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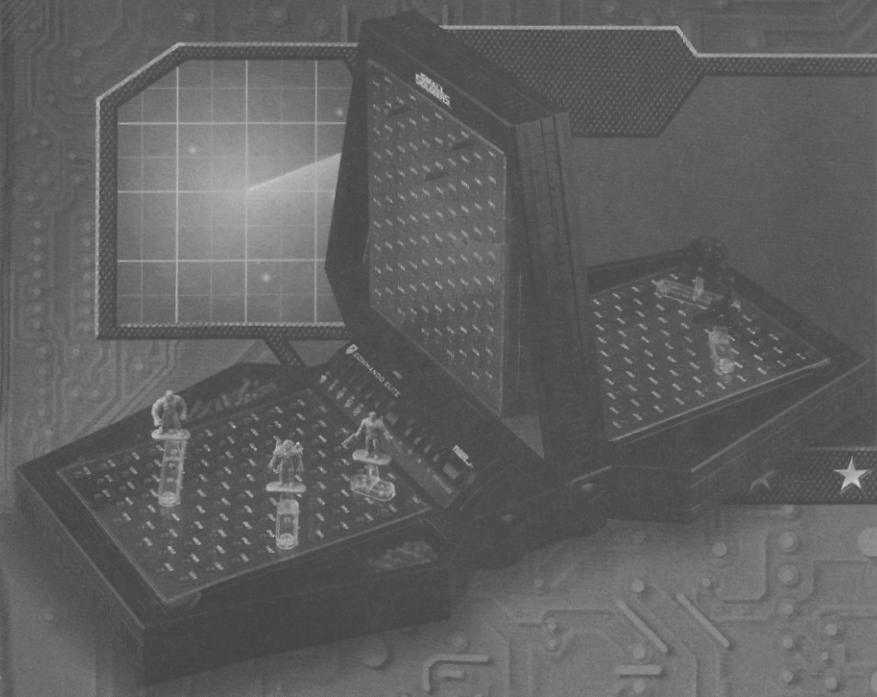
TIGER ELECTRONICS, LTD.

