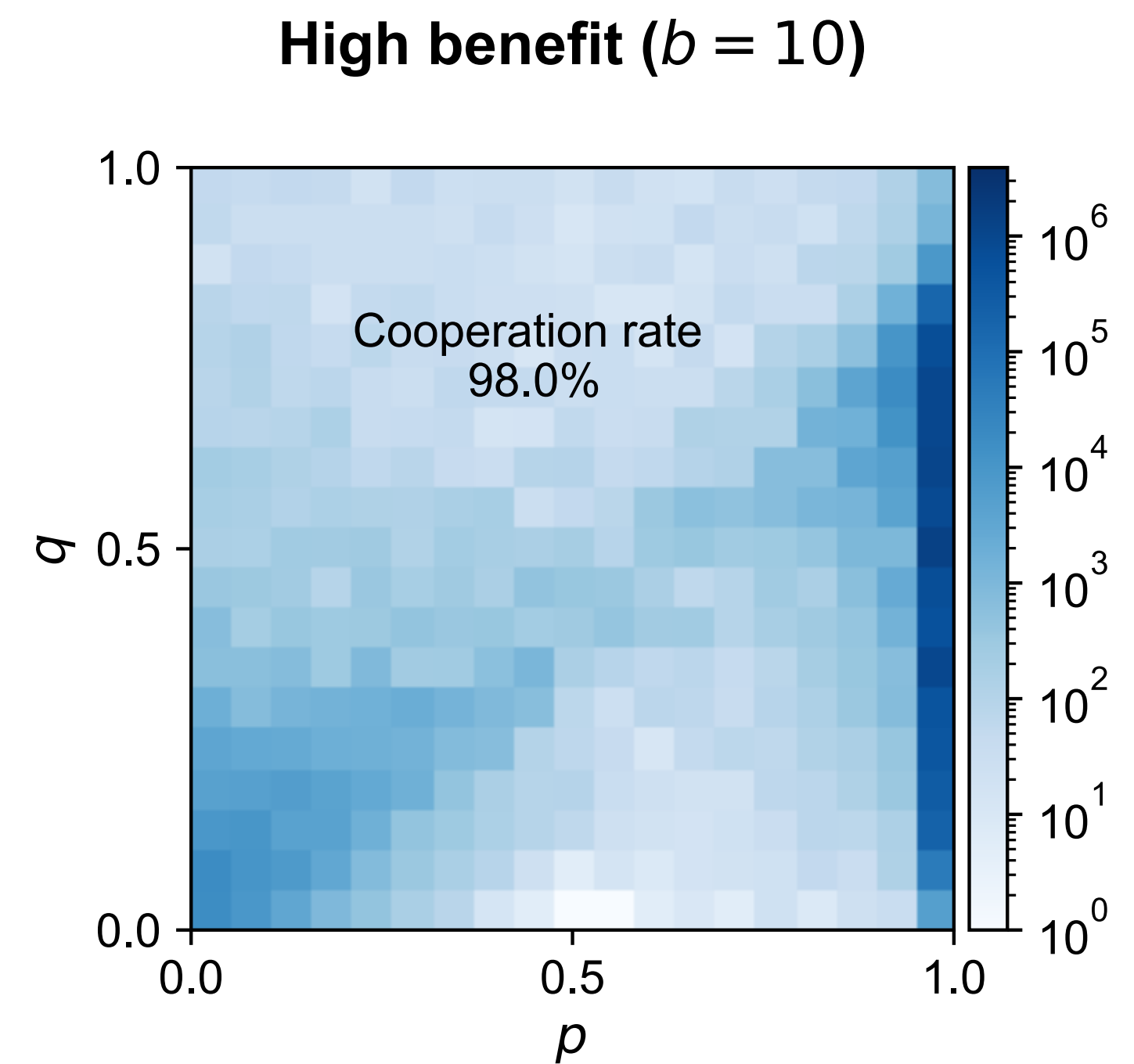
