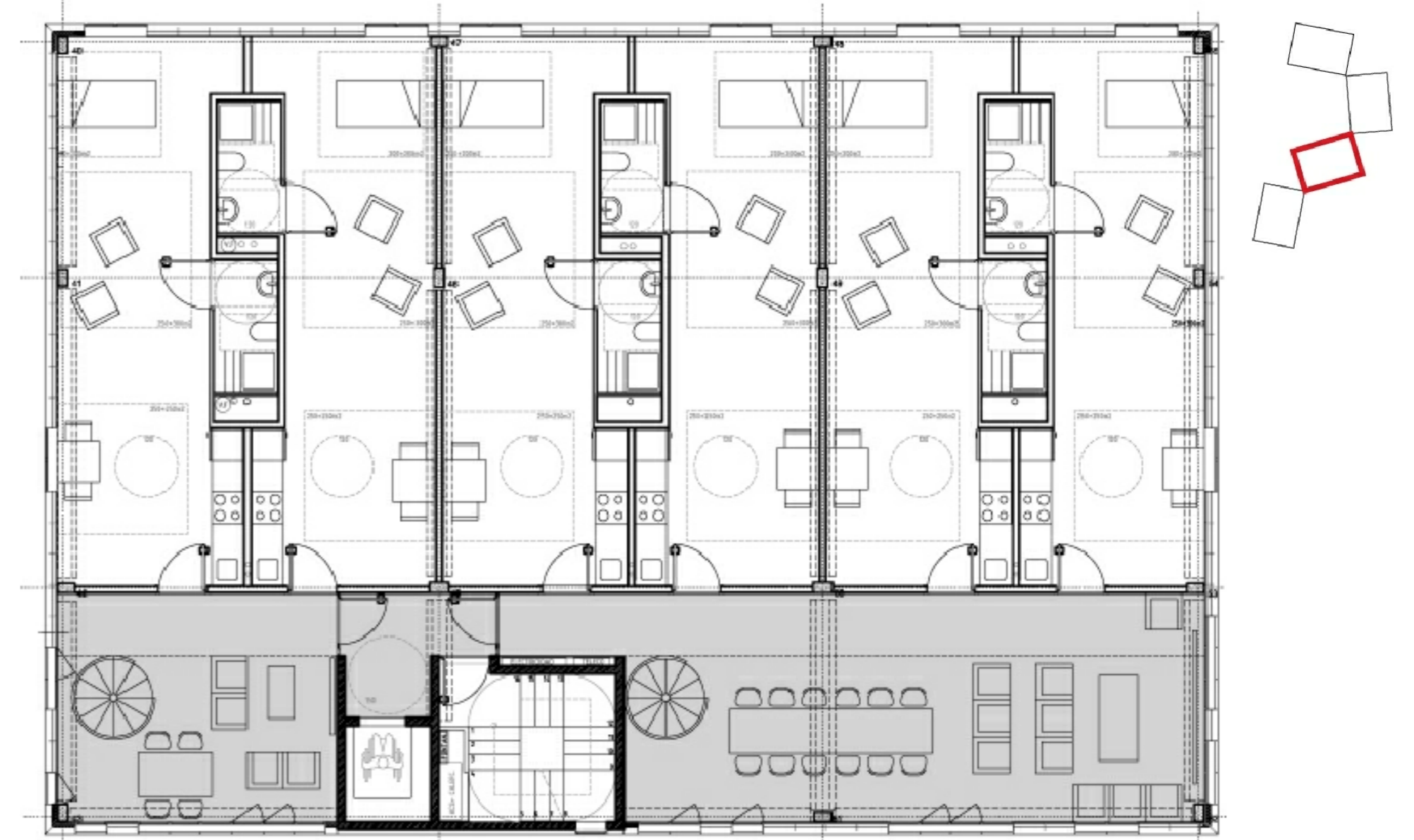