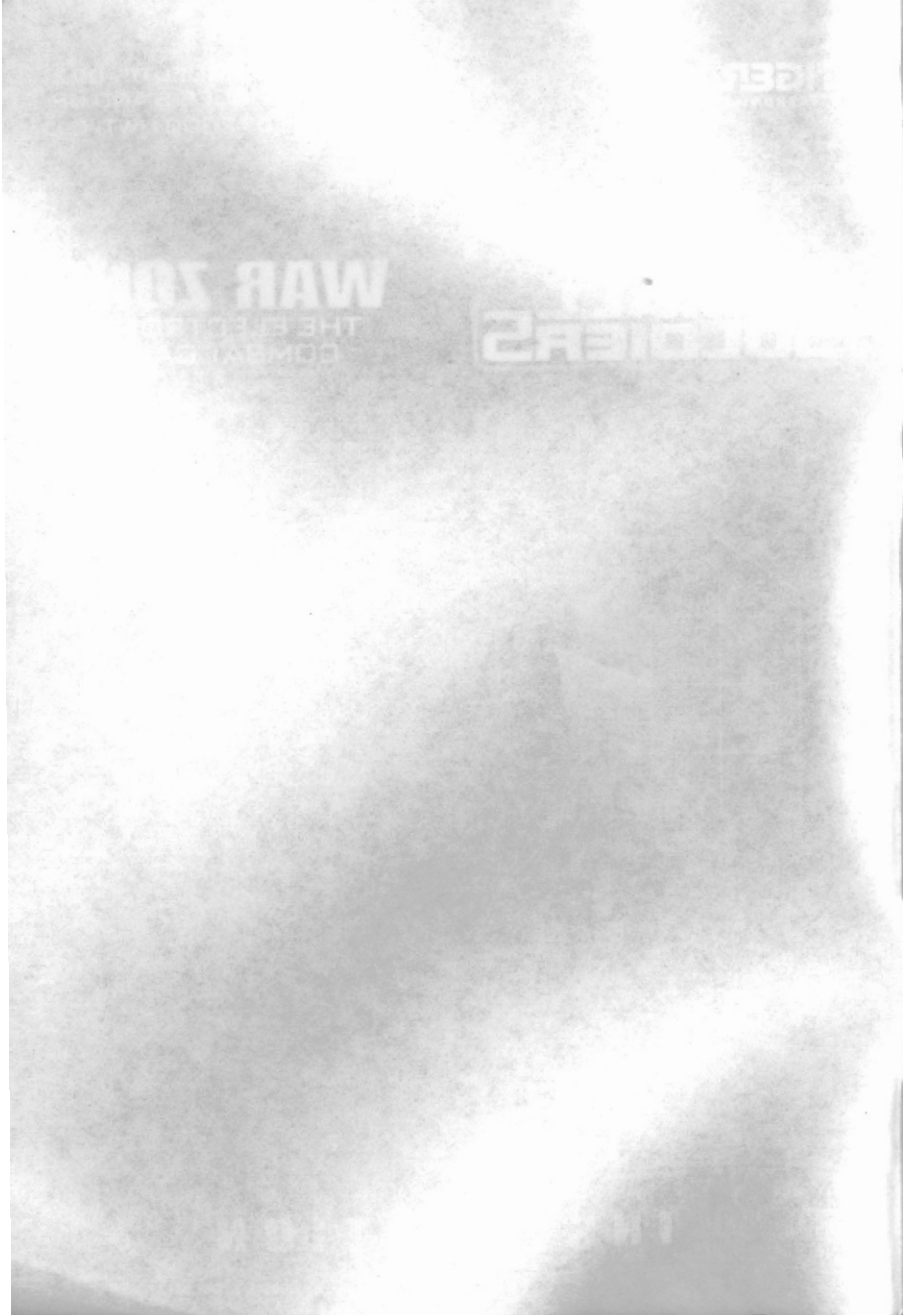
MODEL 05-072
AGES 5 AND UP
050720001IWTI-01

SMALL SOLDIERS™

WAR ZONE
THE ELECTRONIC COMBAT GAME



INSTRUCTION



1. INTRODUCTION

The Gorgonites™ are facing off against the Commando Elite™ in a battle for survival. The computer chip that is supposed to make these toys strike battle poses and articulate battle commands has been switched with top-secret artificial intelligence chips. The toys are now walking, talking, and operating heavy weaponry. Only one army can survive and it's up to you to decide who. It's the War Zone and you're the general. Take control and lead the army of your choice against the computer or a friend.

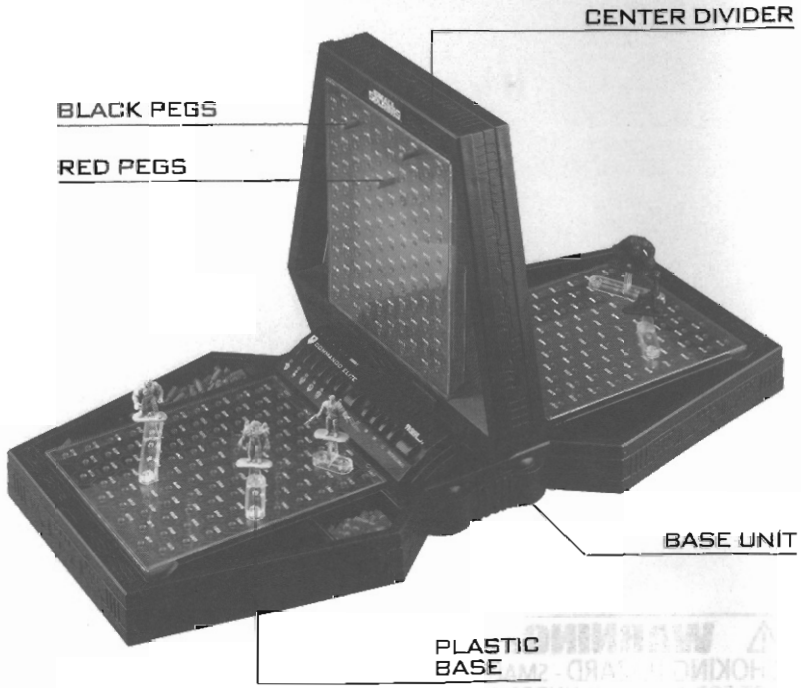
"Beware, There will be no mercy"

