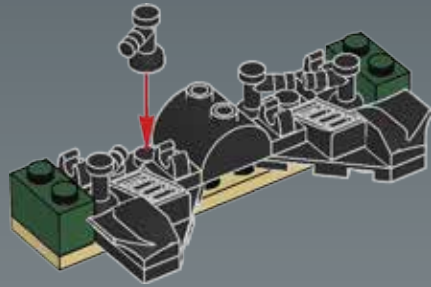
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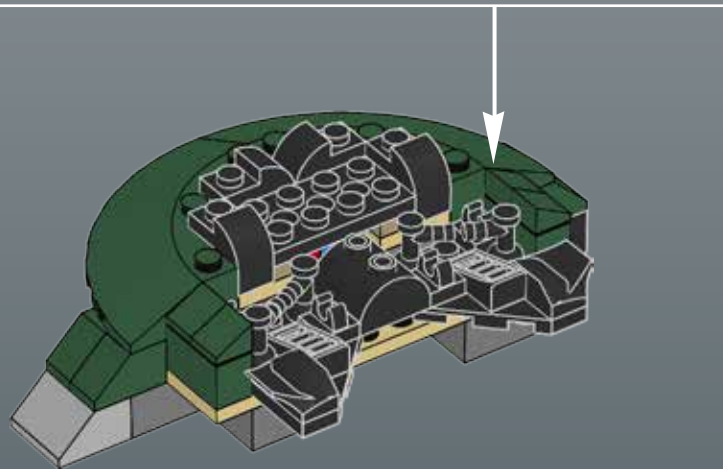
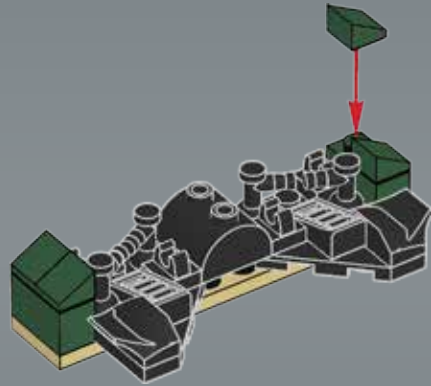
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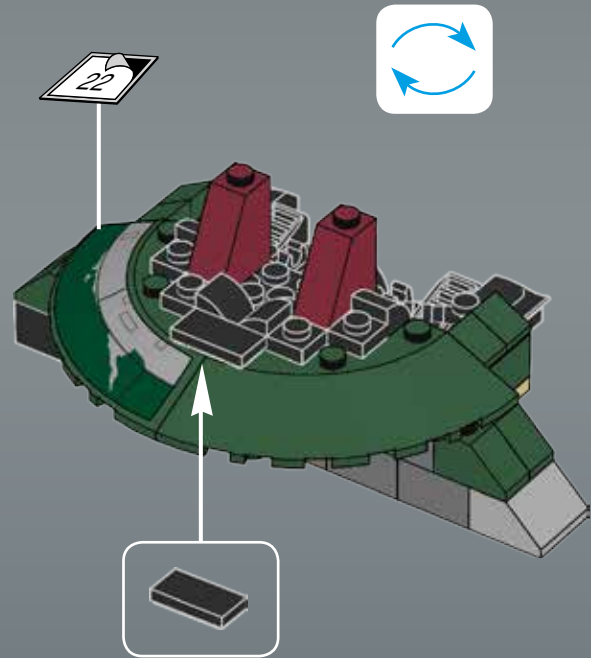
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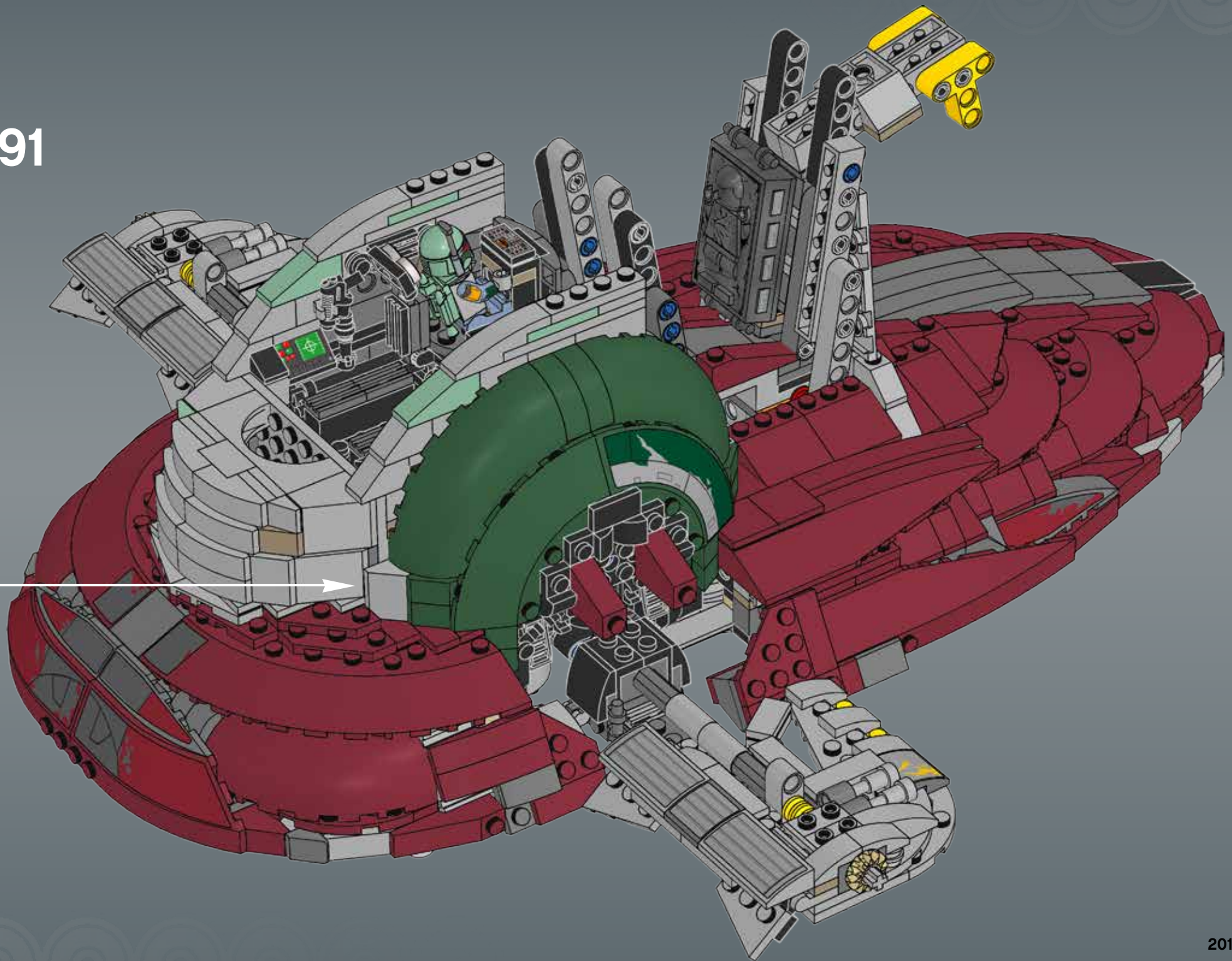
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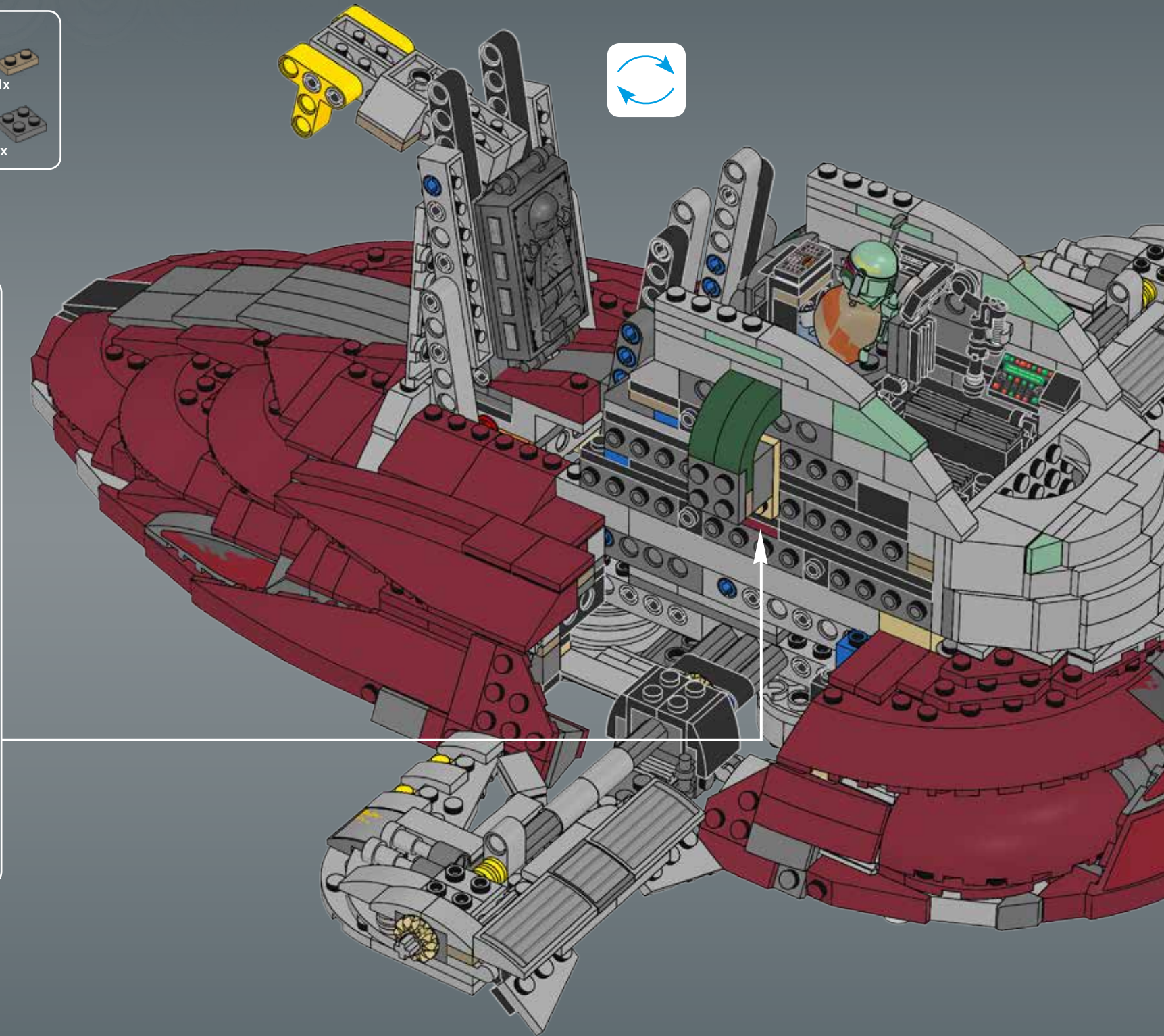
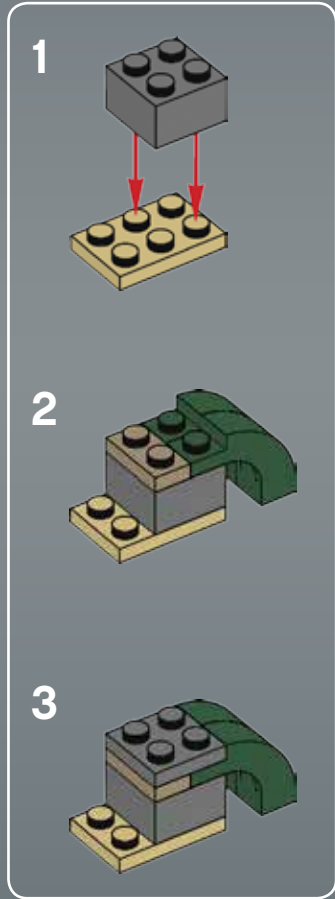


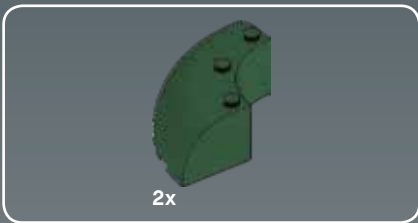
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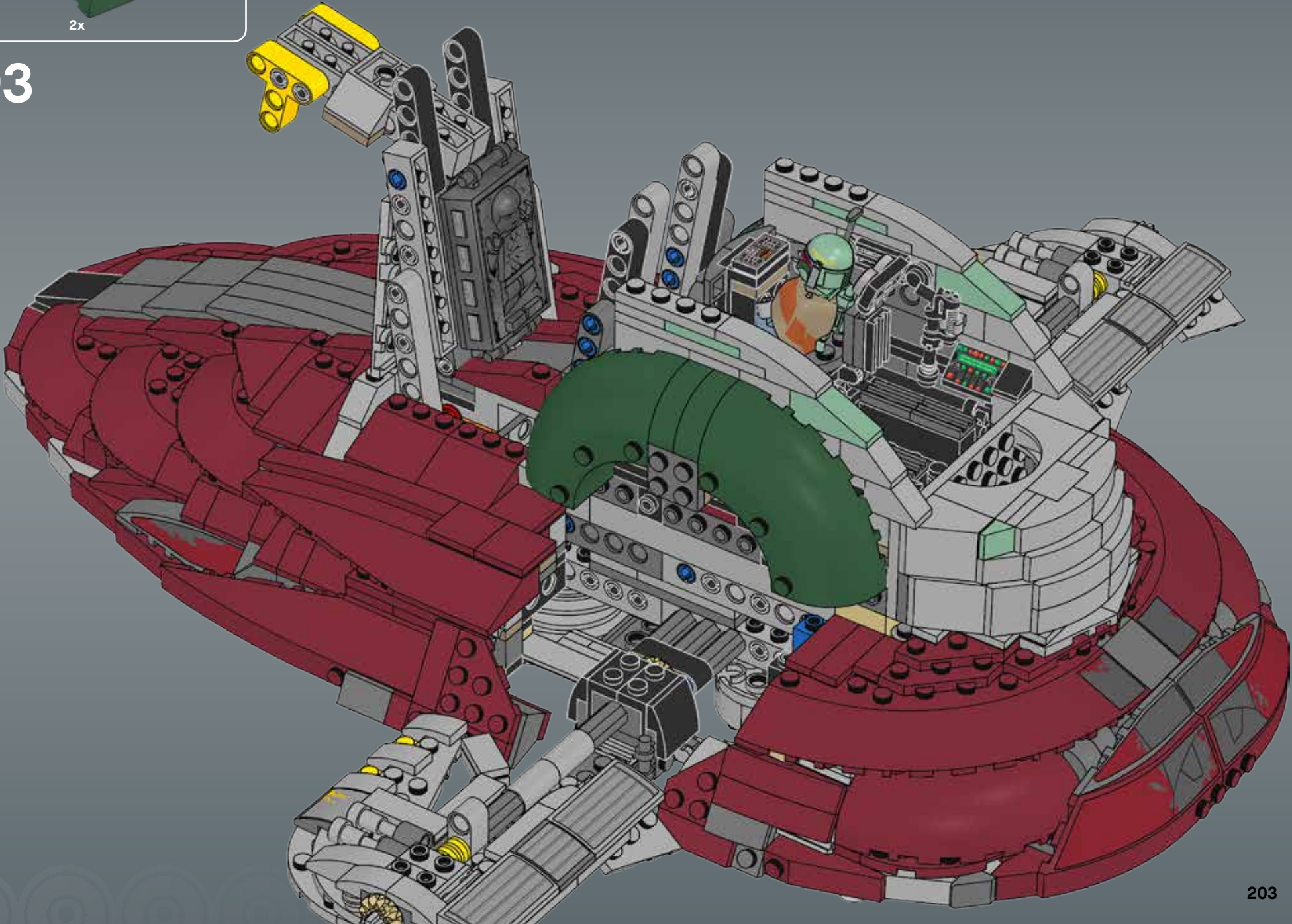


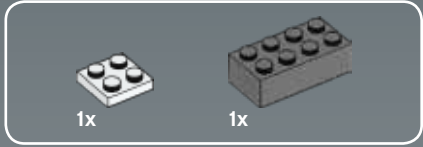
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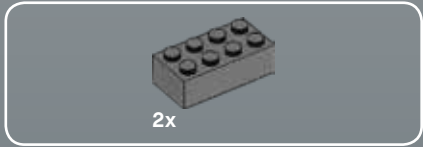
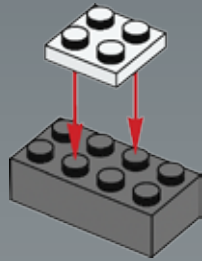


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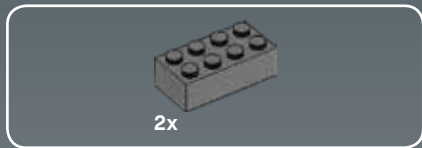
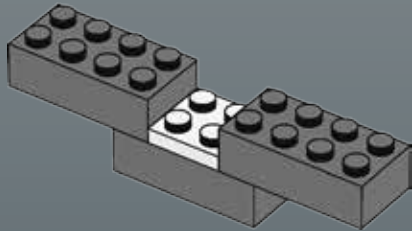




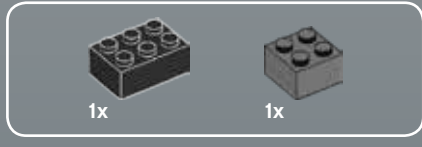
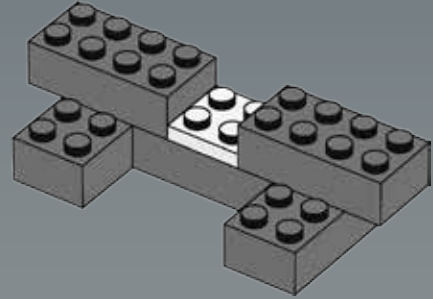
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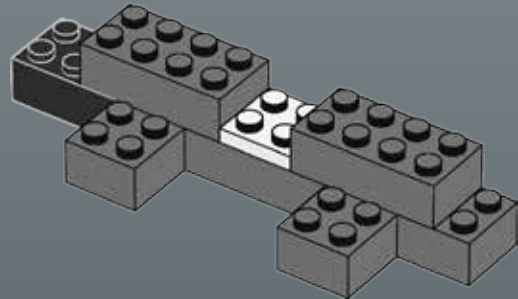
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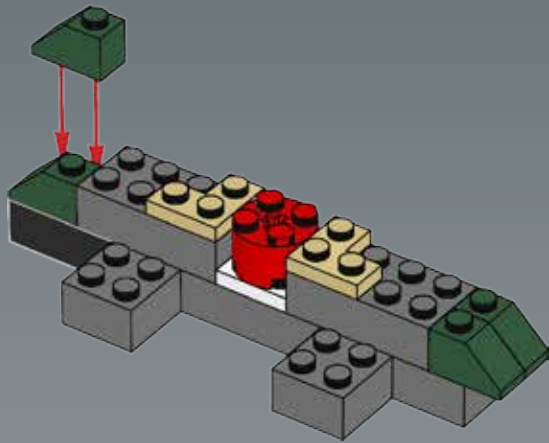


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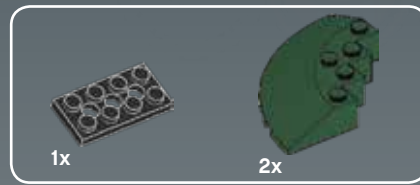
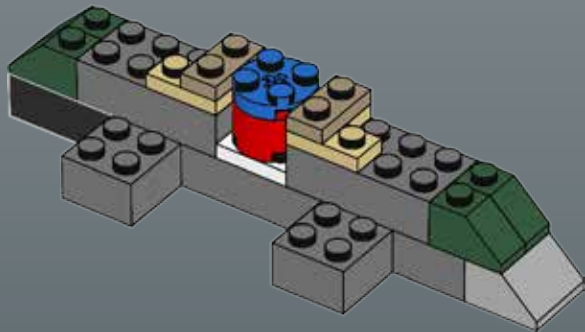




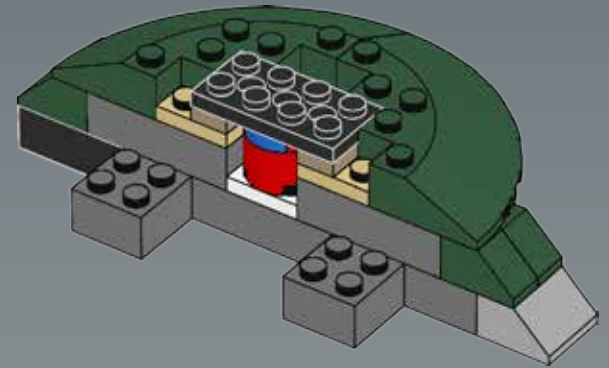
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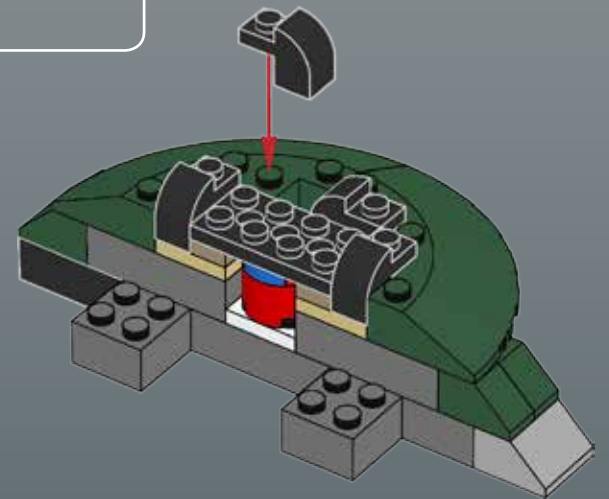
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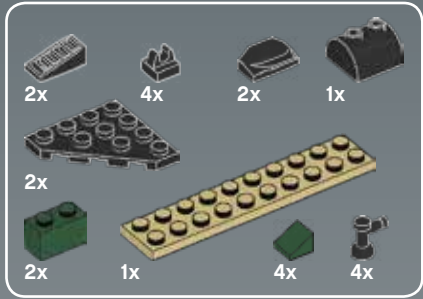


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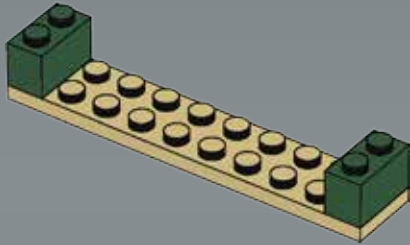
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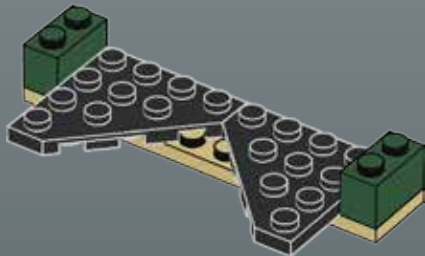


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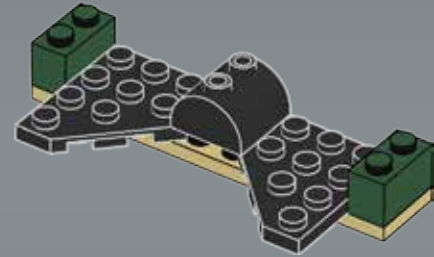
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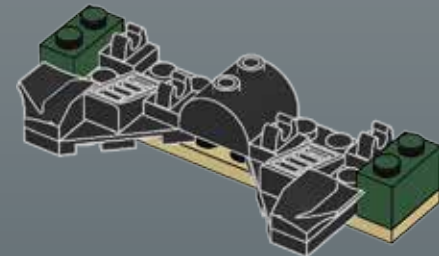
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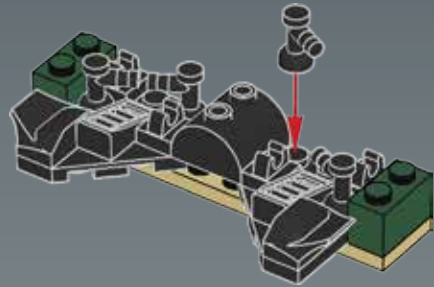
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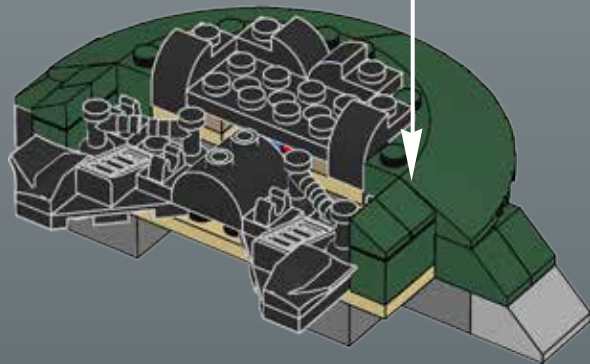
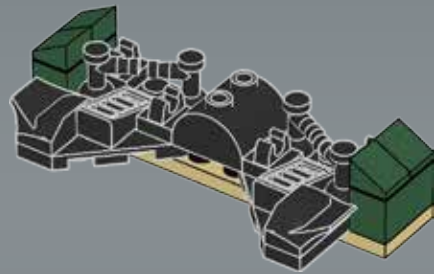
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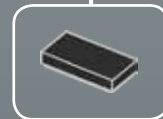
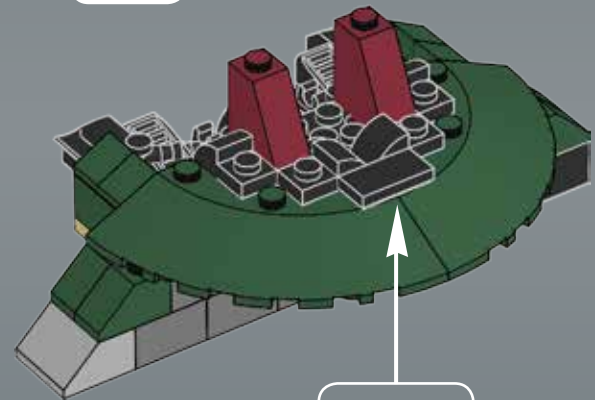
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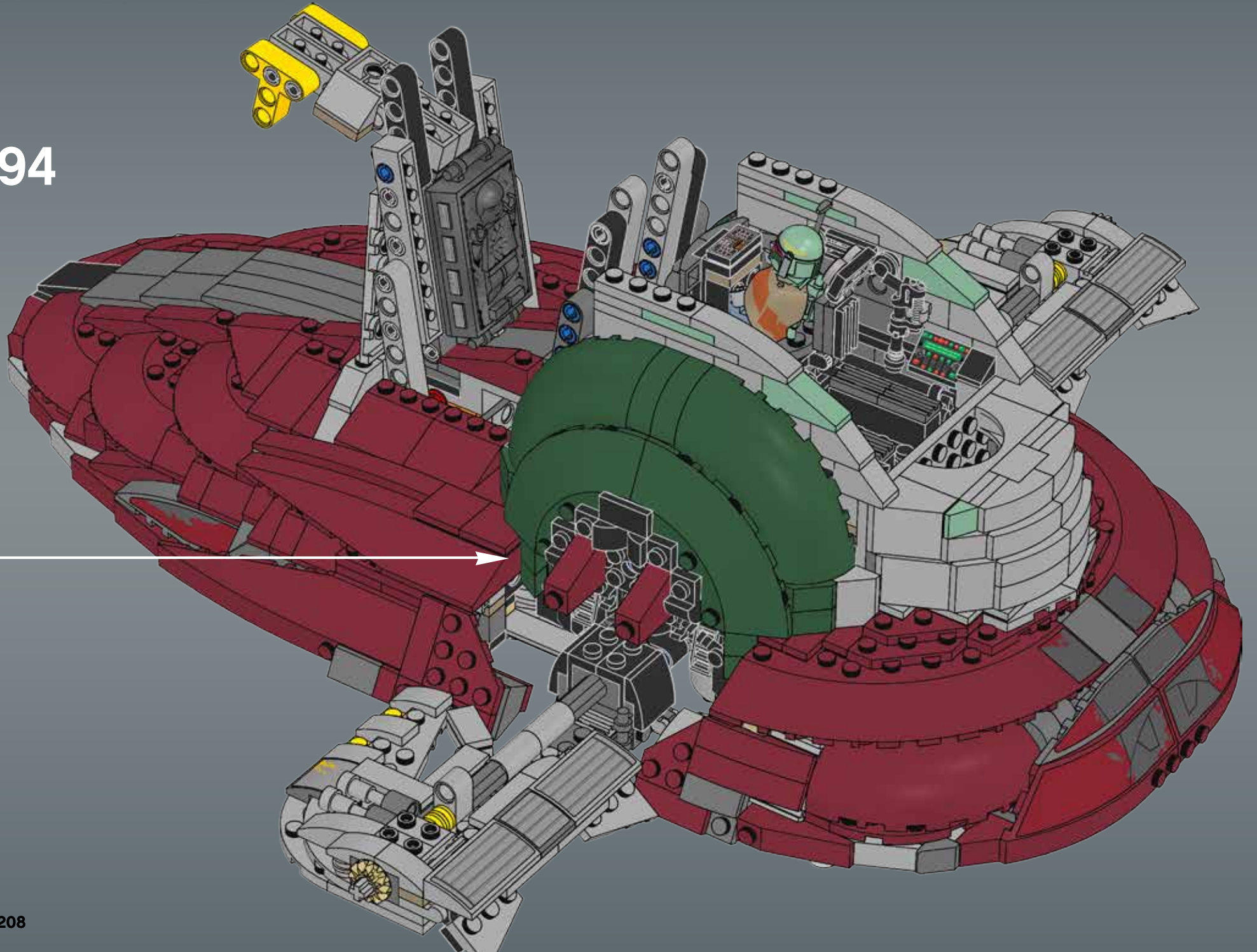
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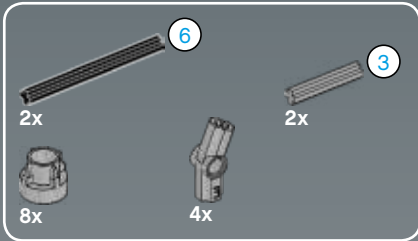
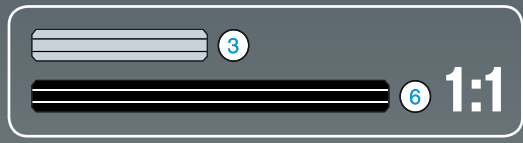


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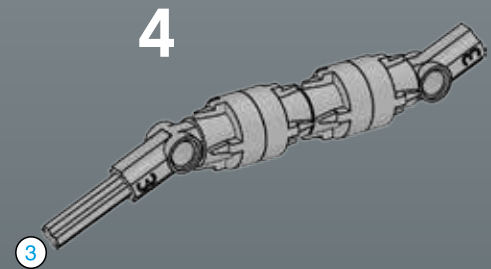
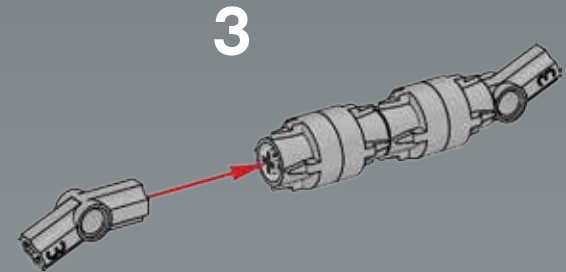
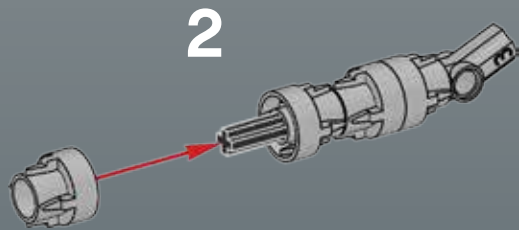
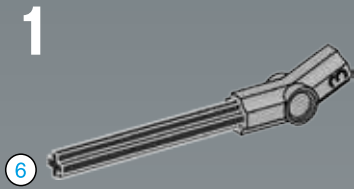


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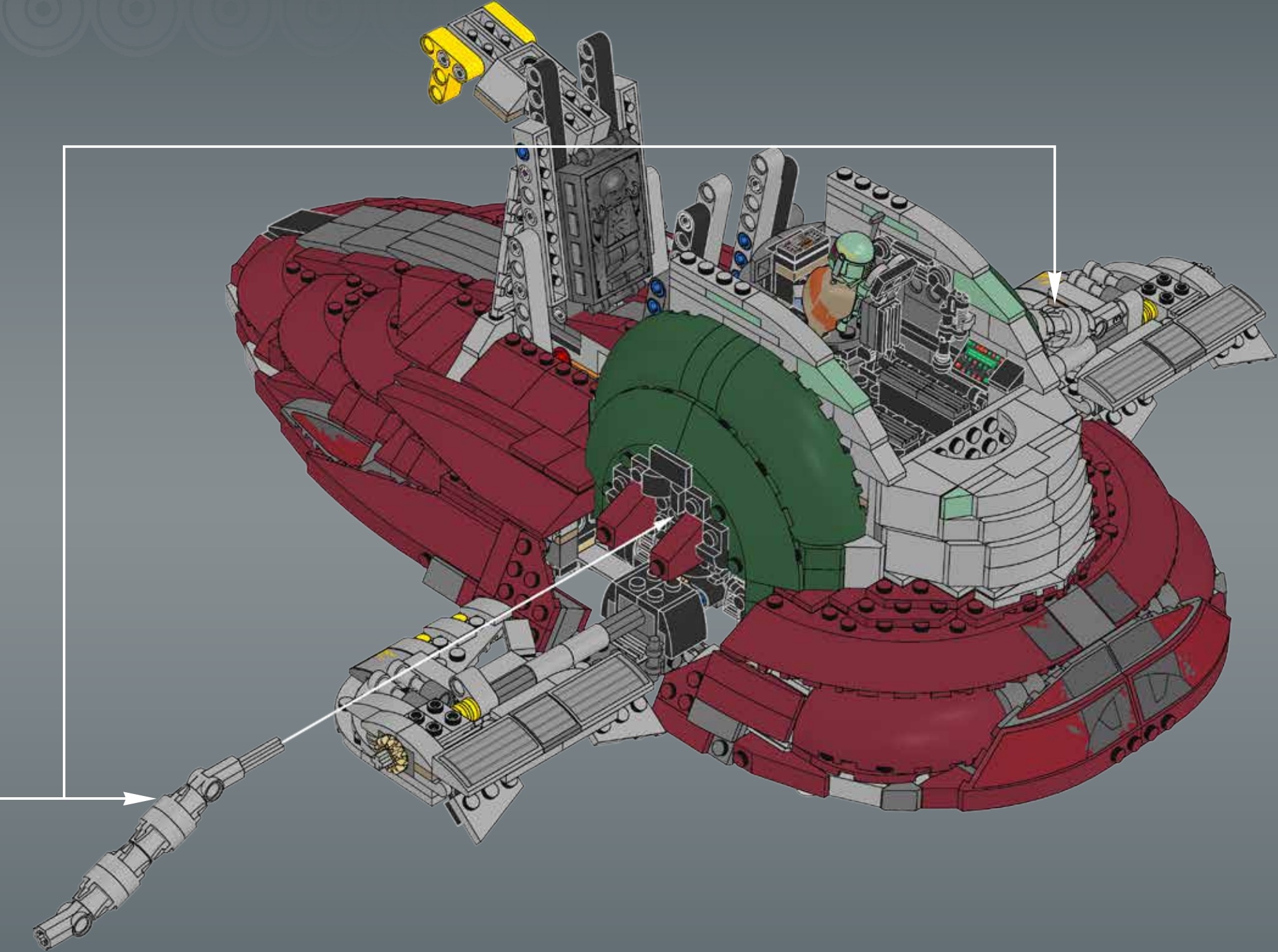




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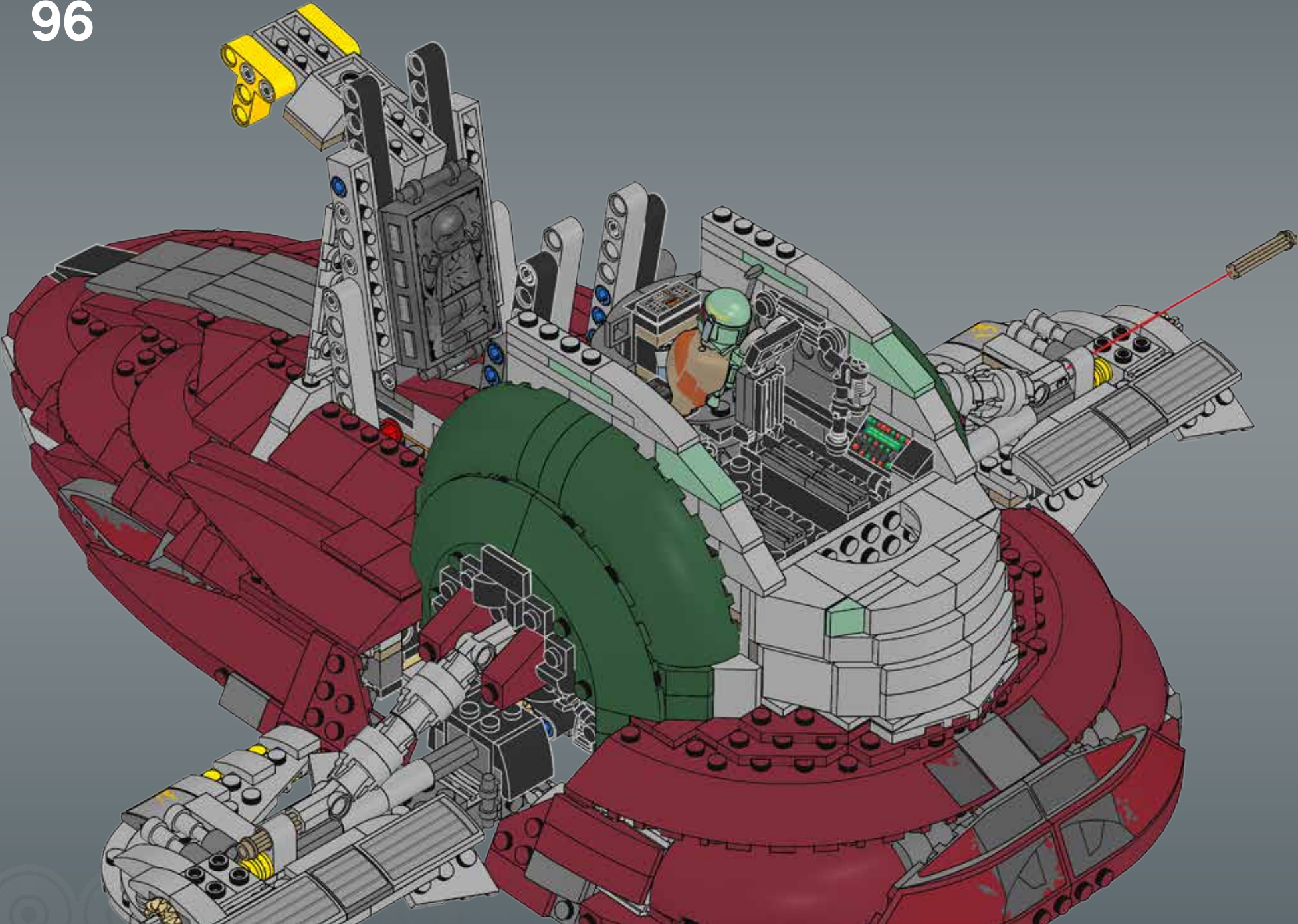


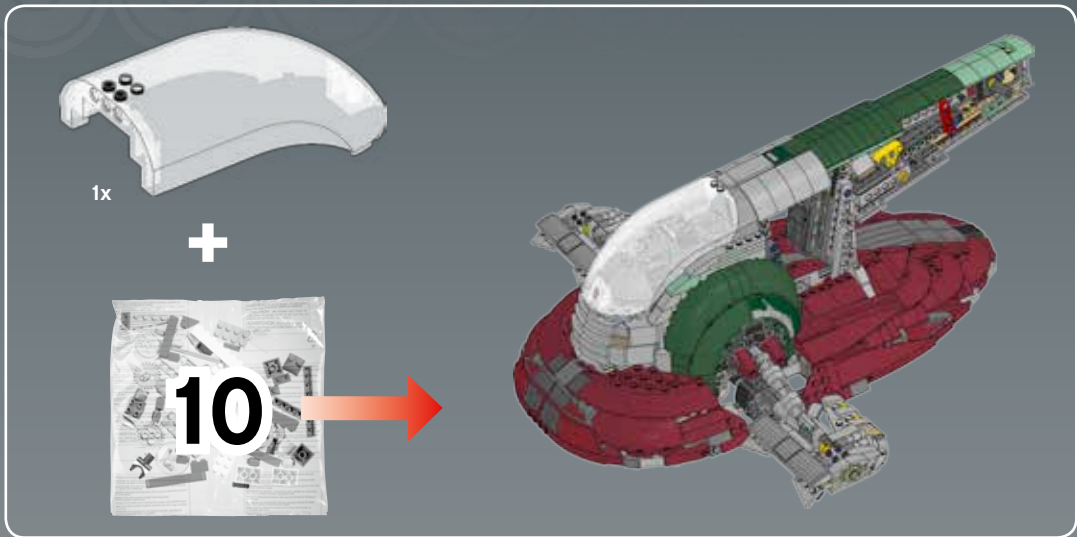
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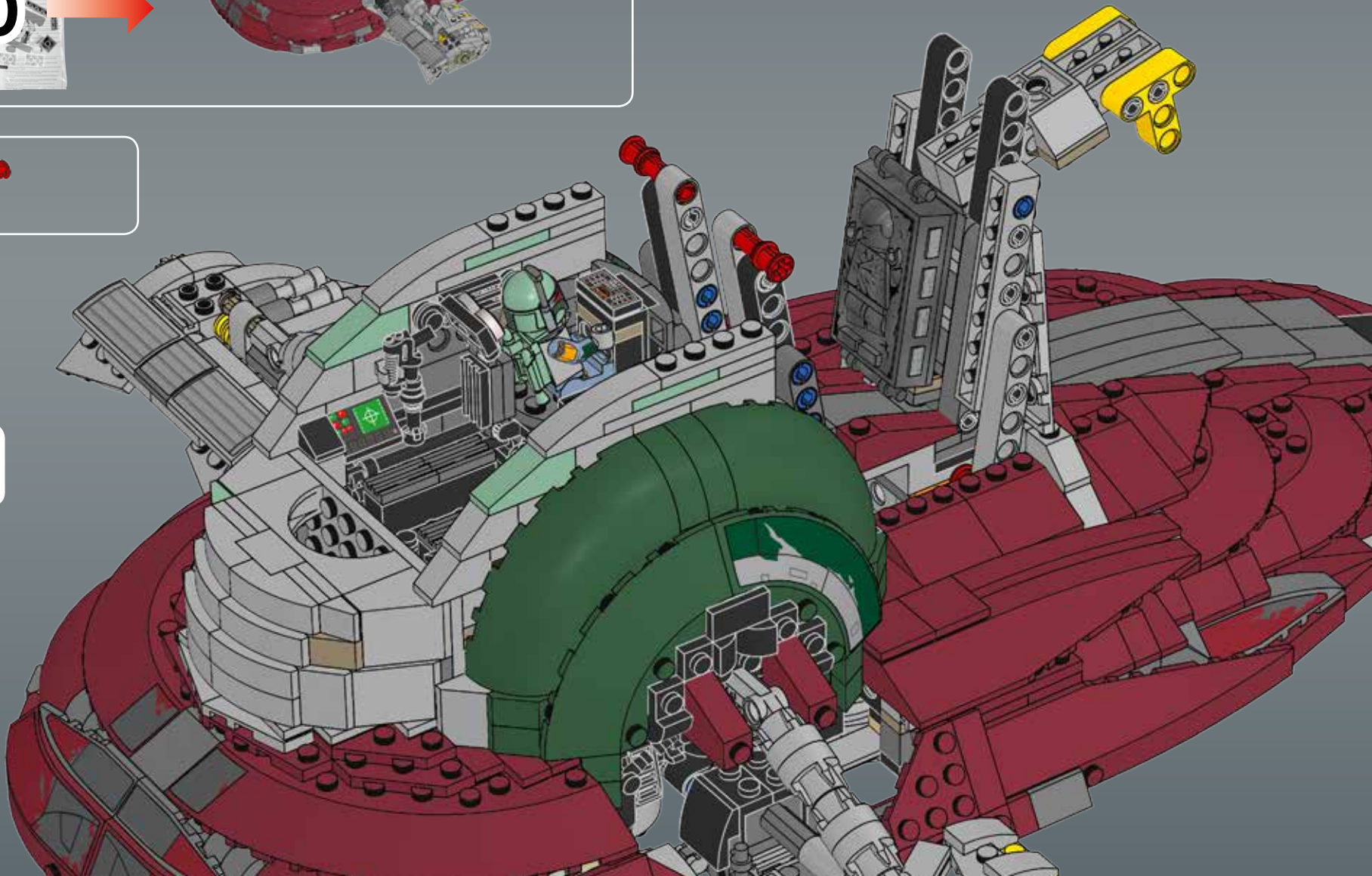


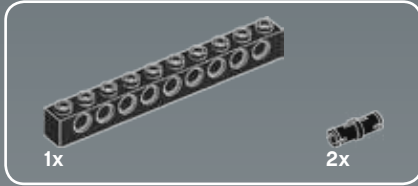
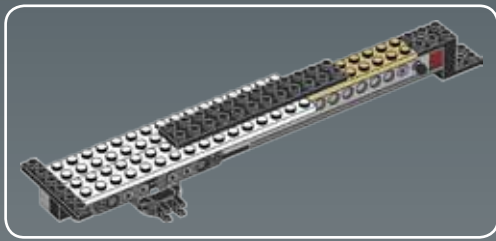
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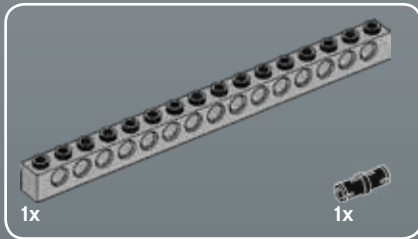
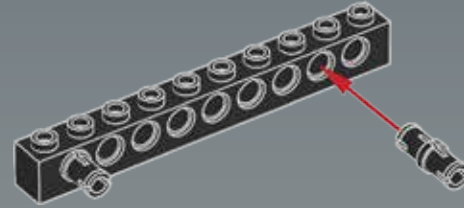


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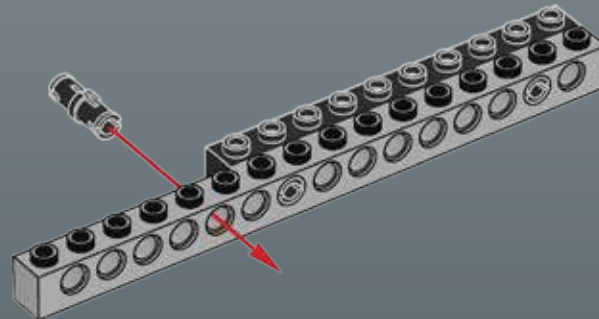


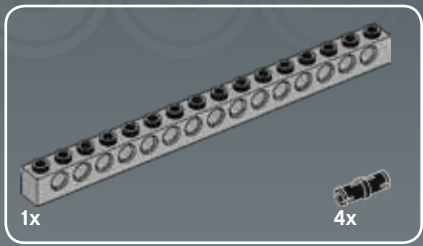


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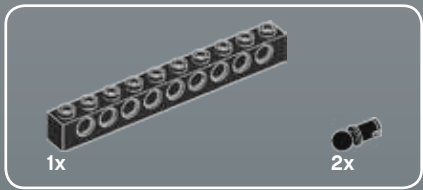
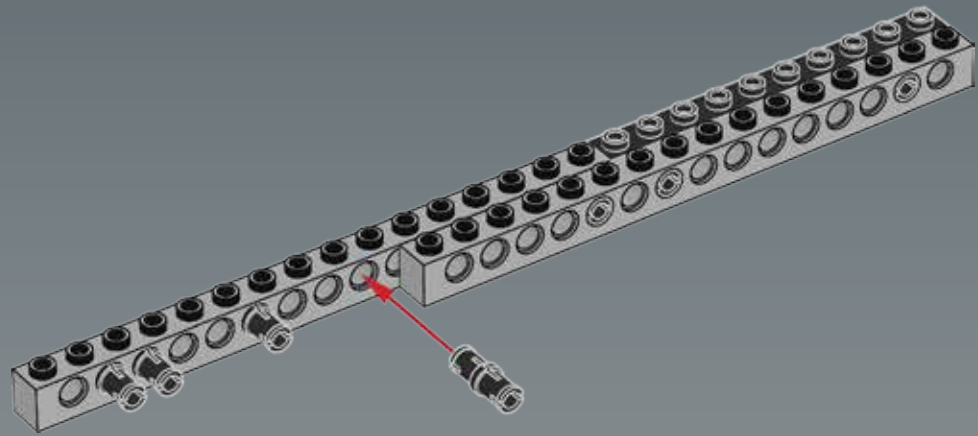


