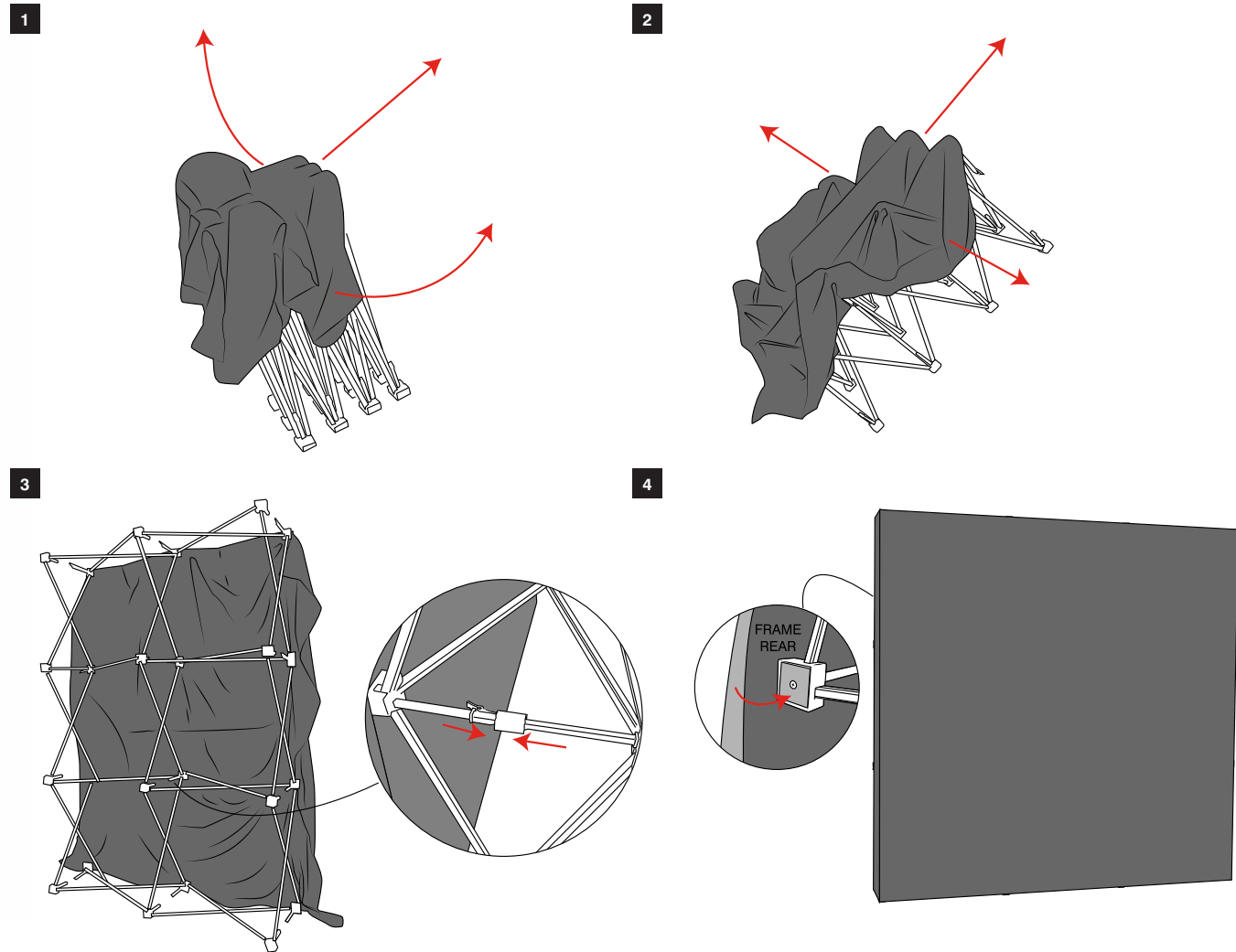


# HOP UP

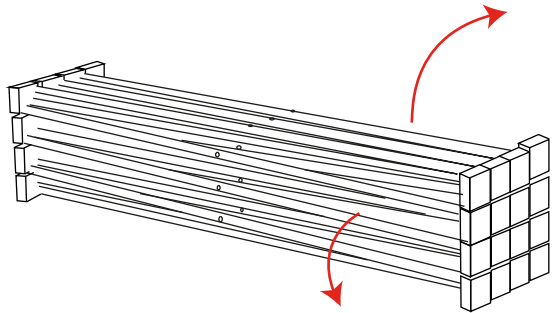


## Graphic Insitu

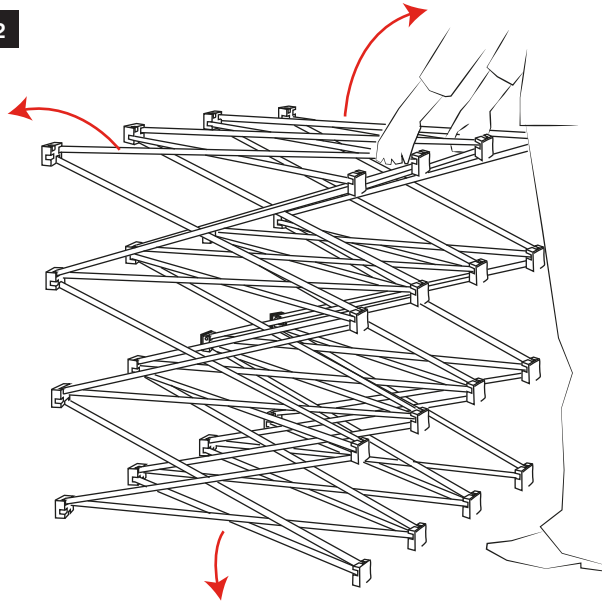


