



A (x2)

B (Rx2 / Lx2)



C (Rx2 / Lx2)



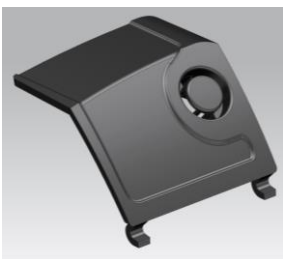
D (x4)



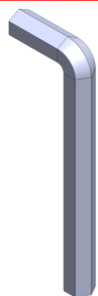
E (Rx2 / Lx2)



F (Rx2 / Lx2)



G (x1)



H (x4)



J (x4)



instructions