⚠ WARNING:
CHOKING HAZARD - SMALL PARTS
NOT FOR CHILDREN UNDER 3 YEARS

2. GETTING STARTED

YOUR WAR ZONE UNIT SHOULD CONTAIN:

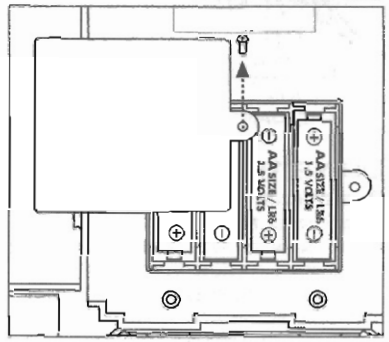
- BASE UNIT
- CENTER DIVIDER
- 168 BLACK PEGS
- 84 RED PEGS
- 20 CLEAR PLASTIC BASES
- GORGONITE™ ARMY: 3 INSANIACS™, 2 FREAKENSTEINS™, 2 OCULAS™, 2 SLAMFISTS™, AND 1 ARCHER™
- COMMANDO ELITE™: 3 KIP KILLIGANS™, 2 BUTCH MEATHOOKS™, 2 NICK NITROS™, 2 BRICK BAZOOKAS™, AND 1 CHIP HAZARDS™
- THIS INSTRUCTION MANUAL, INCLUDING STANDARD TROOP DEPLOYMENTS.



UNSCREW THE BATTERY DOOR TO INSTALL/REPLACE BATTERIES. TURN THE BASE UNIT OVER AND REMOVE THE BATTERY COVER. INSERT 4 "AA"/LR6 BATTERIES (NOT INCLUDED) INTO THE GAME UNIT, MAKING SURE TO ALIGN "+" AND "–" AS SHOWN. REPLACE THE BATTERY COVER.

TO ENSURE PROPER FUNCTION:

TIGER RECOMMENDS DURACELL

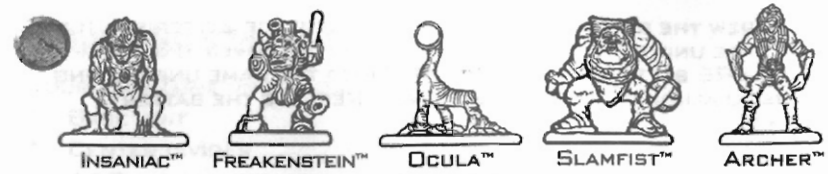


- DO NOT MIX OLD AND NEW BATTERIES.
- DO NOT MIX ALKALINE, STANDARD, OR RECHARGEABLE BATTERIES.
- BATTERY INSTALLATION SHOULD BE DONE BY AN ADULT.
- NON-RECHARGEABLE BATTERIES ARE NOT TO BE RECHARGED.
- RECHARGEABLE BATTERIES ARE TO BE REMOVED FROM THE TOY BEFORE BEING RECHARGED (IF REMOVABLE).
- RECHARGEABLE BATTERIES ARE ONLY TO BE CHARGED UNDER ADULT SUPERVISION (IF REMOVABLE).
- ONLY BATTERIES OF THE SAME OR EQUIVALENT TYPE AS RECOMMENDED ARE TO BE USED.
- BATTERIES ARE TO BE INSERTED WITH THE CORRECT POLARITY.
- EXHAUSTED BATTERIES ARE TO BE REMOVED FROM THE TOY.
- THE SUPPLY TERMINALS ARE NO TO BE SHORT-CIRCUITED.