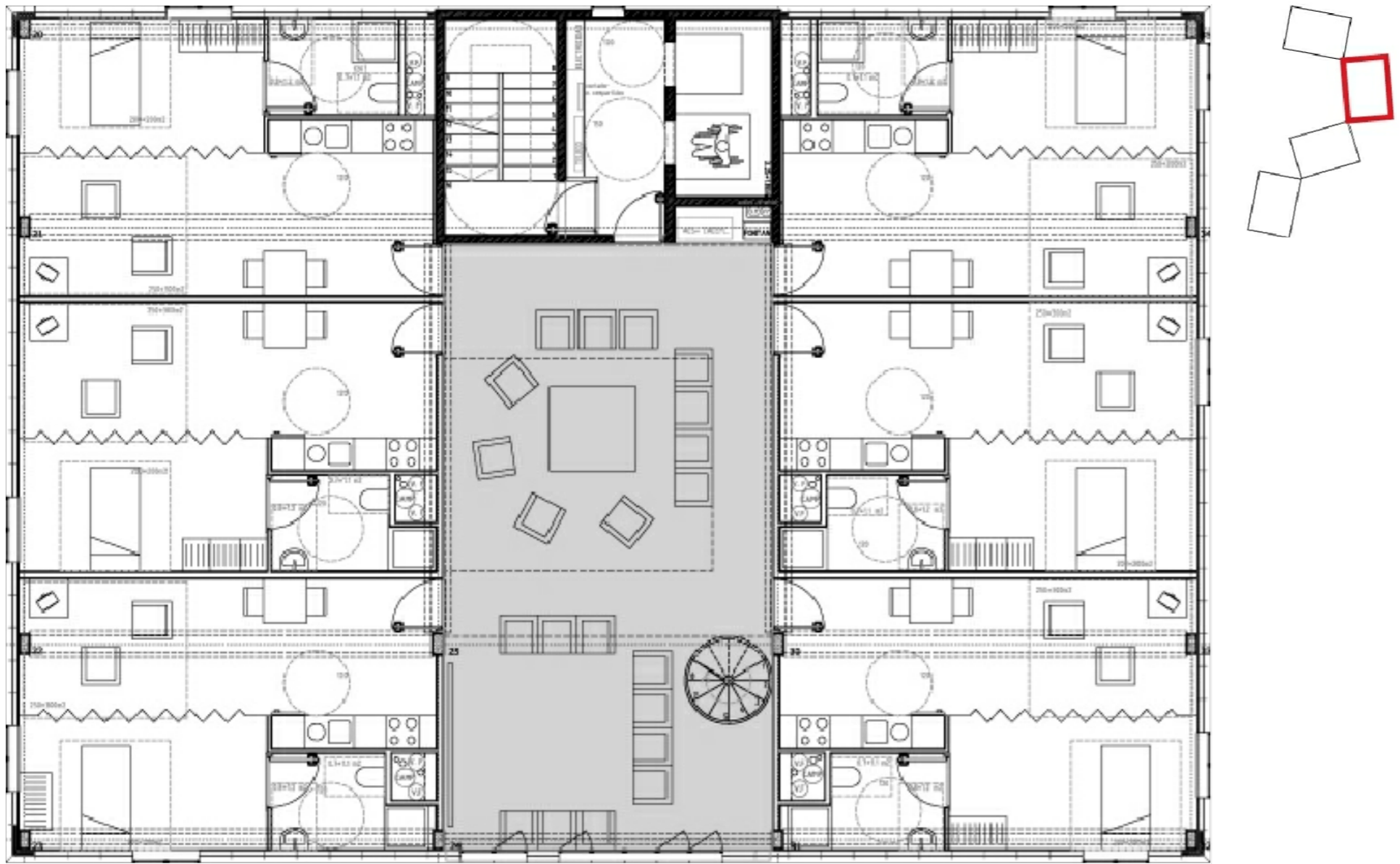




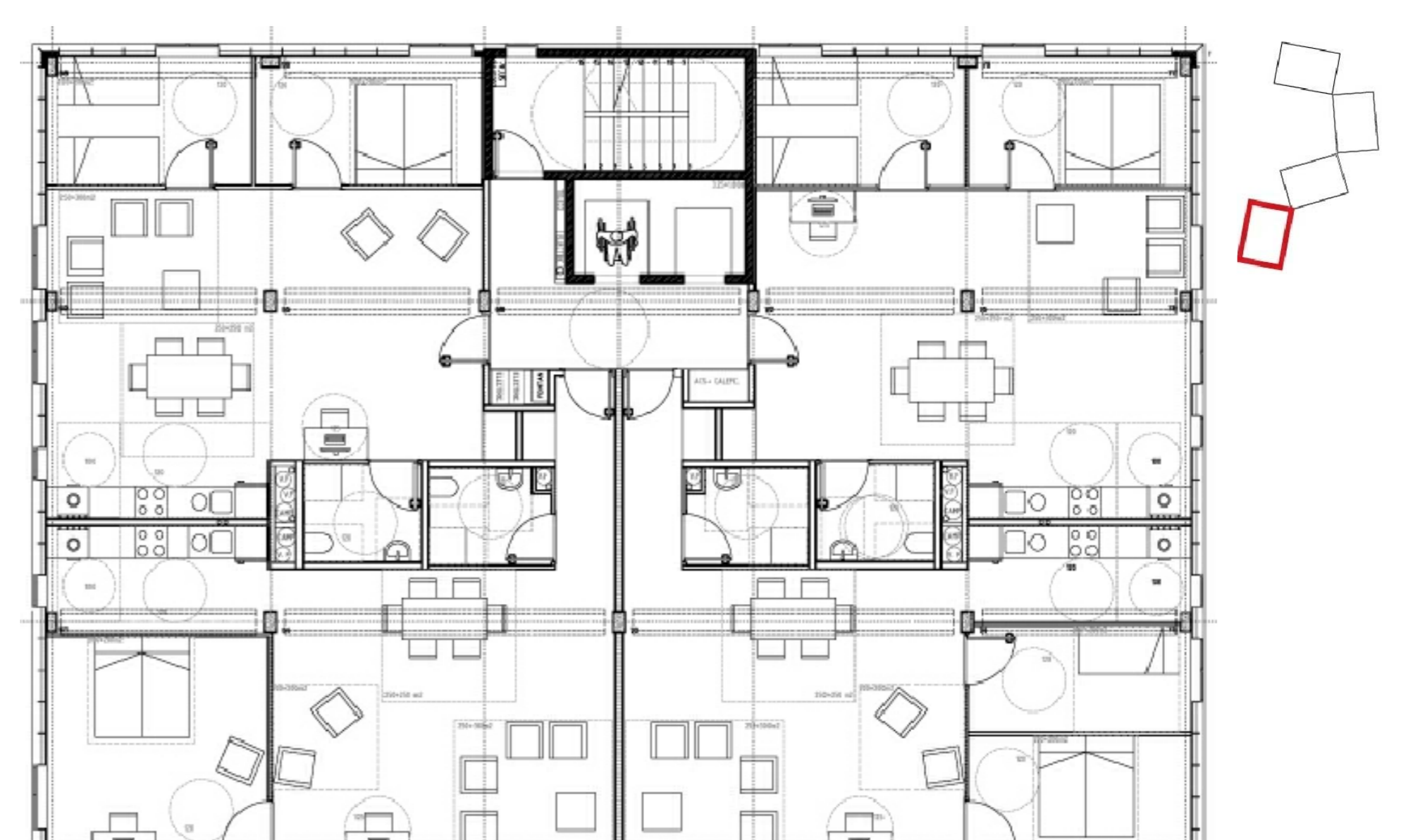
BLOQUE X



BLOQUE Z



BLOQUE Y



BLOQUE 0