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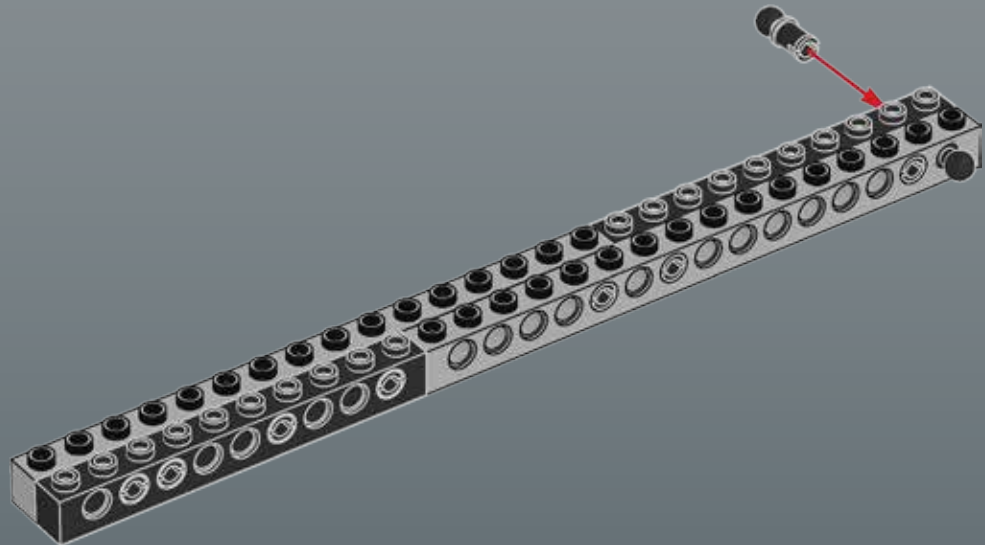


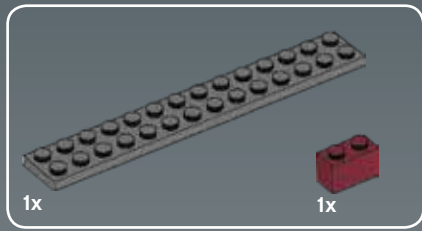


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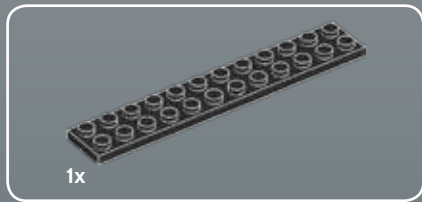
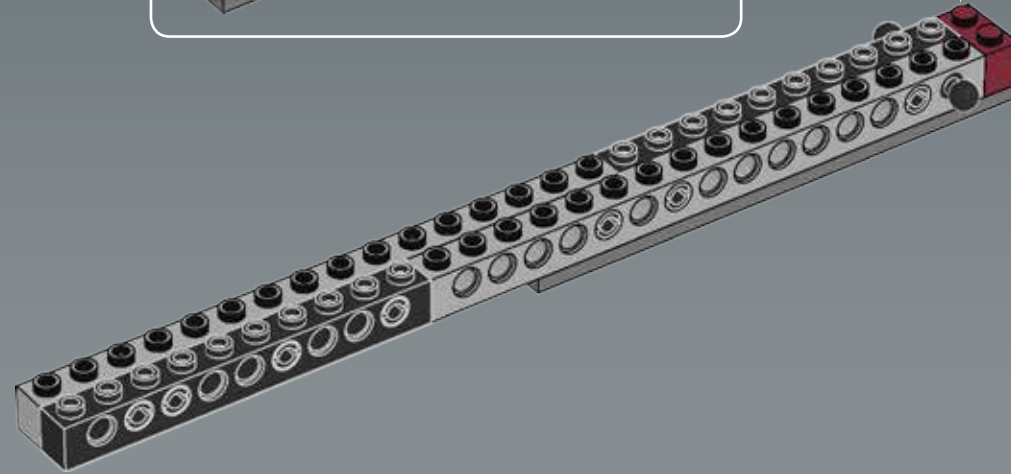
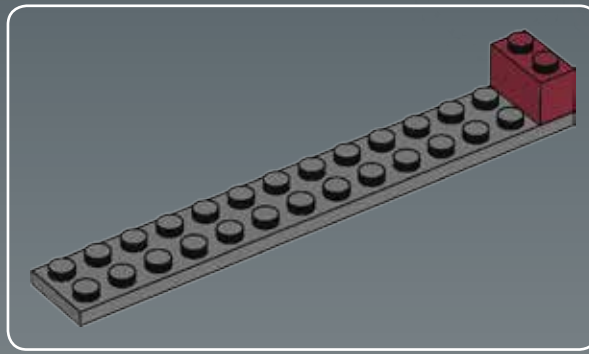


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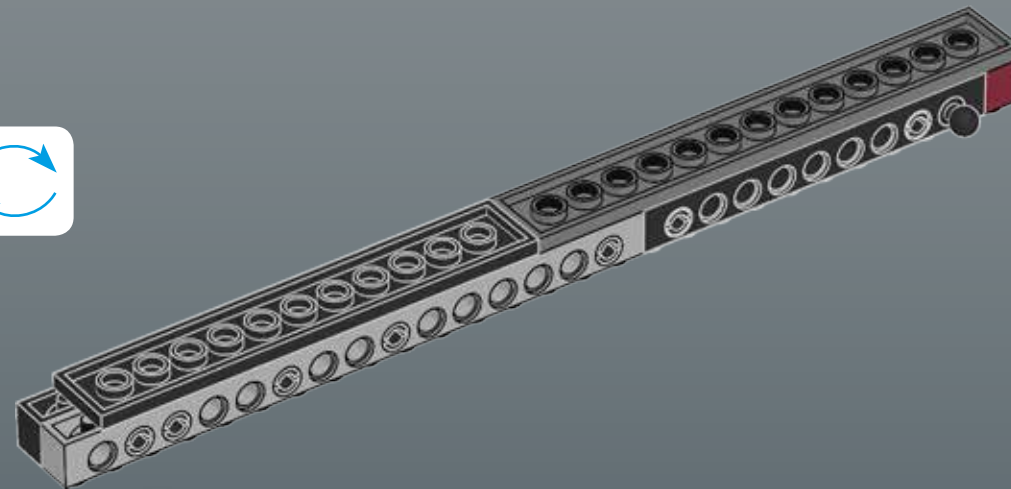




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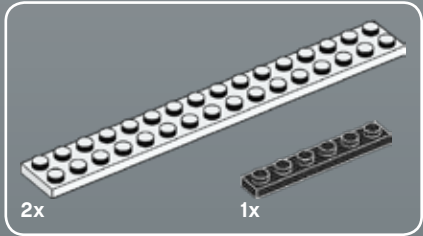
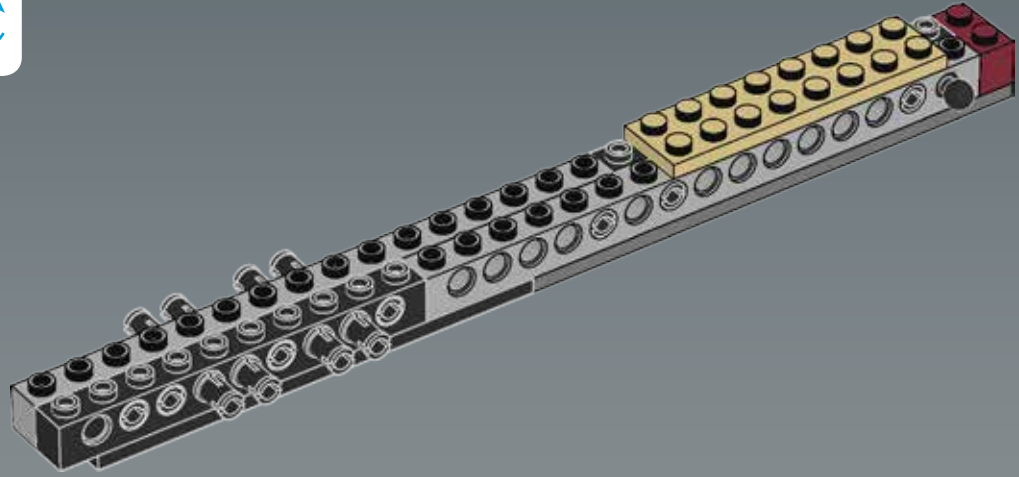


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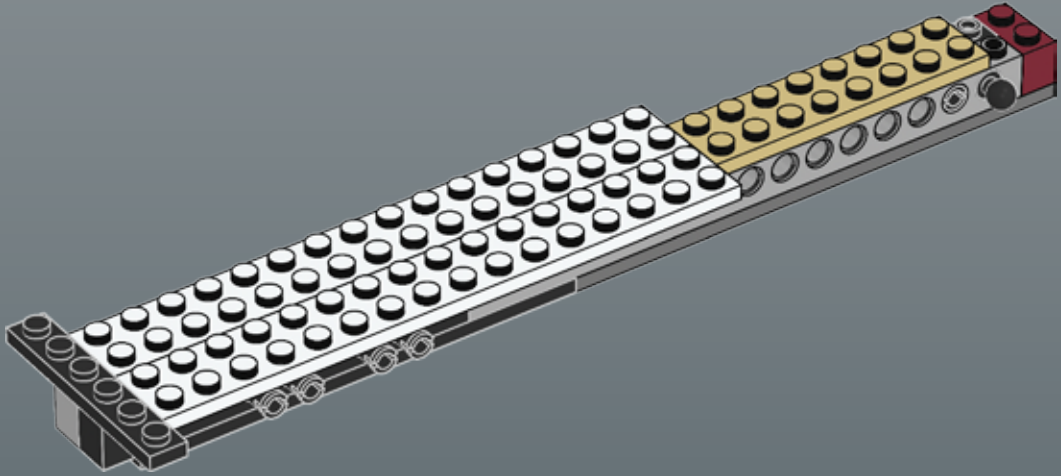


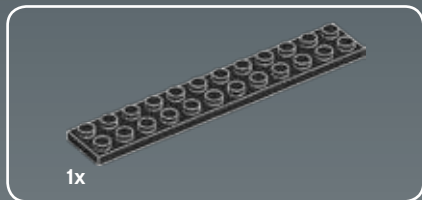


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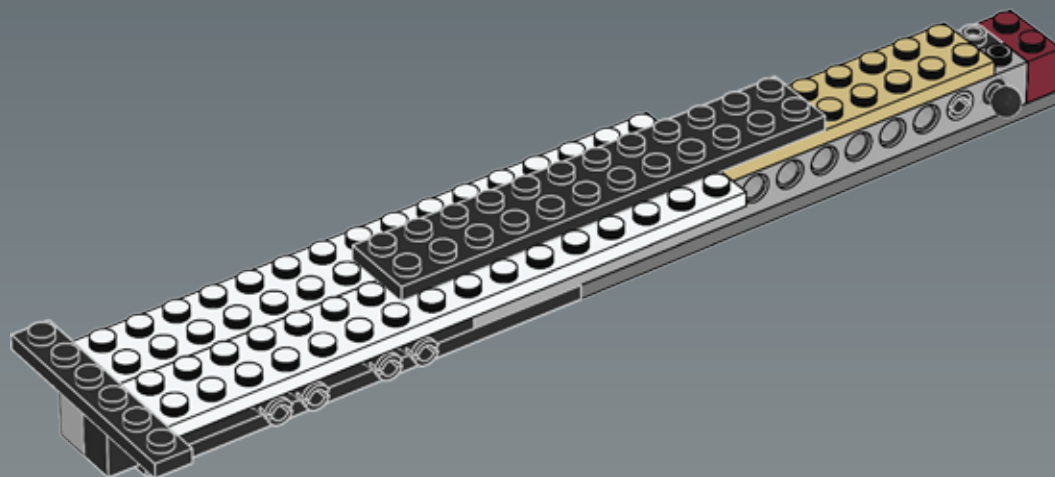


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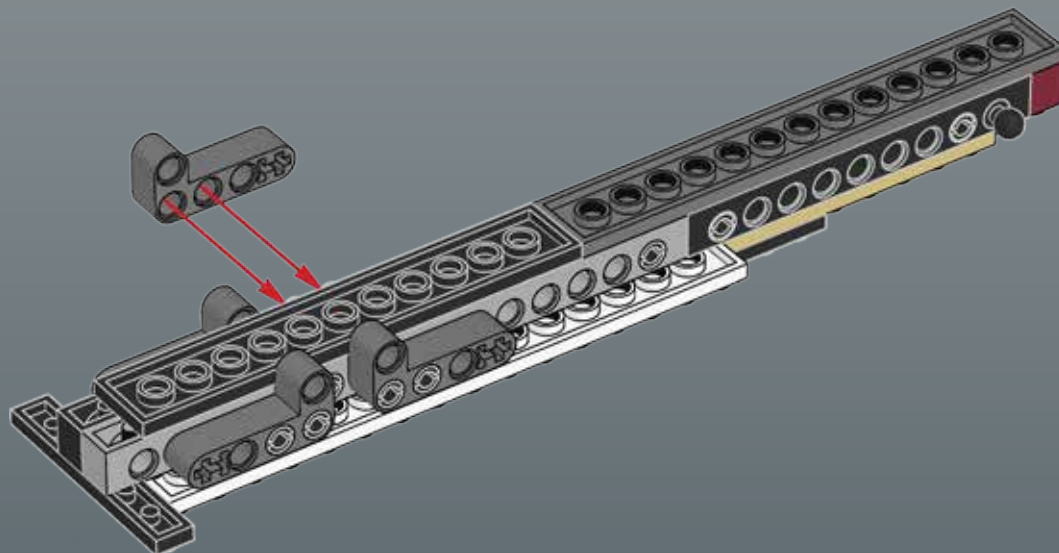




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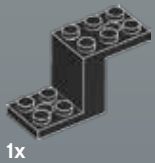
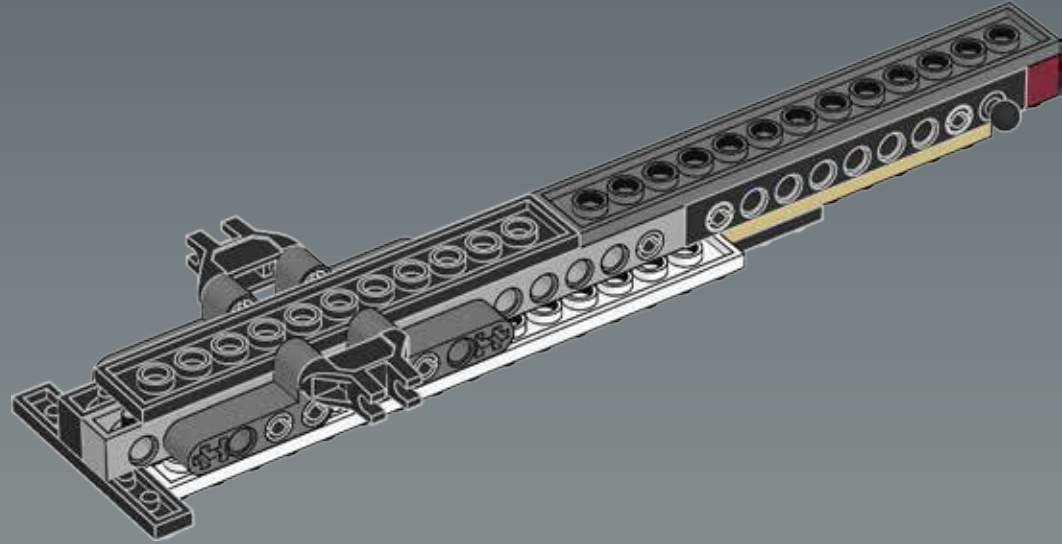
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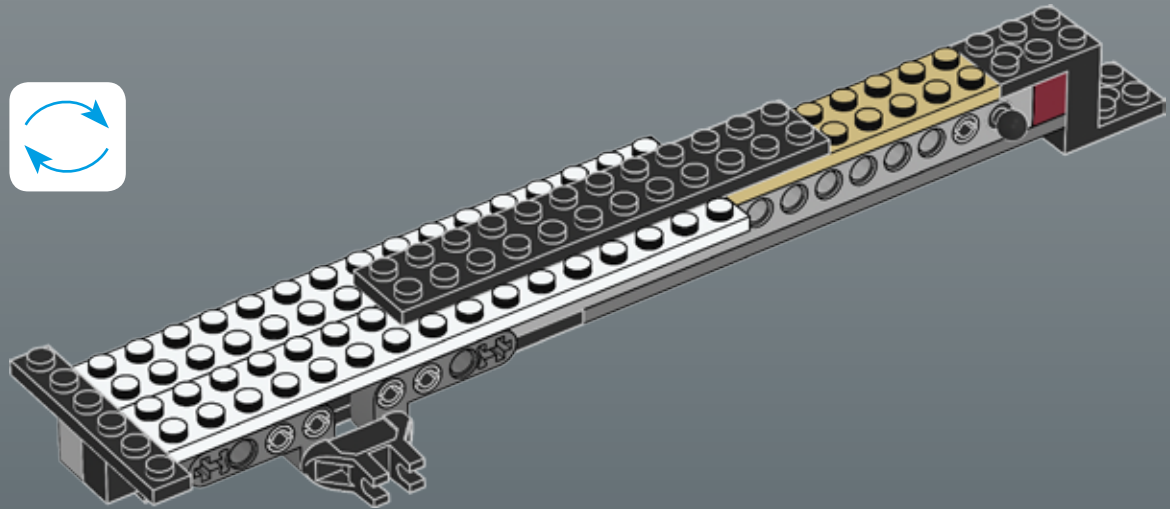
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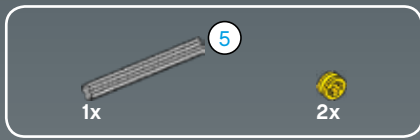
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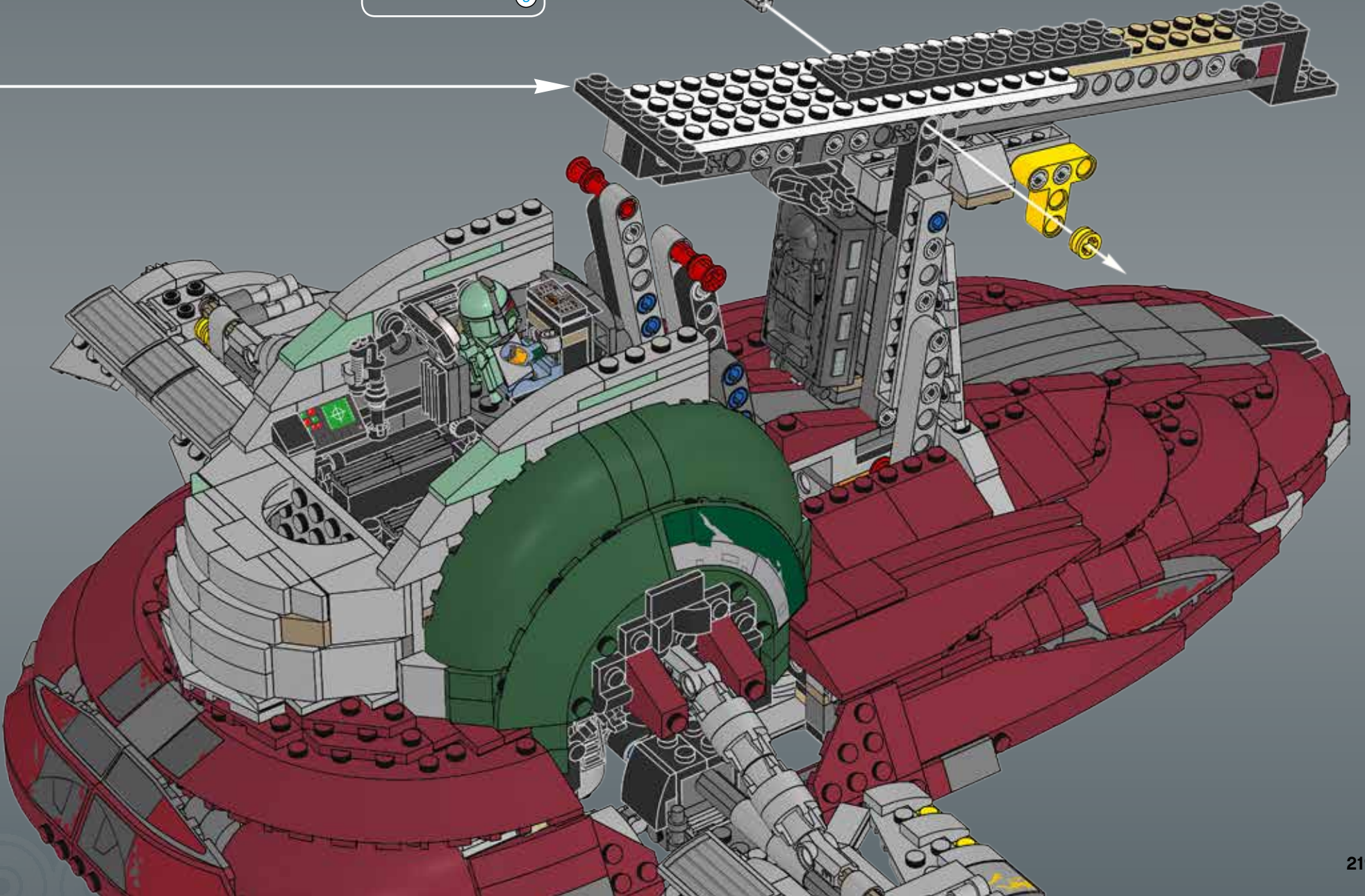
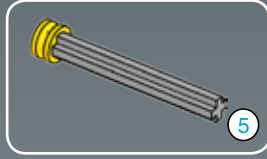
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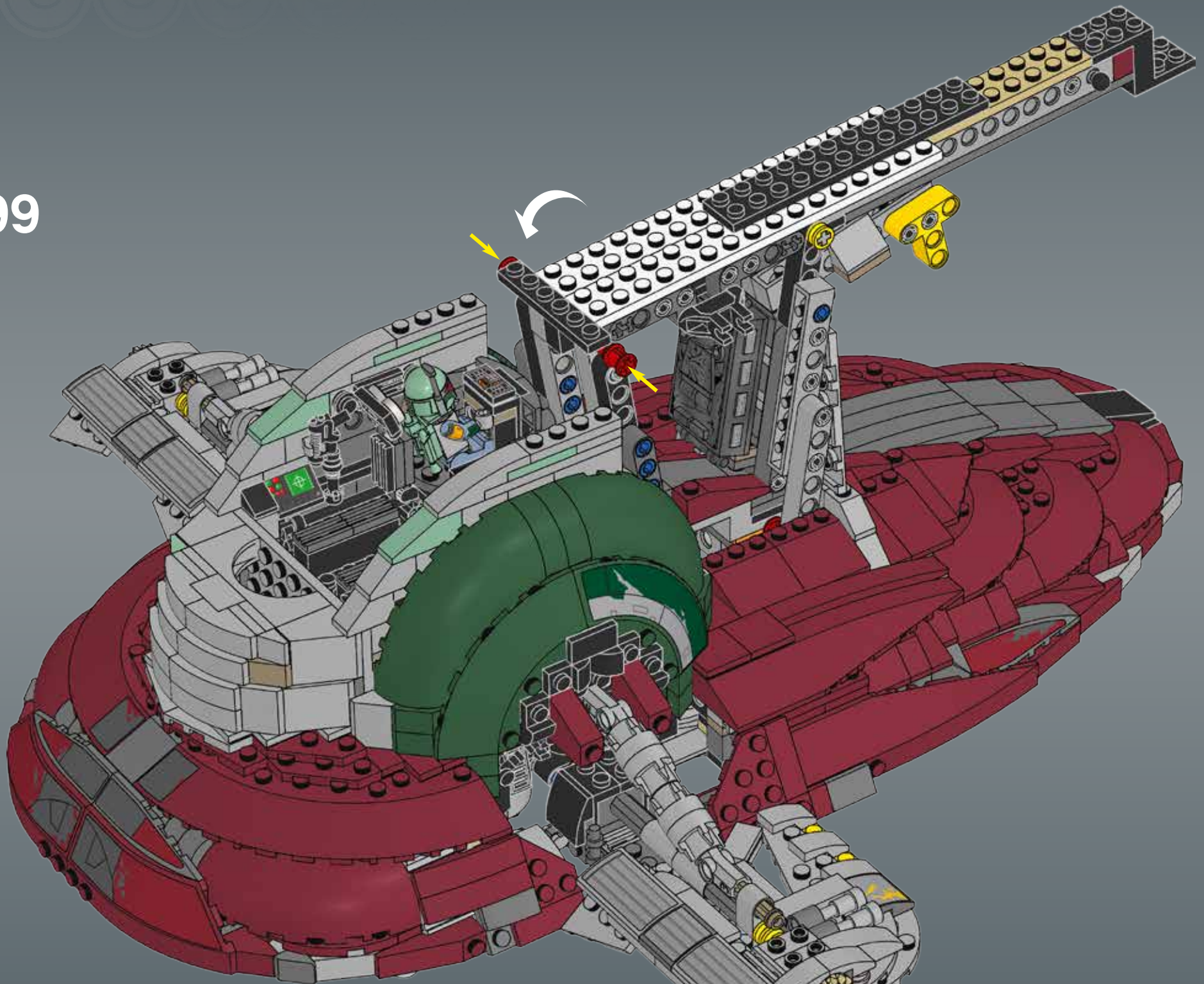




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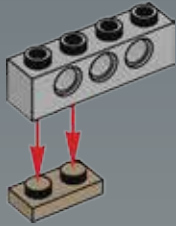


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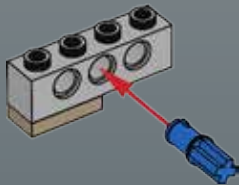




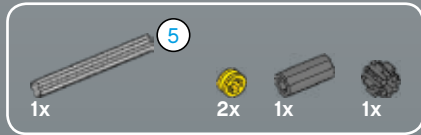
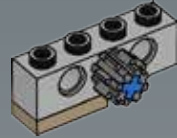
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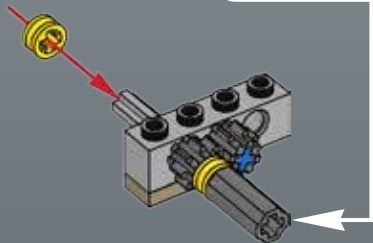
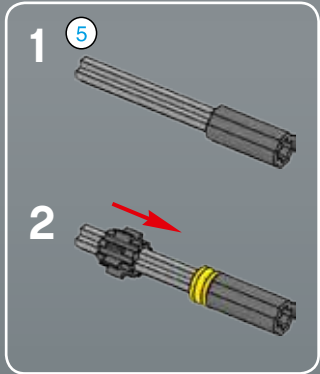
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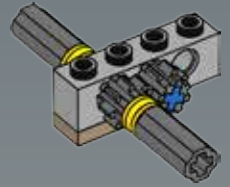
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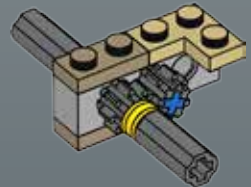
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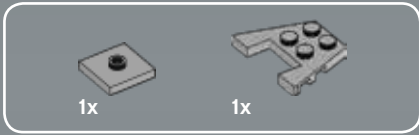
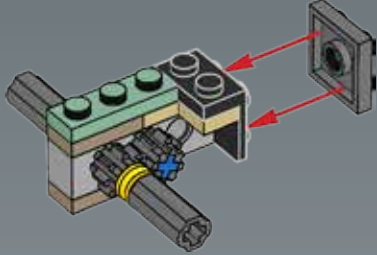


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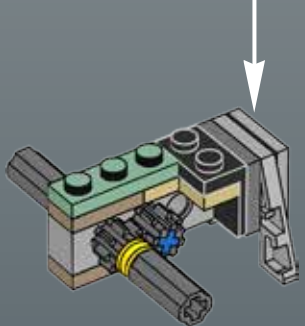
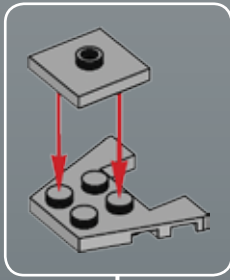




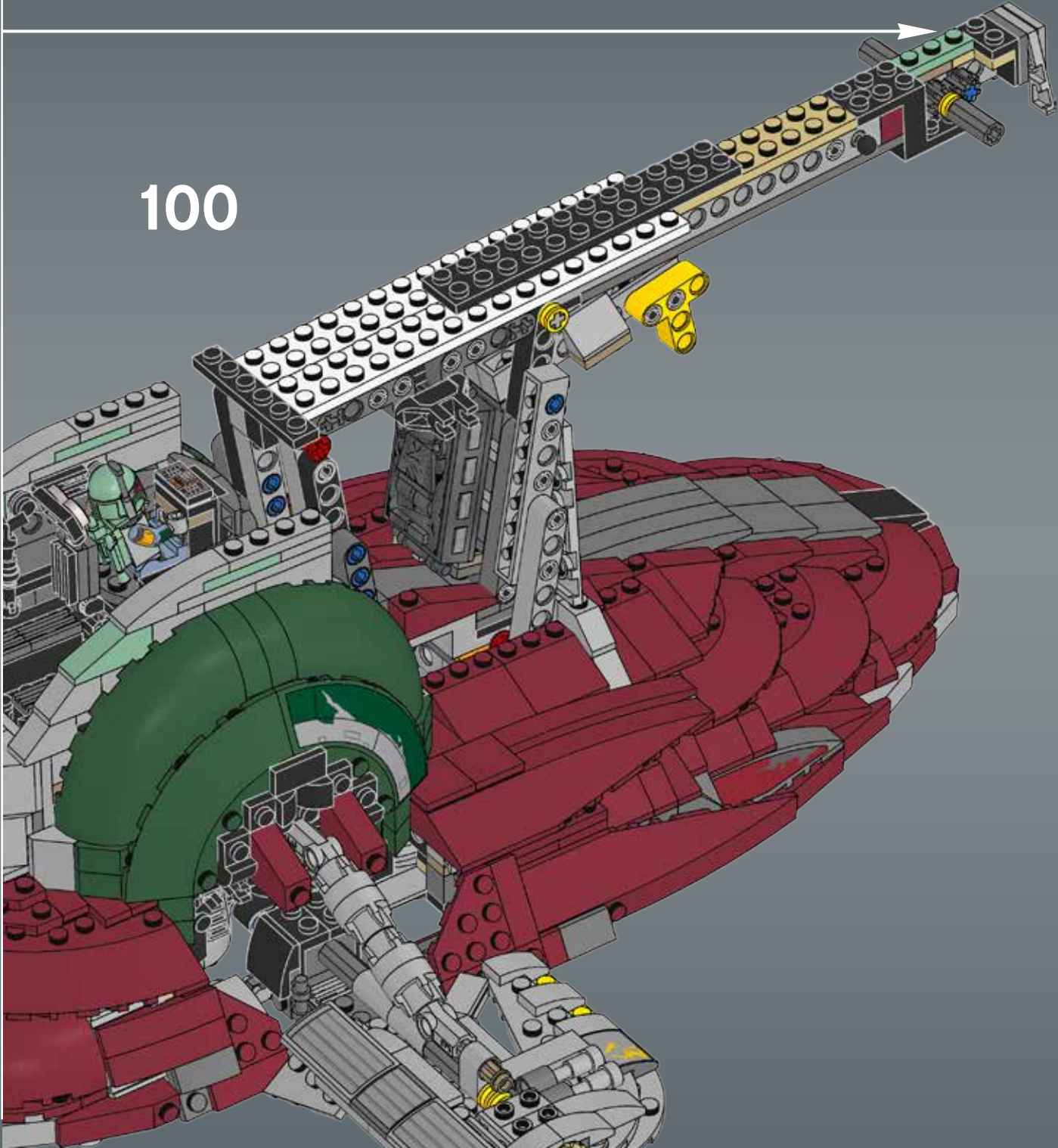
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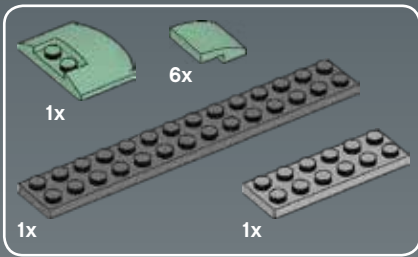


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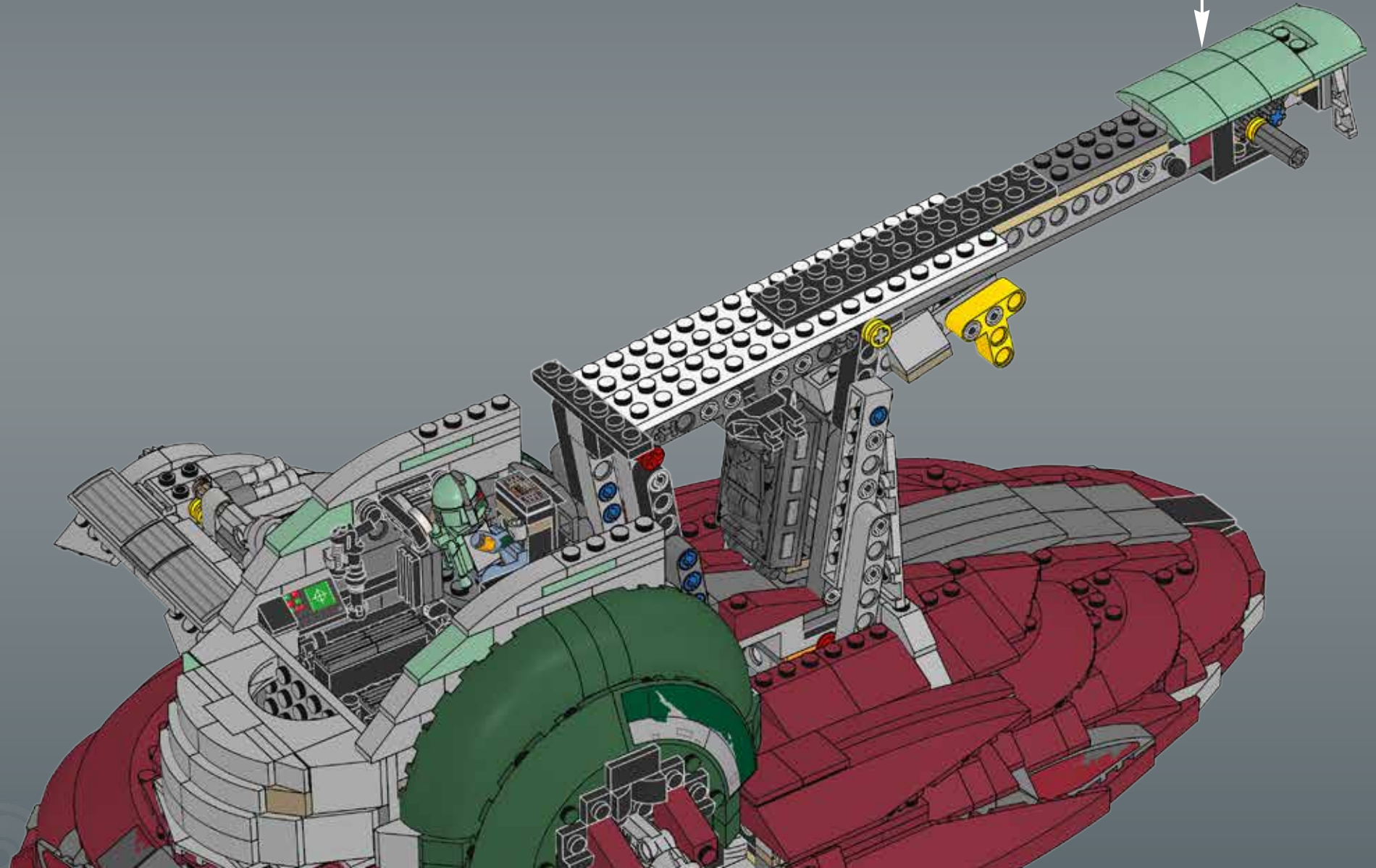
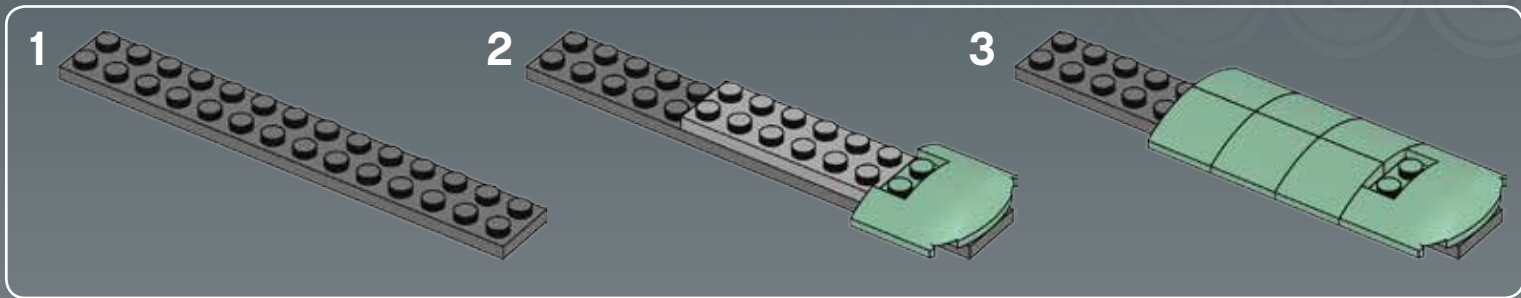


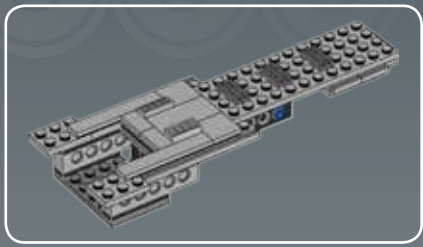
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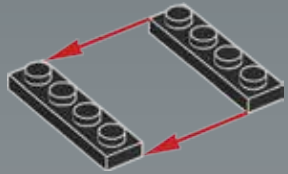
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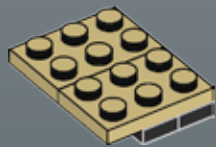
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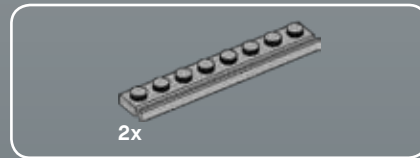
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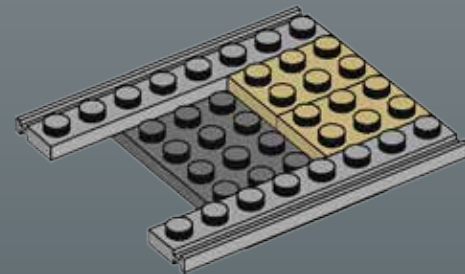
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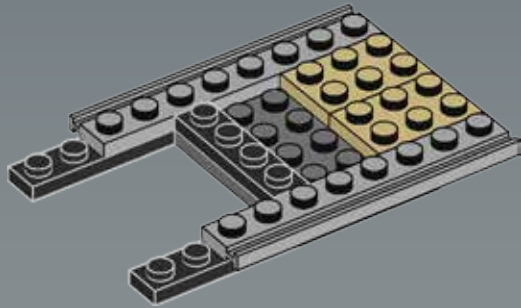
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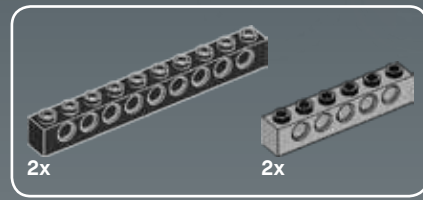
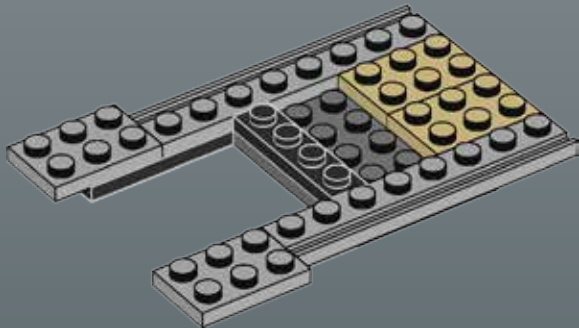




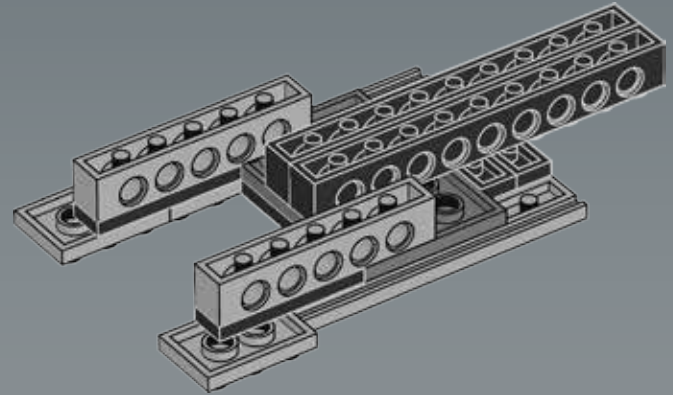
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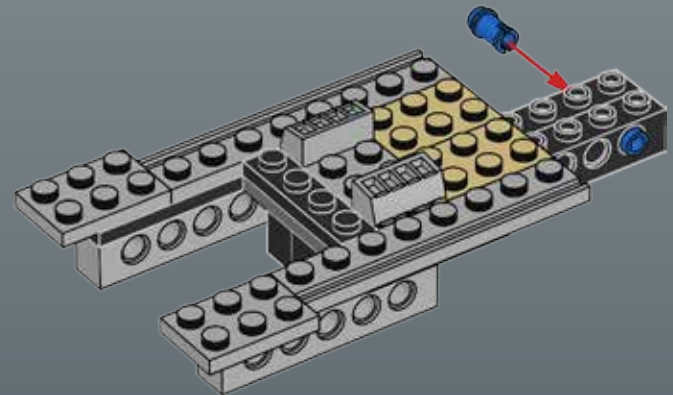
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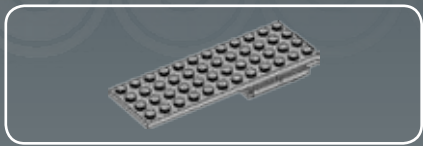


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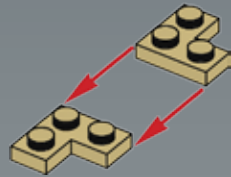


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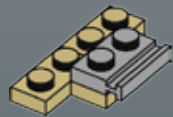




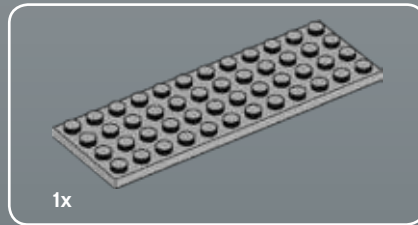
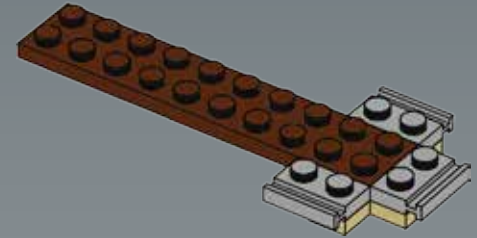
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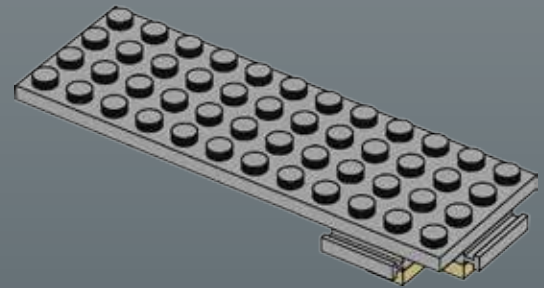
2



3

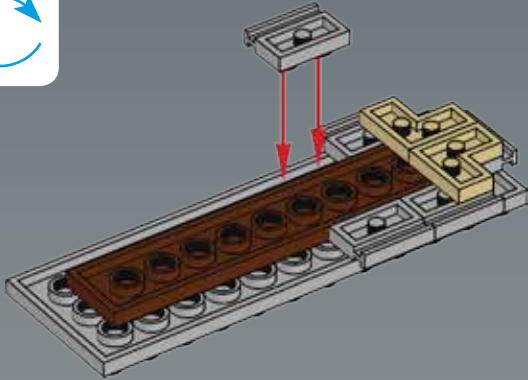


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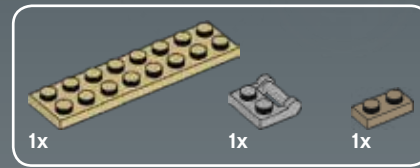
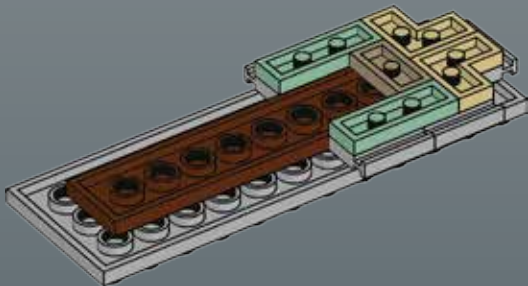




