

150

DX  
50

150

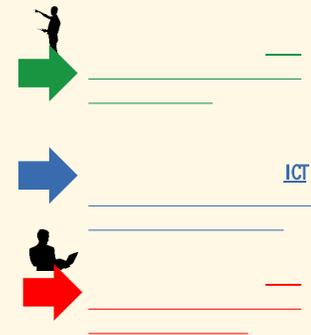
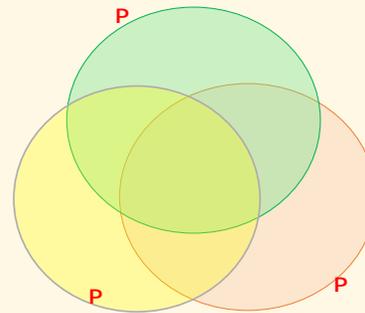
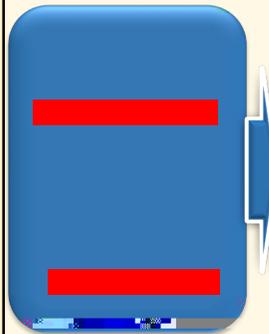
20

DX

DX



×



( )