NOW PLACE THE CENTER DIVIDER ONTO THE BASE UNIT. THE CENTER DIVIDER IS KEYED SO THAT IT WILL ONLY FIT ONE WAY. ONE SIDE OF THE CENTER DIVIDER SHOWS A PICTURE OF CHIP HAZARD™, THE OTHER SIDE SHOWS A PICTURE OF ARCHER™.

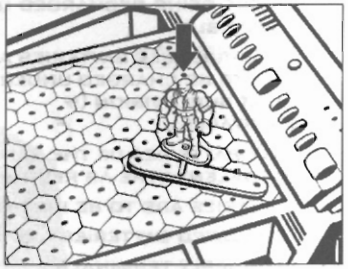
CAREFULLY OPEN THE PLASTIC BAGS CONTAINING THE PEGS, BASES, AND SOLDIERS. DIVIDE UP THE PEGS AND PLACE THEM IN THE COMPARTMENTS ON THE BASE UNIT. MAKE SURE THAT BOTH PLAYERS HAVE A FAIR NUMBER OF BLACK AND RED PEGS.

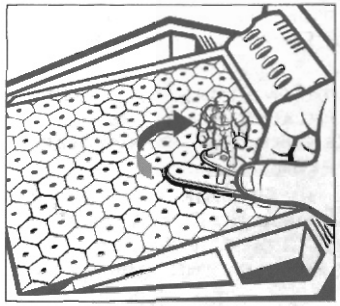
NEXT, SEPARATE THE SOLDIERS. PUT ALL THE GORGONITE™ SOLDIERS ON THE GORGONITE™ SIDE AND ALL THE COMMANDO ELITE™ SOLDIERS ON THE COMMANDO ELITE™ SIDE. (EXTRA STORAGE SPACE IS AVAILABLE BENEATH THE PLASTIC TARGET PLATE ON THE BASE UNIT.) KEEP THE CLEAR BASES TO ONE SIDE.



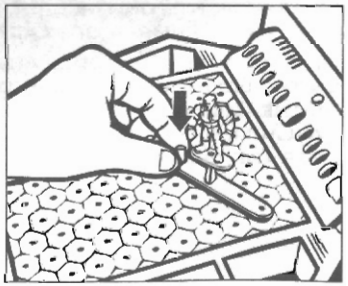
USING THE BASES AND SOLDIERS

THE CLEAR PLASTIC BASES ARE DESIGNED TO FIT ONTO THE TARGET PLATES IN THREE DIRECTIONS. SIMPLY PLUG THE BASES INTO THE GPS (GLOBAL POSITIONING SYSTEM) TARGETING PLATE ALONG ANY STRAIGHT LINE (OR USE THE STANDARD TROOP DEPLOYMENTS FOUND IN THE BACK OF THIS MANUAL FOR PLACEMENT). ONCE THE BASE IS IN PLACE, YOU CAN PUT THE SOLDIERS ON THE VERTICAL SUPPORT. (THERE IS A HOLE ON THE BOTTOM OF EACH SOLDIER THAT WILL FIT ONTO THE PEG AT THE TOP OF EACH BASE.