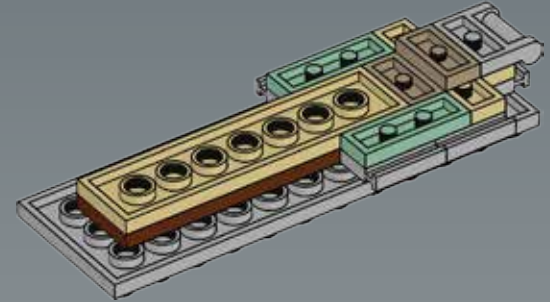
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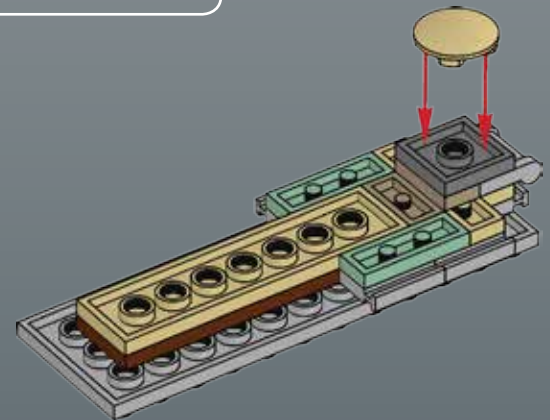
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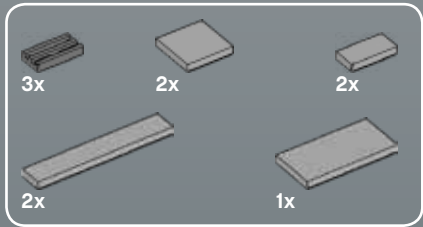
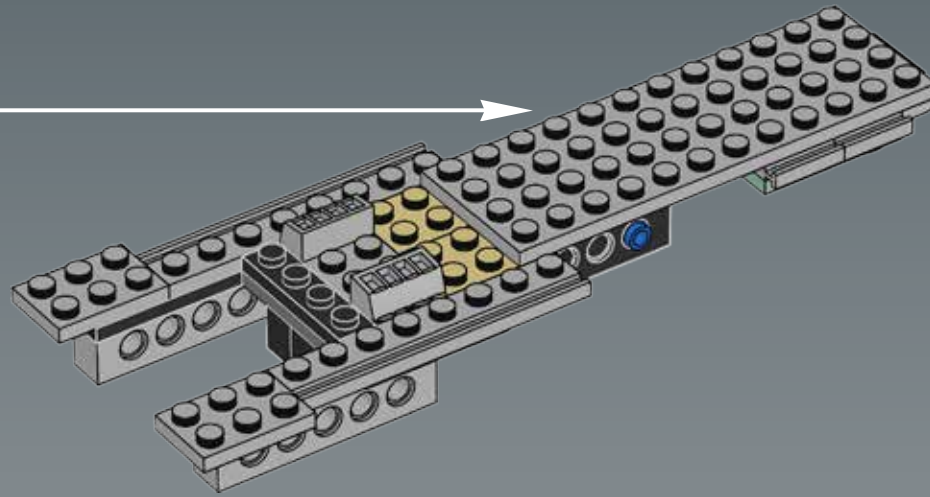
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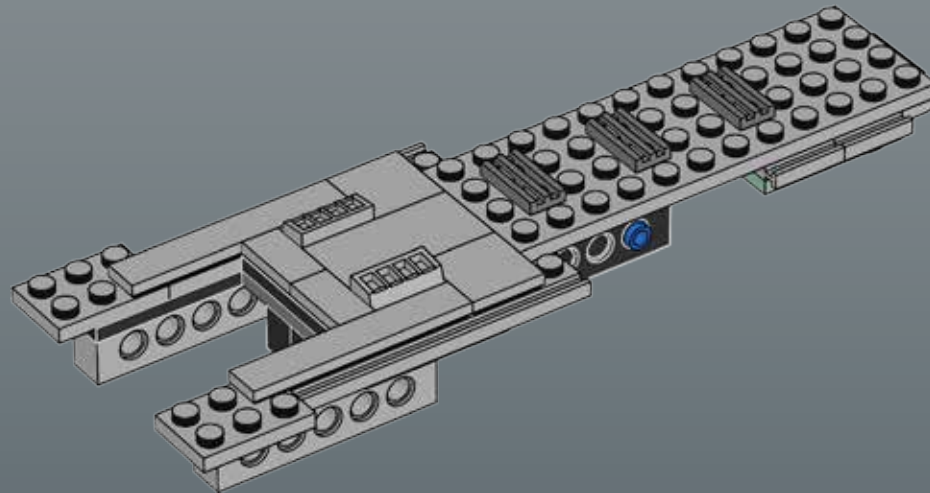
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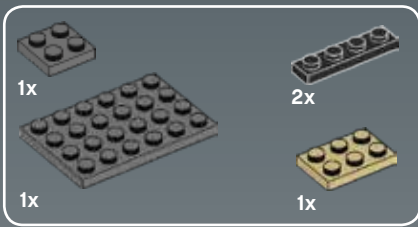


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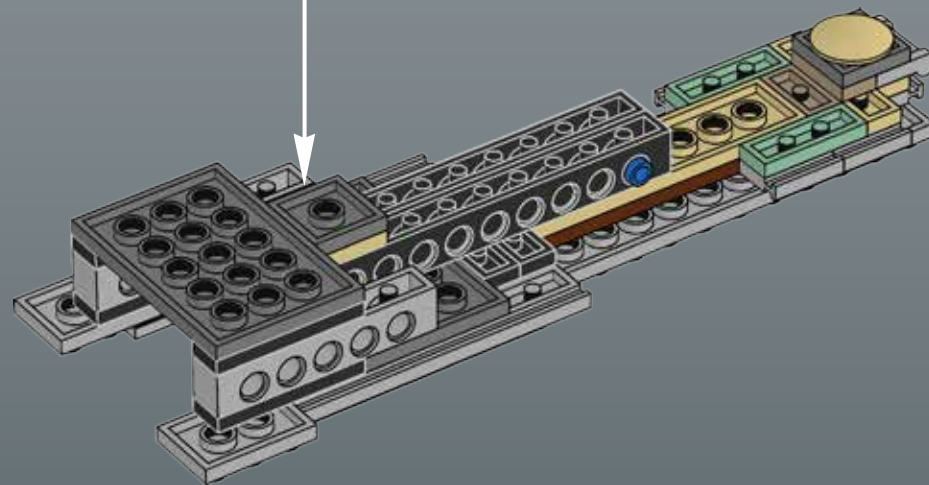
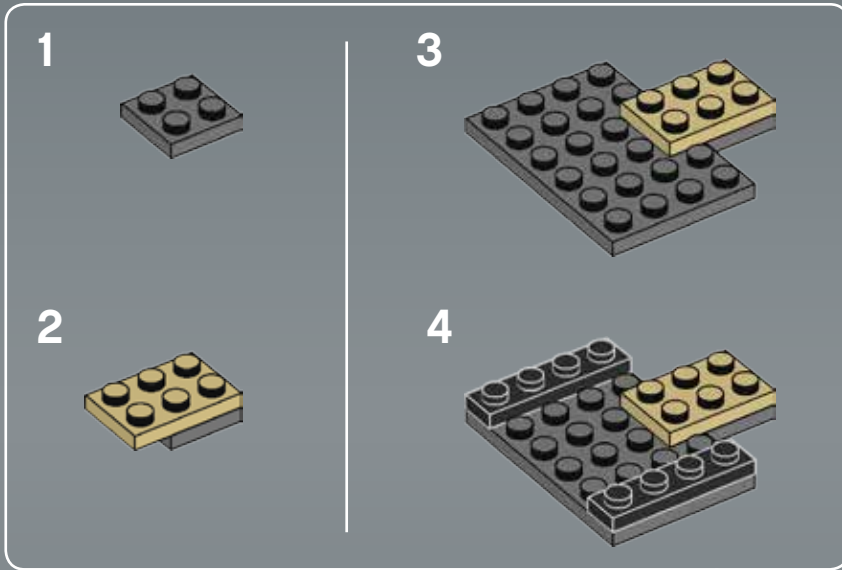


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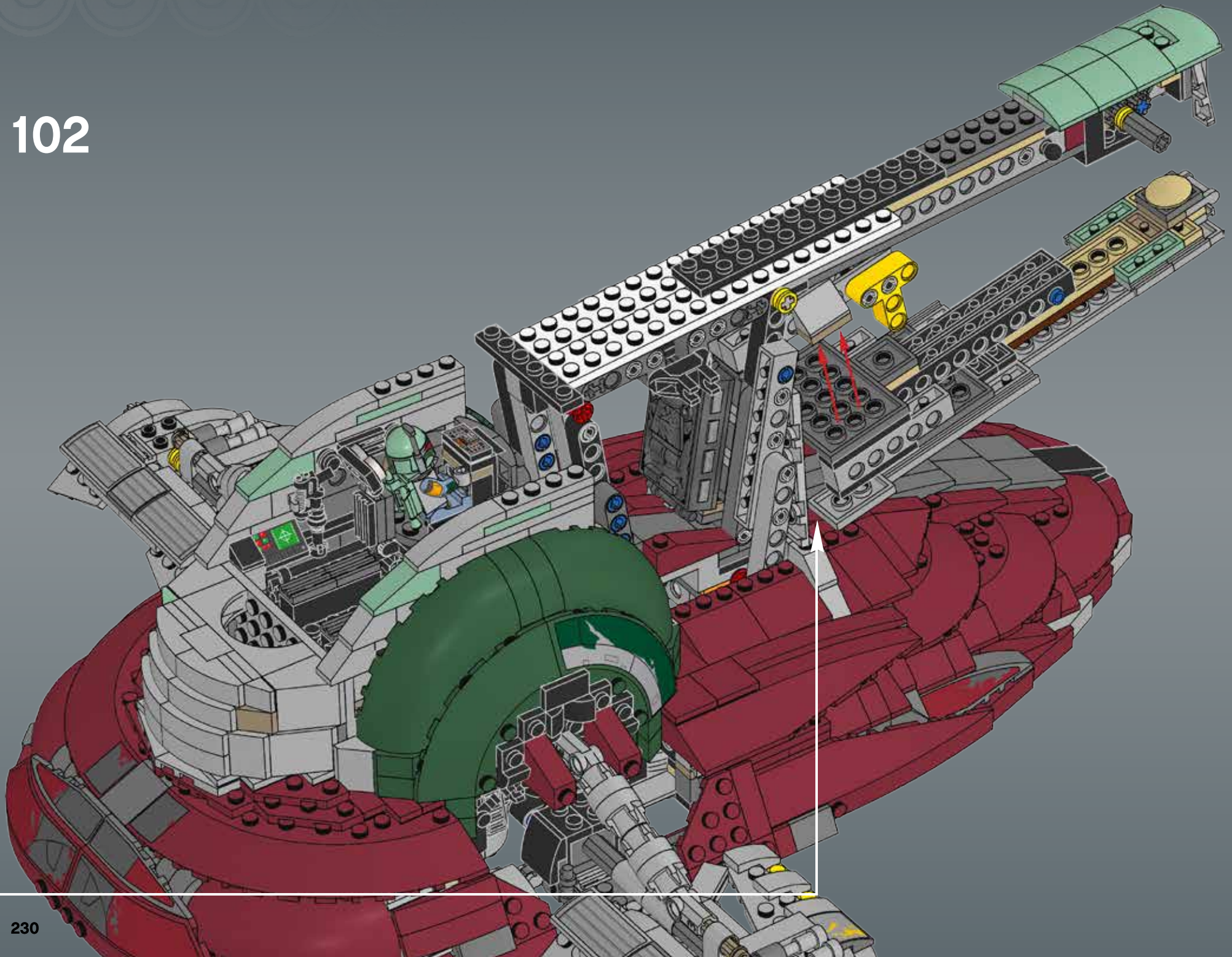


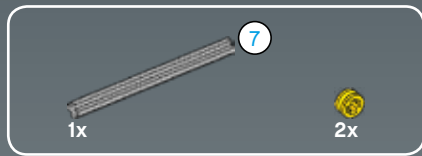


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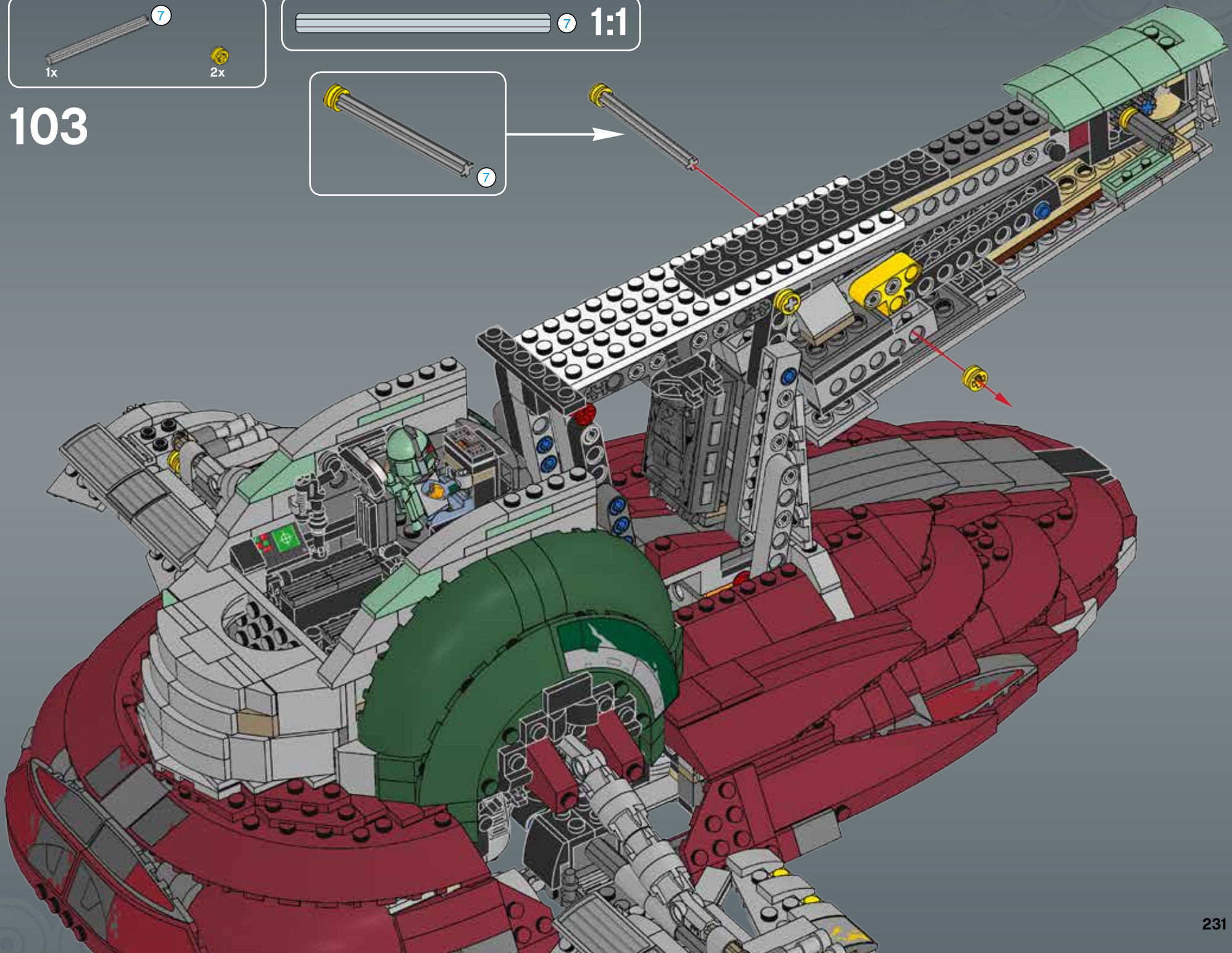
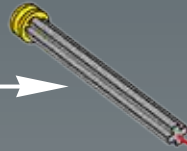
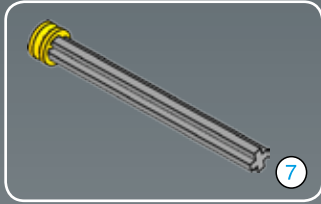


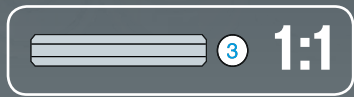
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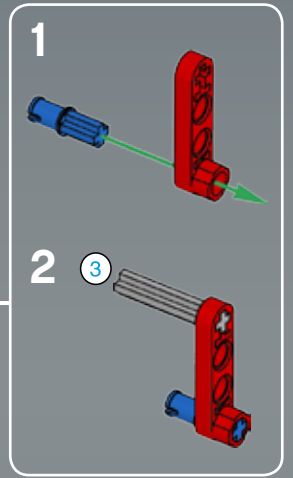
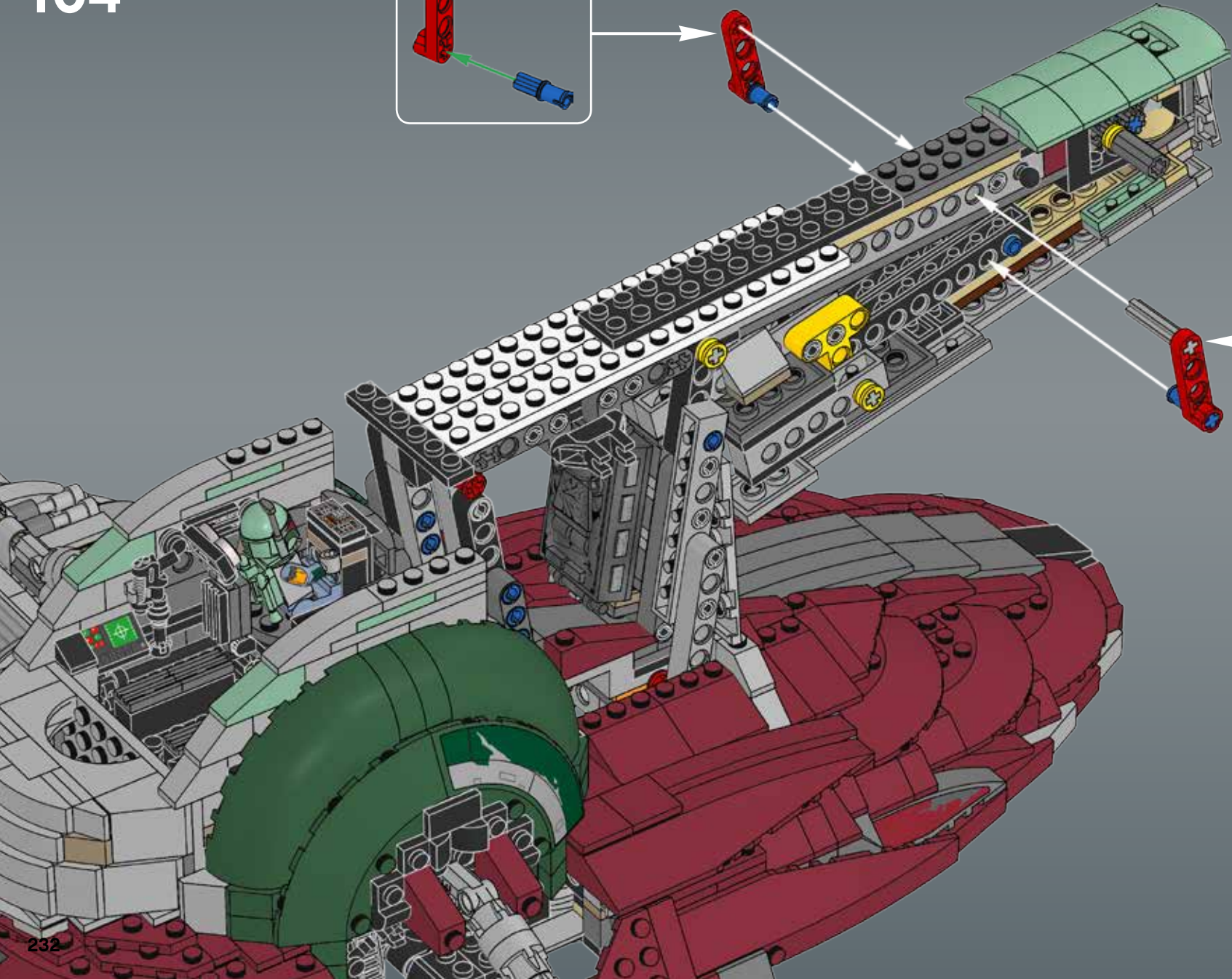
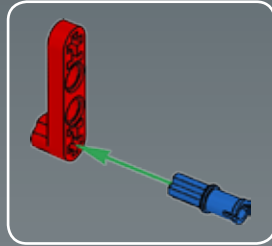


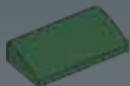
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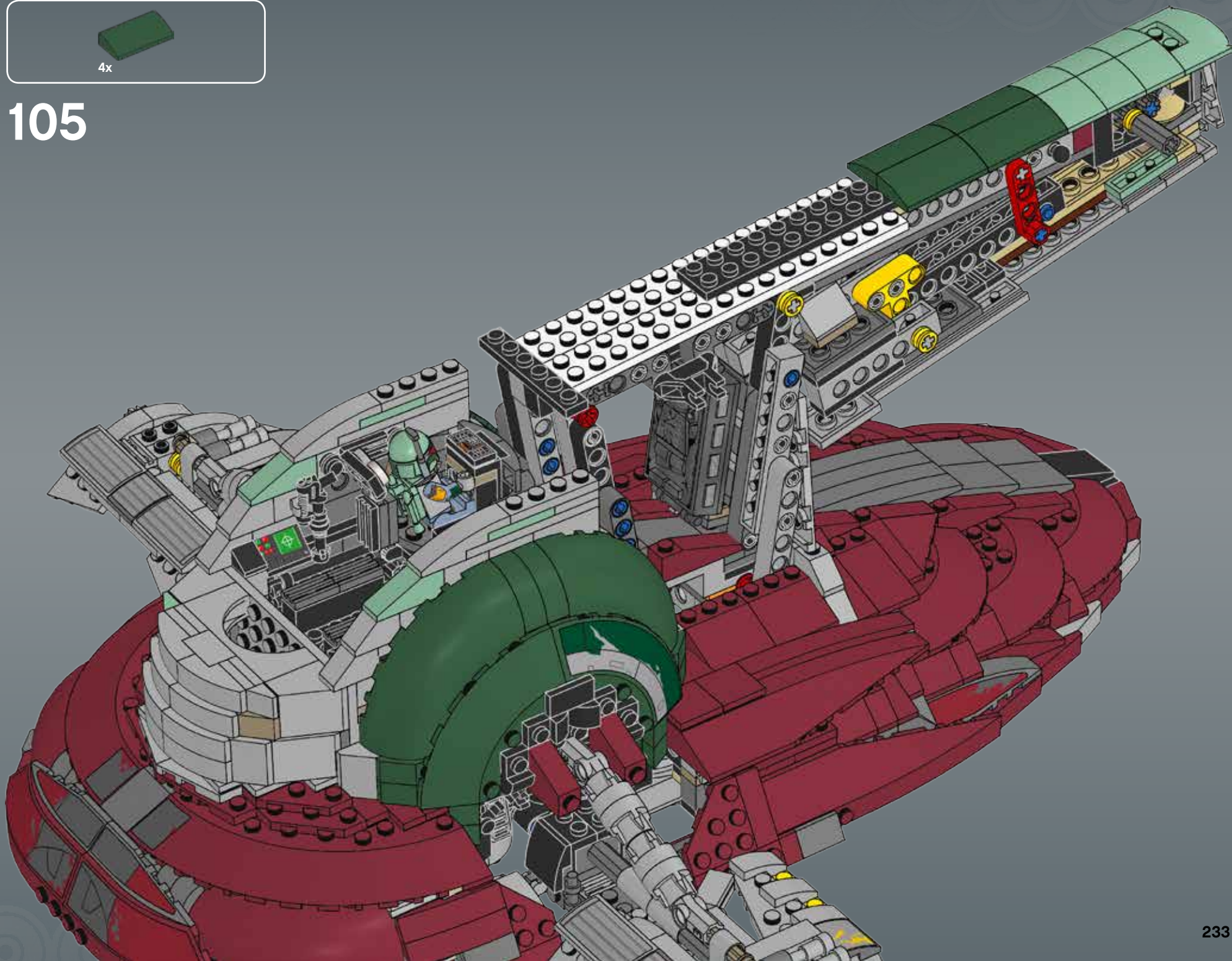
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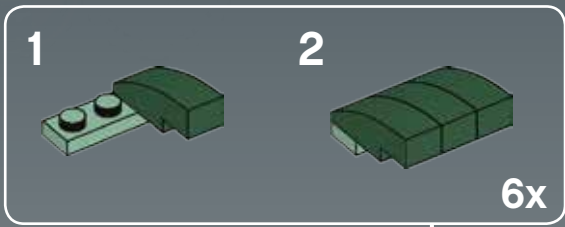




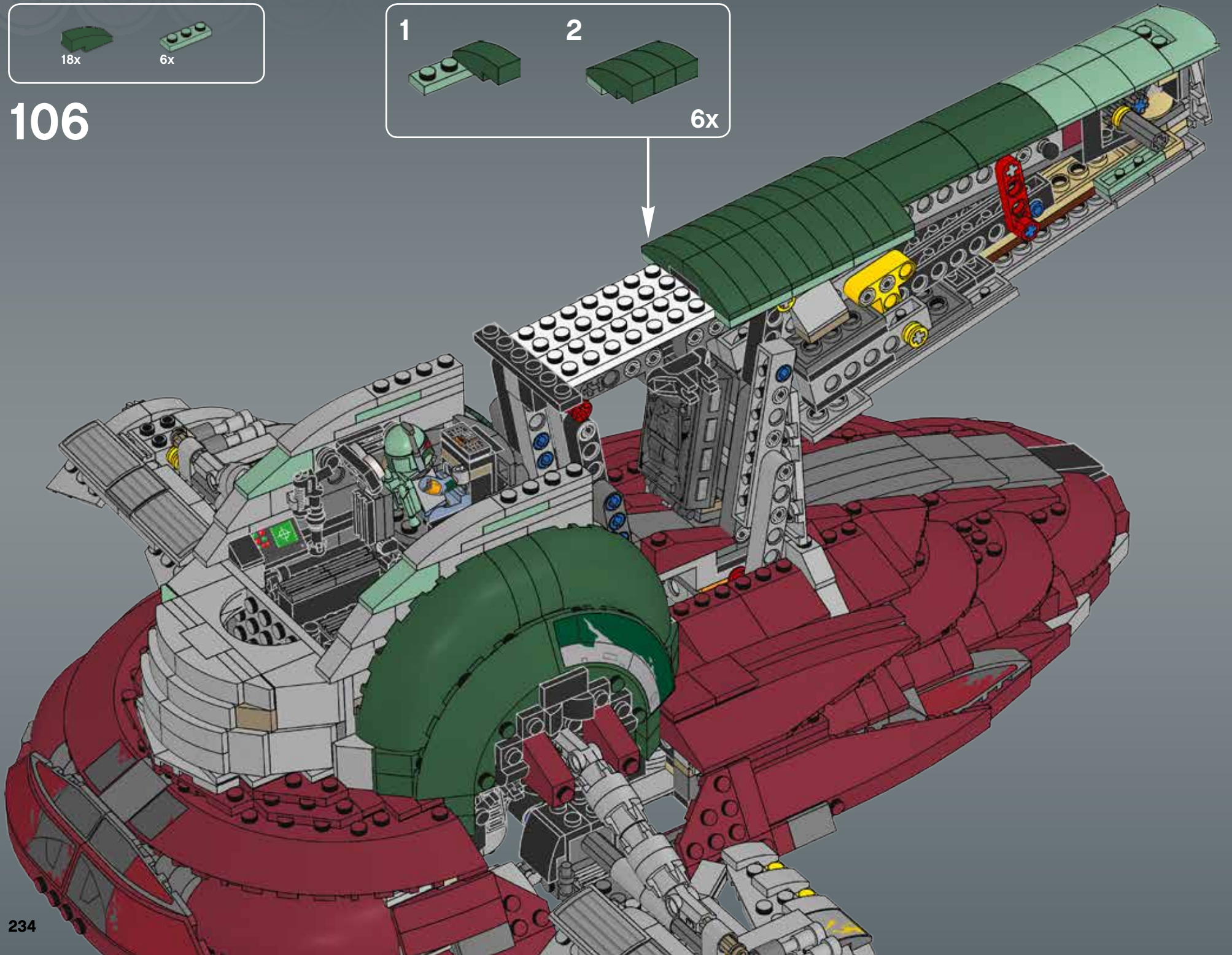
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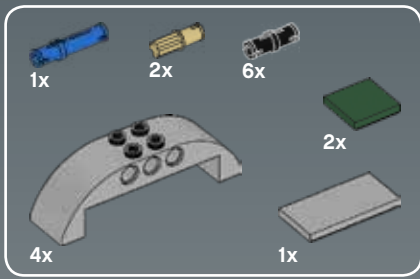
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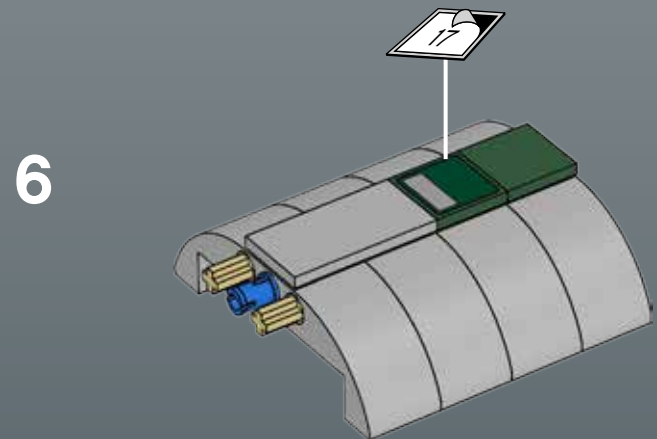
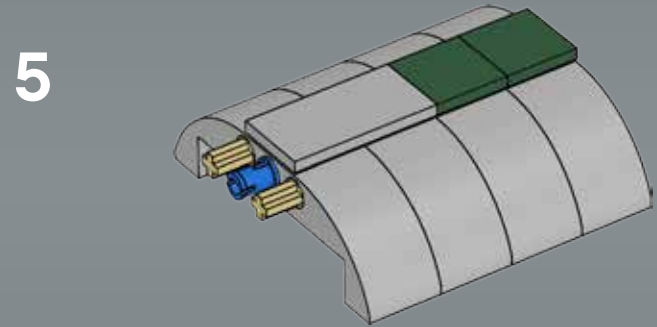
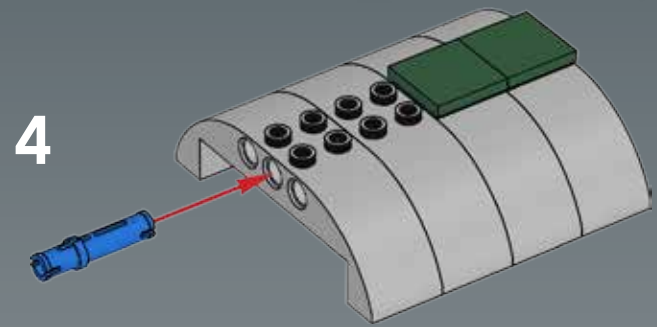
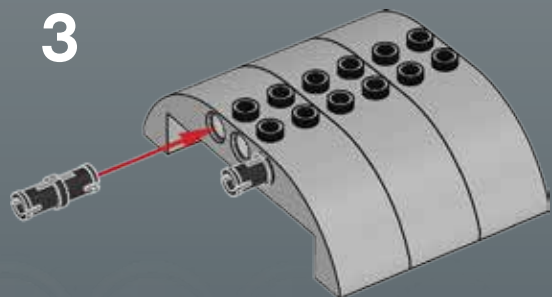
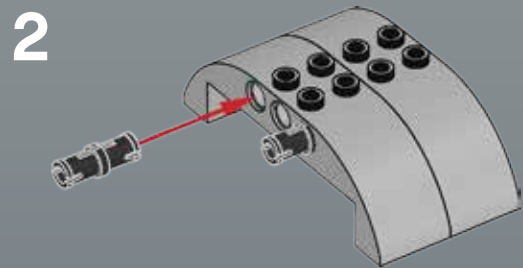
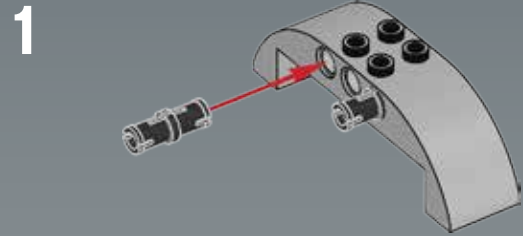


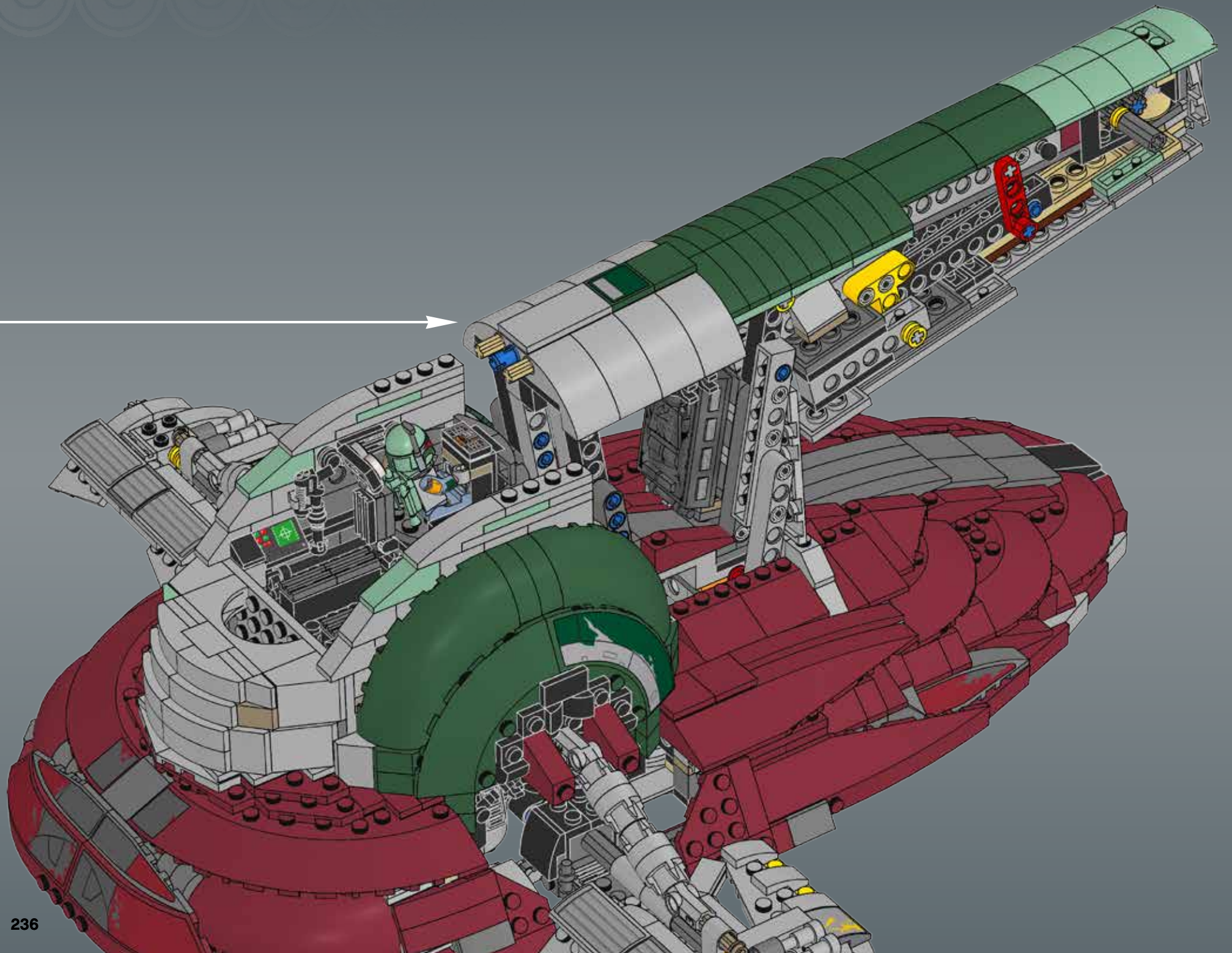
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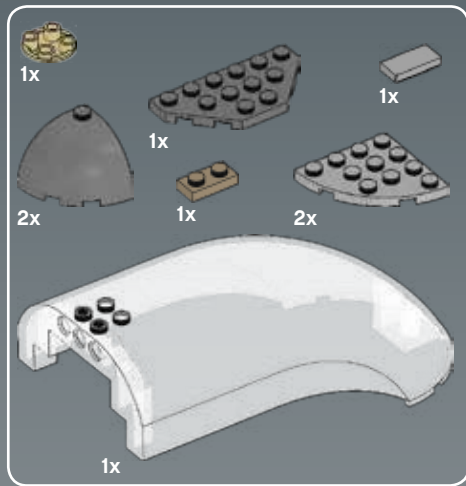




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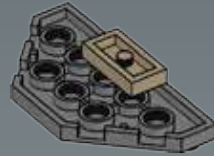




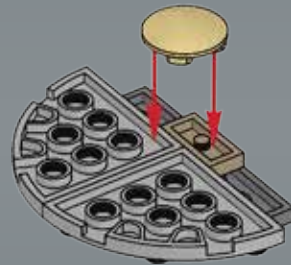


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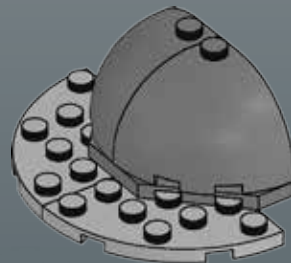
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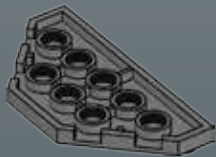
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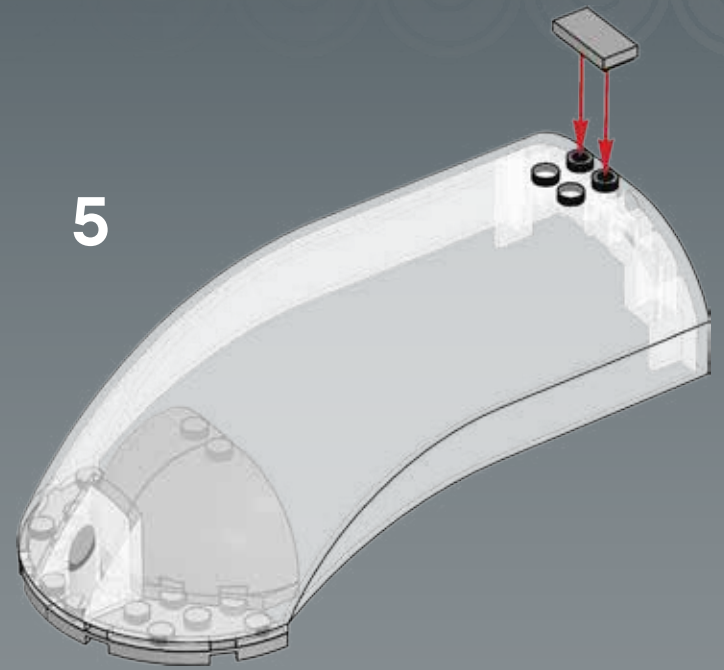
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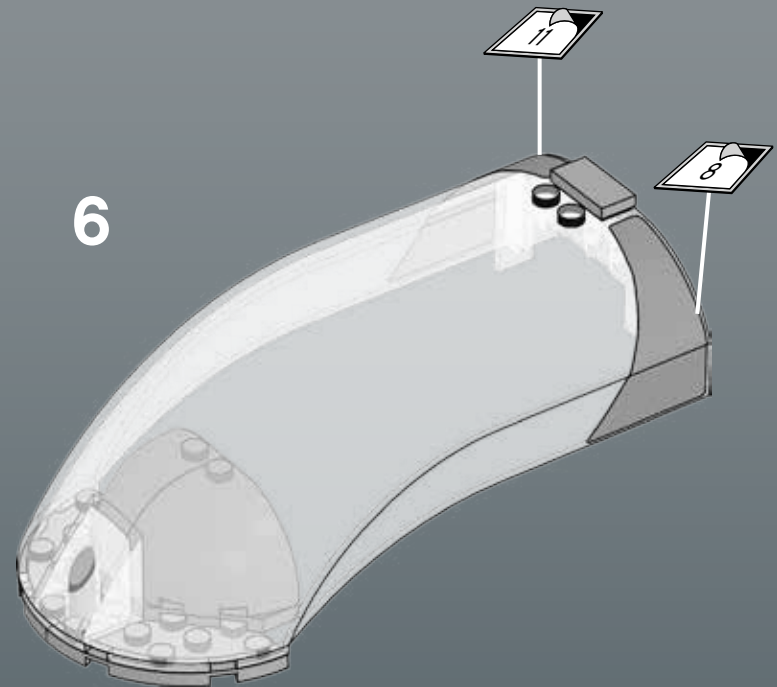
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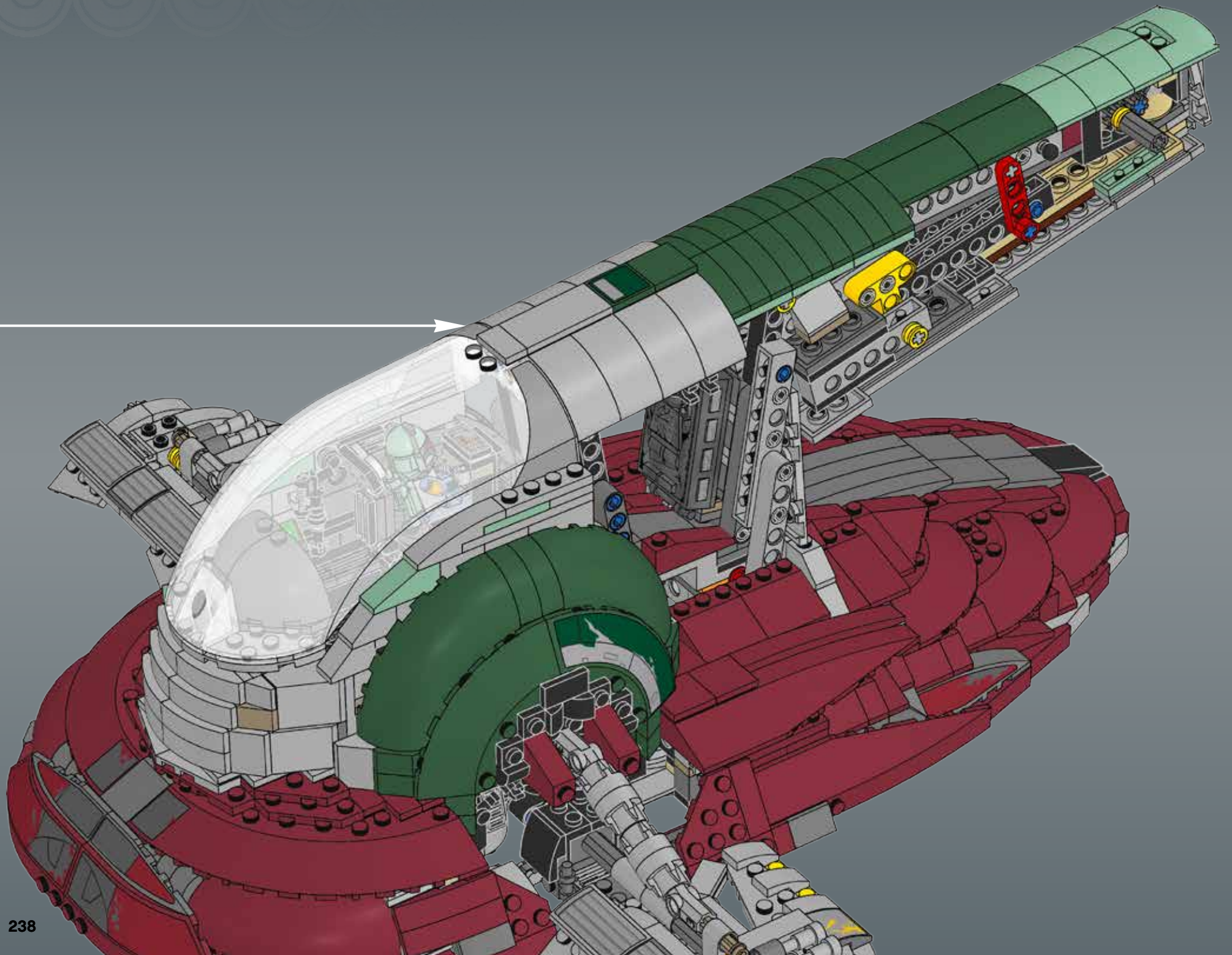


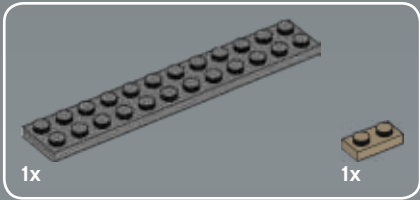
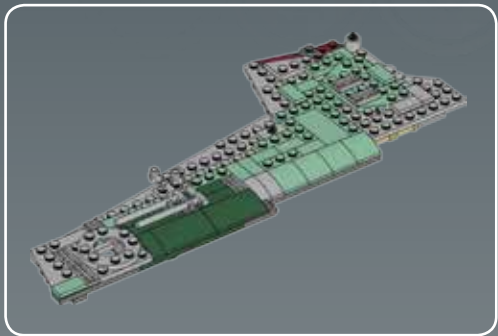
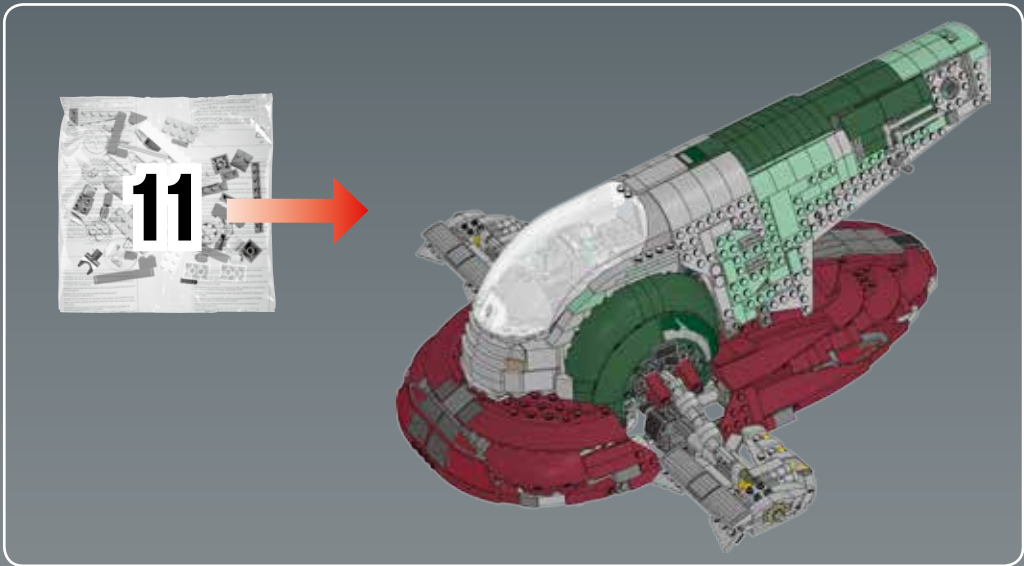
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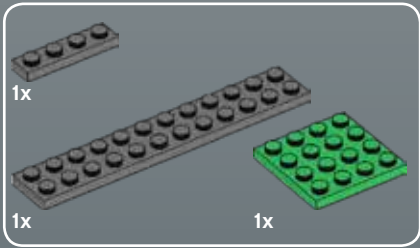
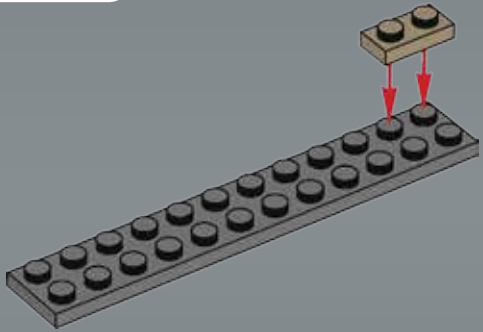
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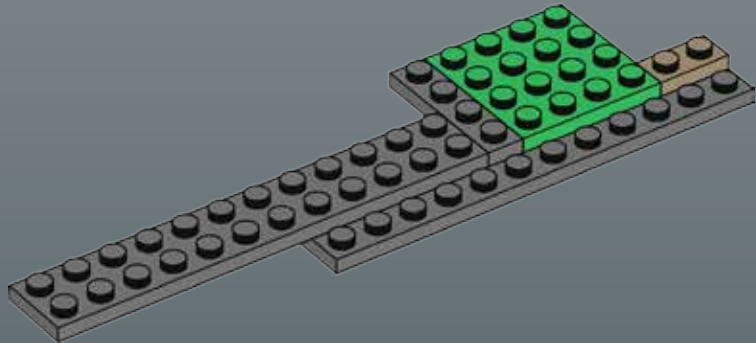