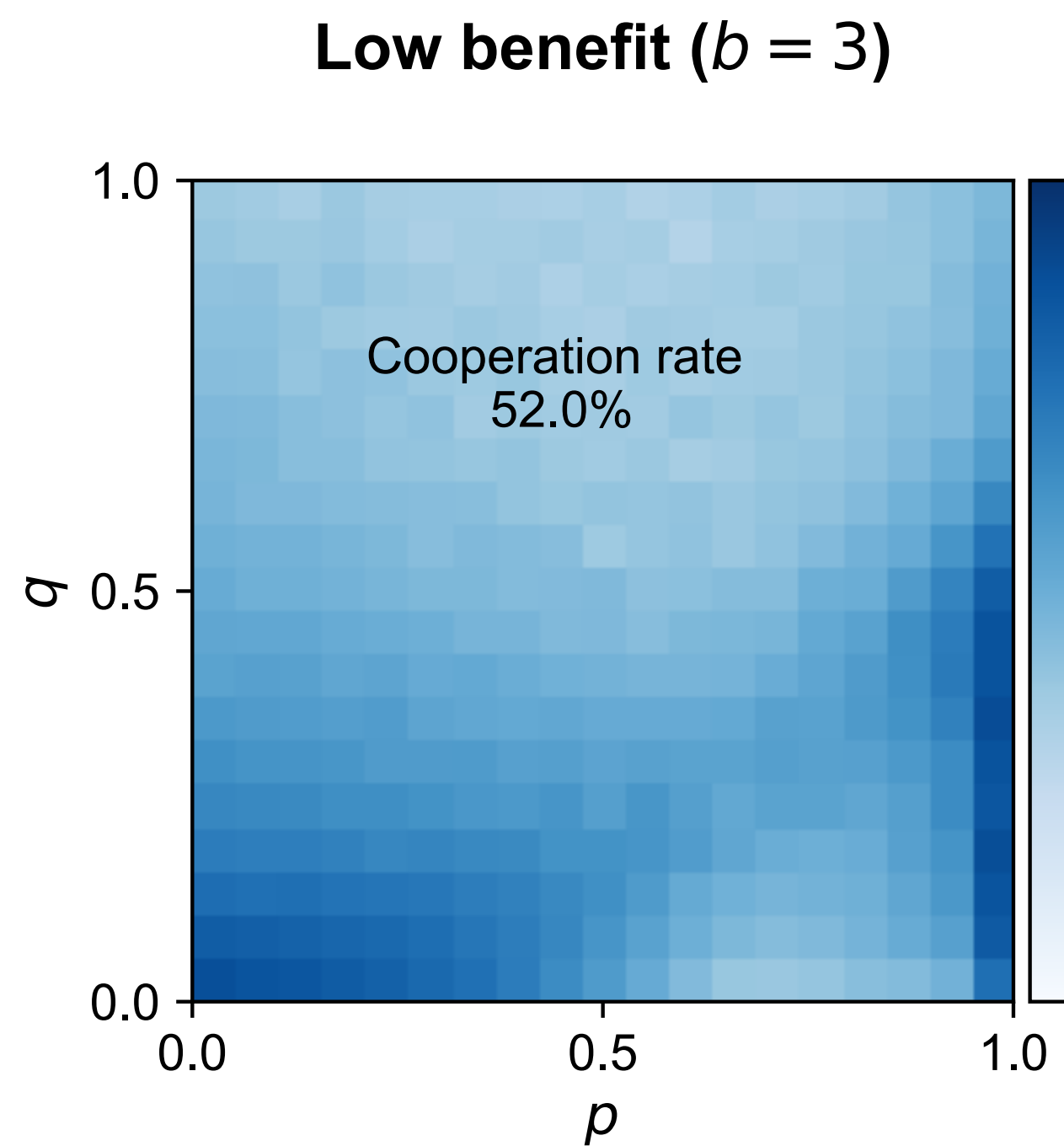
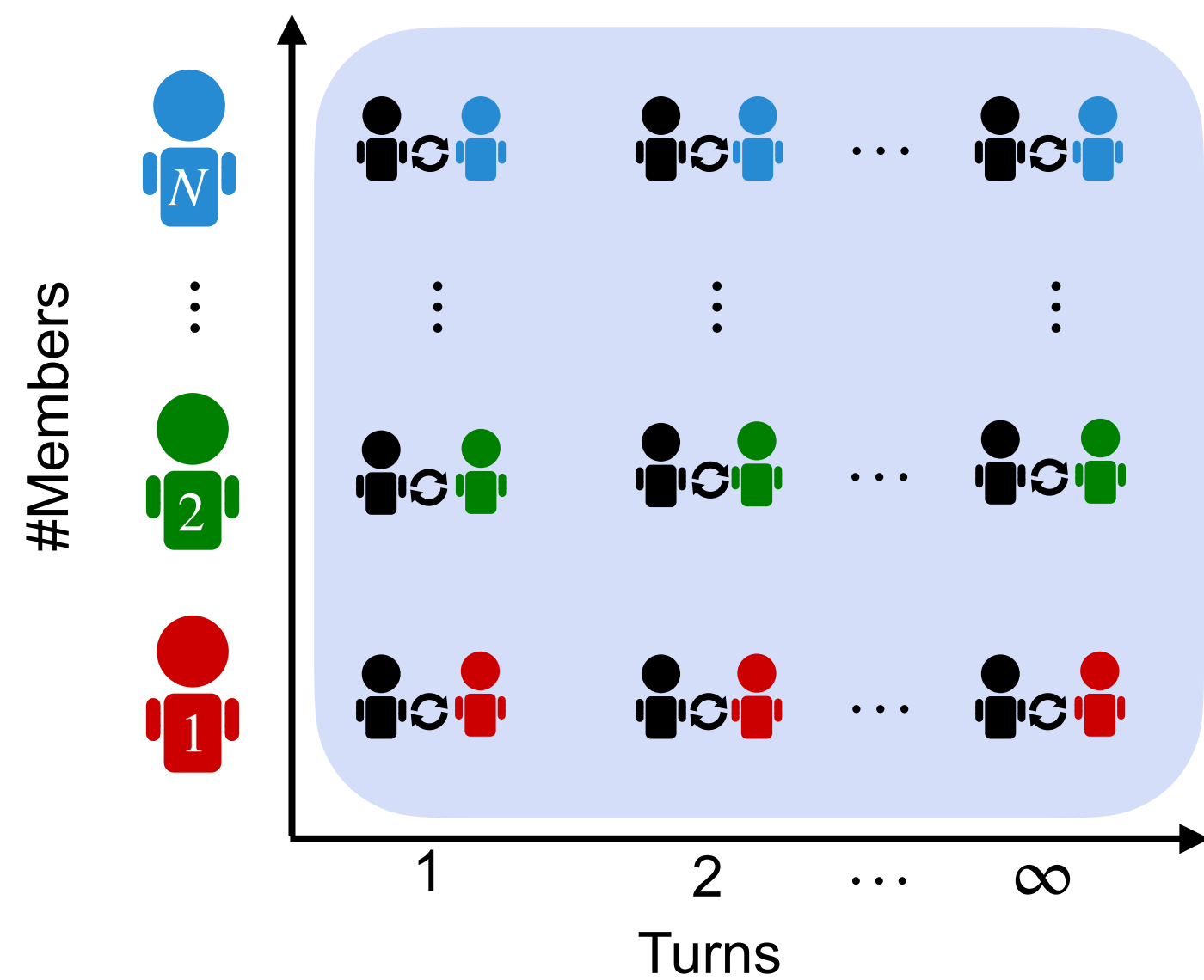


Perfect Payoff Memory



Limited Payoff Memory