# HOP UP

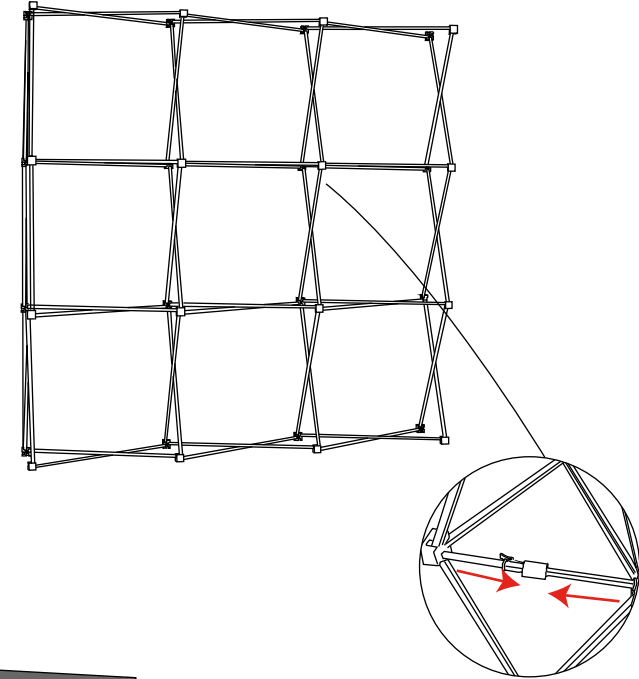
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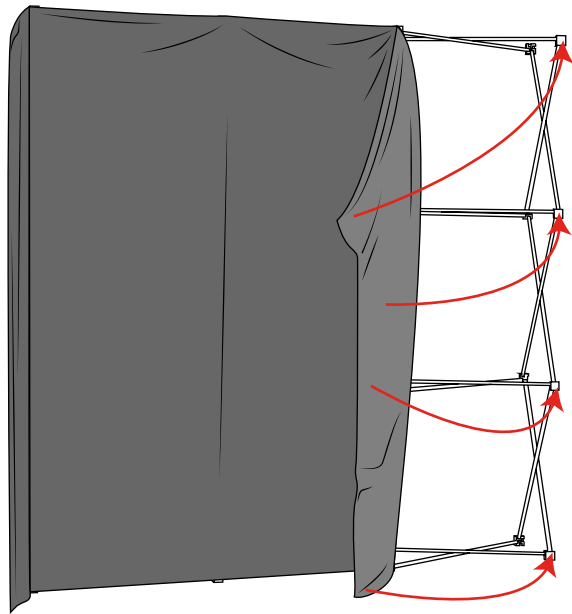
2



3



4



5