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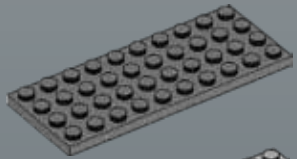
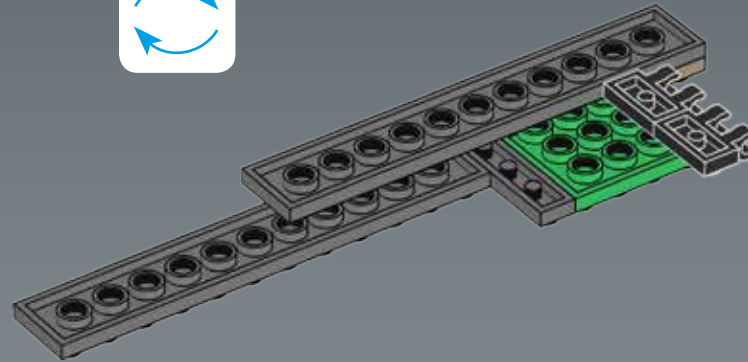
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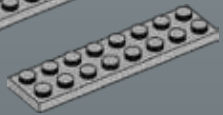
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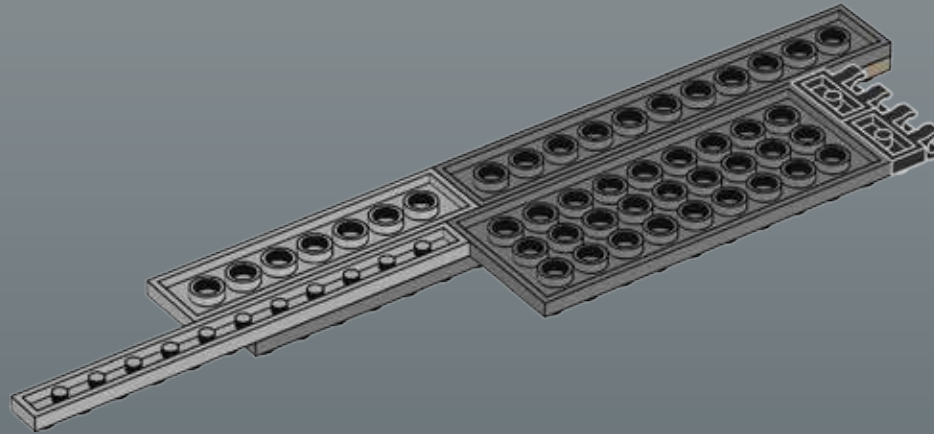


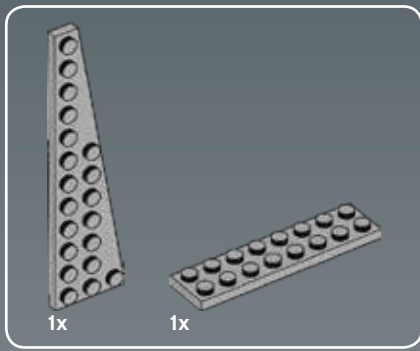
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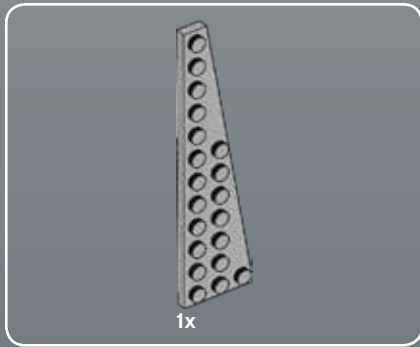
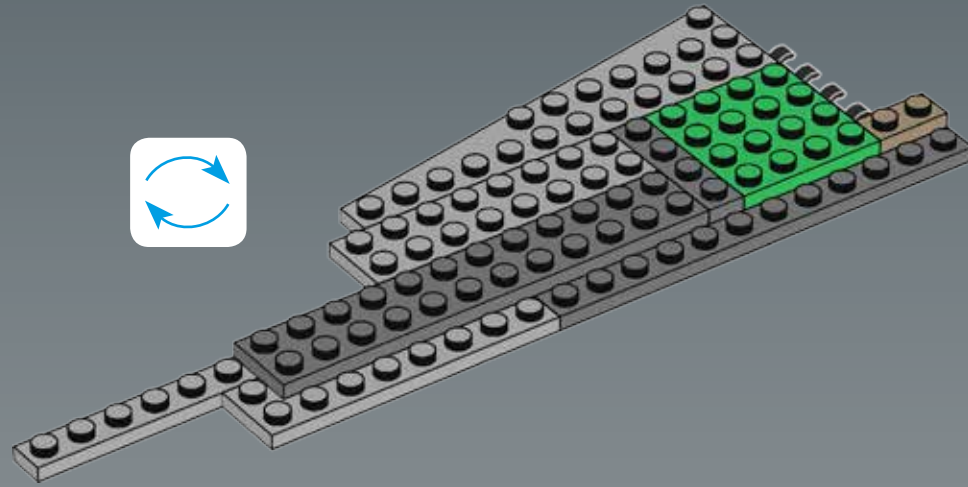
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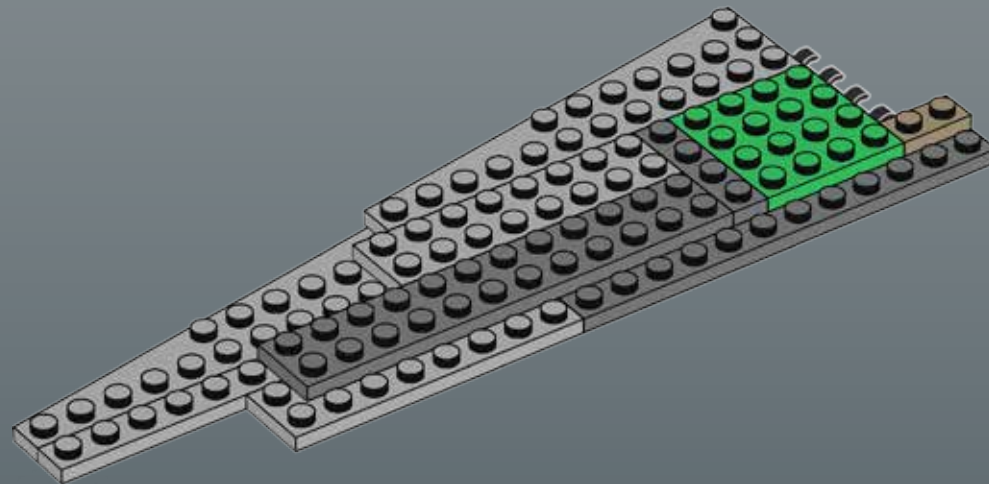




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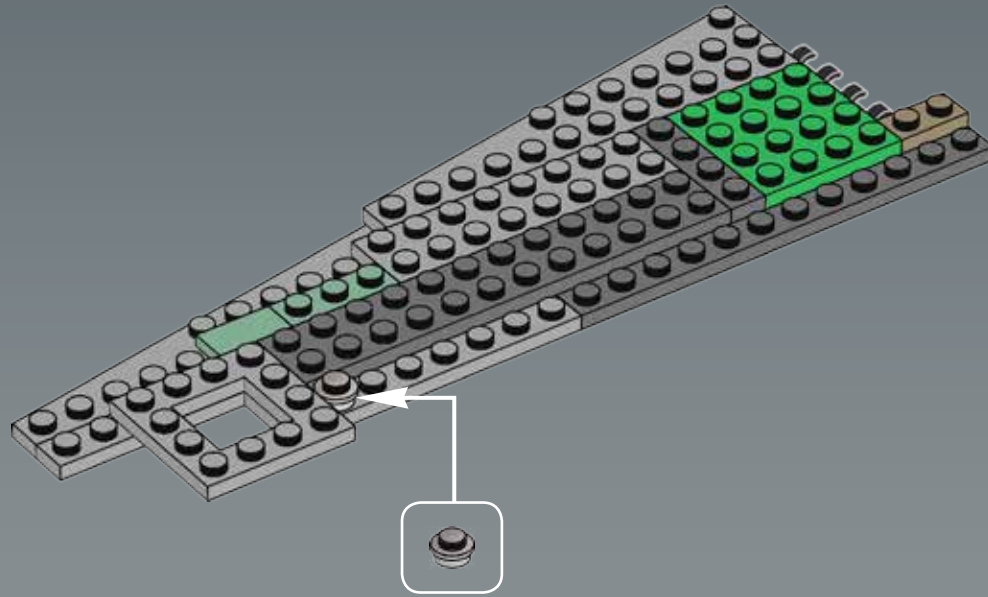


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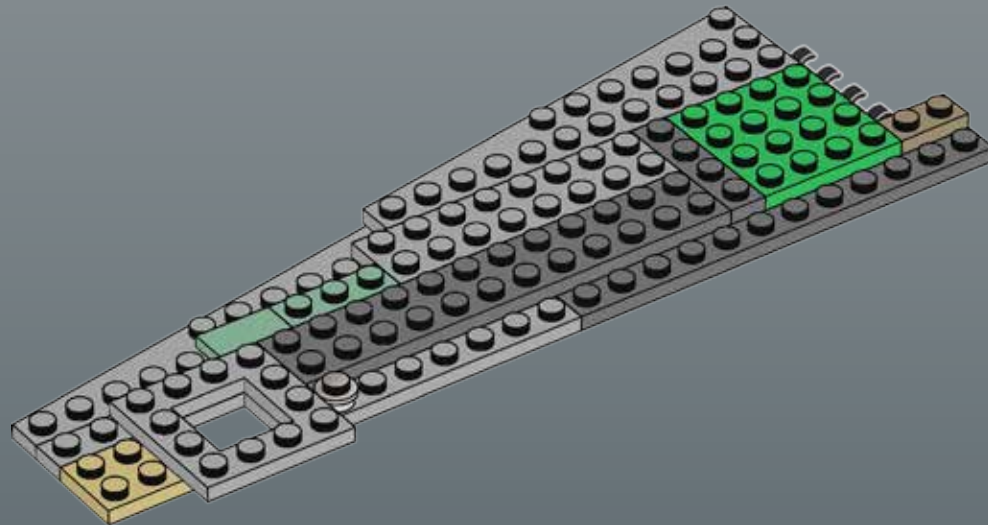


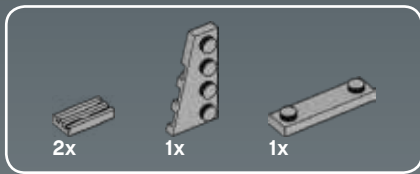


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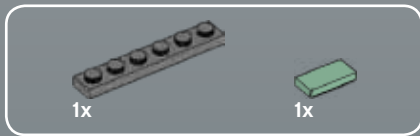
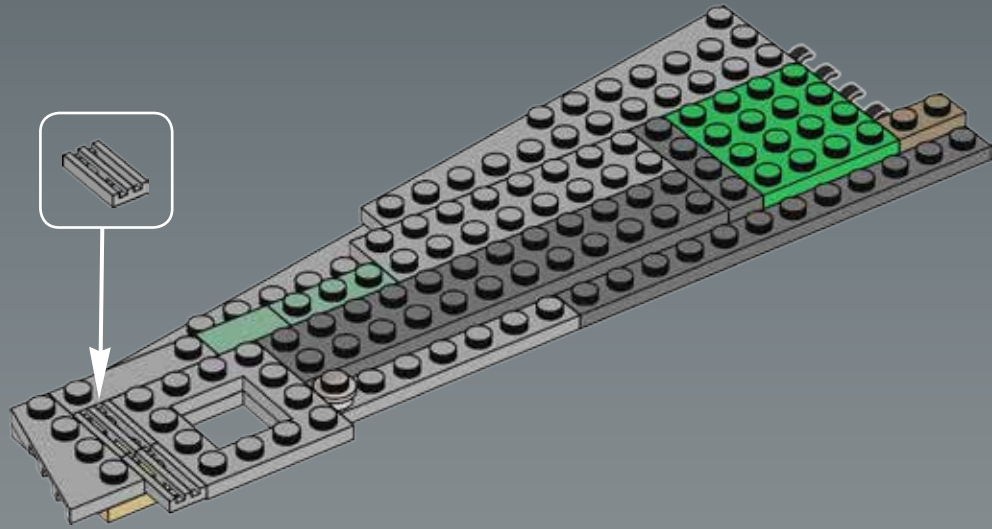


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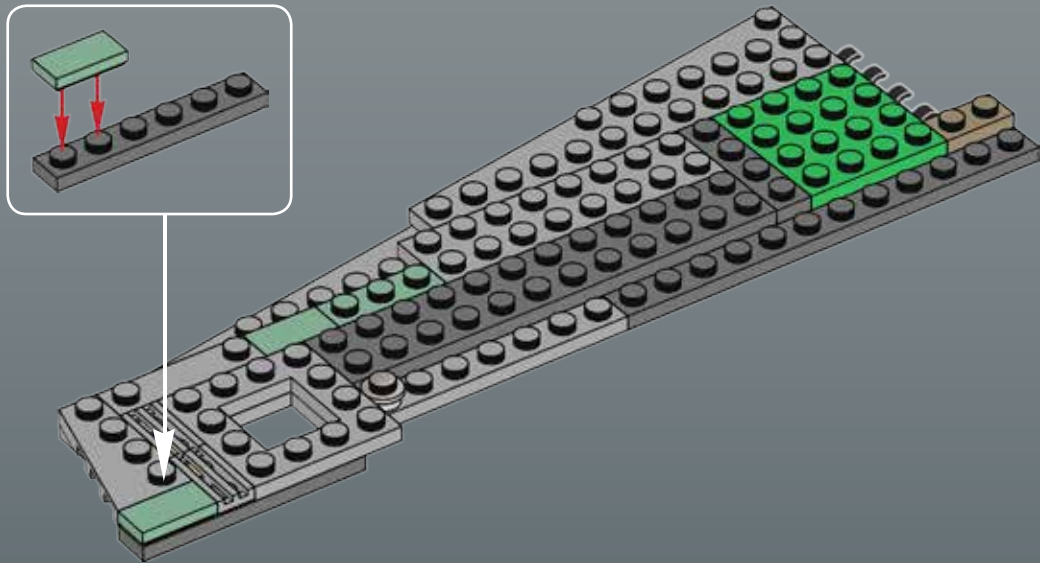


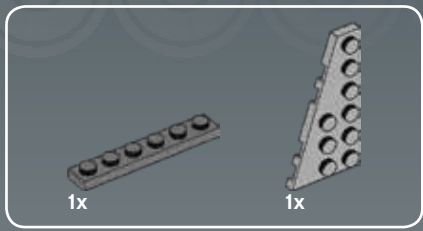


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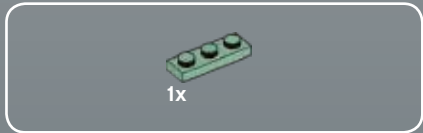
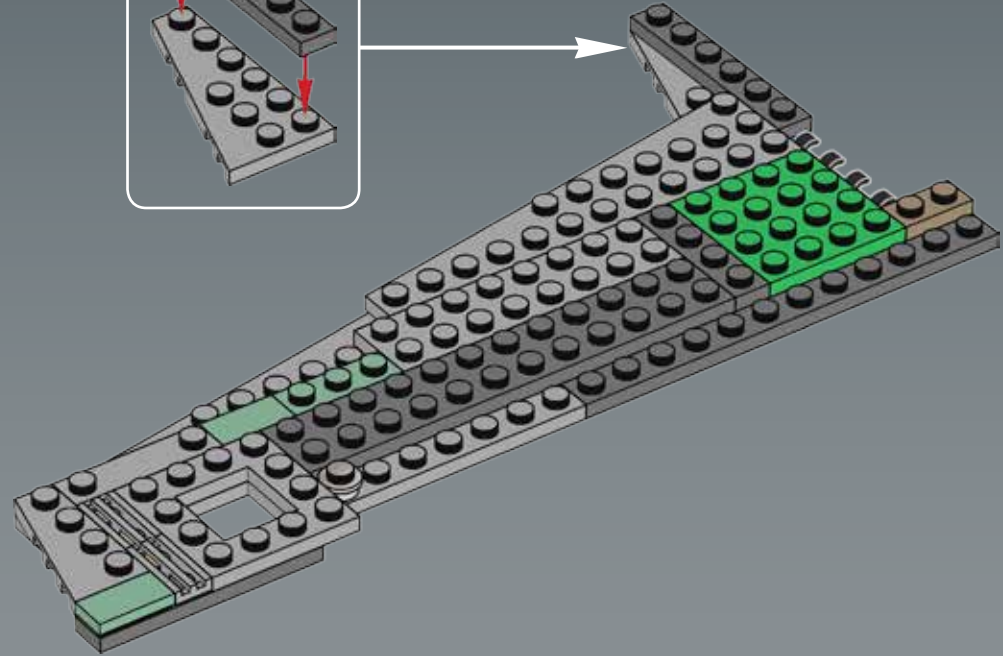
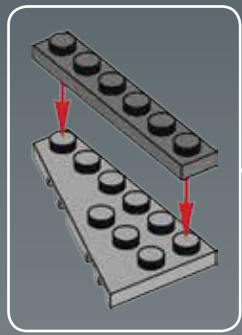


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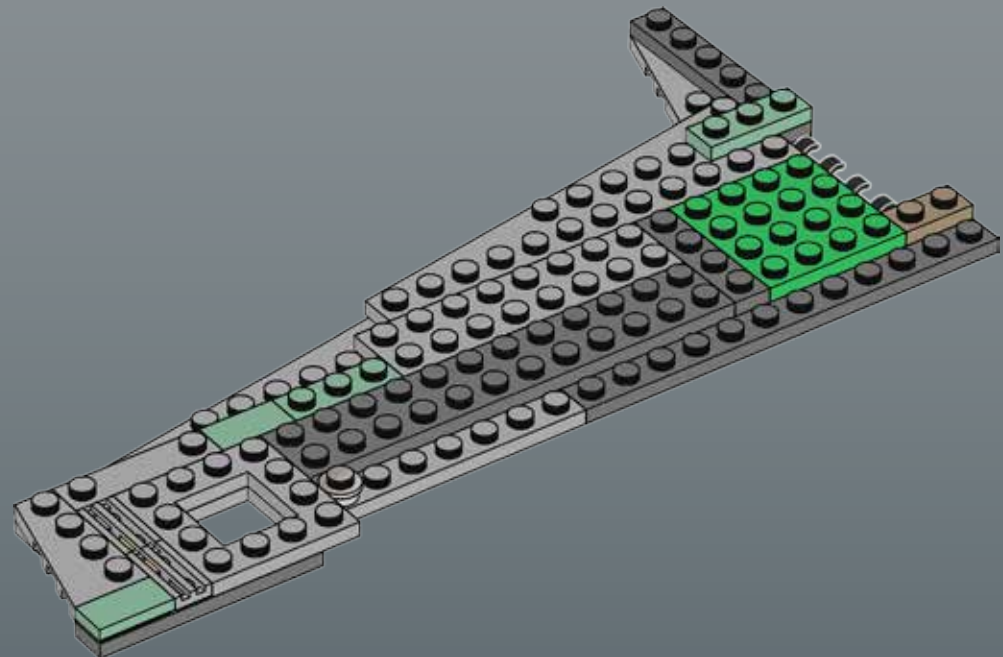


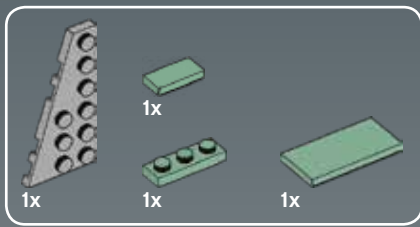


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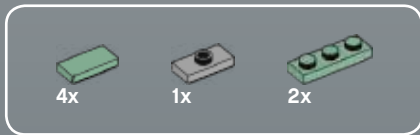
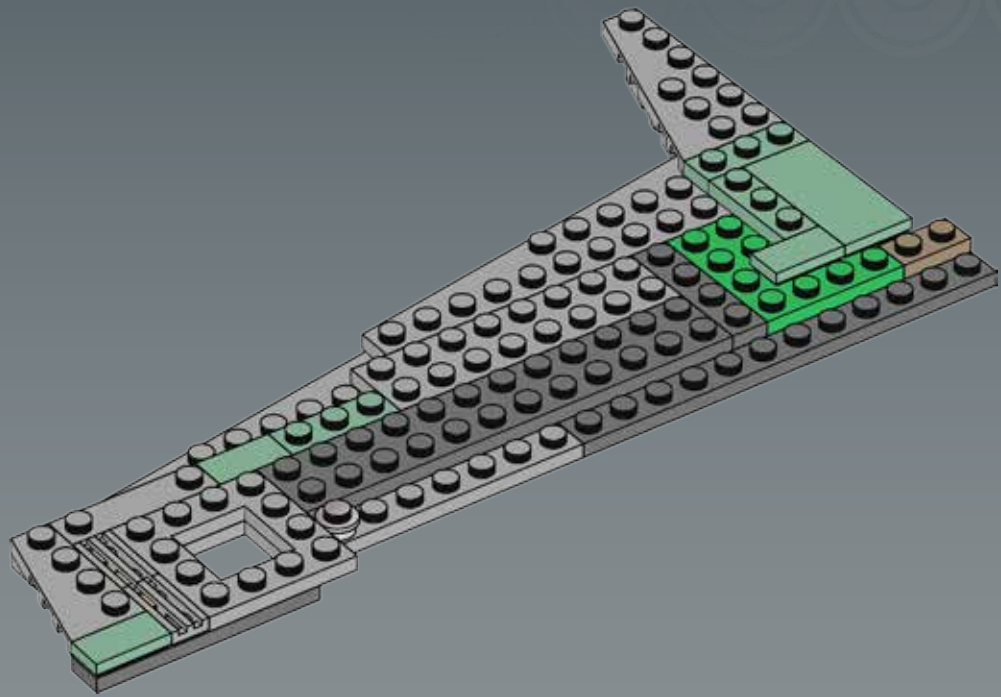


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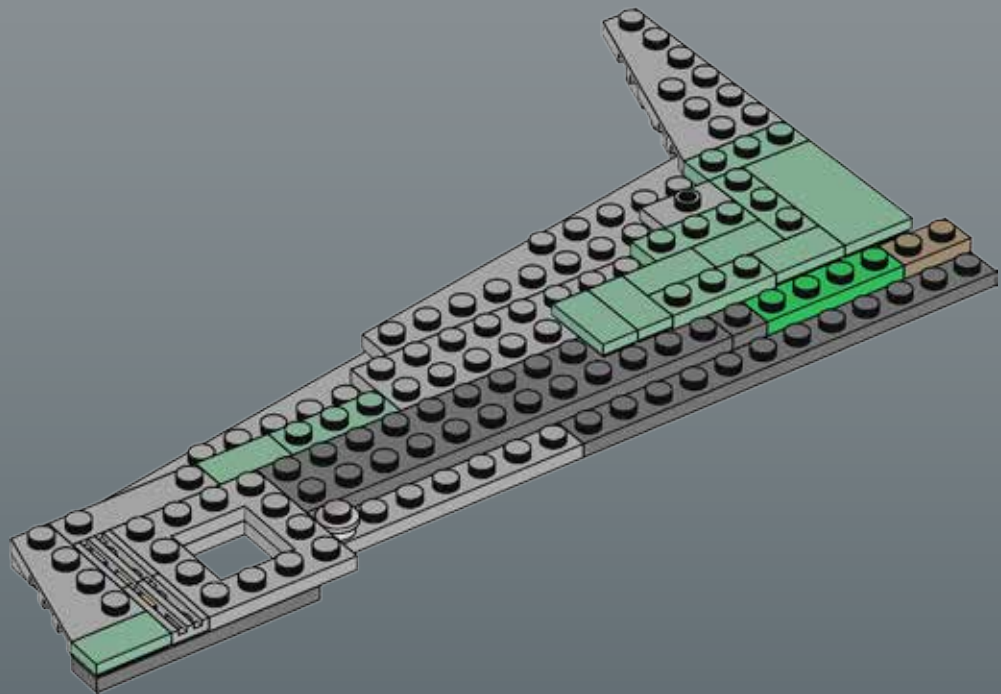




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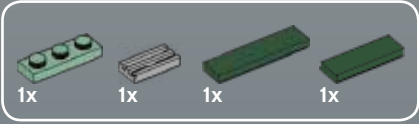
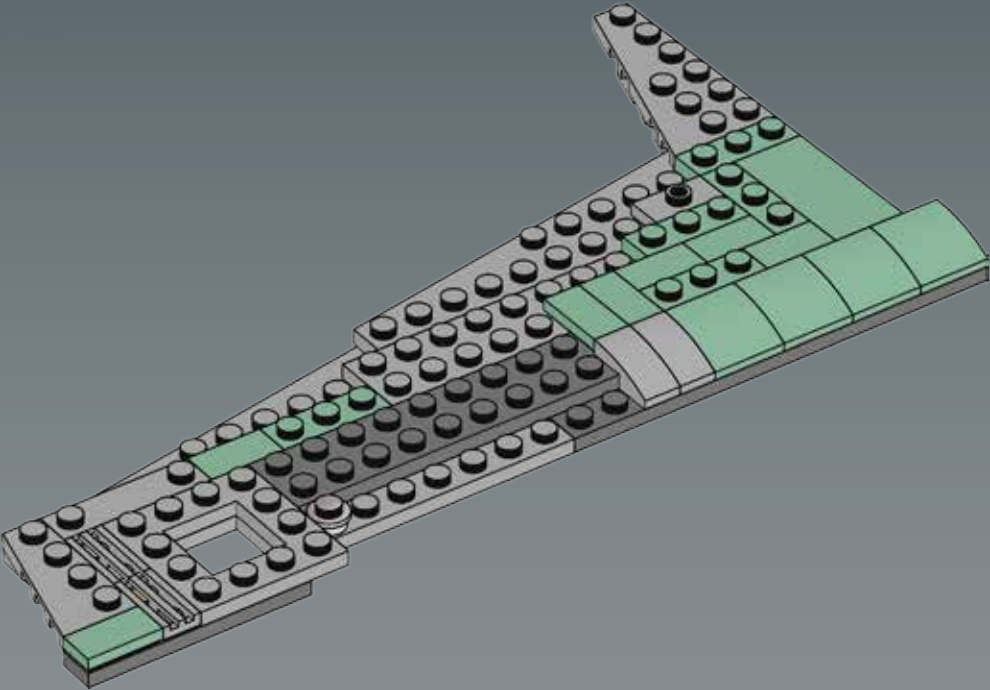


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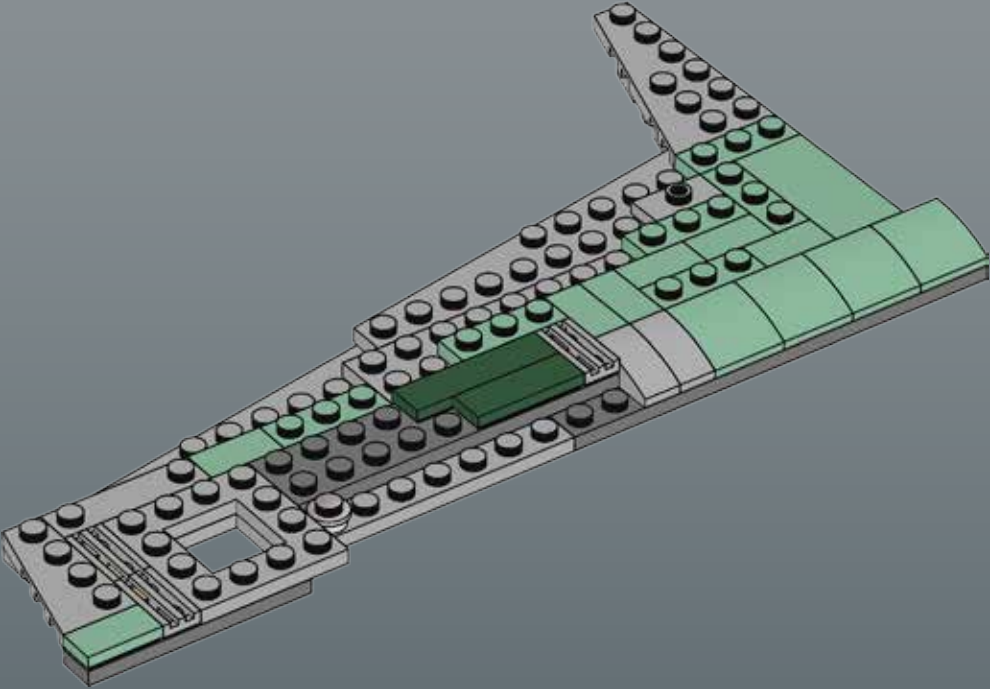




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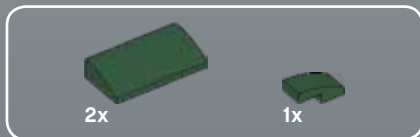
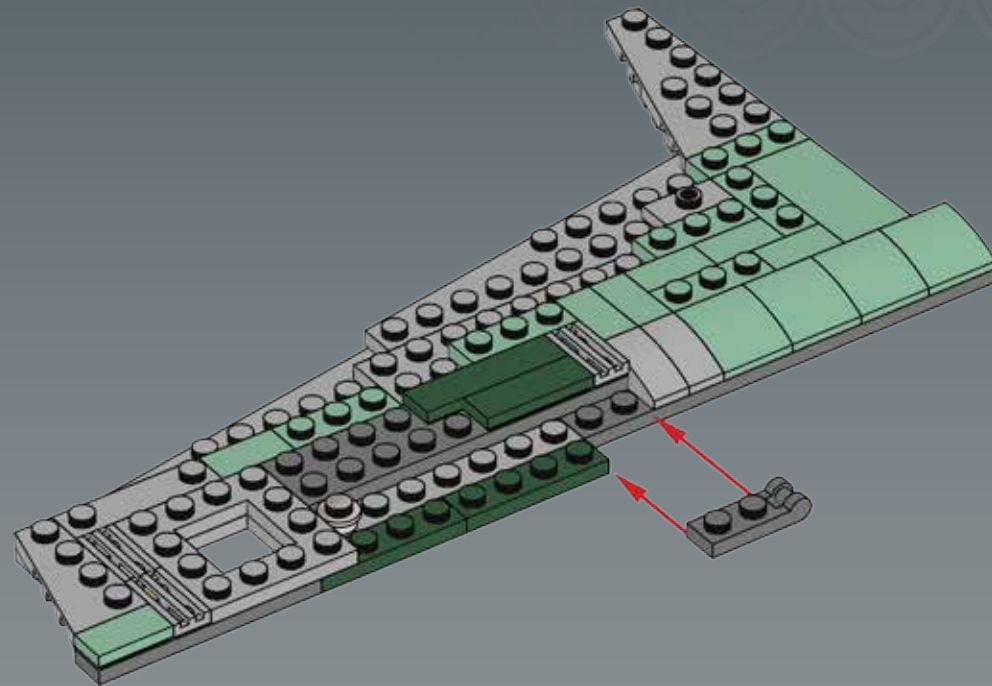


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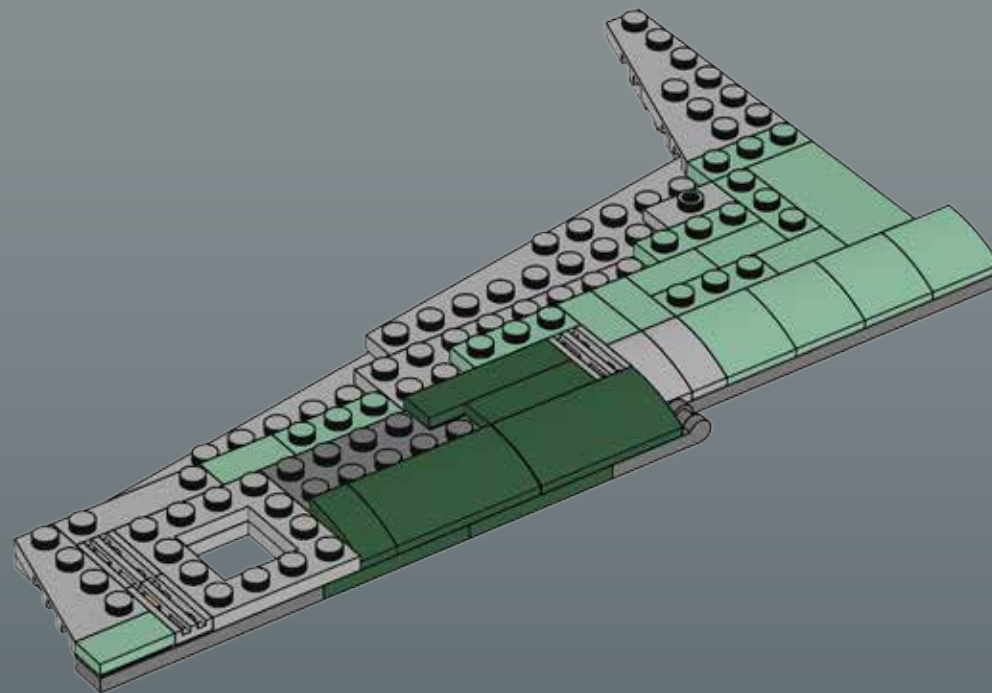


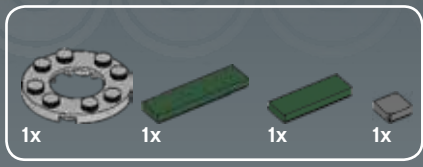


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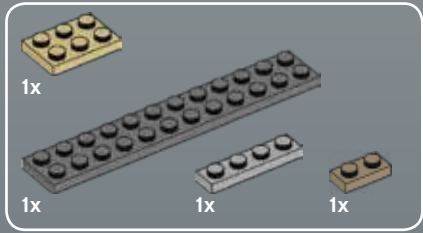
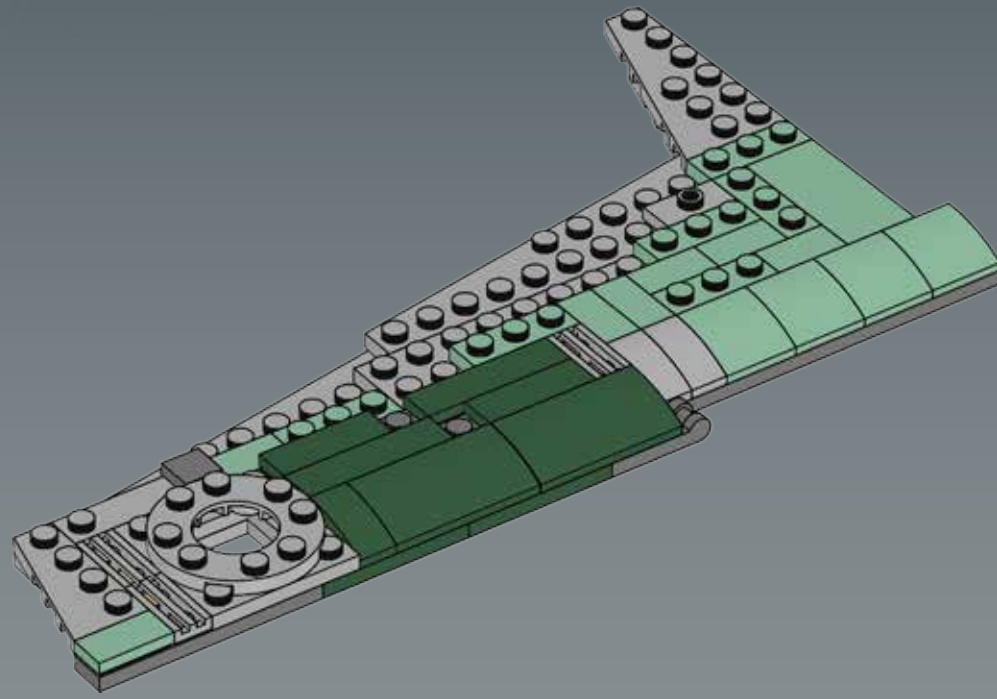


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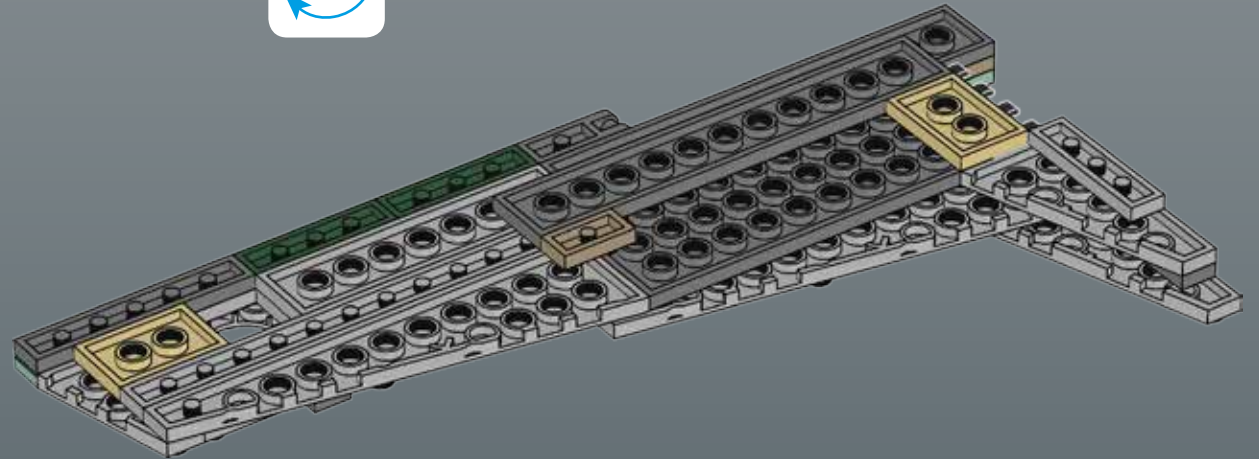




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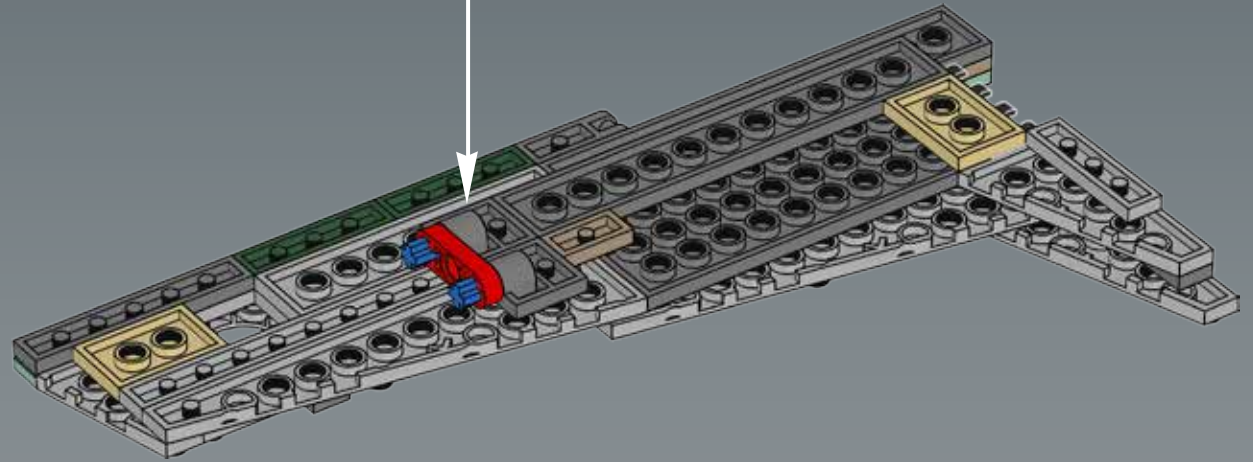
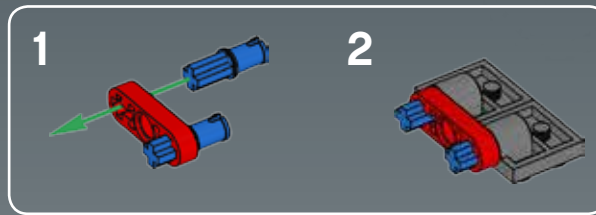


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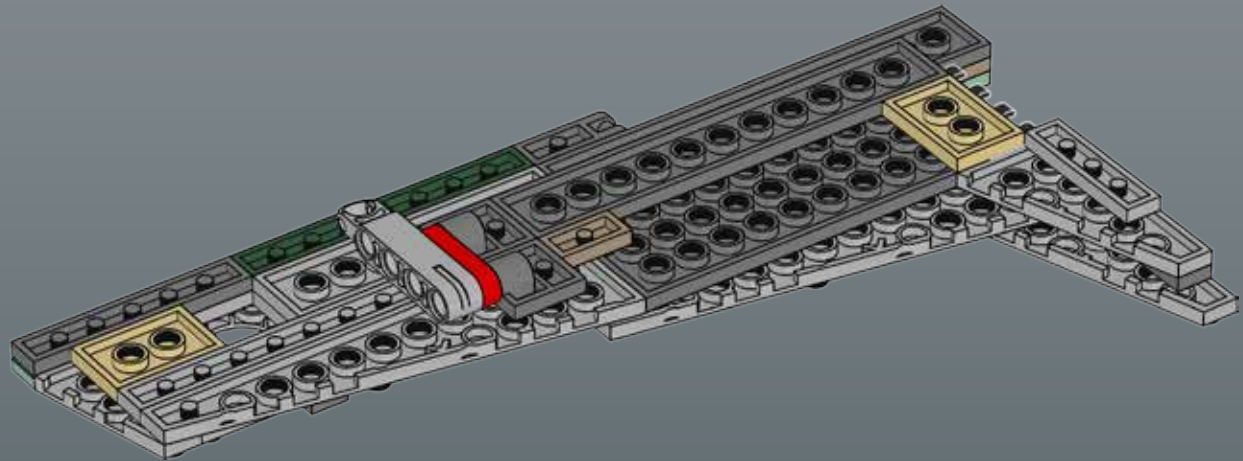




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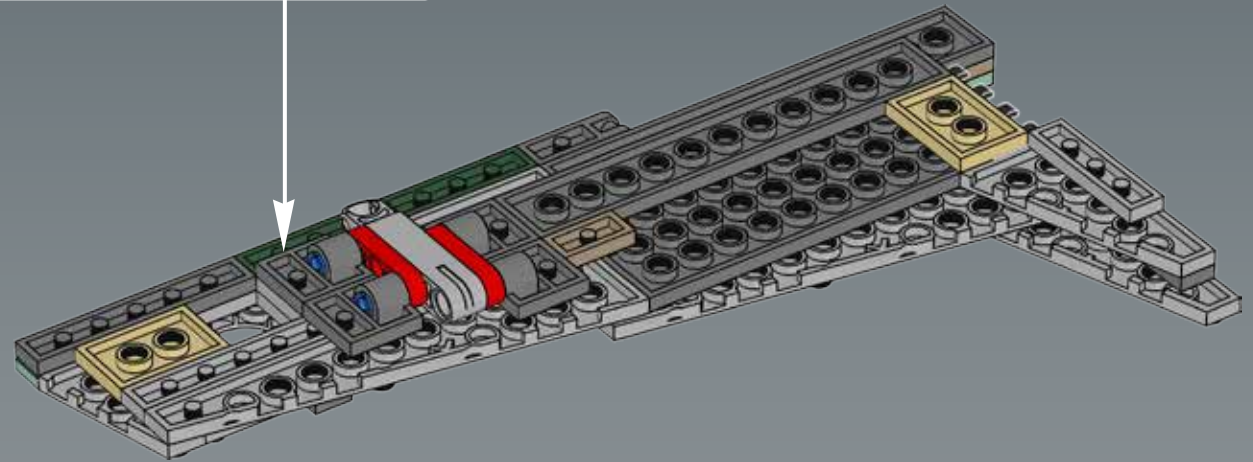
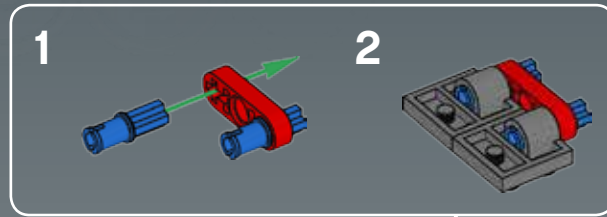


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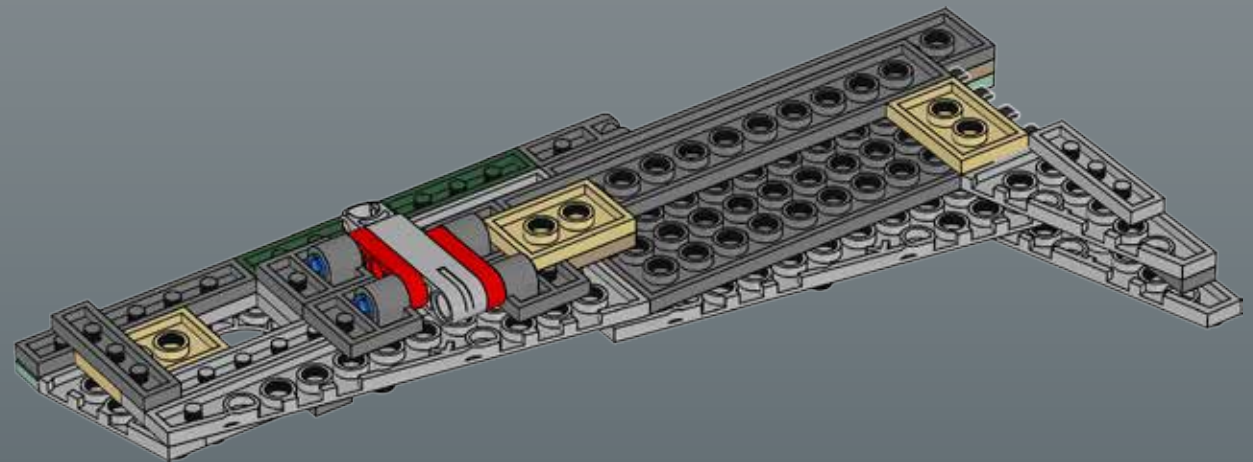




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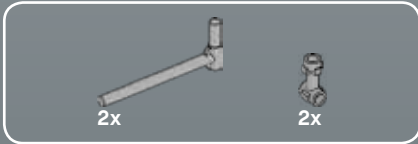
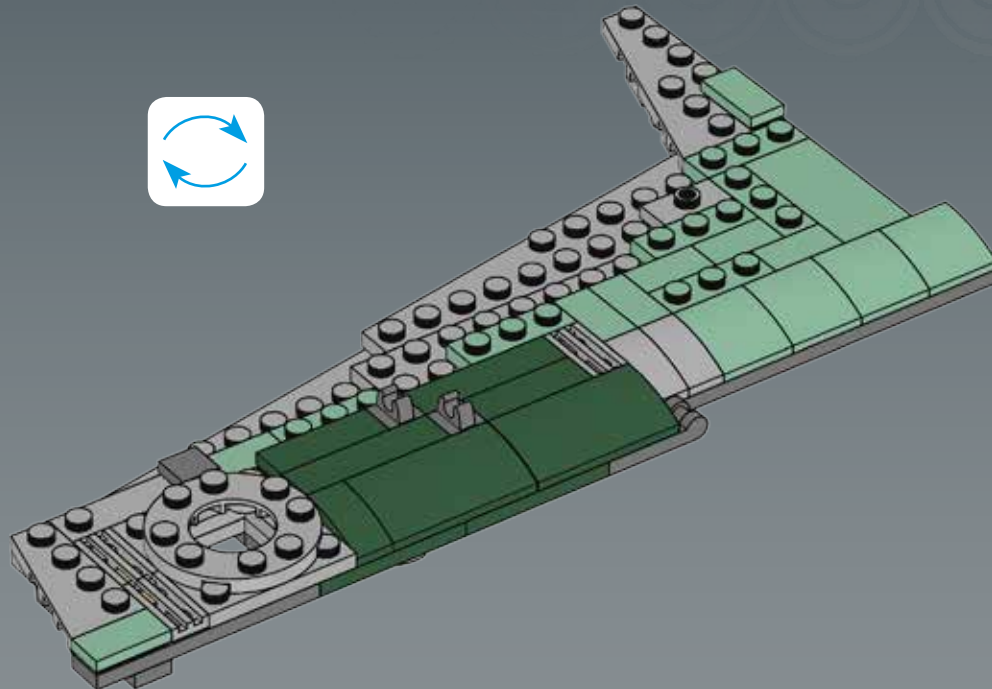


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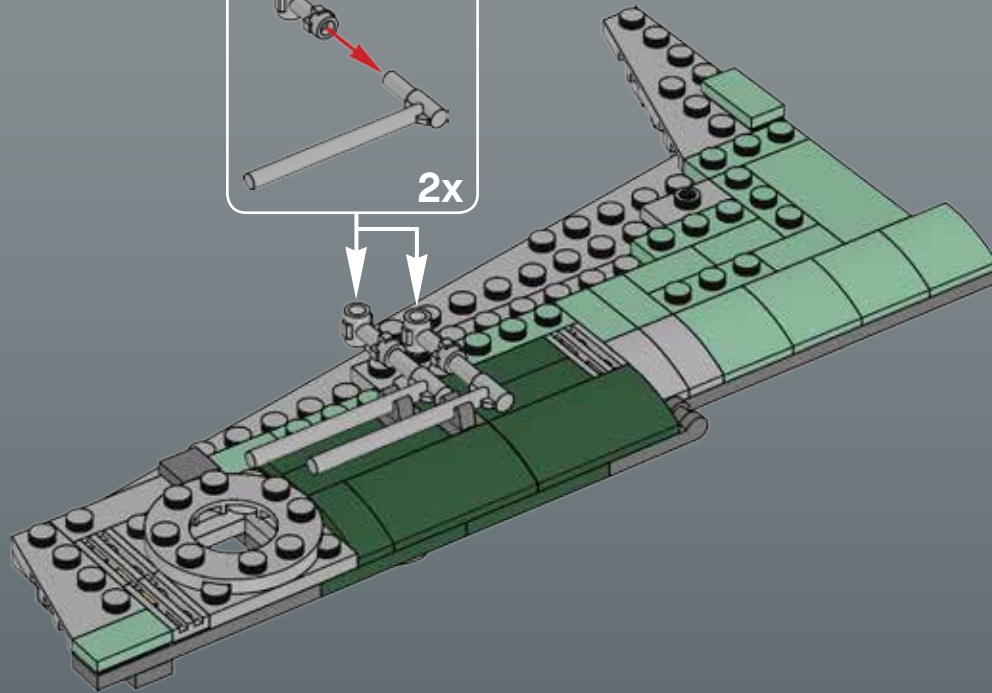
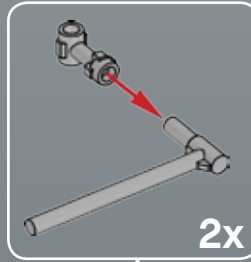




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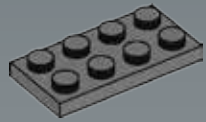
26





1x

1



2x

2



1x

1x

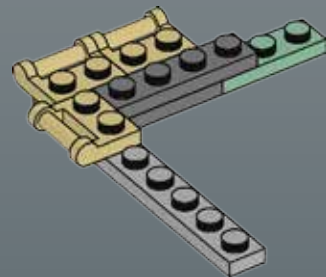
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1x

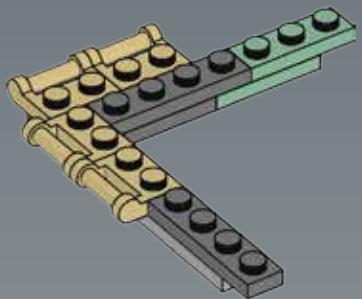
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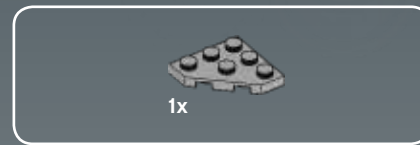
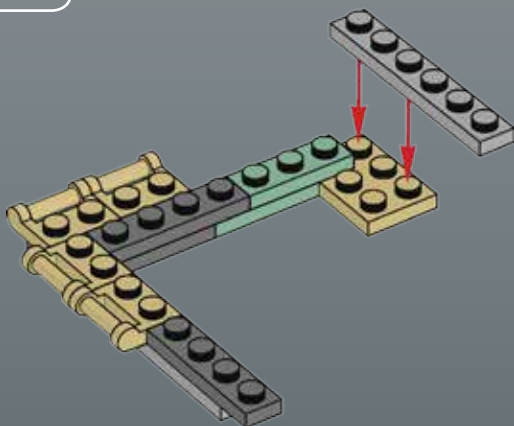




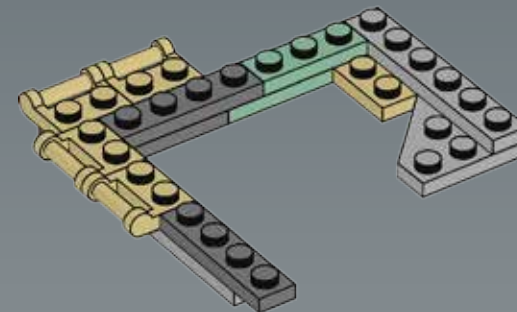
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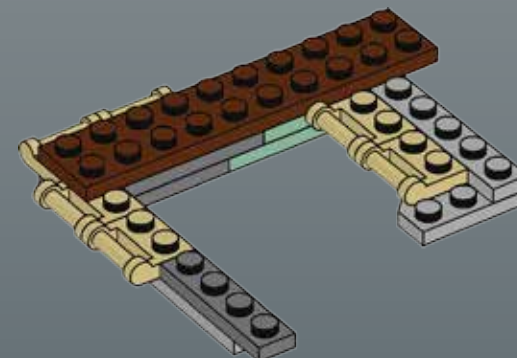
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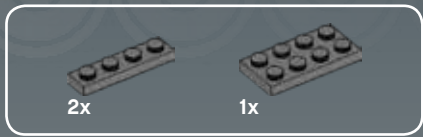


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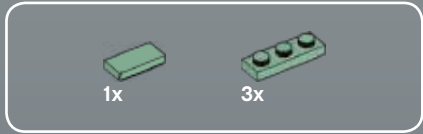
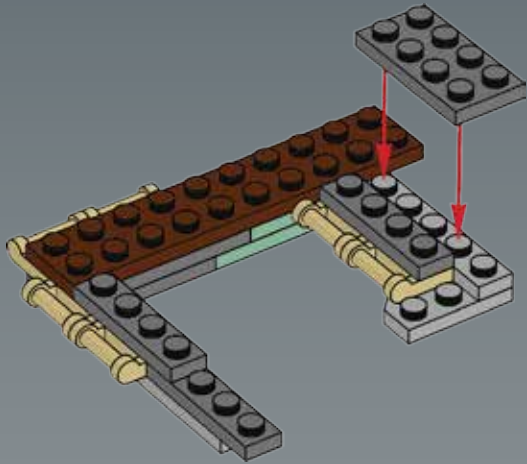


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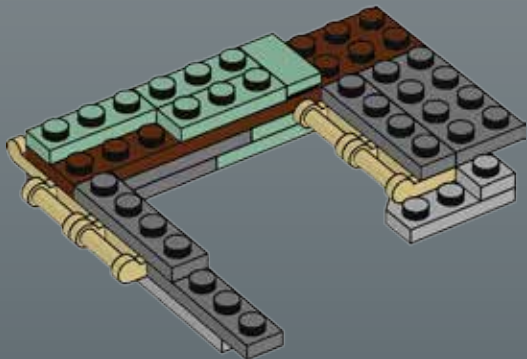




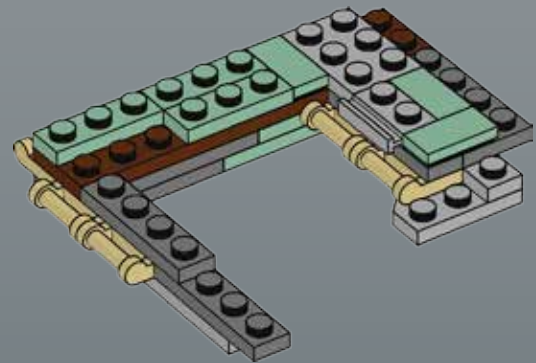
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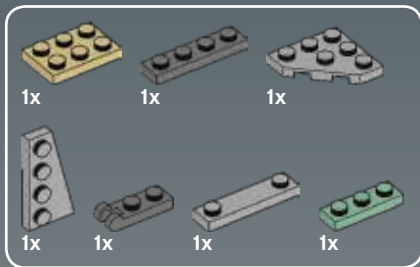


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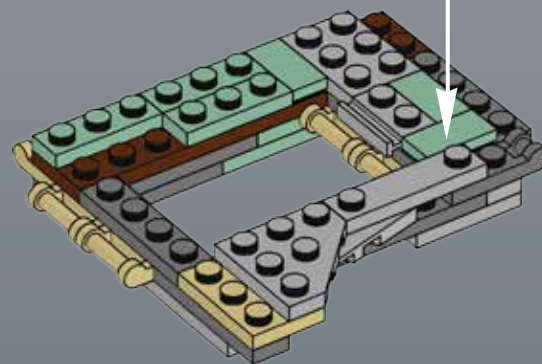
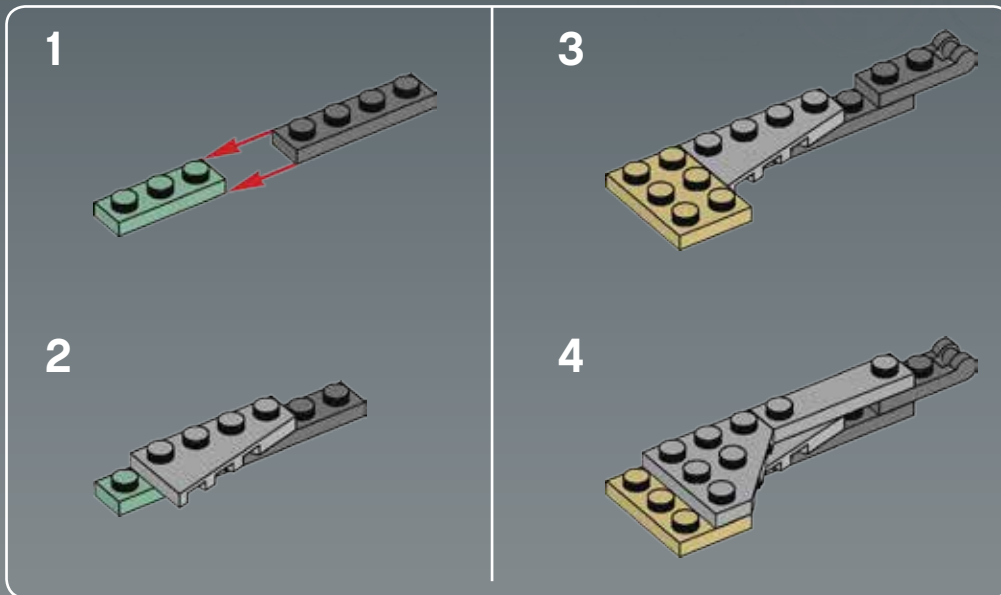


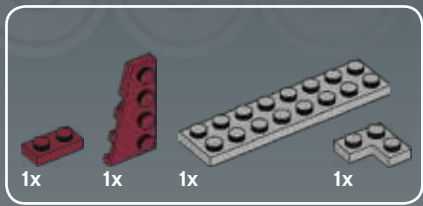
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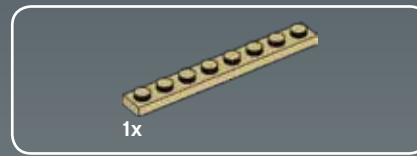
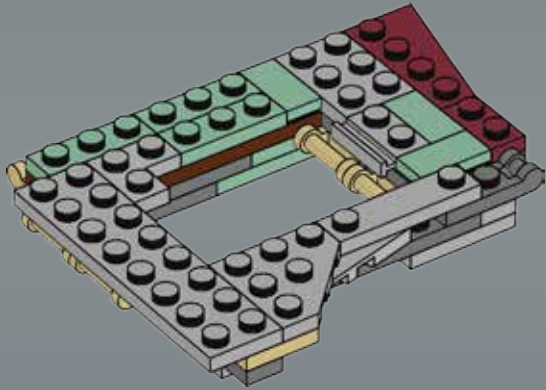


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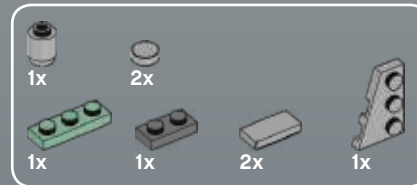
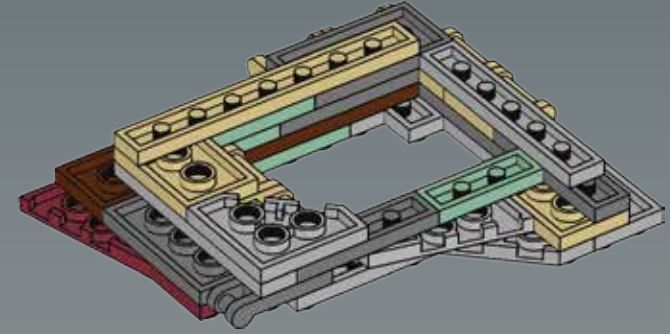




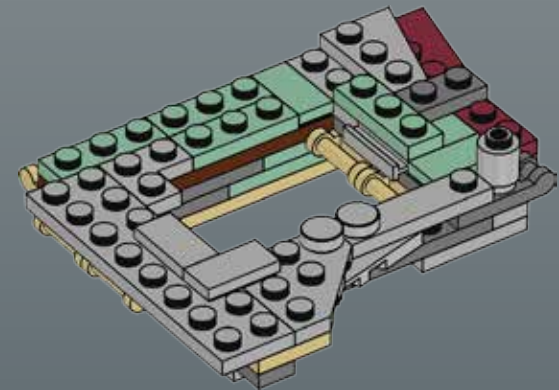
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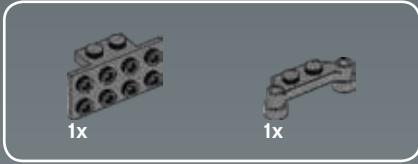


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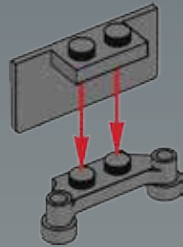


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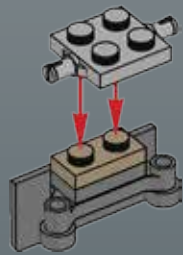




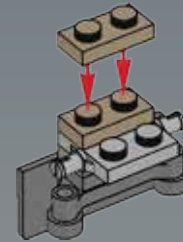
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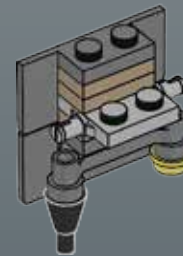
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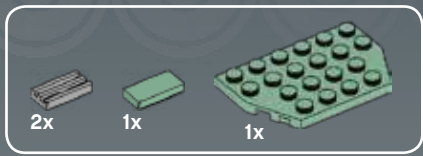


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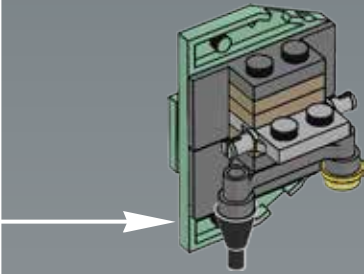
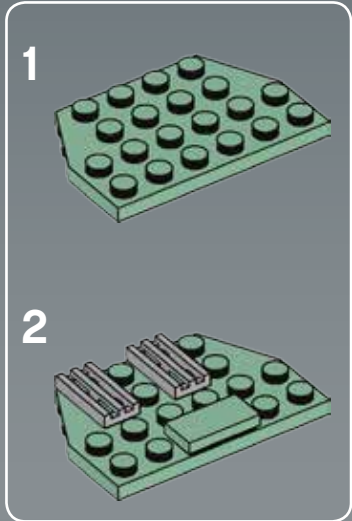


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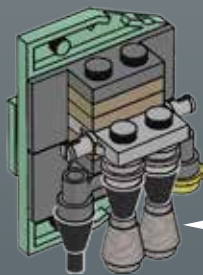
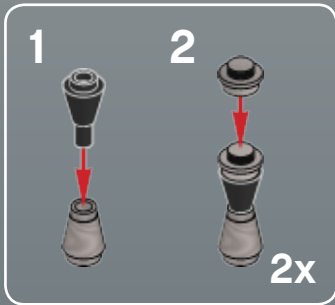




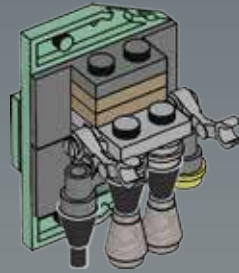
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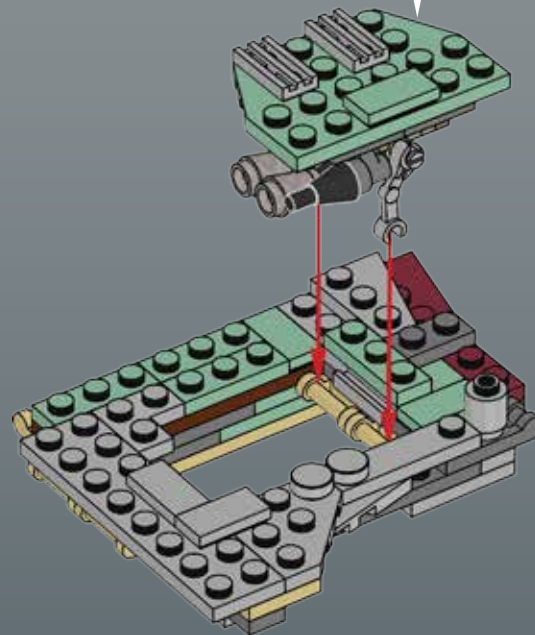
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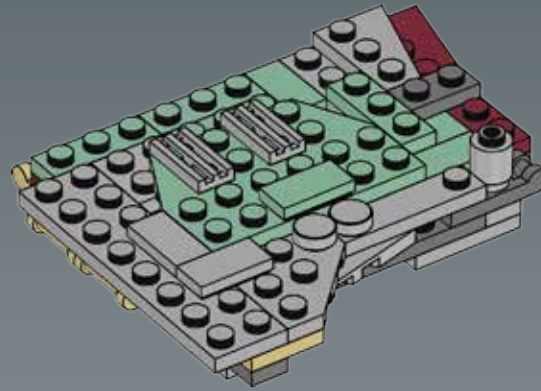
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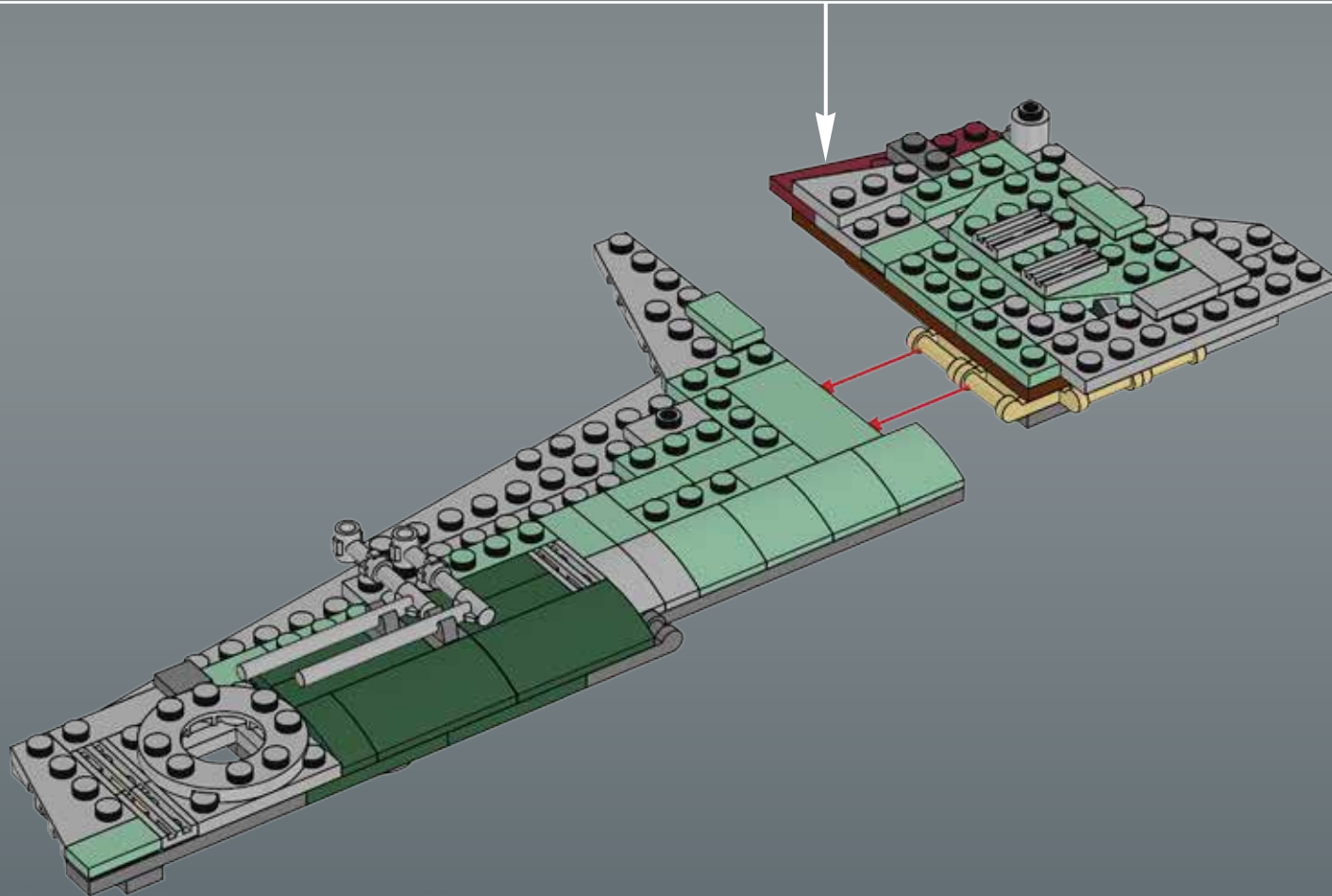
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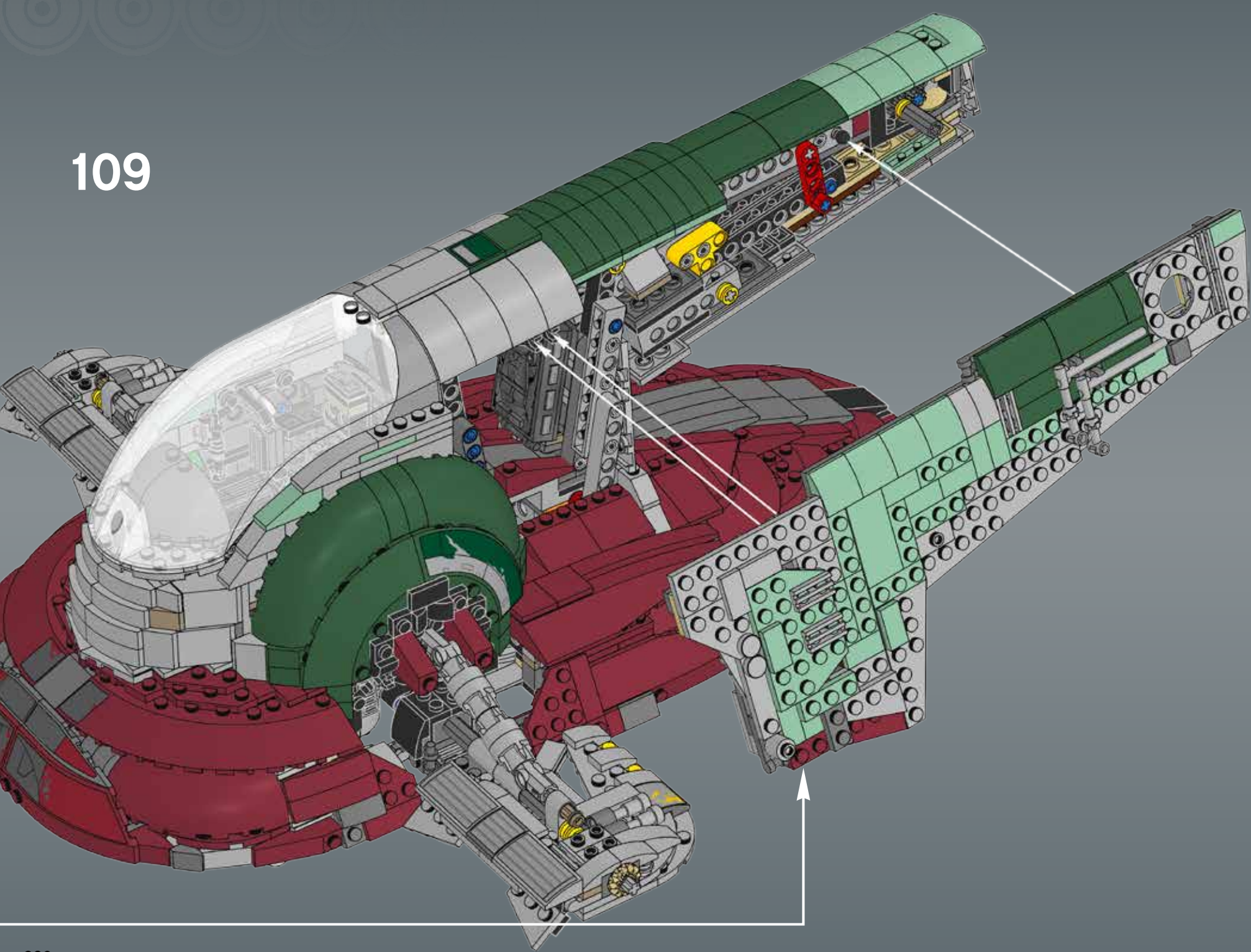
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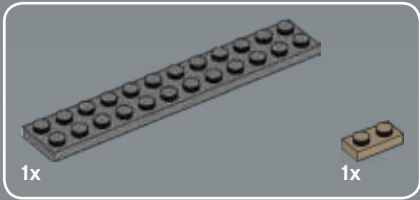
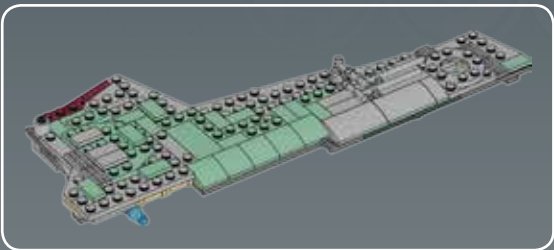
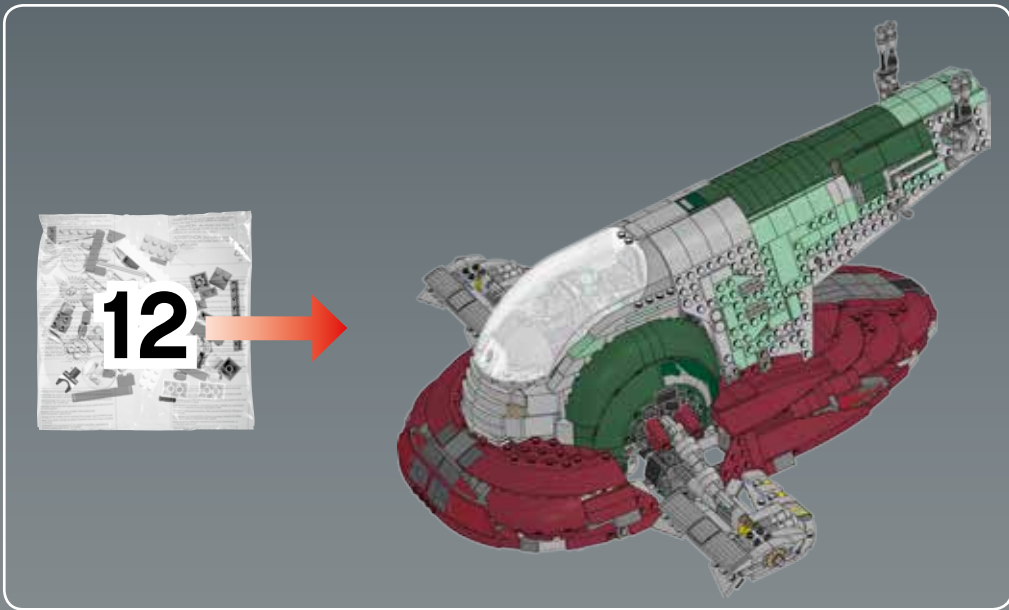


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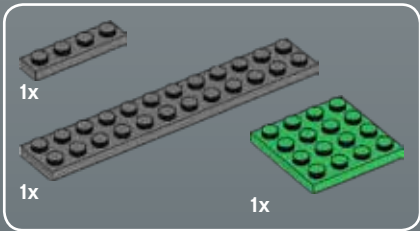
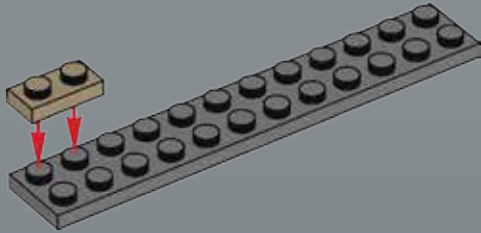


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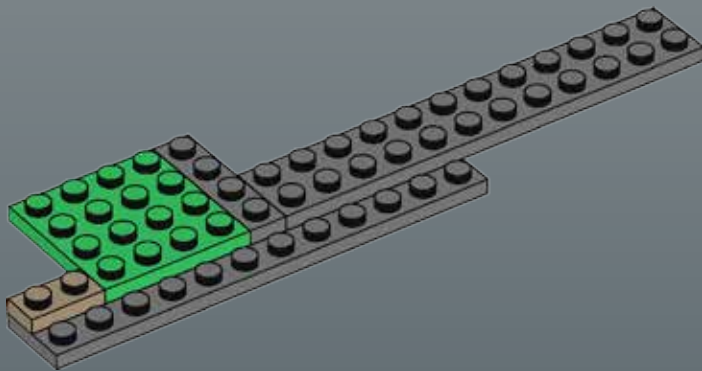




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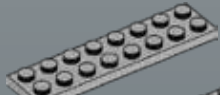
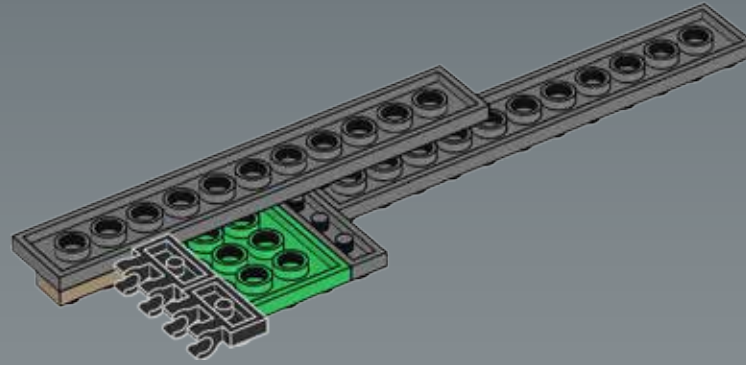
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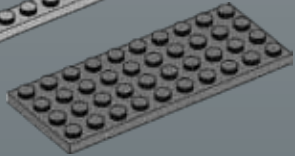
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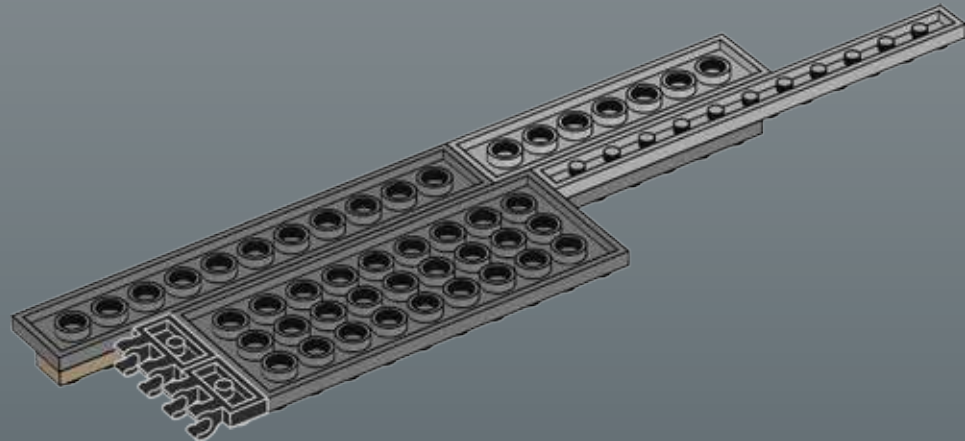


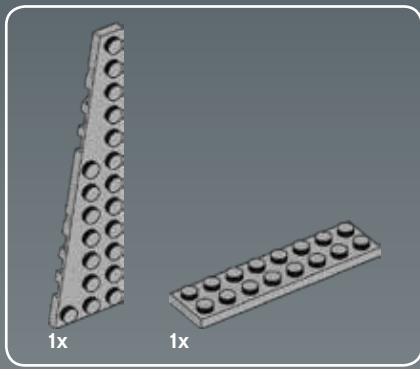
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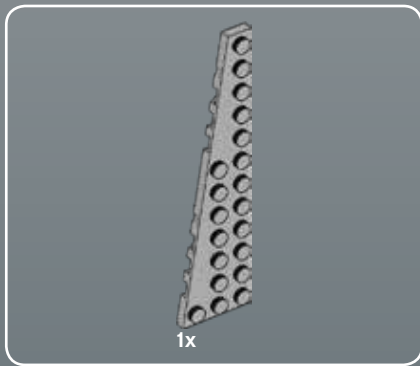
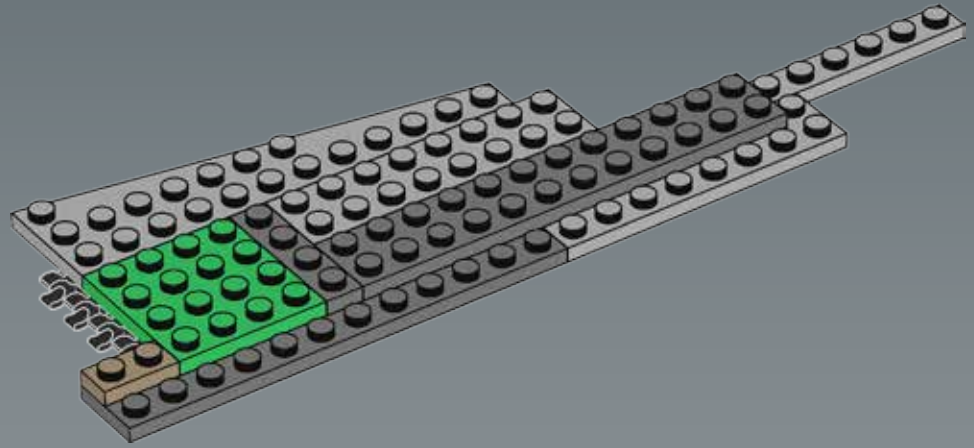
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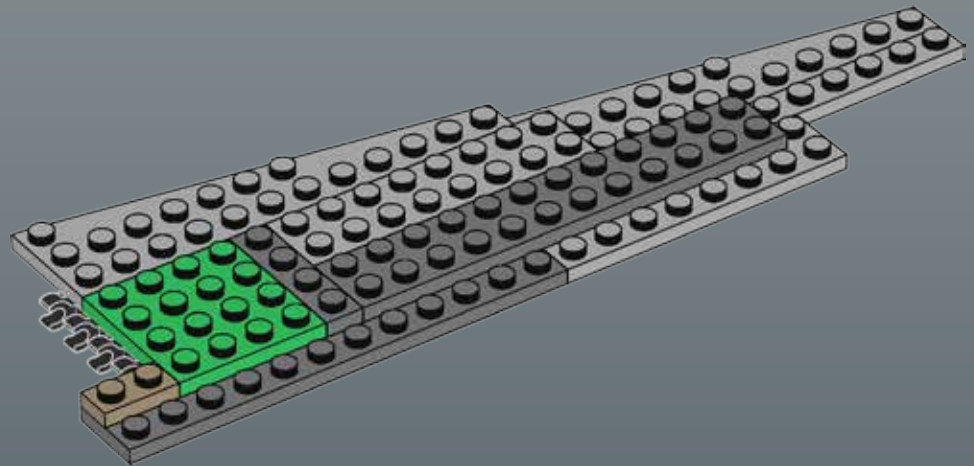


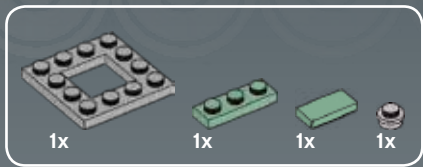


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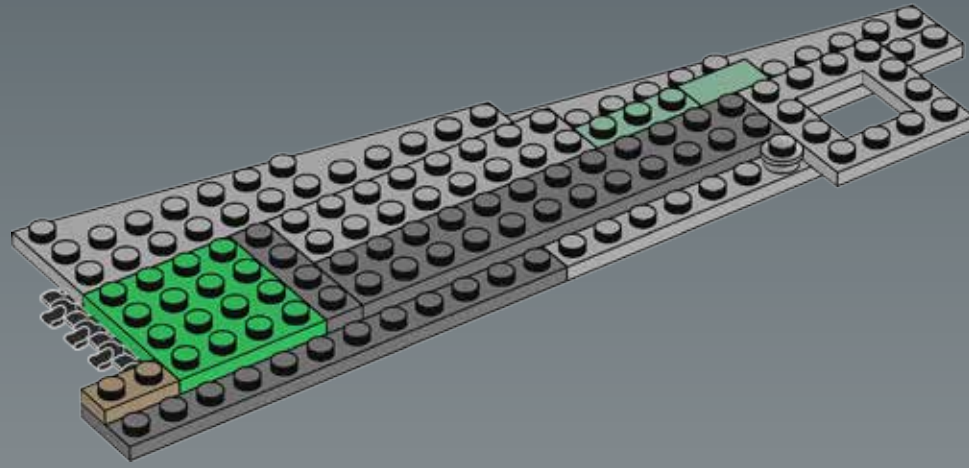


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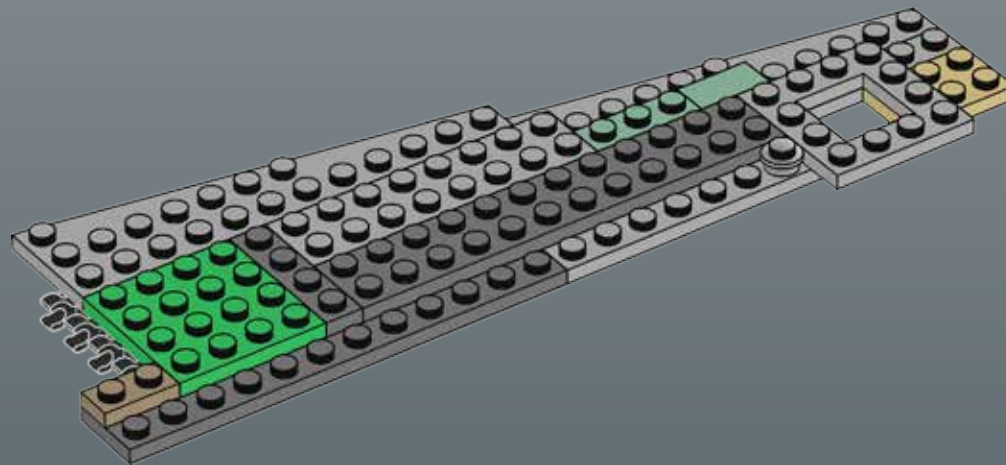


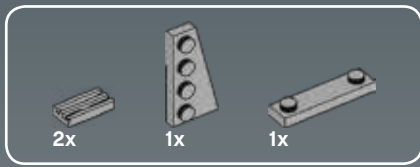


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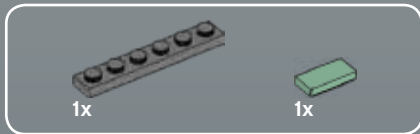
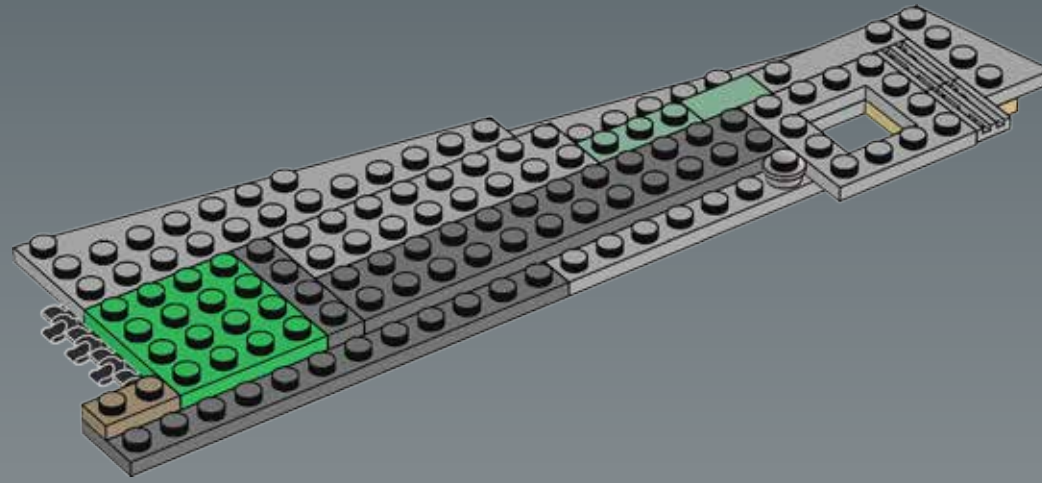


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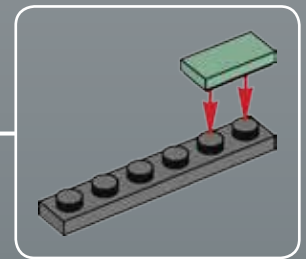
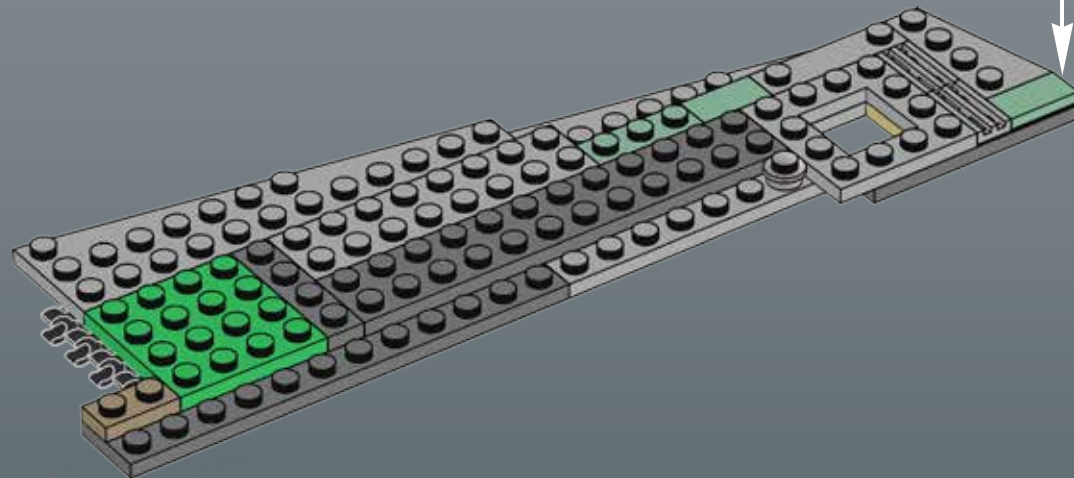


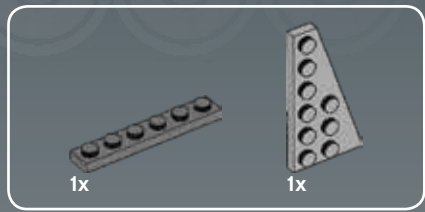


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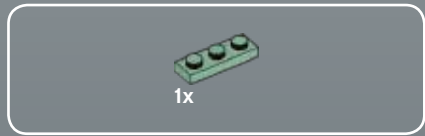
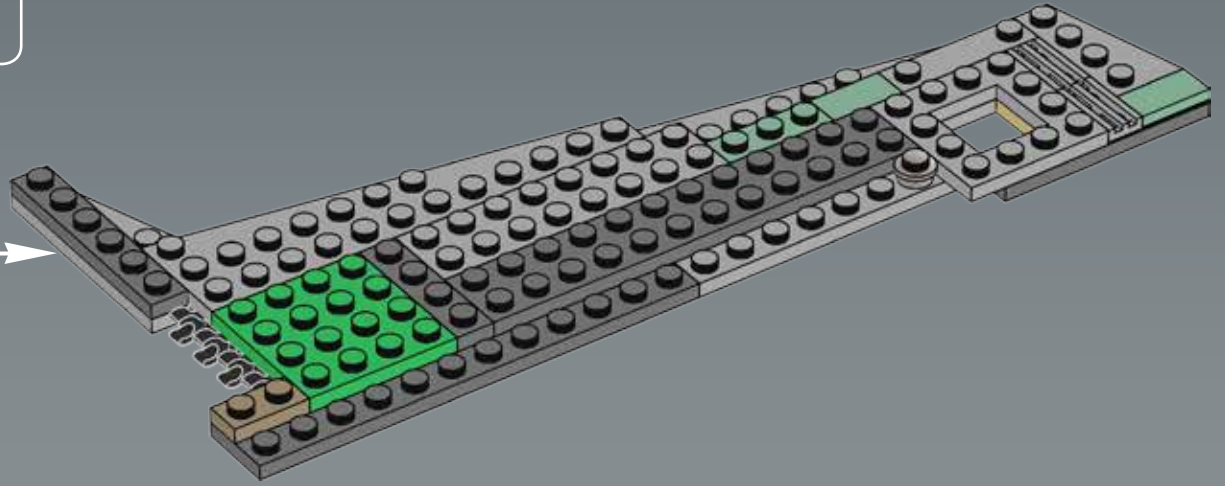
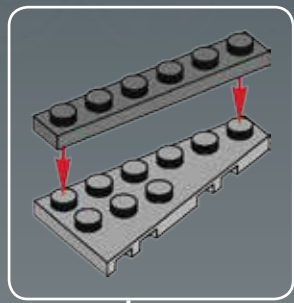


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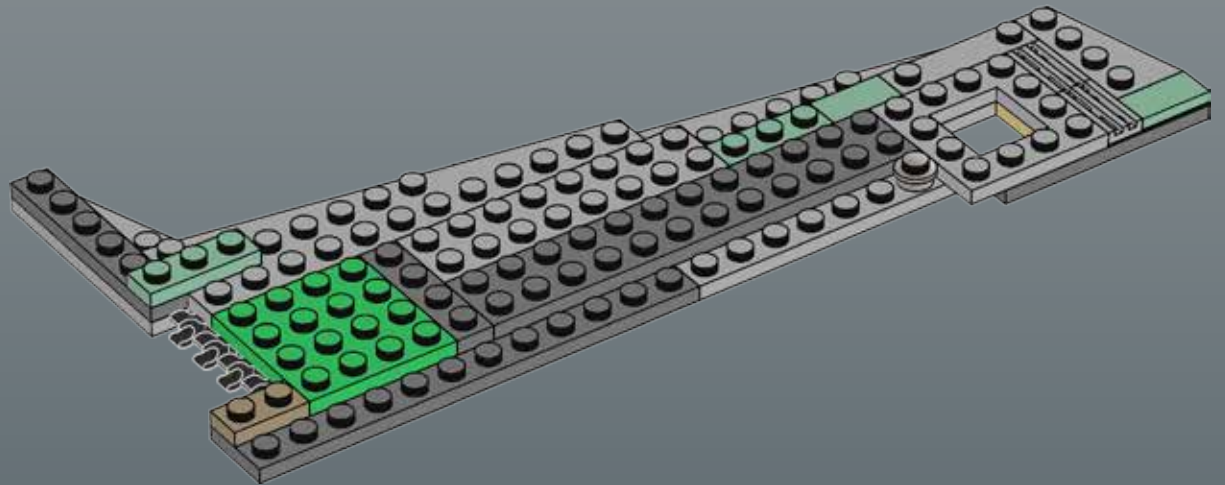


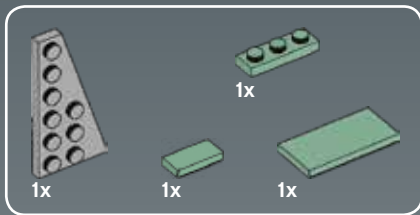


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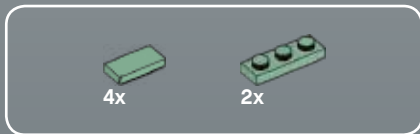
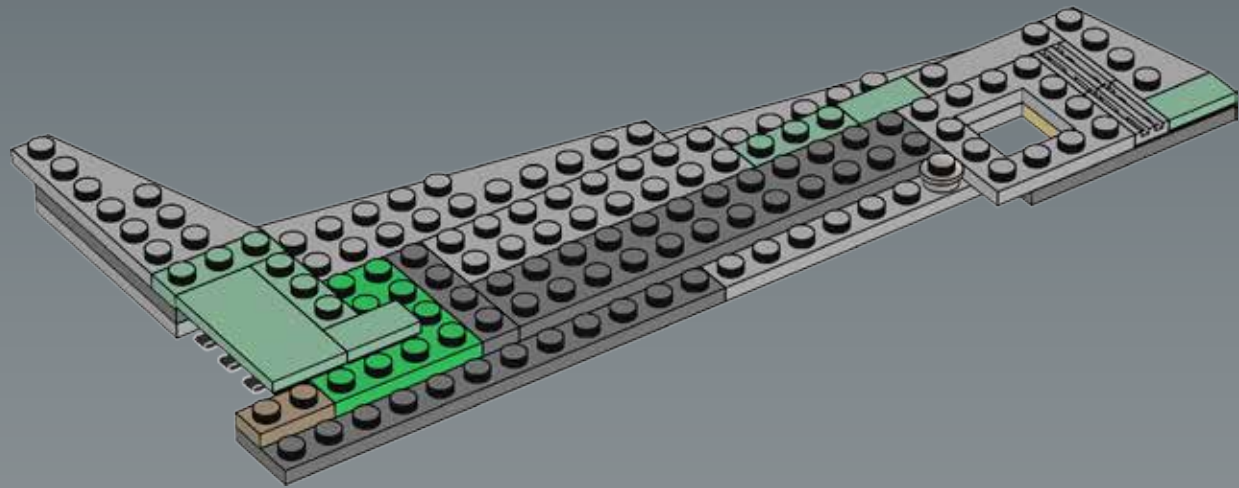


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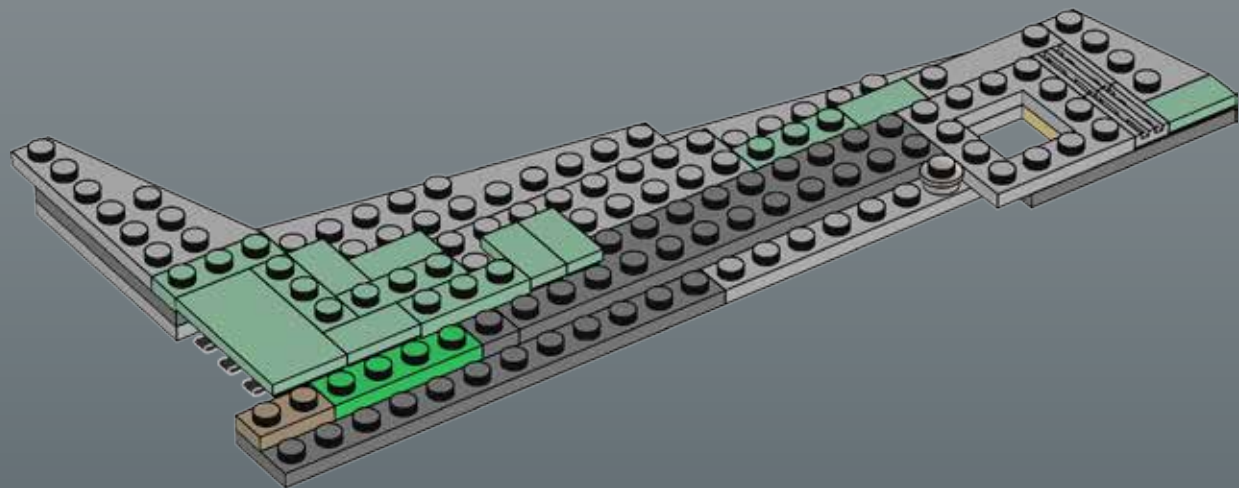




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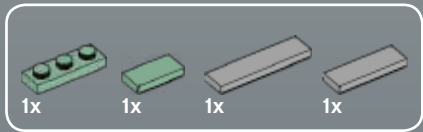
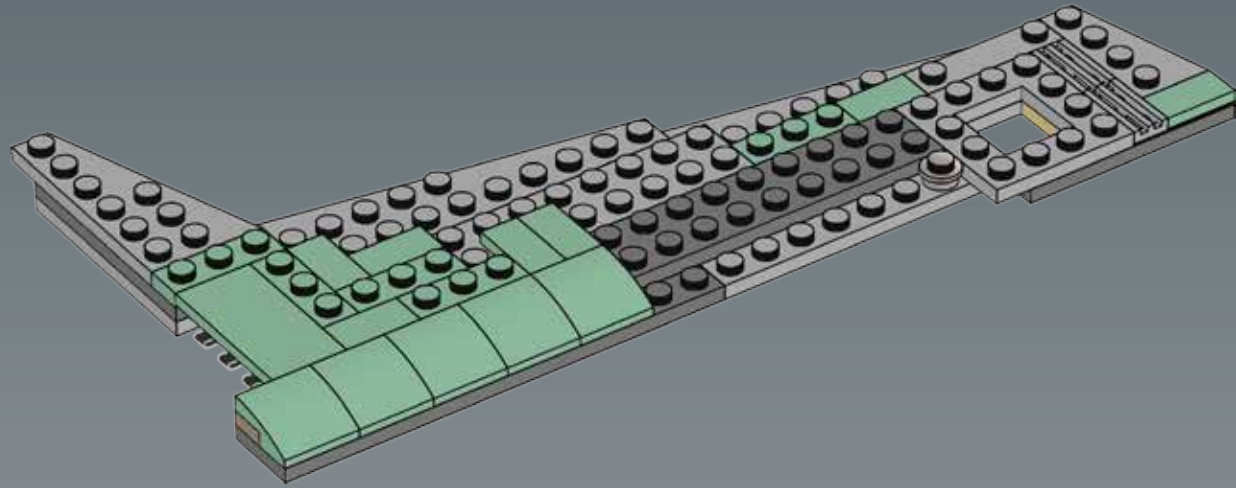


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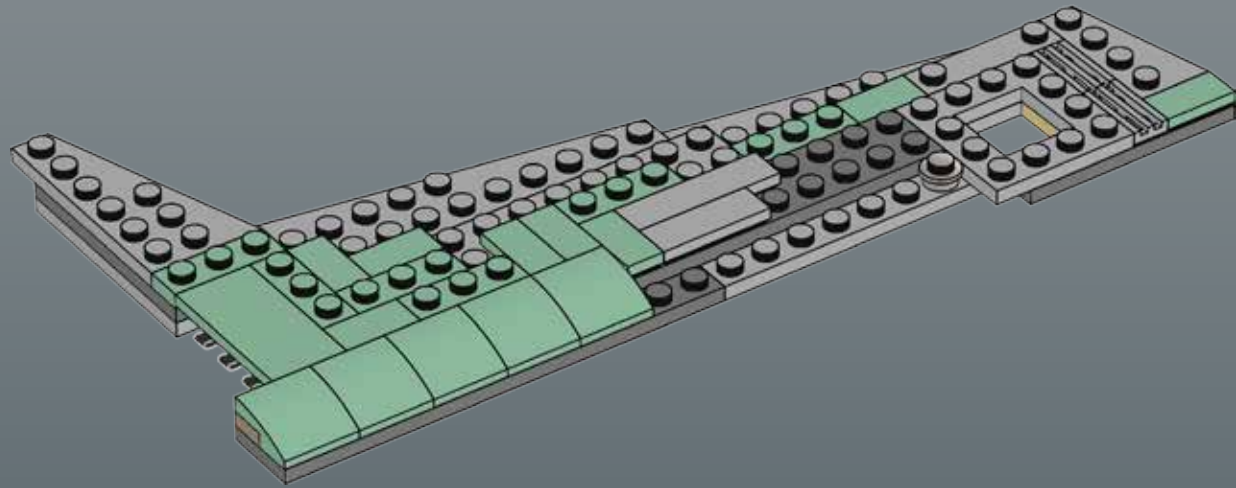




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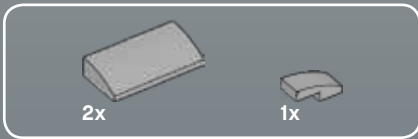
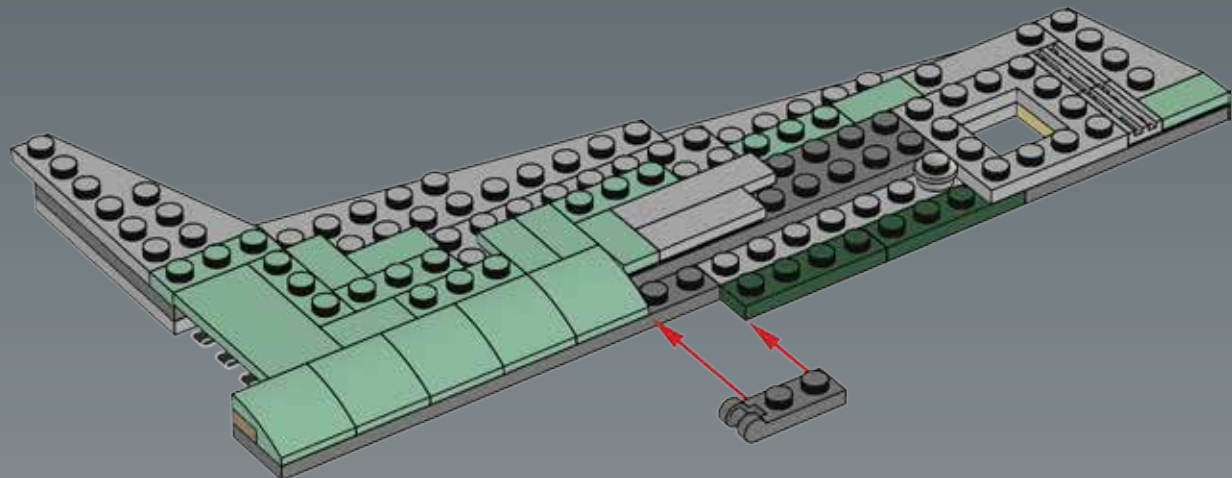


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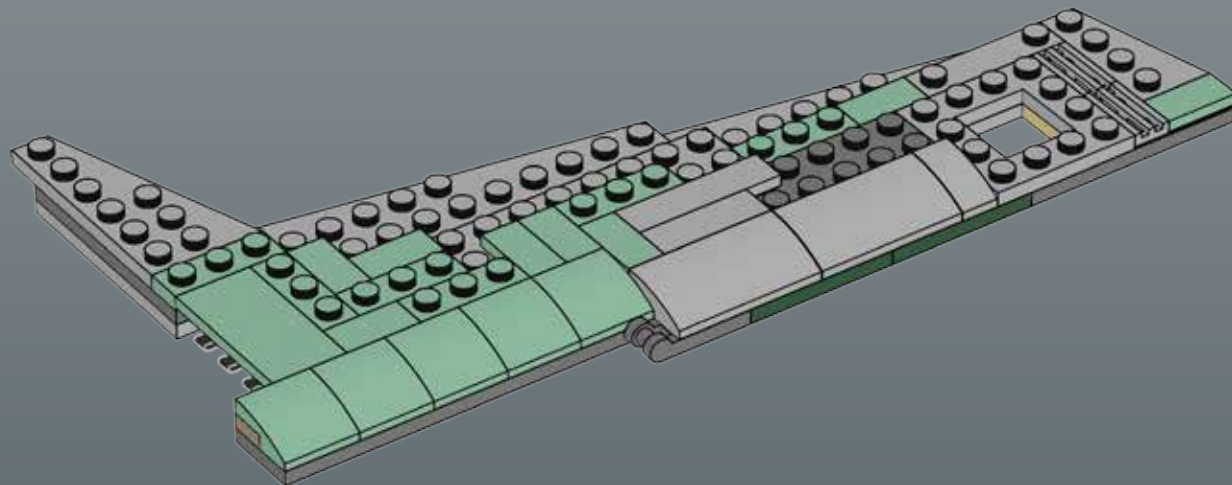


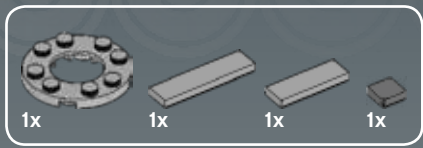


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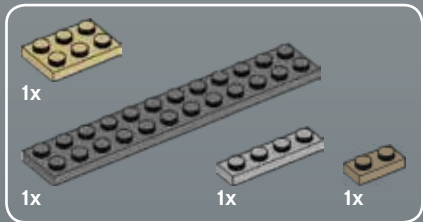
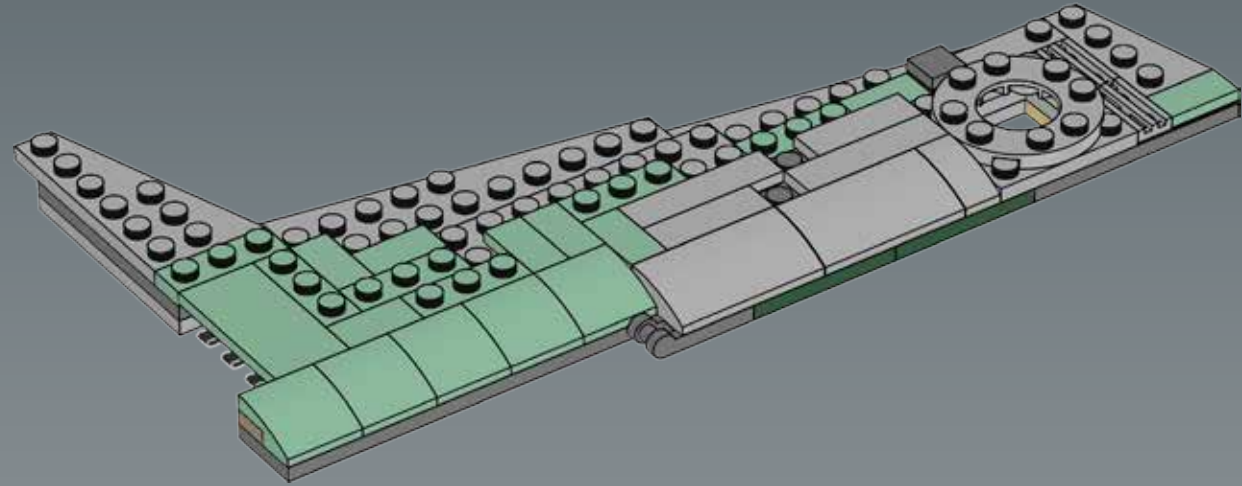


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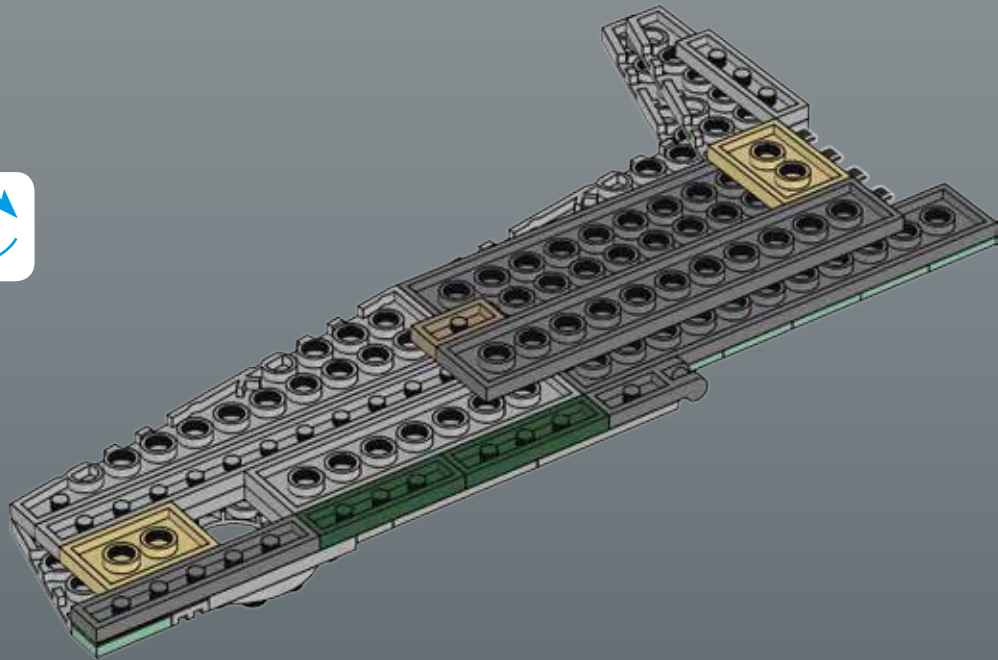




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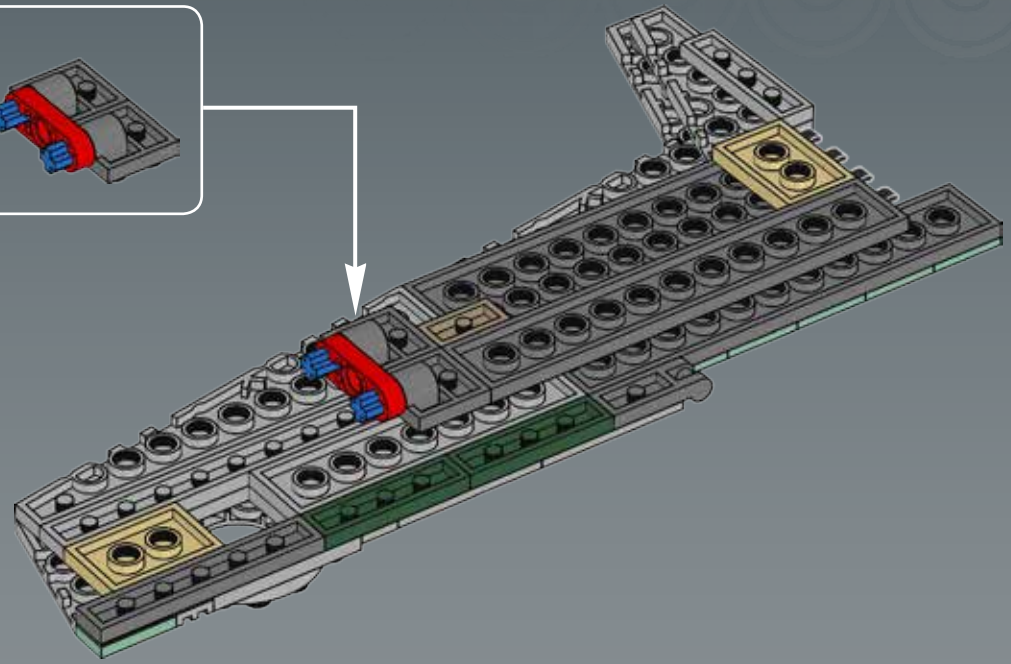
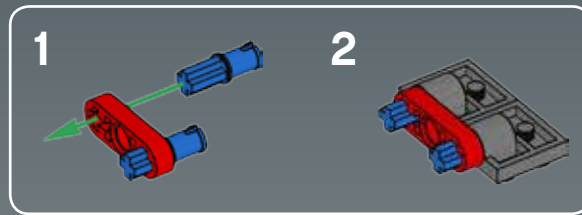


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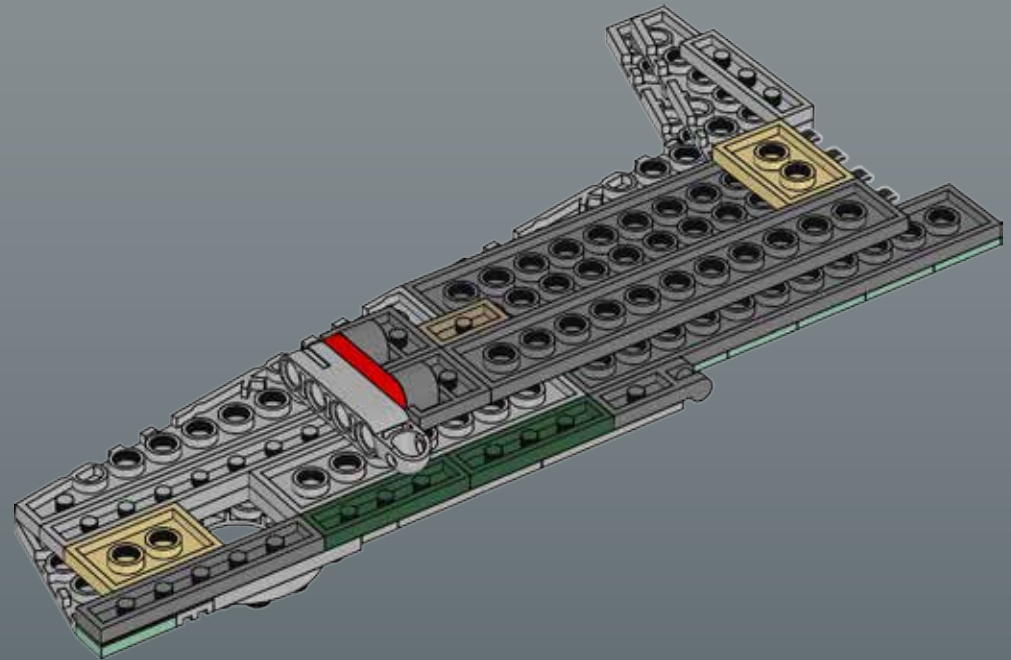




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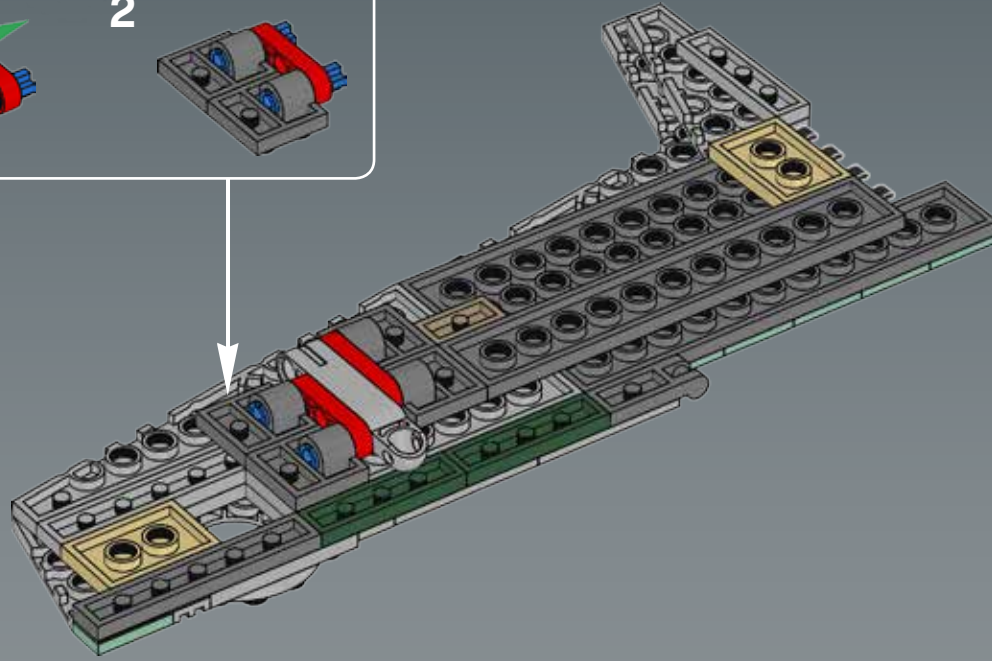
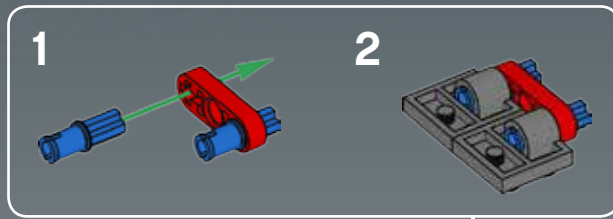


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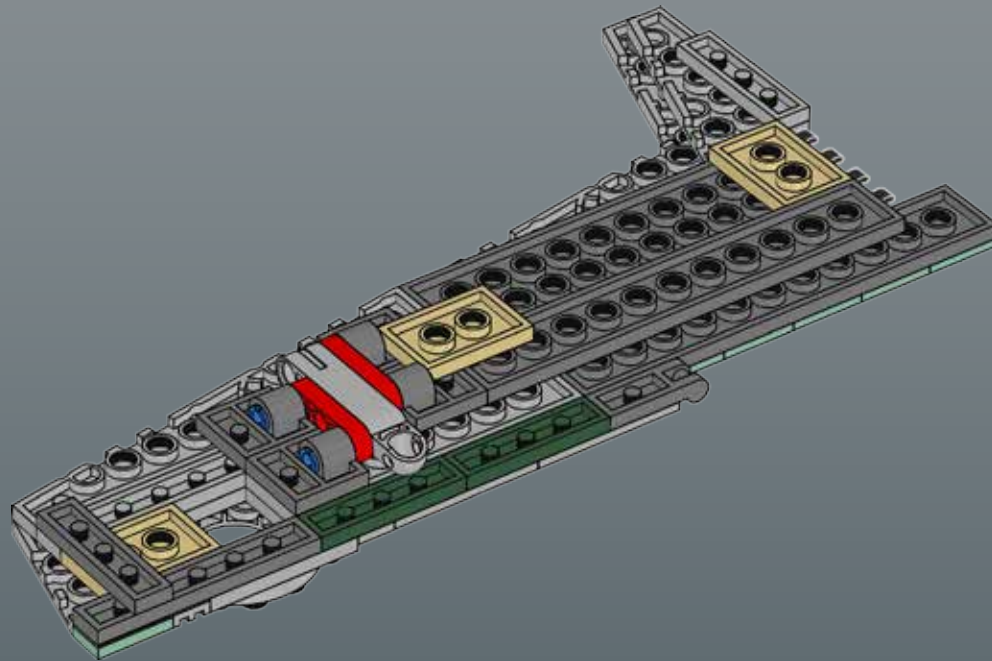




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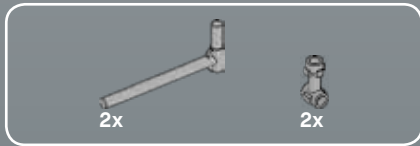
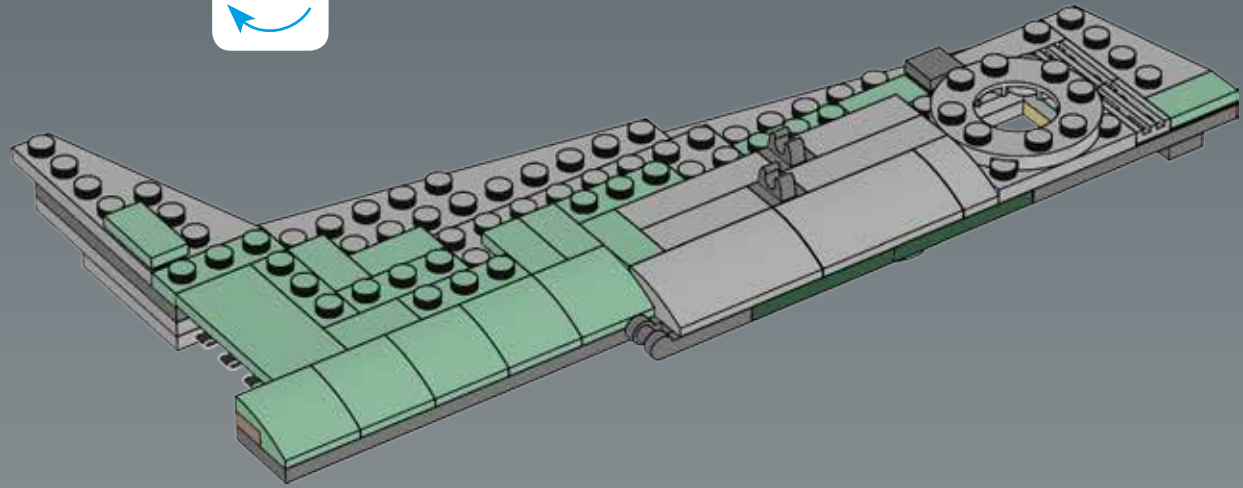


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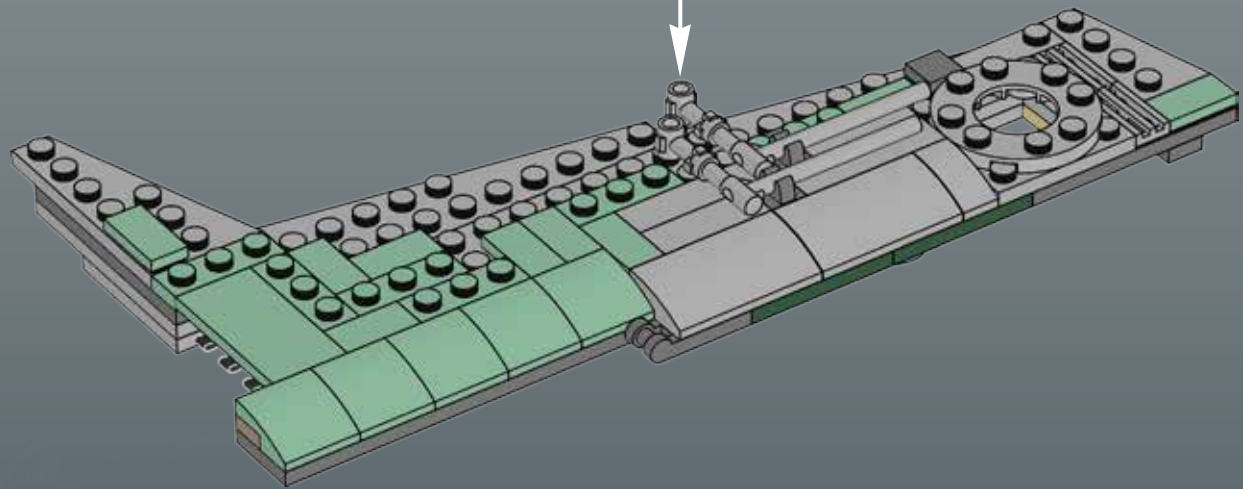
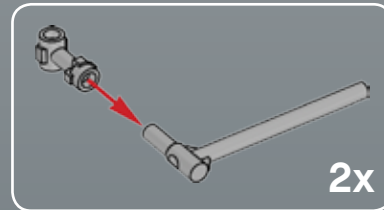


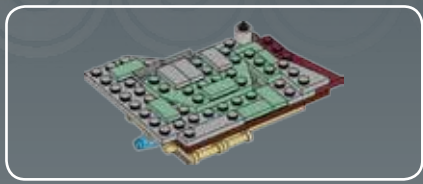


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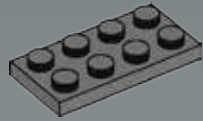
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1



2x

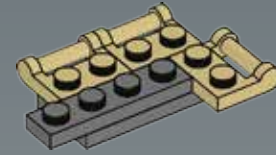
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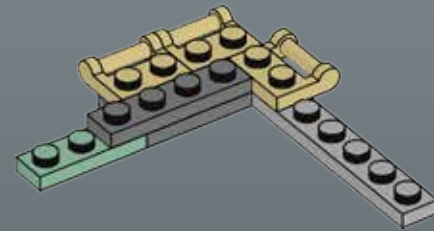
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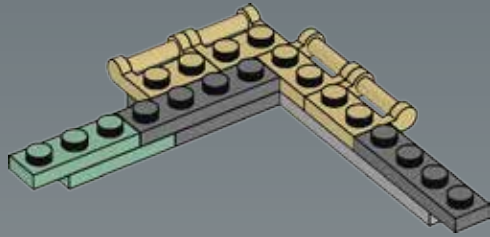
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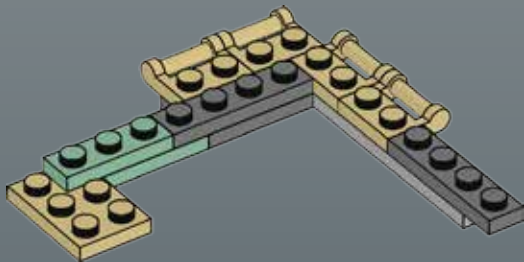




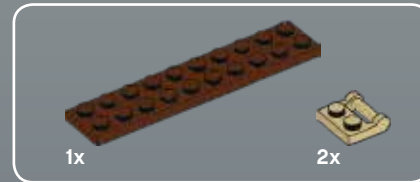
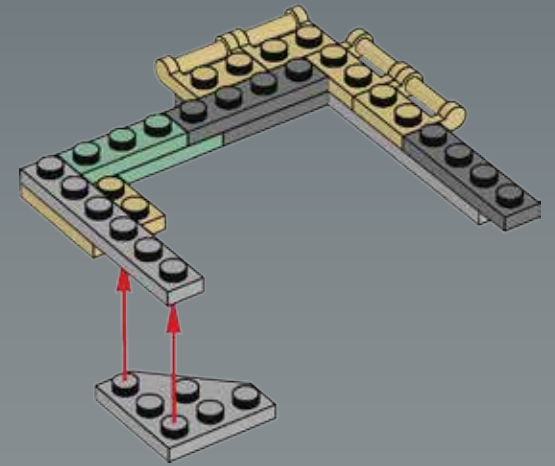
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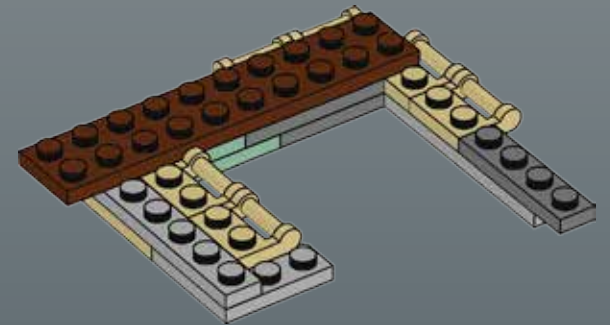
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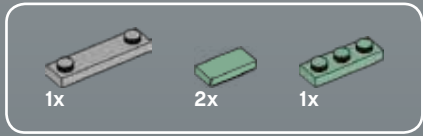
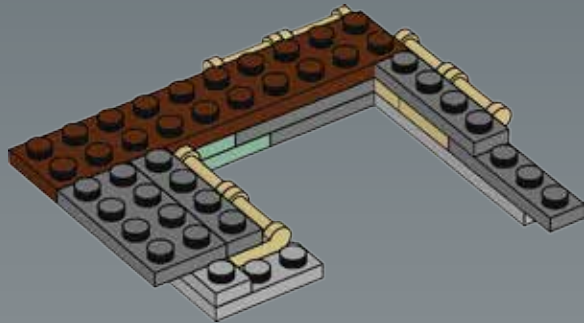


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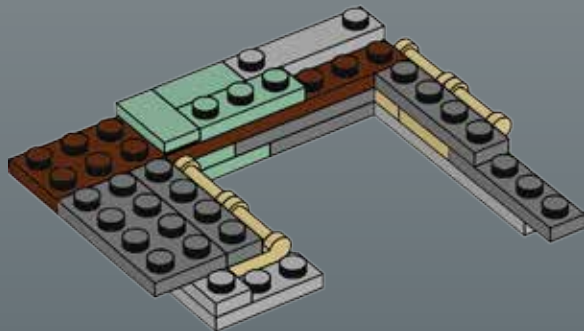




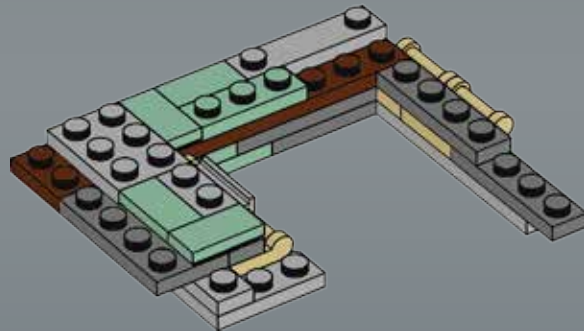
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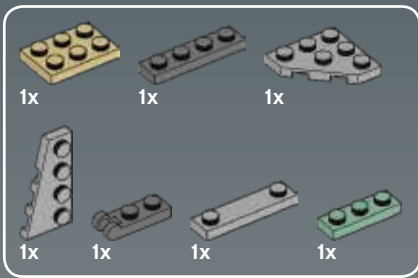


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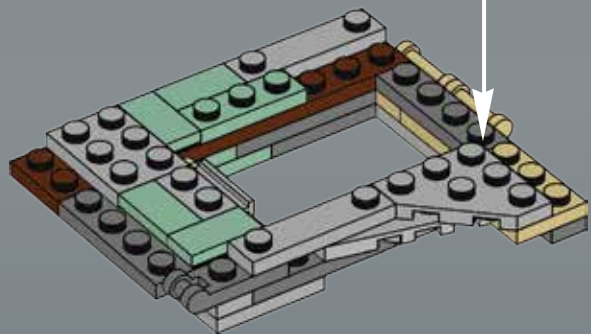
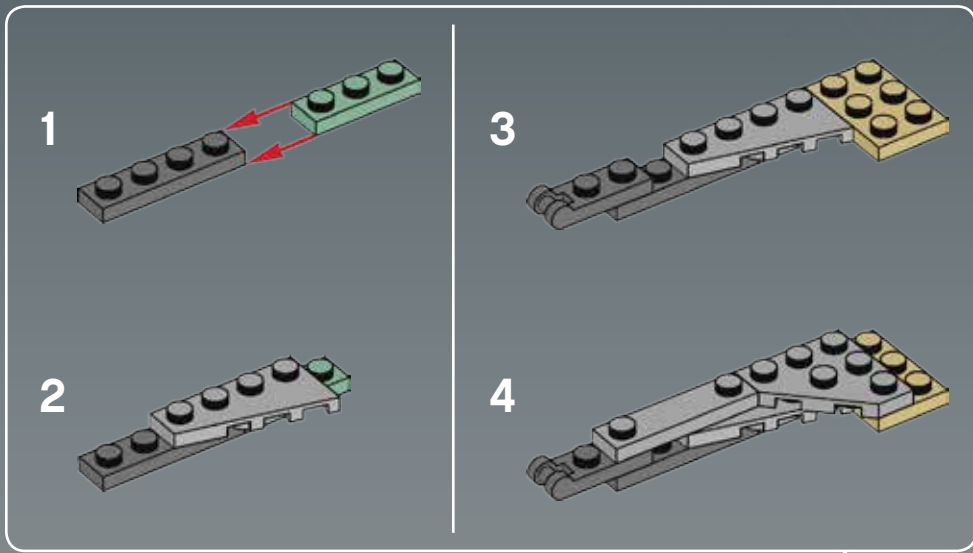


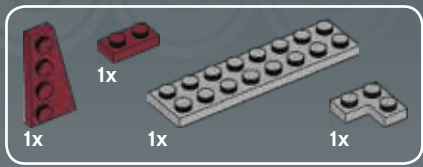
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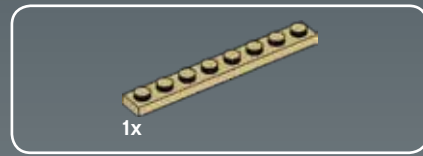
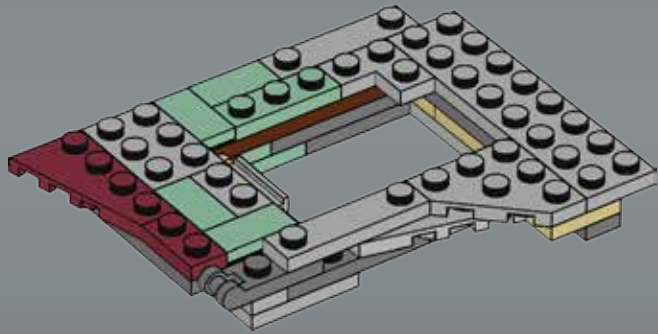


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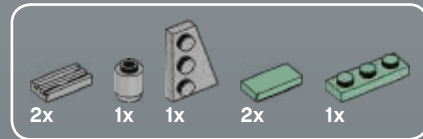
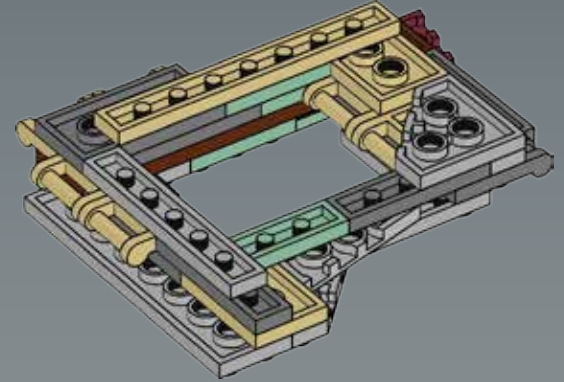




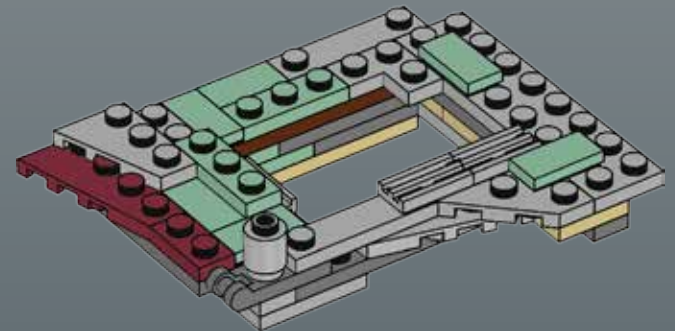
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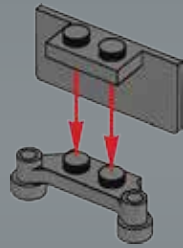


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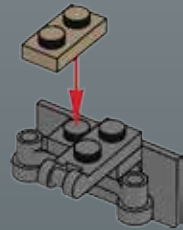




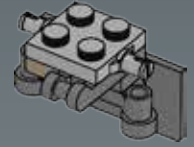
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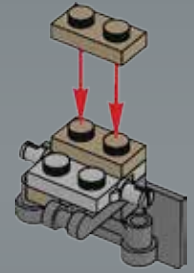
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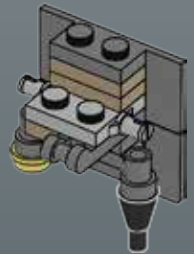
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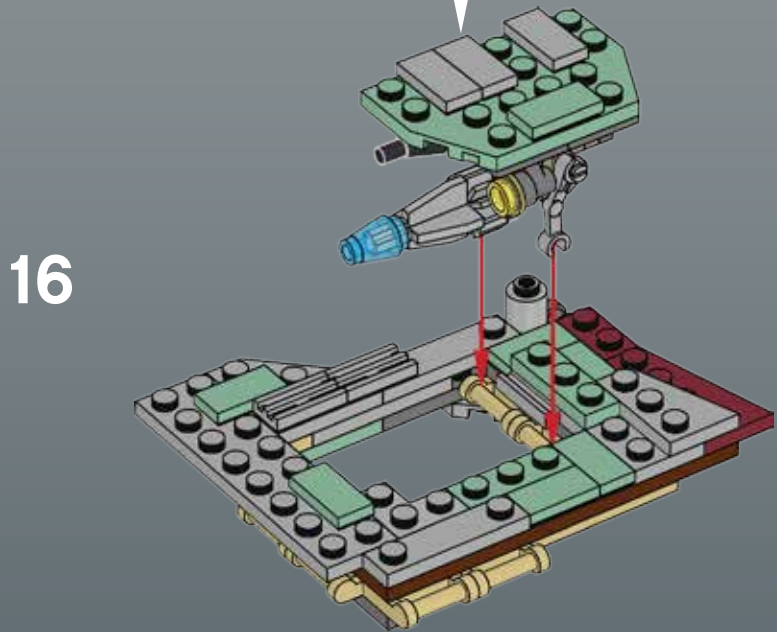
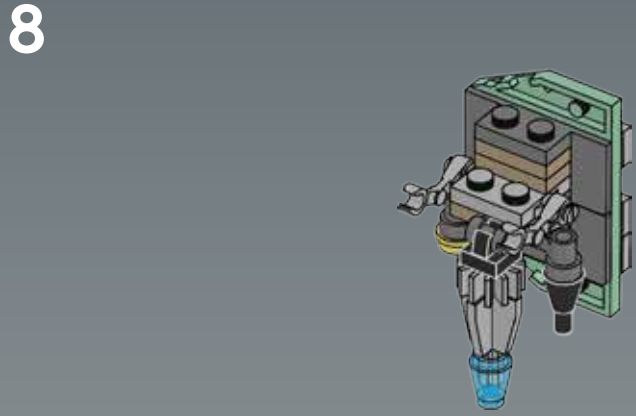
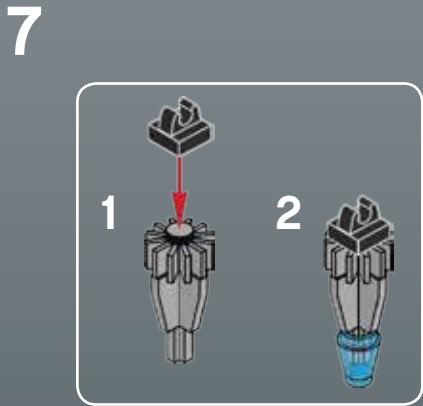
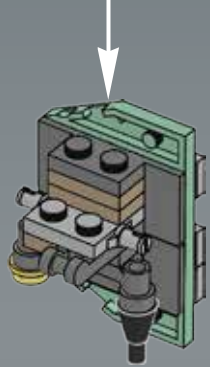
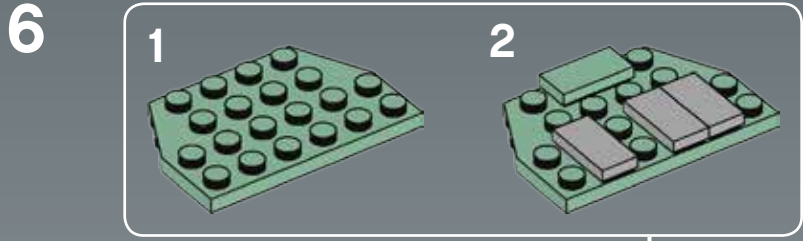
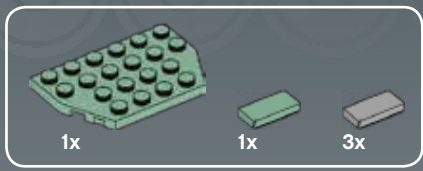


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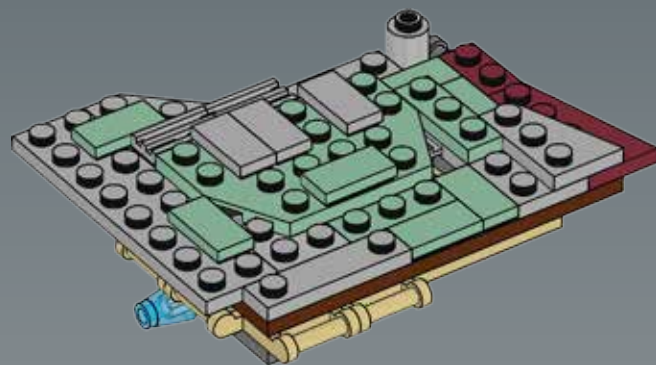


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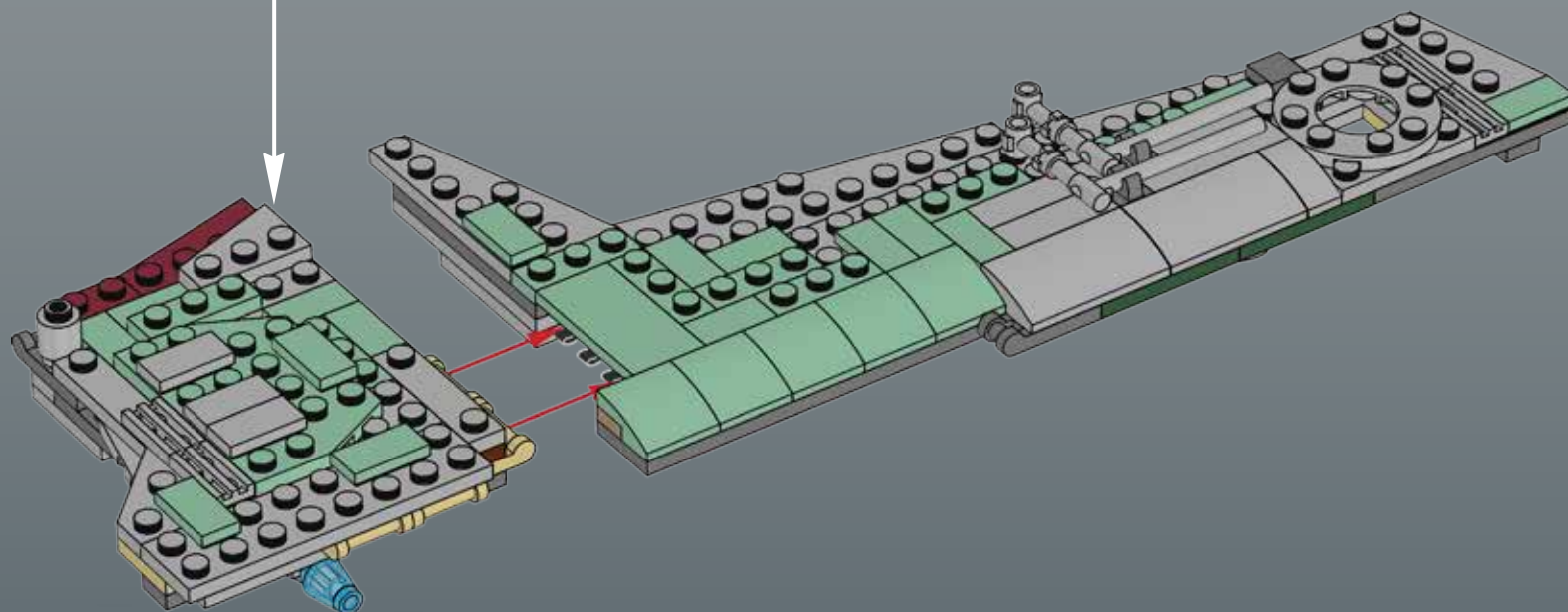


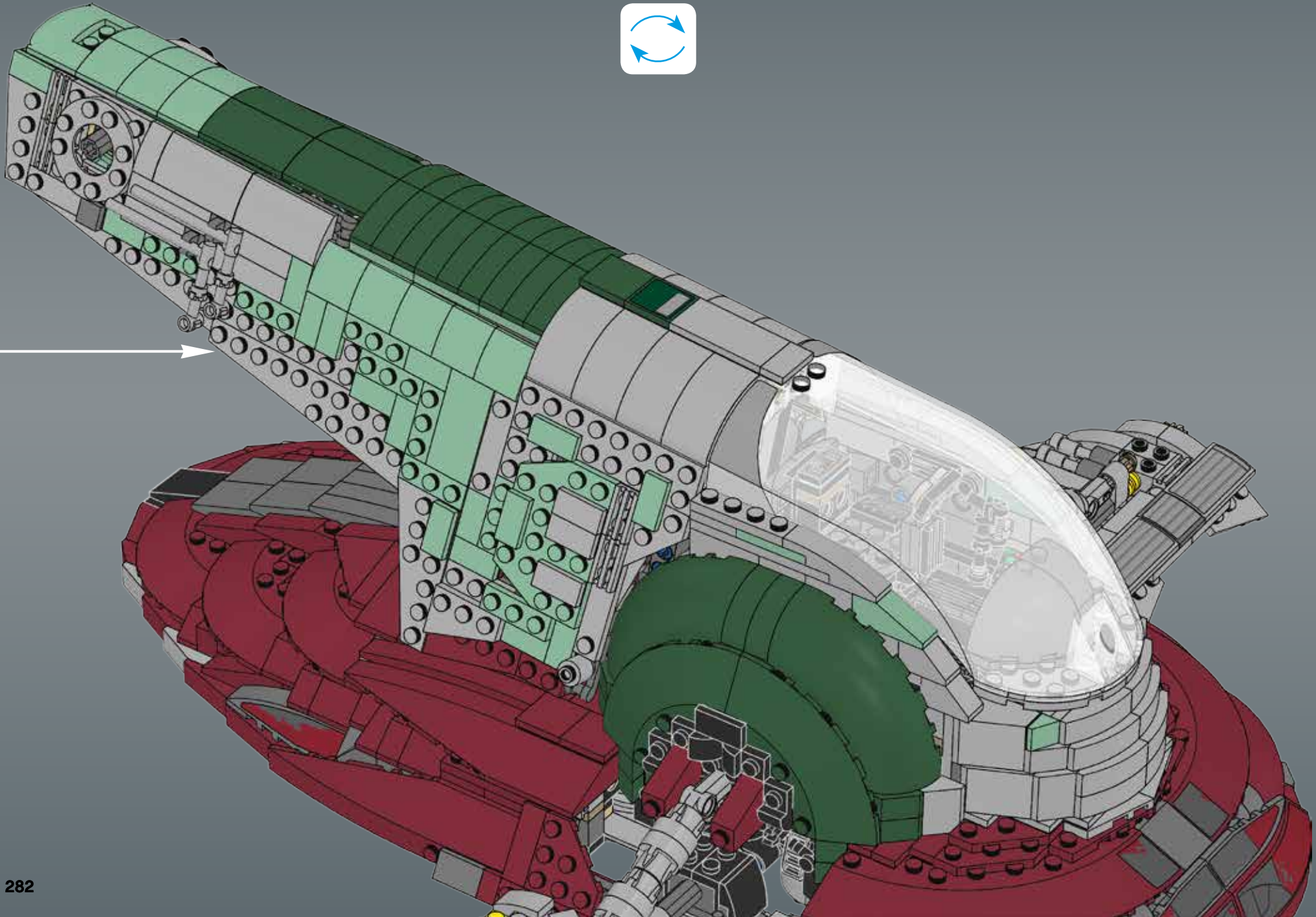


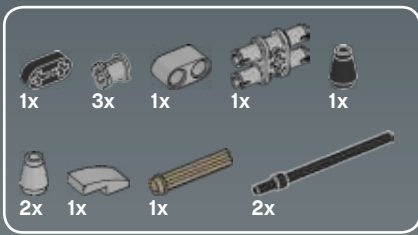
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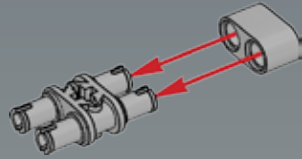




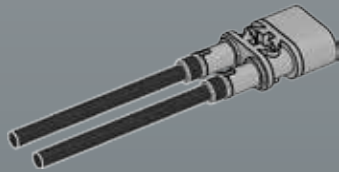


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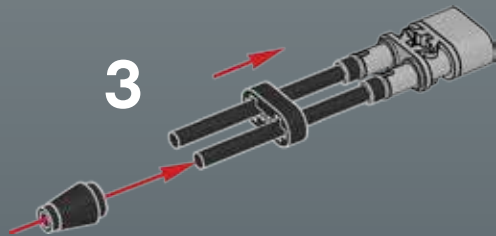
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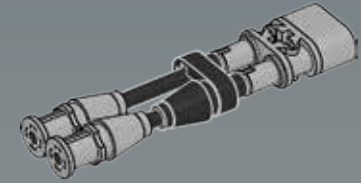
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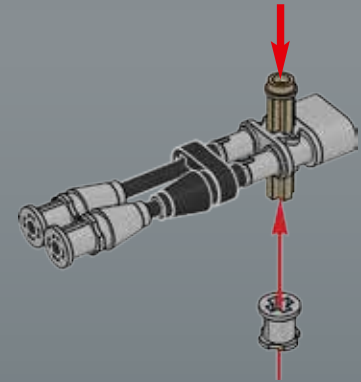
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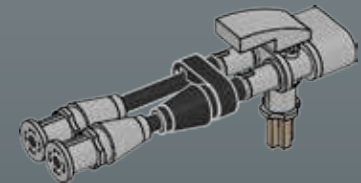
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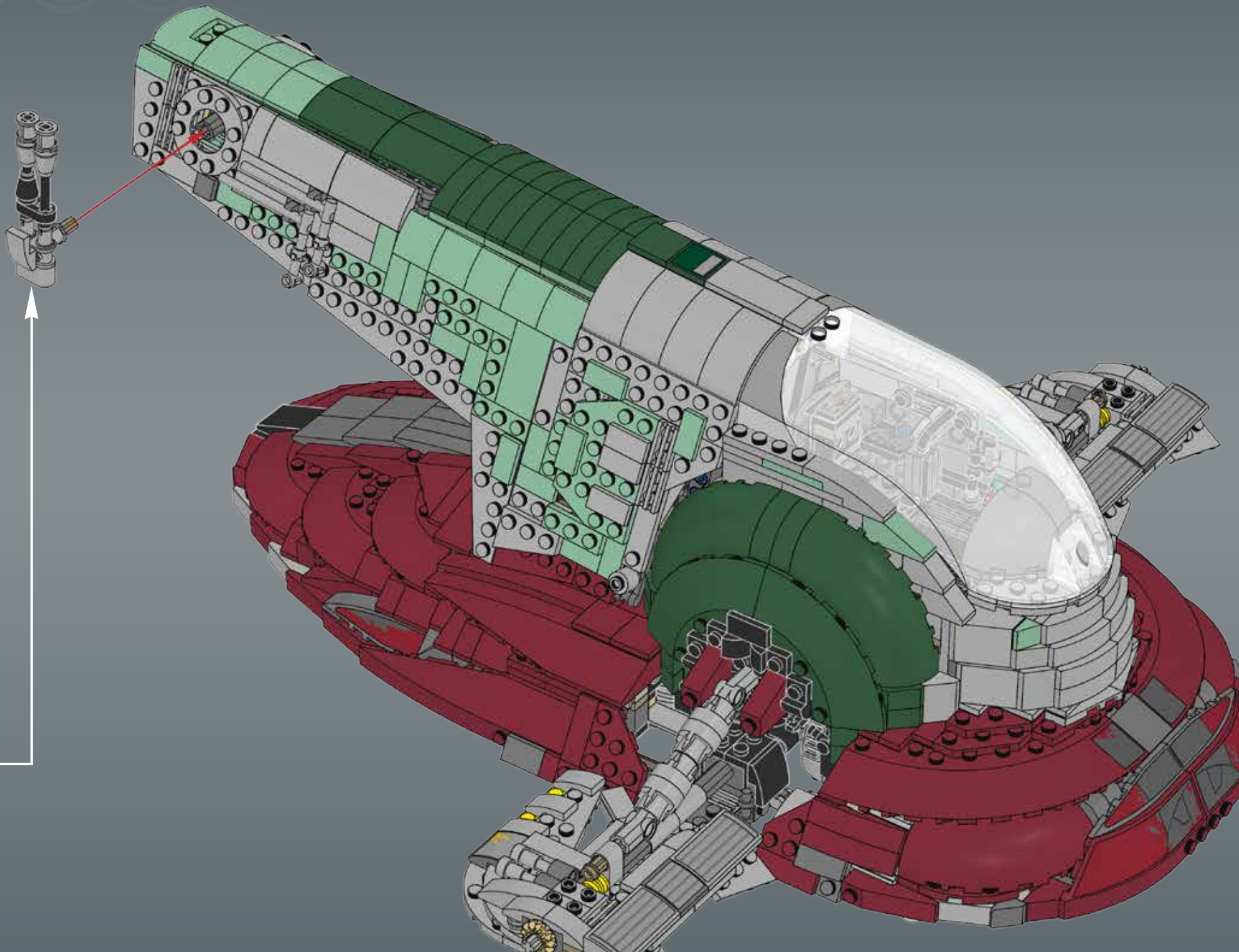


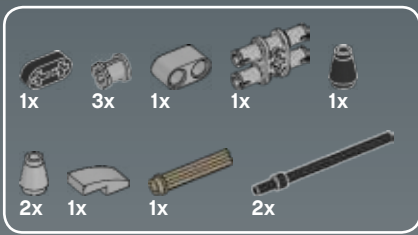
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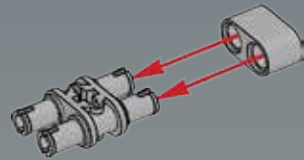




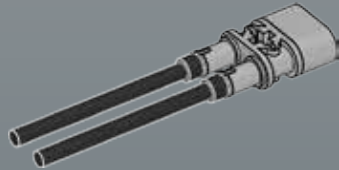


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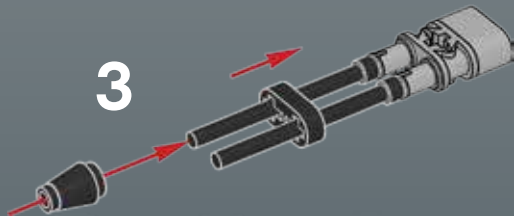
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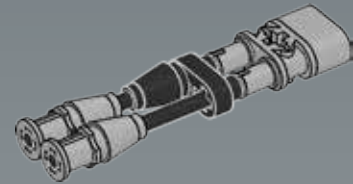
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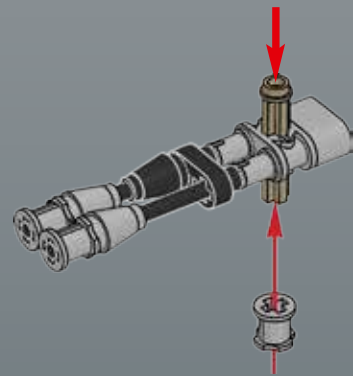
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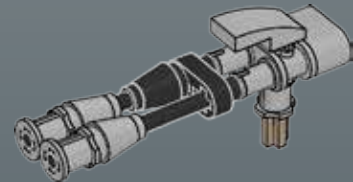
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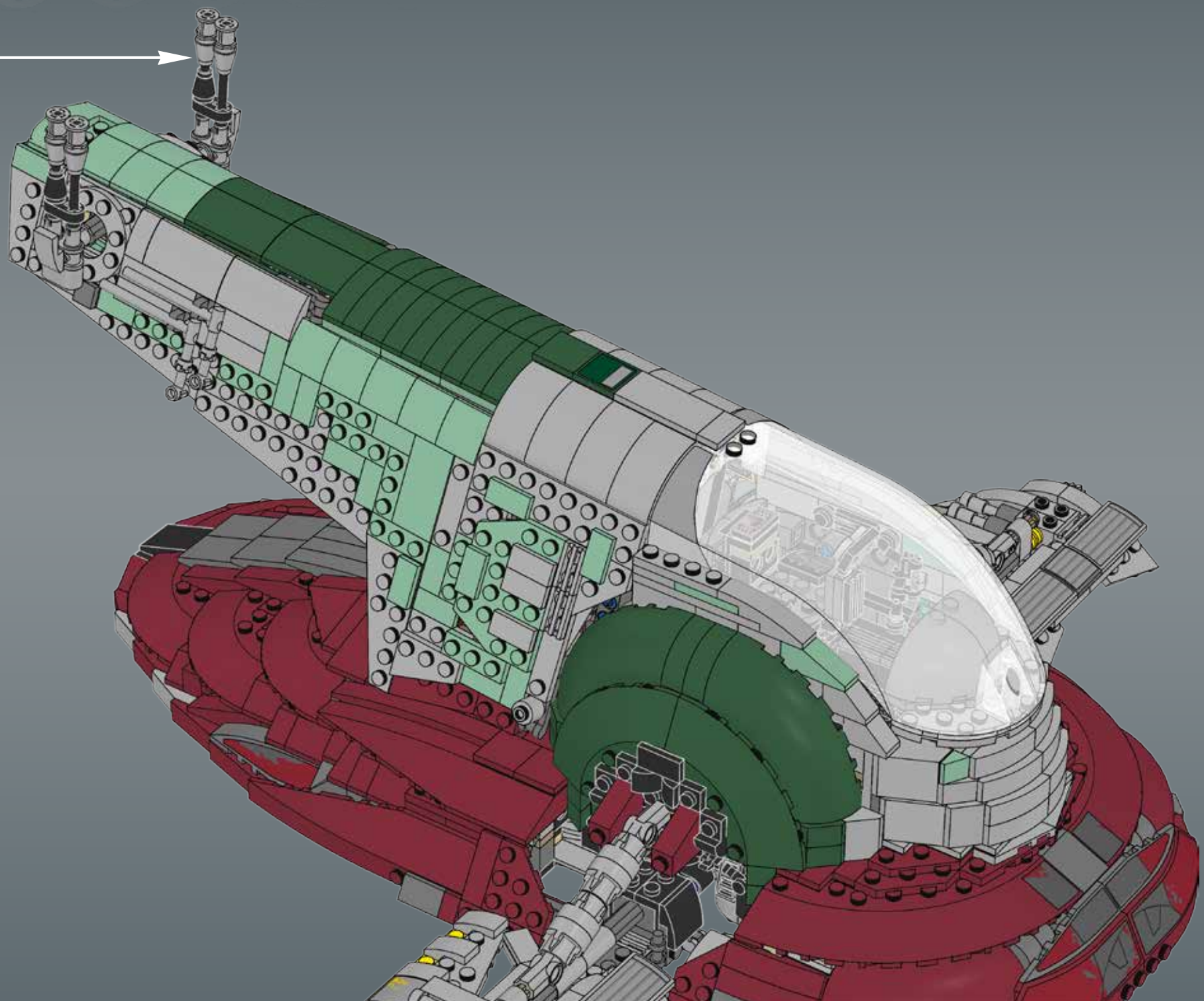


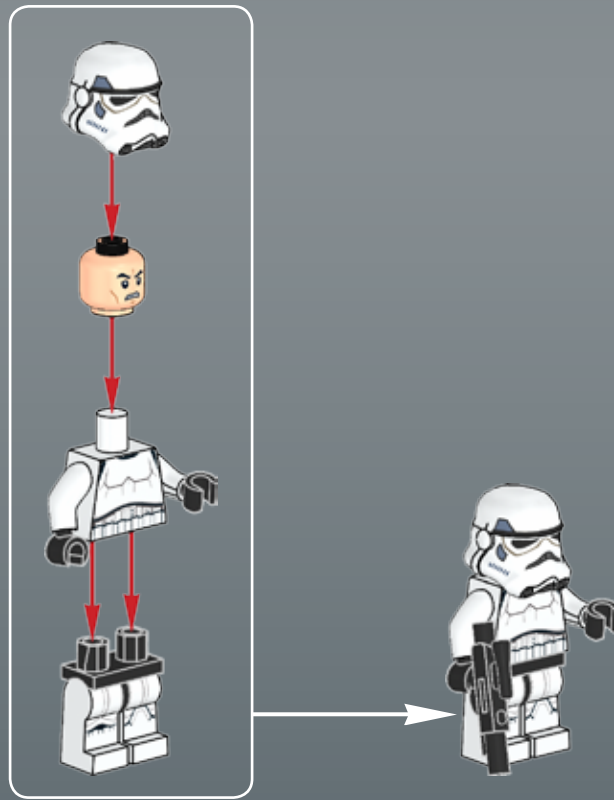
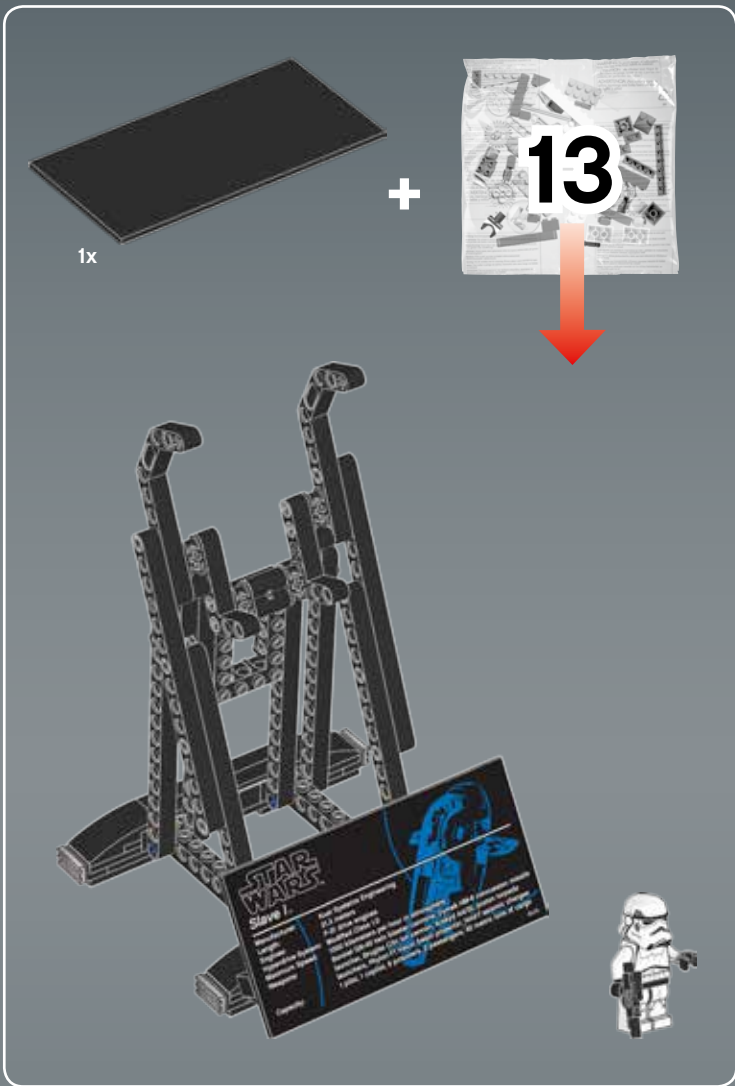
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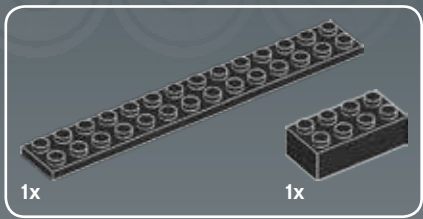


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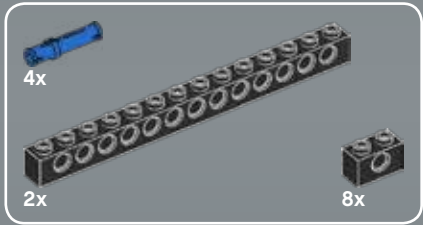
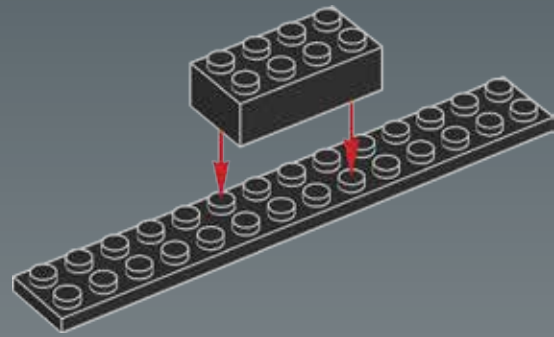




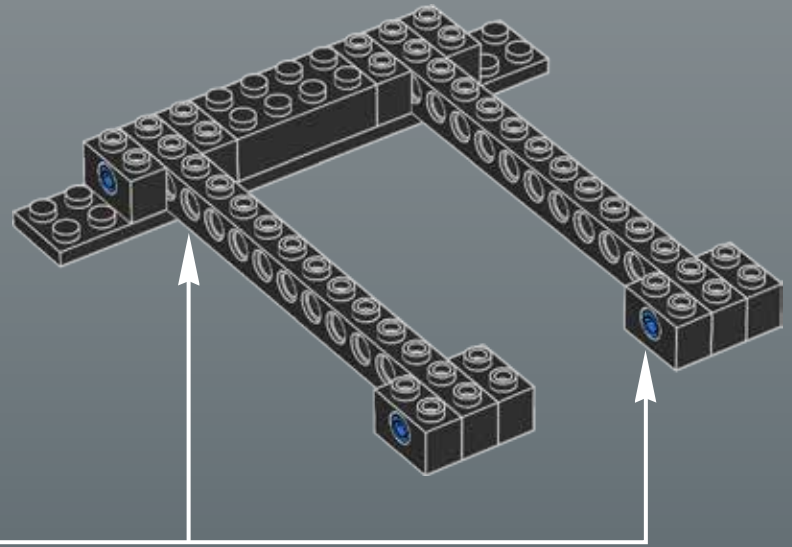
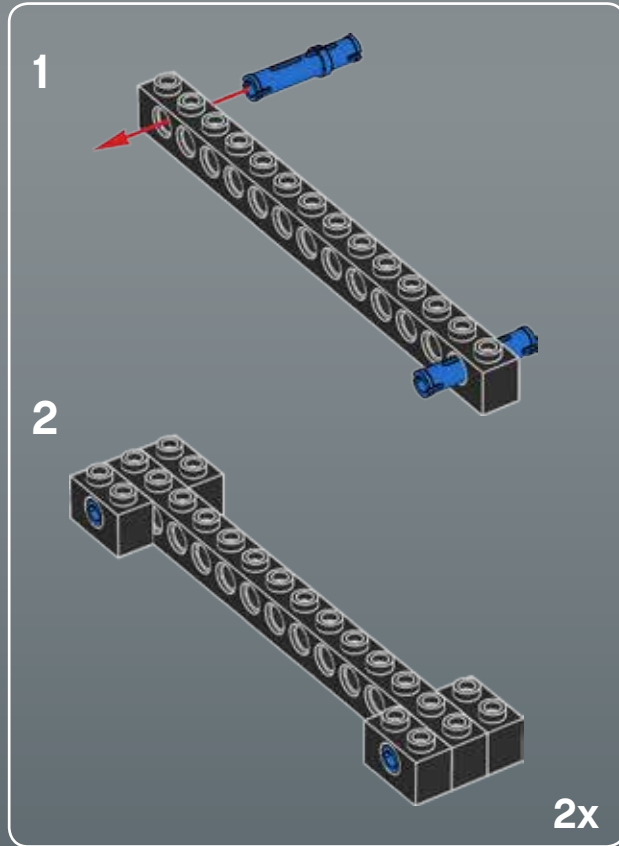


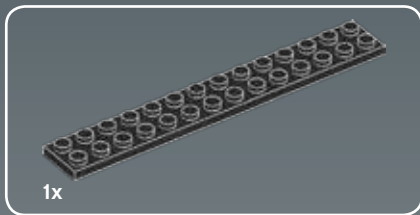


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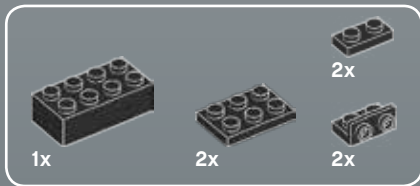
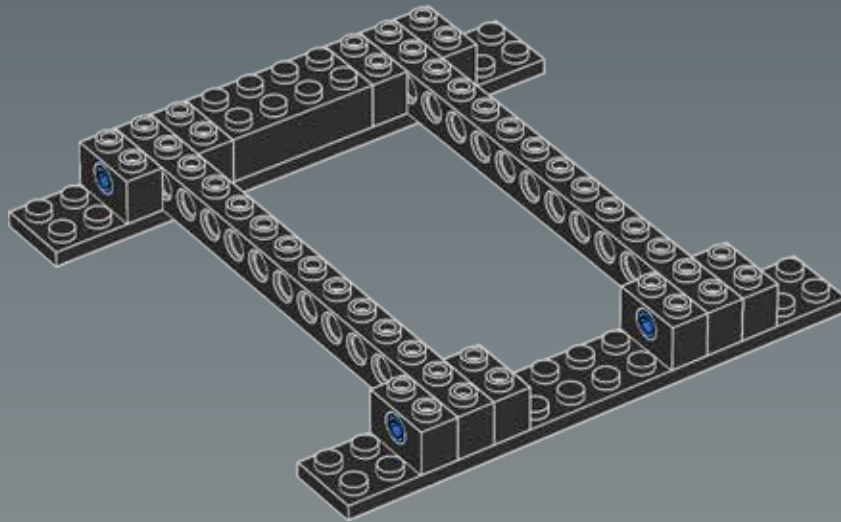


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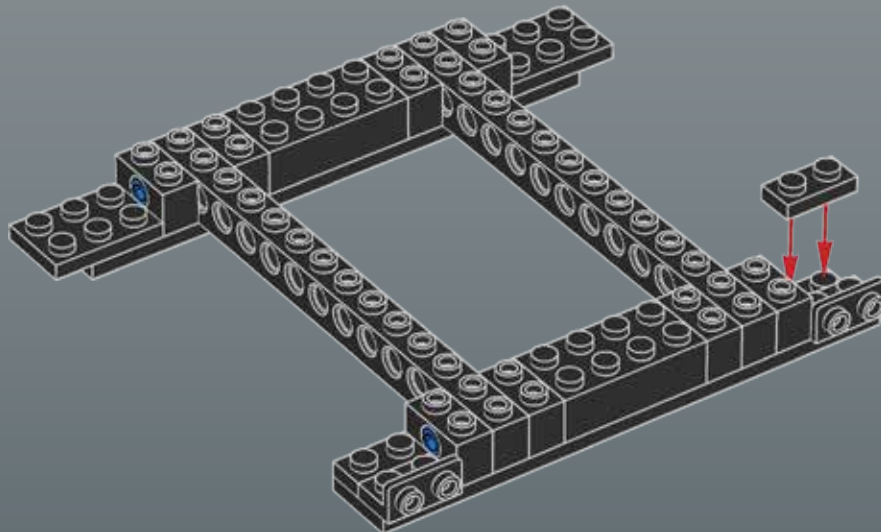




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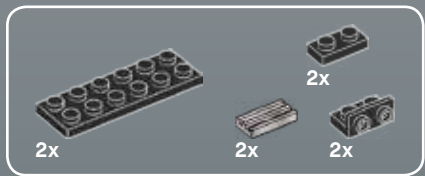
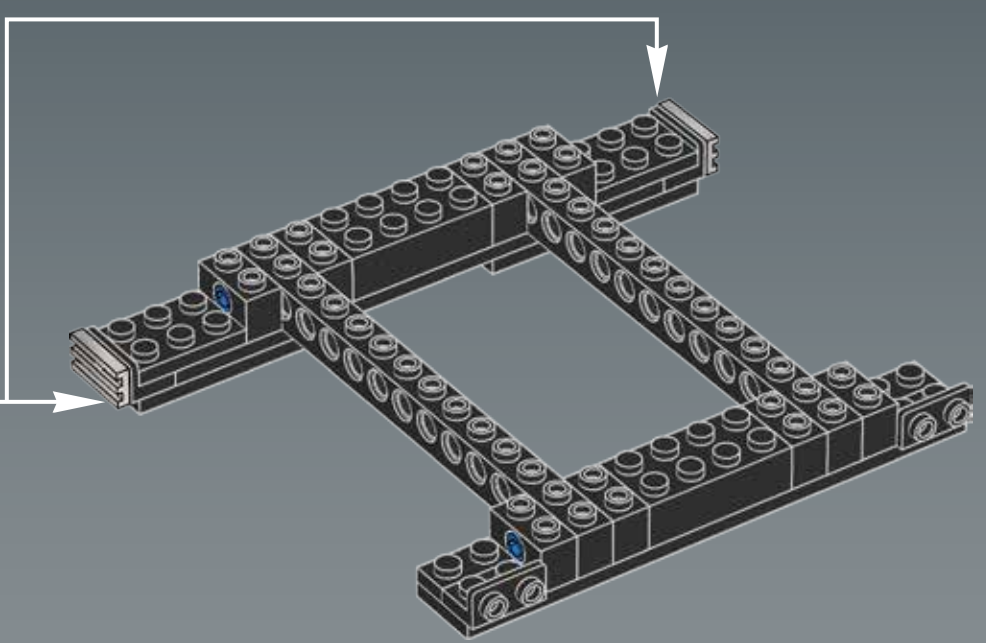
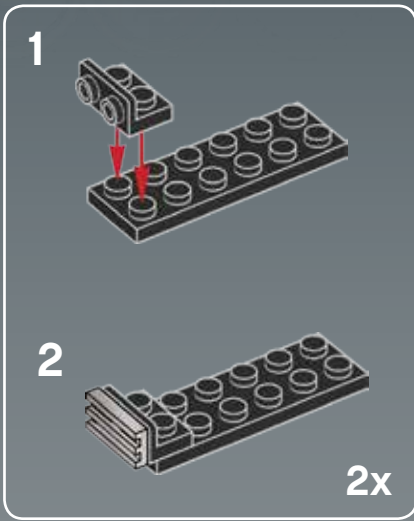


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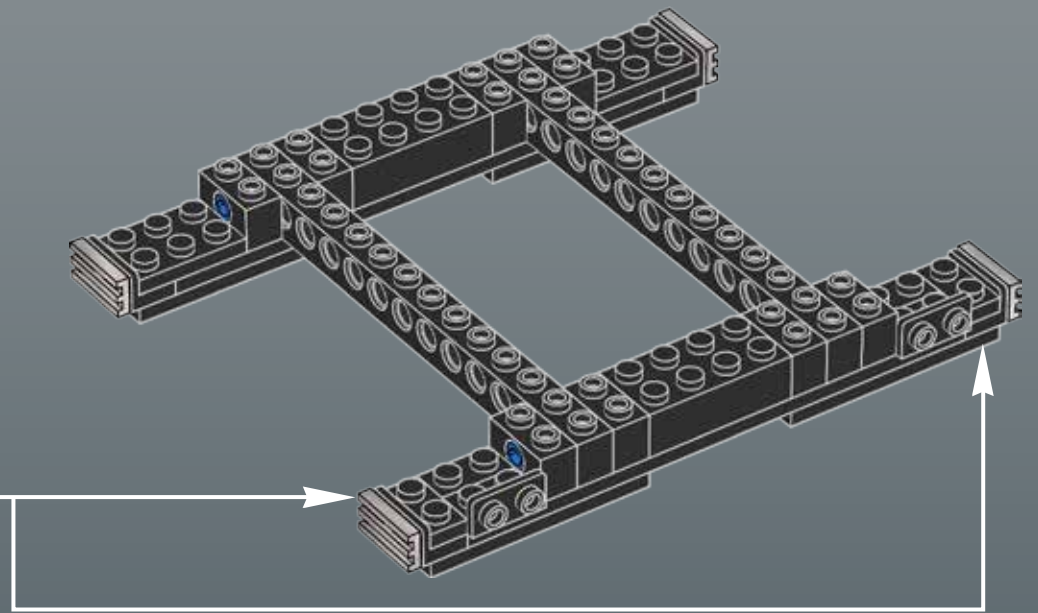
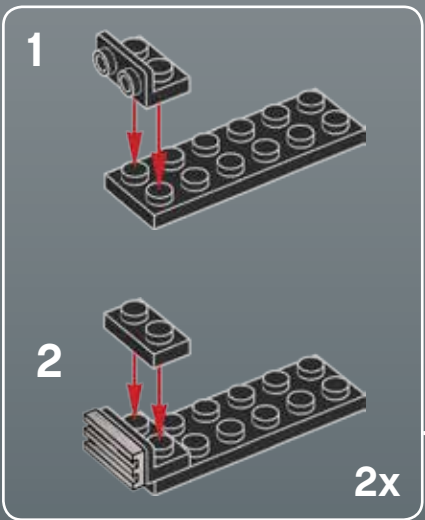




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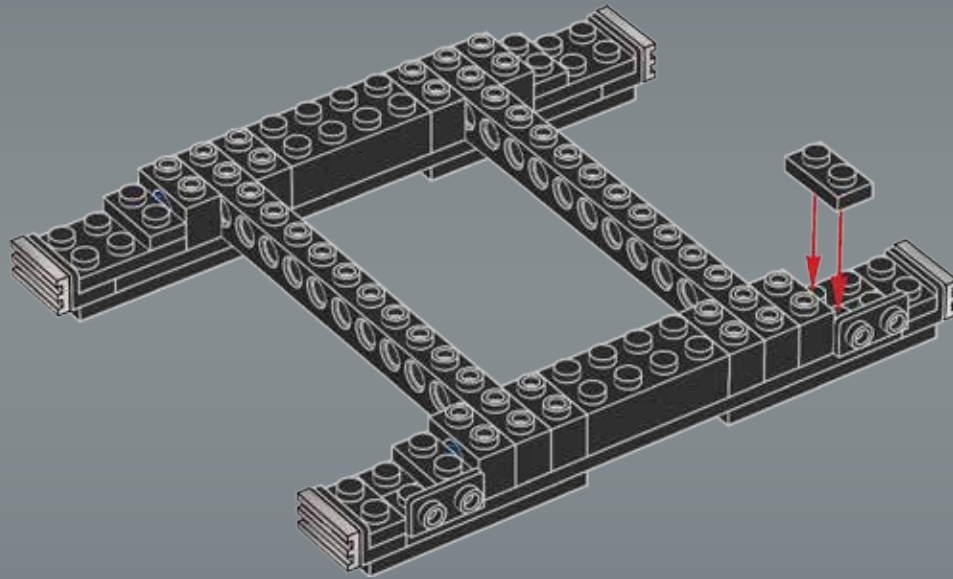
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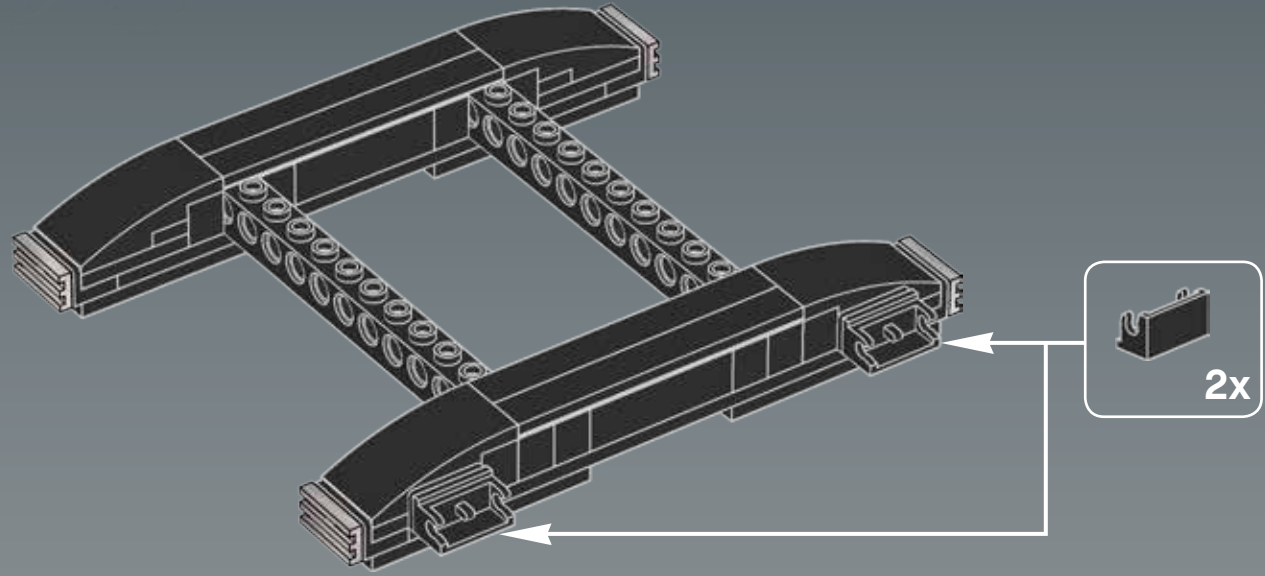
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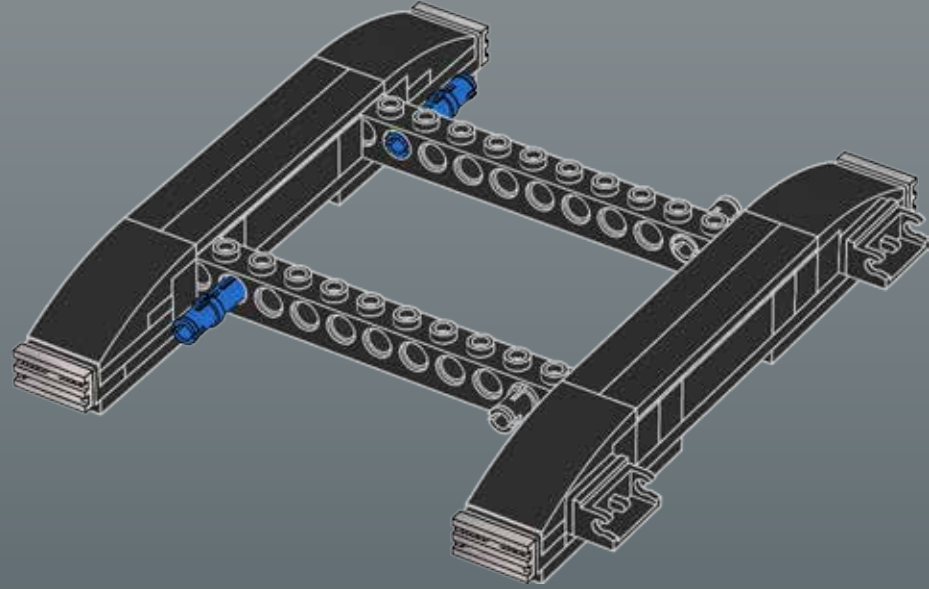


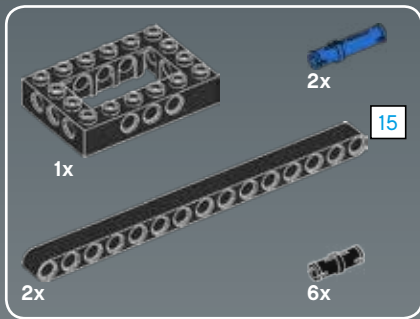


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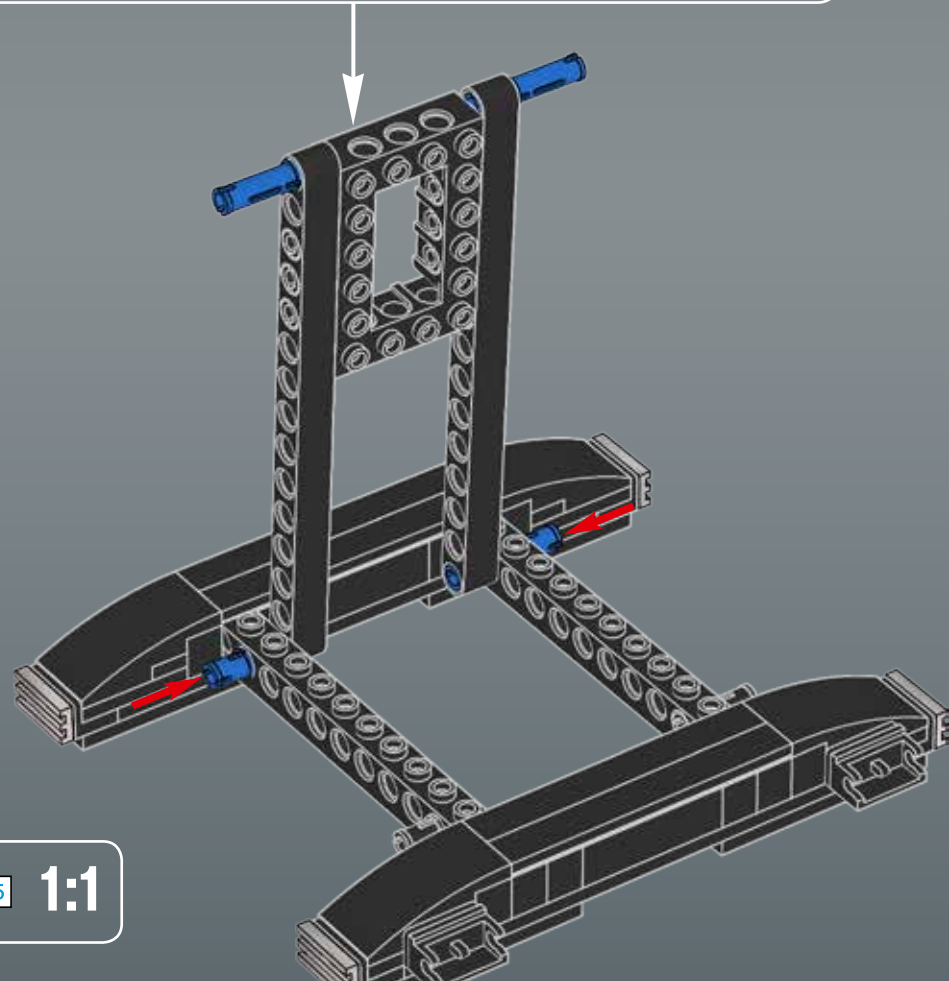
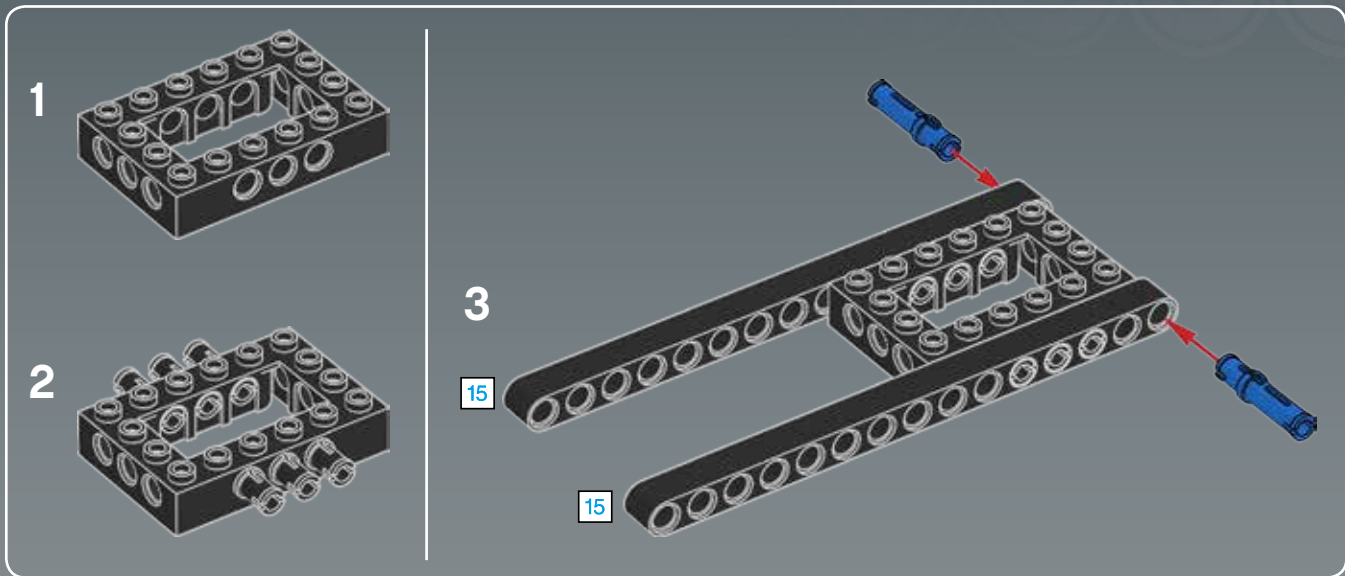


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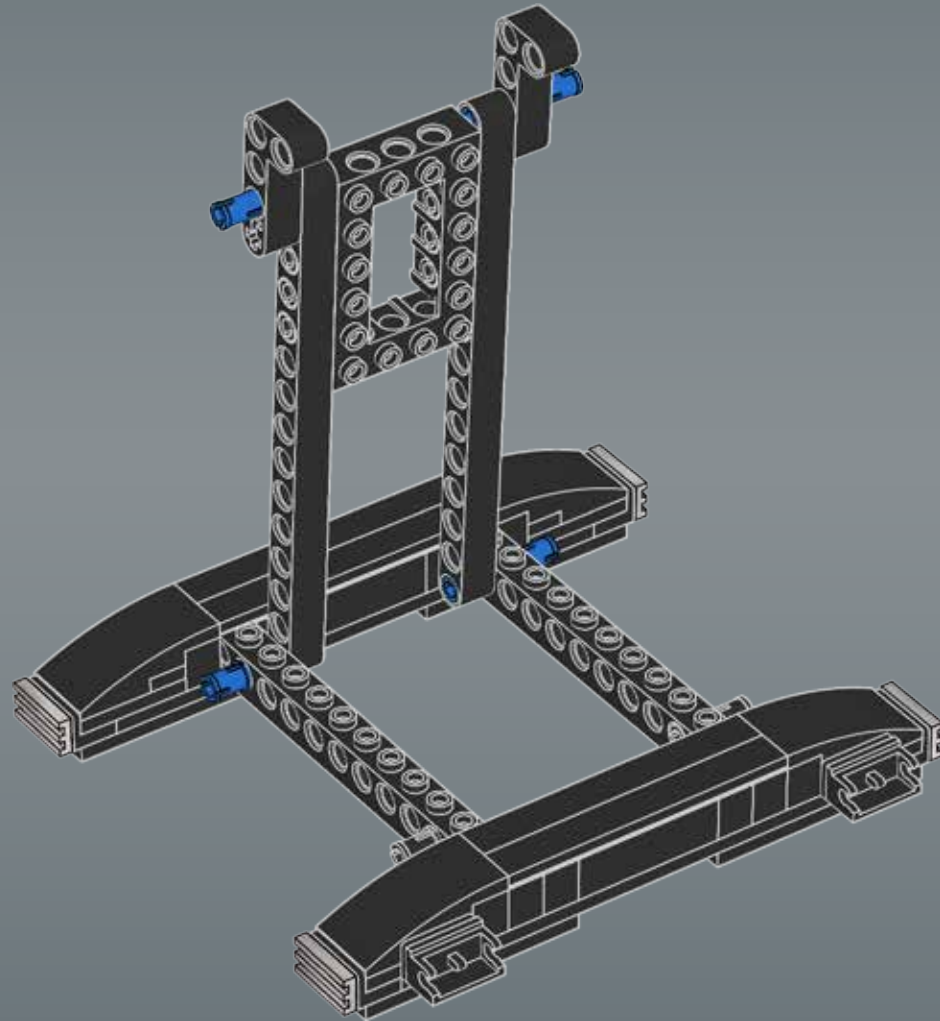


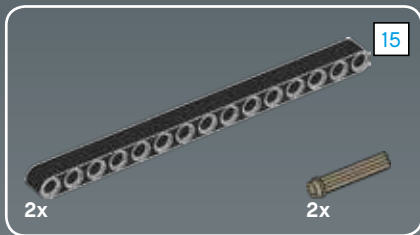
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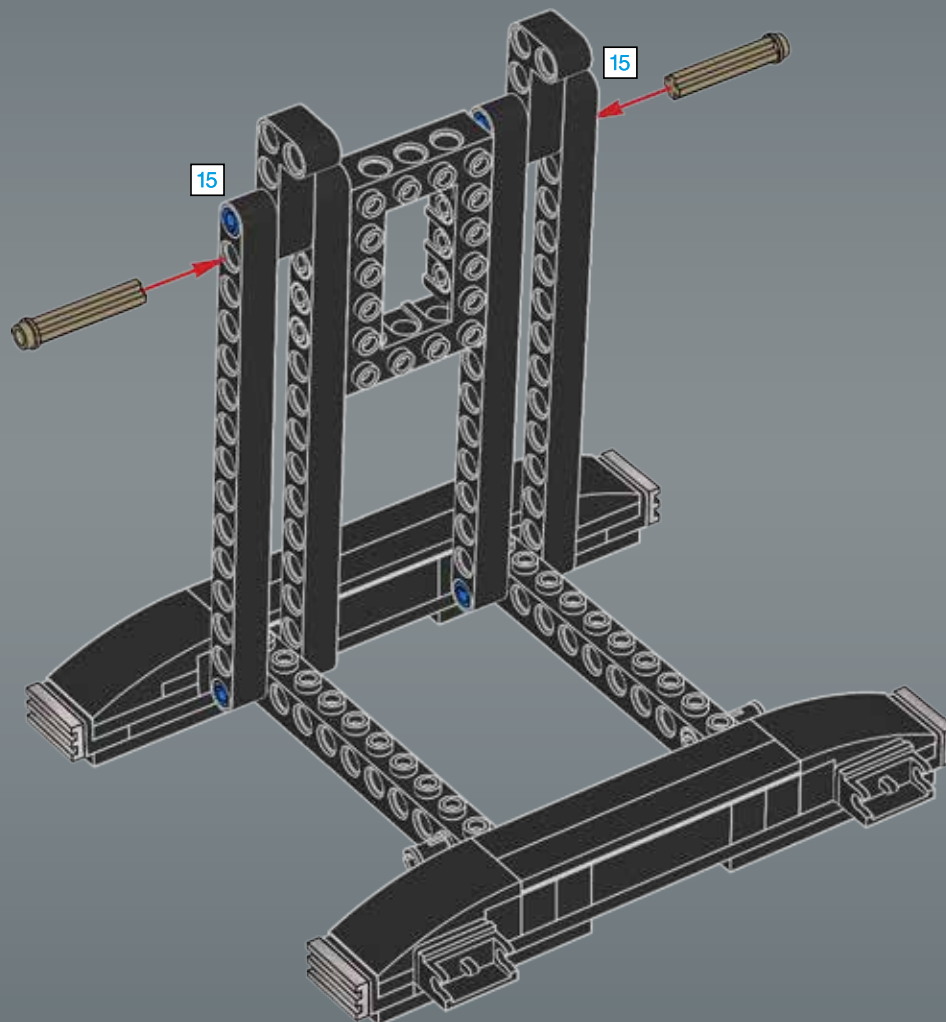


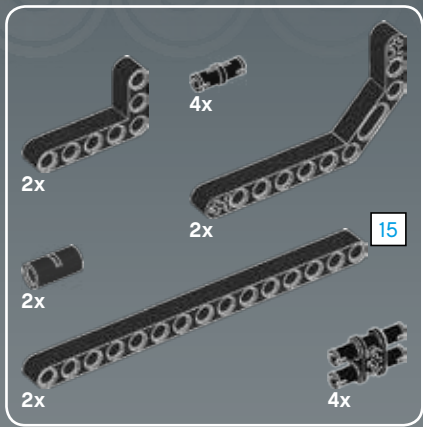
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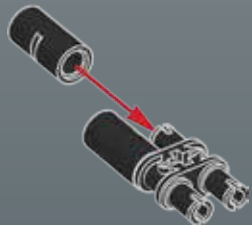


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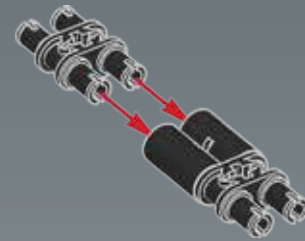
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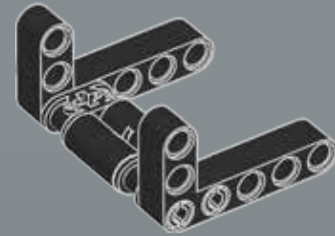
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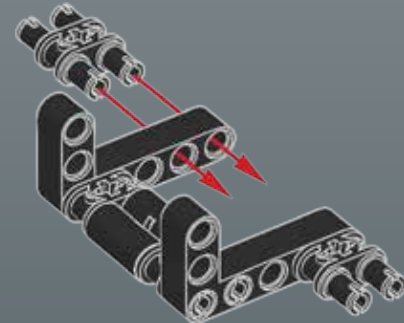
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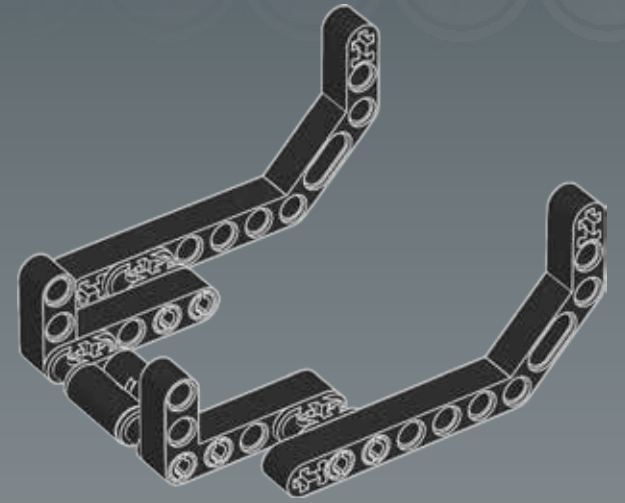
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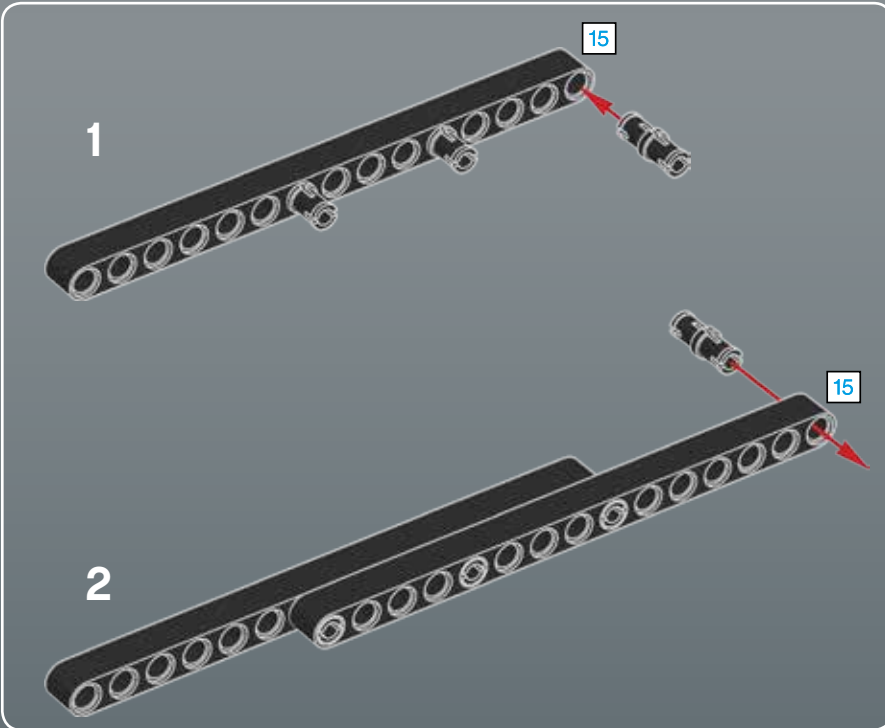
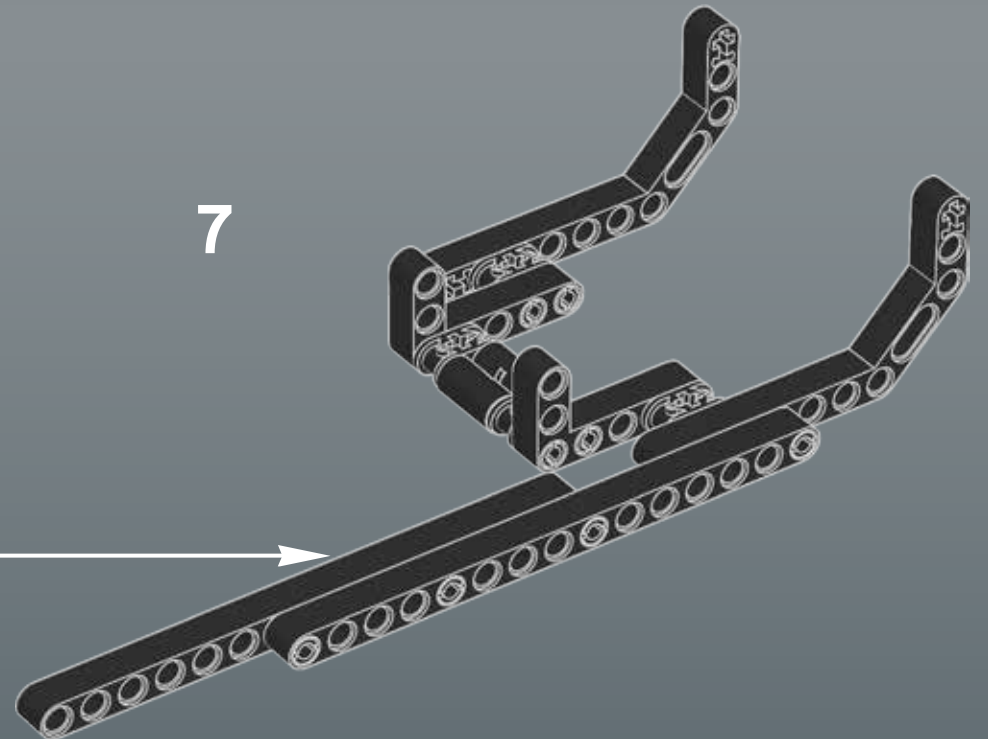
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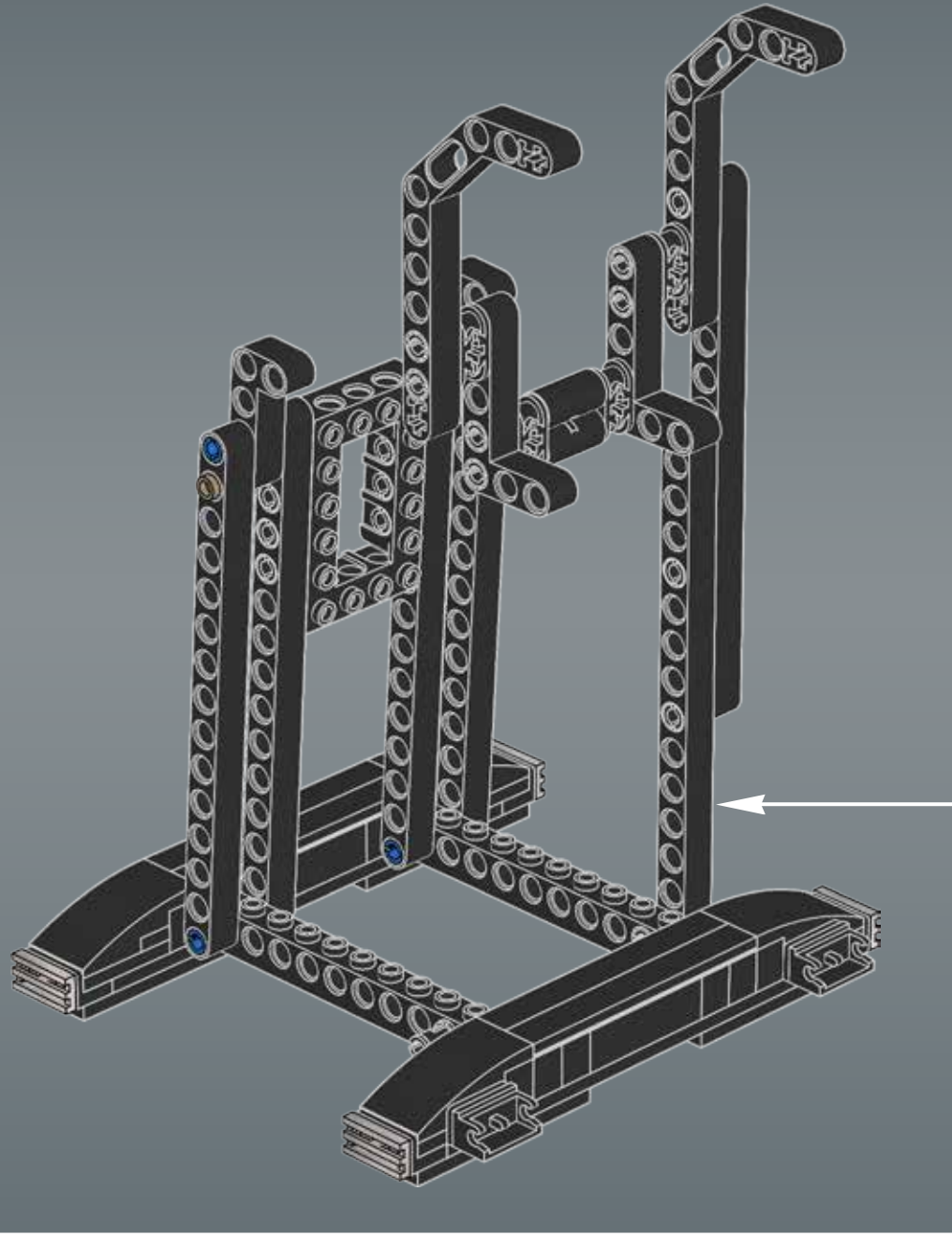


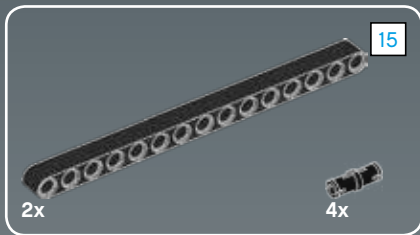
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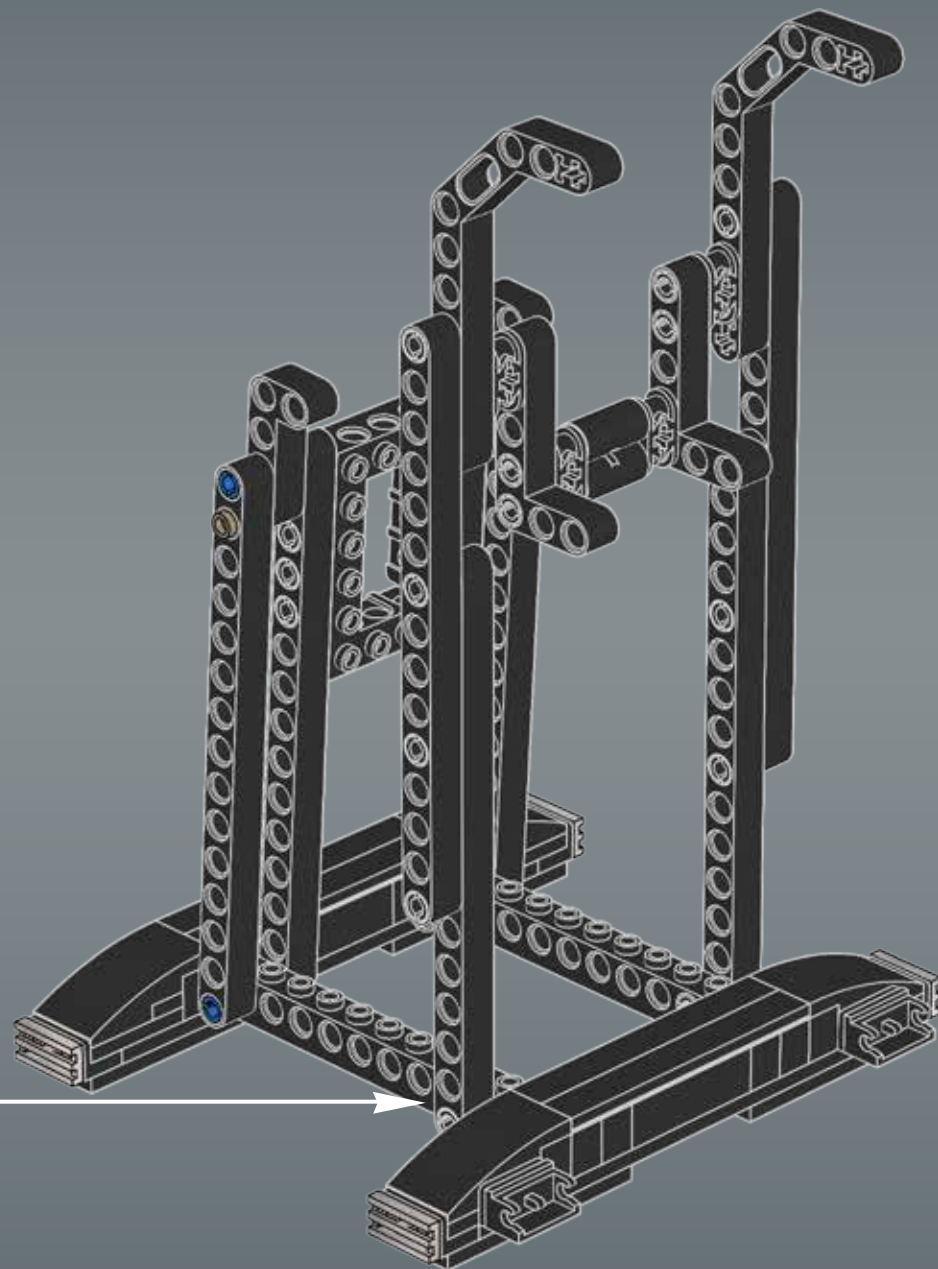
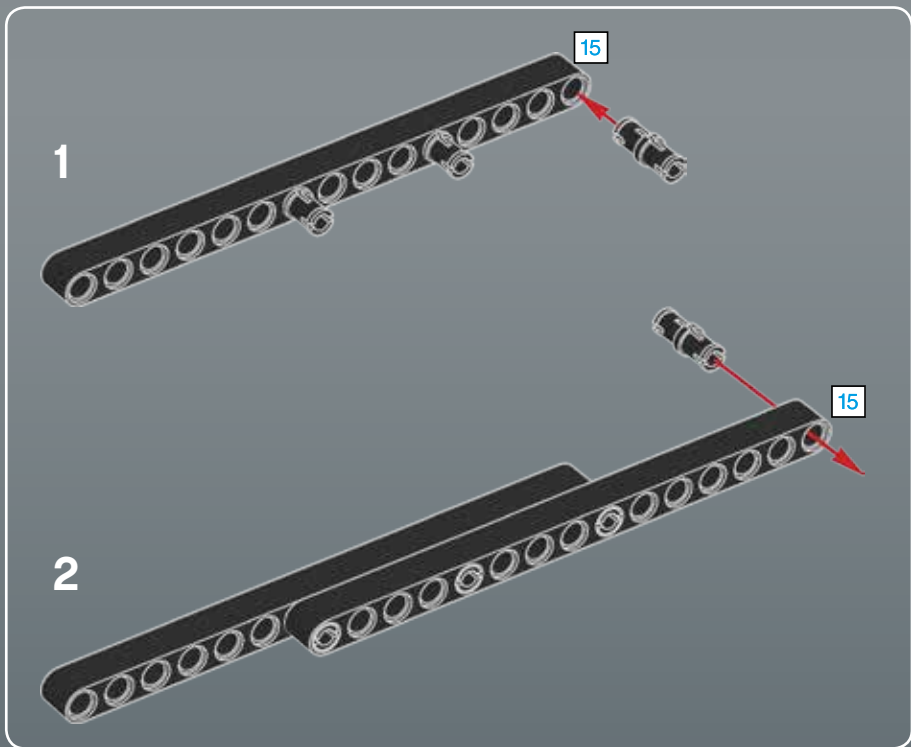
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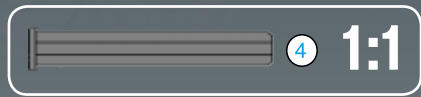
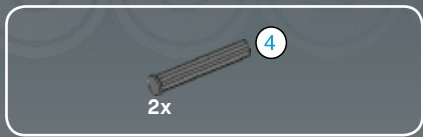




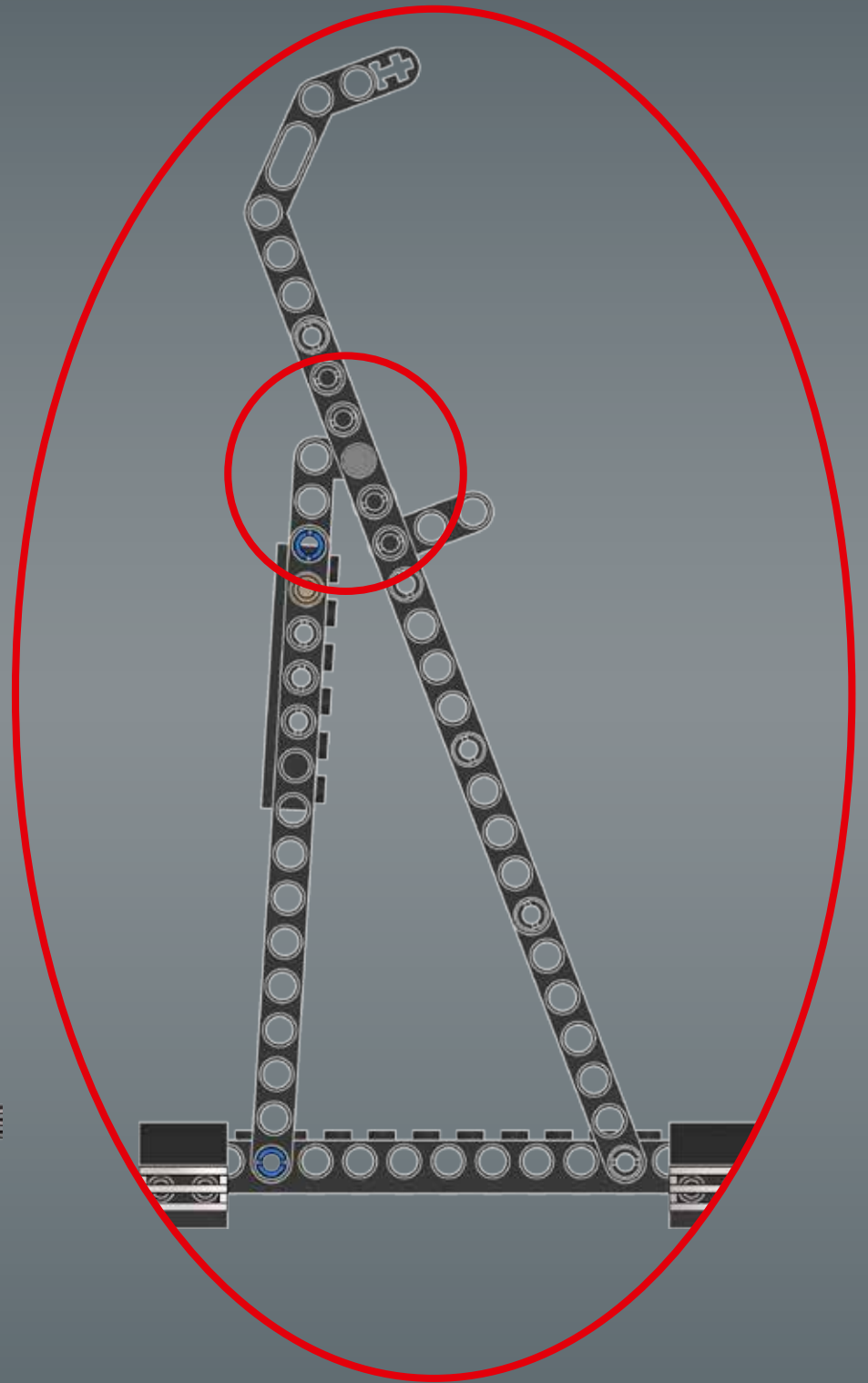
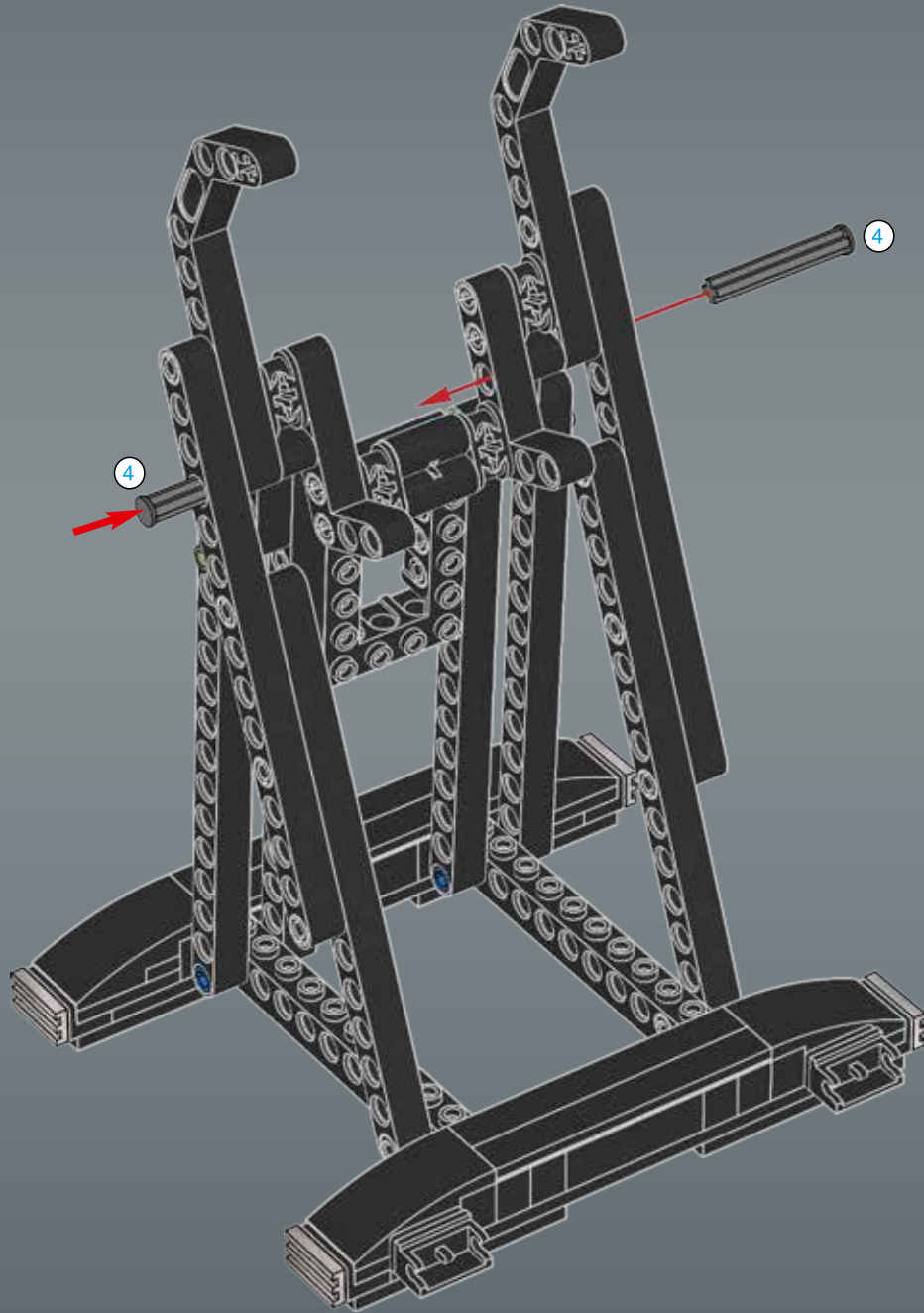


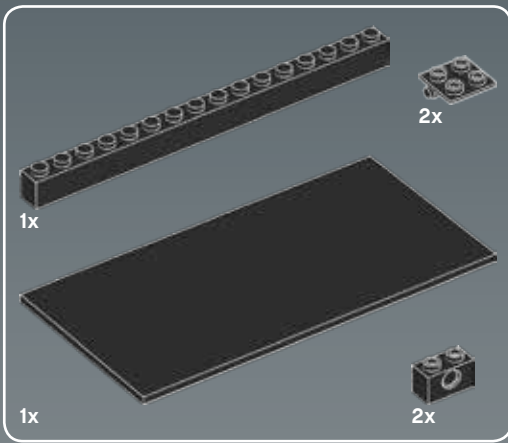
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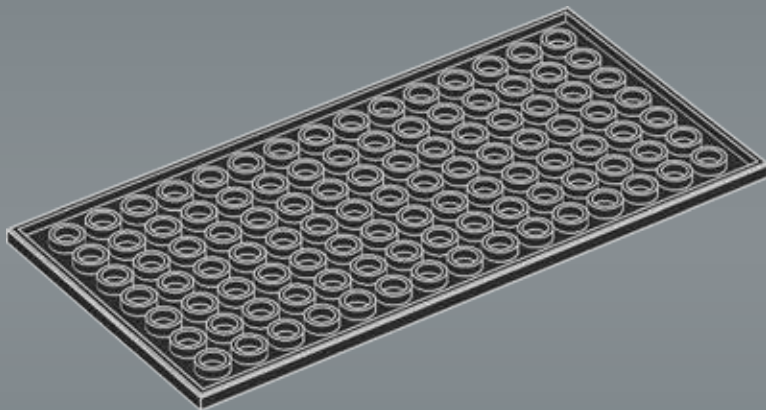
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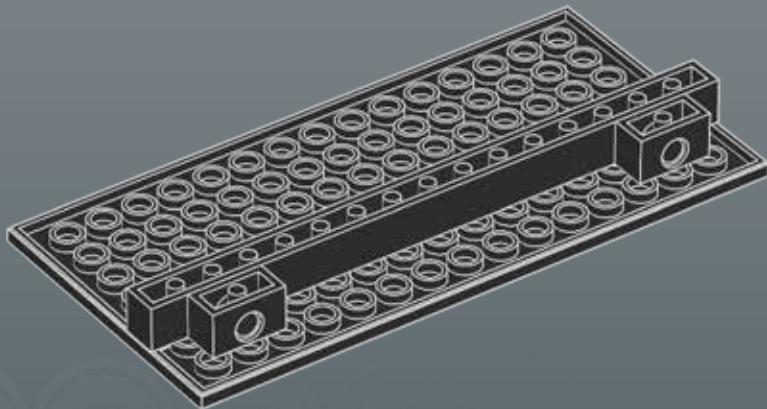


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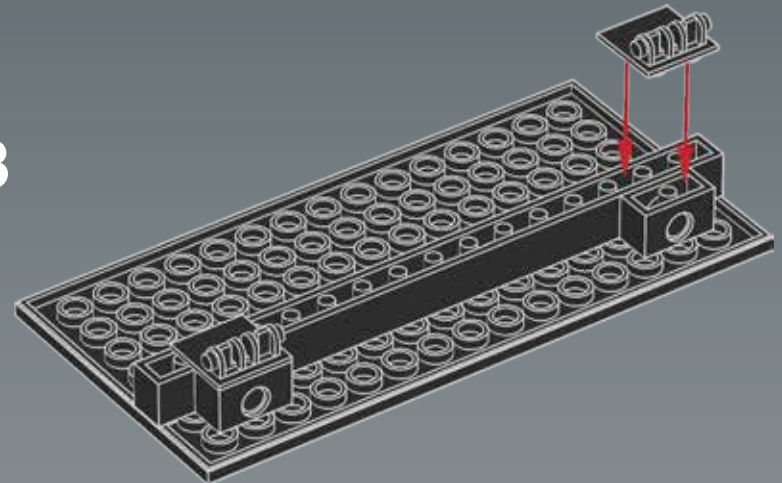
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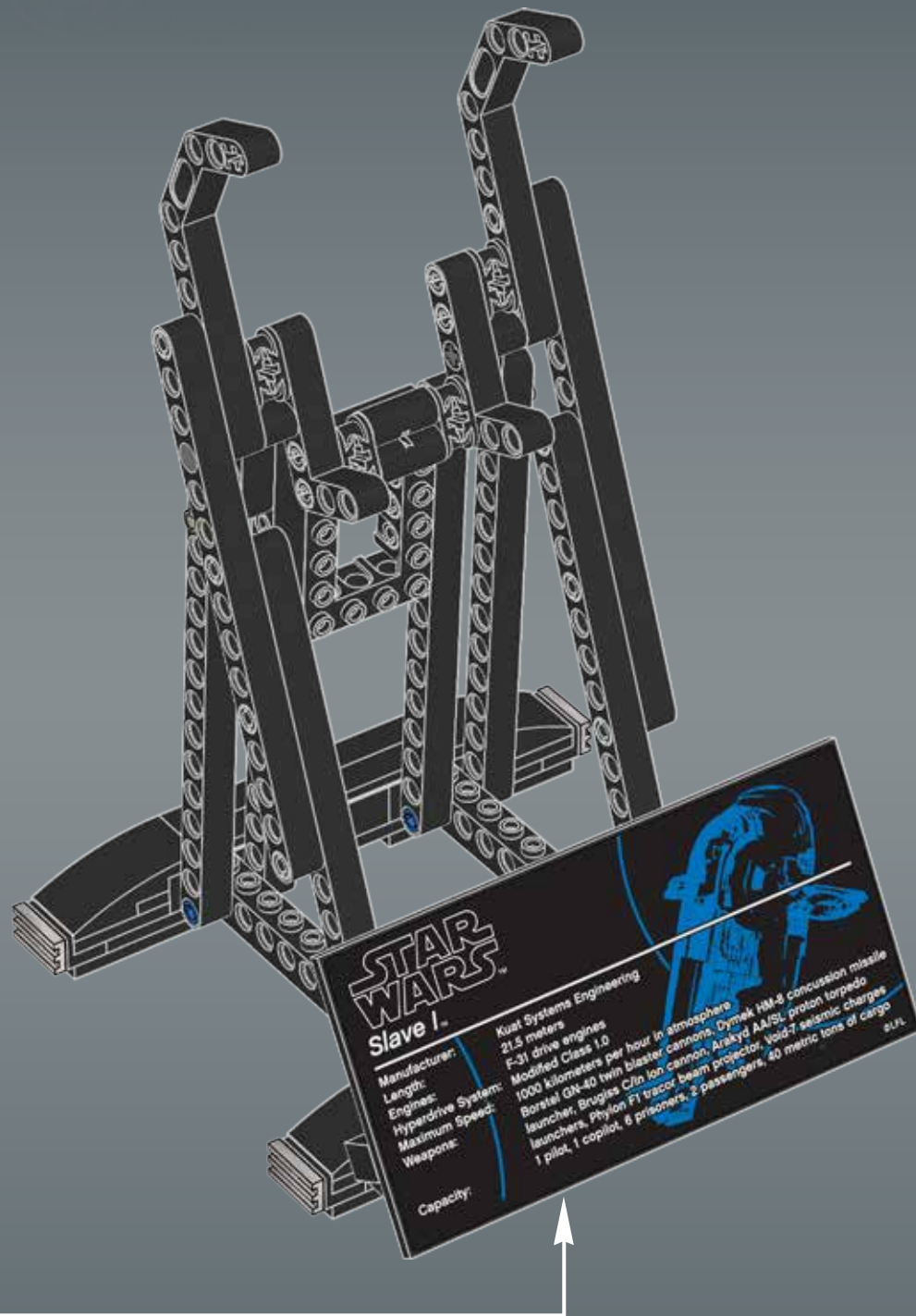


3



4





STAR WARS

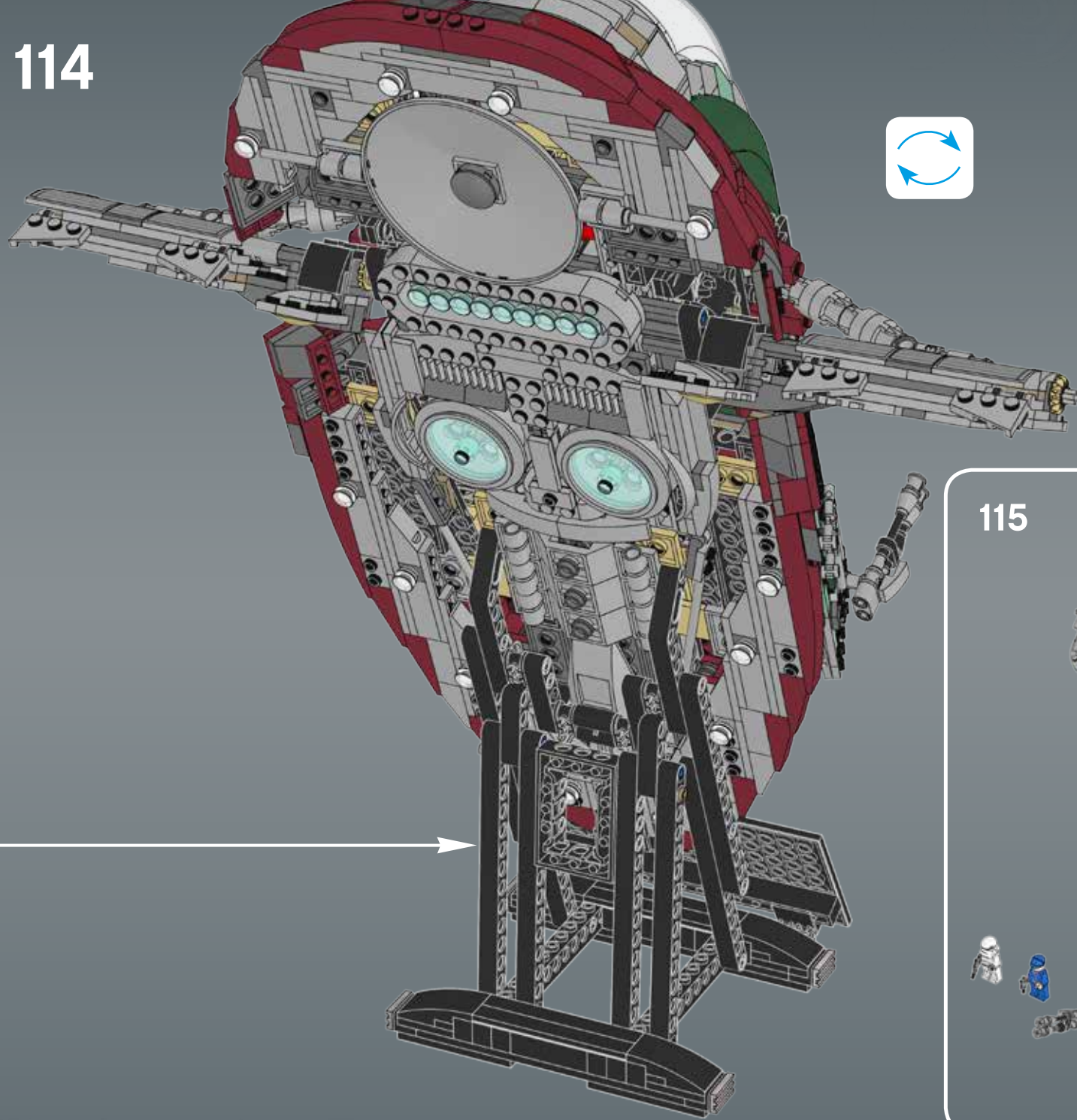
Slave I.

Manufacturer: Kuat Systems Engineering
Length: 21.5 meters
Engines: F-31 drive engines
Hyperdrive System: Modified Class 1.0
Maximum Speed: 1000 kilometers per hour in atmosphere
Weapons: Borstel GX-40 twin blaster cannons, Dymak HM-8 concussion missile launchers, Brugiss C/in ion cannon, Arakyd AA/SL proton torpedo launchers, Phylon F1 tractor beam projector, Void-7 seismic charges

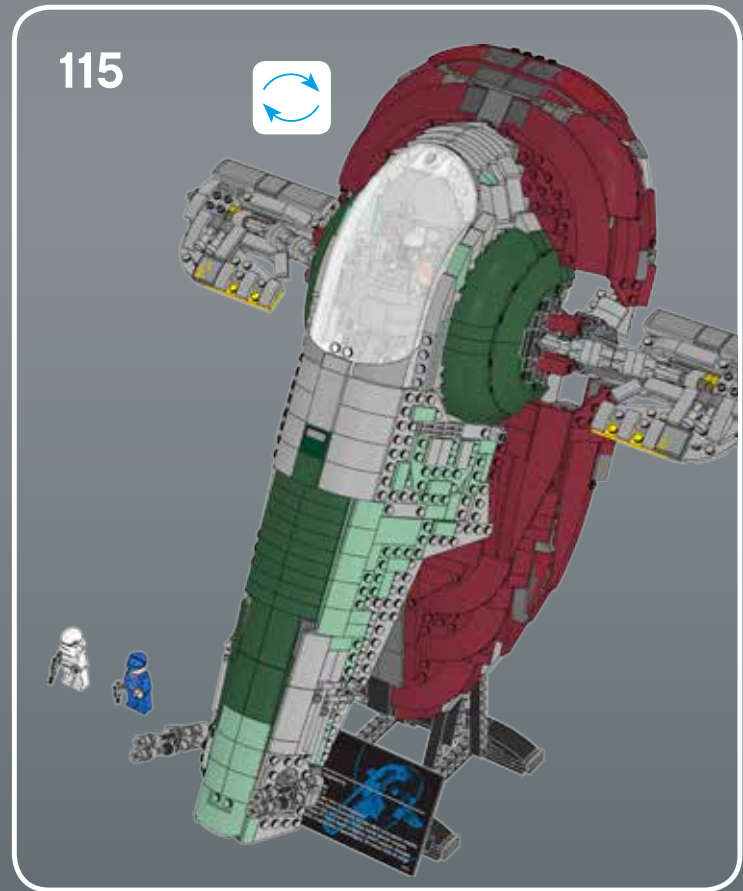
Capacity: 1 pilot, 1 copilot, 6 prisoners, 2 passengers, 40 metric tons of cargo



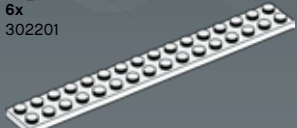
114



115



6x
302201



2x
4119227



1x
6080520



1x
6080519



1x
4584819



1x
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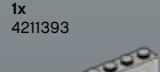
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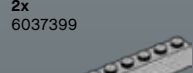
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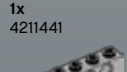
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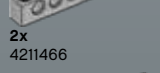
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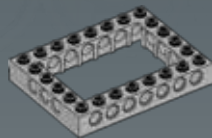
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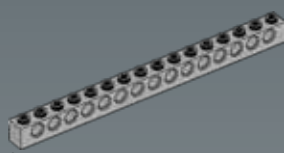
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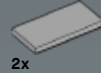
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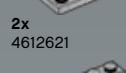
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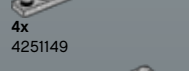
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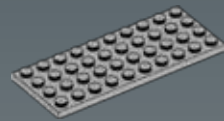
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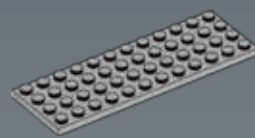
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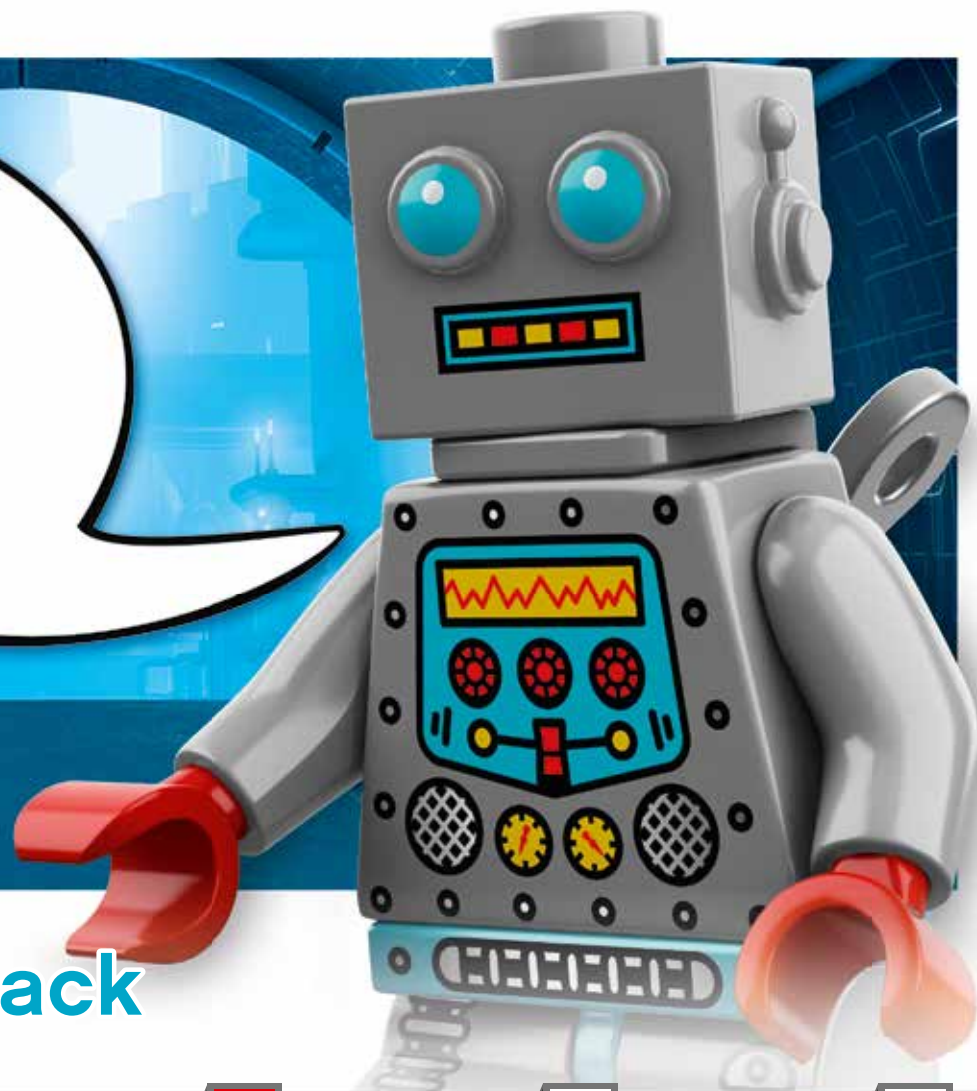
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