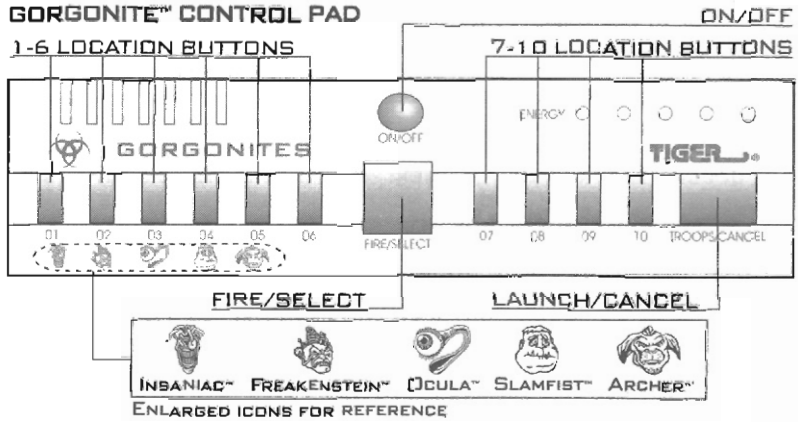


NOTICE THAT THE SOLDIERS ARE FREE TO MOVE ON THE BASES. DURING PLAY, YOU CAN TURN THE SOLDIER TO ONE SIDE IN ORDER TO REACH THE PEG HOLES ON THE TOP OF EACH BASE.



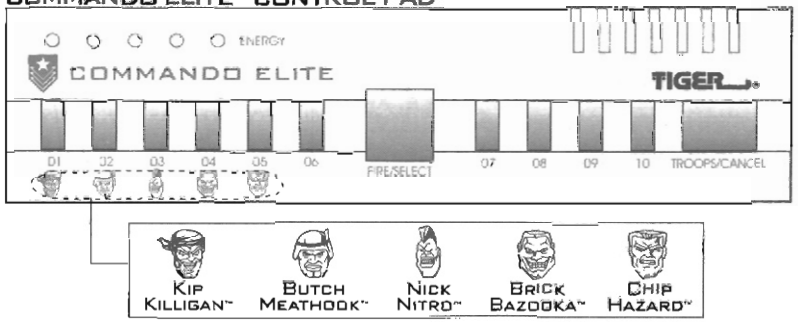
USING THE CONTROL PAD

GORGONITE™ CONTROL PAD



ENLARGED ICONS FOR REFERENCE

COMMANDO ELITE™ CONTROL PAD



ENLARGED ICONS FOR REFERENCE

THE CONTROL PADS ON THE BASE OF THE UNIT INCLUDE:

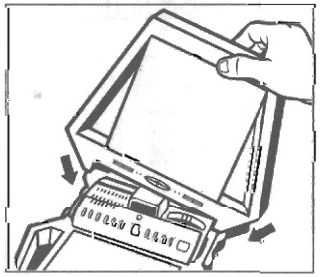
ON/OFF	—	TO TURN THE UNIT ON OR OFF. THE UNIT FEATURES AN ENERGY-SAVING MODE AND WILL AUTOMATICALLY SHUT OFF IF NO KEYS ARE PRESSED FOR 5 MINUTES.
FIRE/SELECT	—	TO FIRE WEAPONS AND CONFIRM SELECTIONS.
TROOPS/CANCEL	—	TO CANCEL A SELECTION AND TO SEND OUT SUPPORT TROOPS (IN GAME 3 ONLY)
10 LOCATOR BUTTONS (LABELED 01-10)	—	TO SELECT TARGET LOCATIONS AND TO ENTER NUMBERED CHOICES. ALSO USE THESE BUTTONS (IN GAME 3 ONLY) TO SELECT NEW TROOPS FOR LAUNCHING.

USING THE TARGET GRIDS ON THE GLOBAL POSITIONING SYSTEM (GPS)

There are 4 GPS target grids on the game: 2 horizontal grids on the base of the unit (for placing the clear bases and Soldiers) and 2 vertical grids on the center divider (for keeping track of hits and misses).

The GPS target grids are divided into 100 "hexes" (6-sided shapes). Each target hex has a label that corresponds to the column and row of that hex. The first 2 digits of the hex refer to the column, and the next 2 digits refer to the row. For example, all of the rows on the first column (on the left) begin with 01. So the first hex (on the top) of the first column is called 0101, the second hex in the first column is 0102, and so on. The tenth hex in the first column would be 0110. Right now, the advanced GPS system probably sounds confusion but don't worry. The label of each hex is printed on every target plate, for your reference. After just a few games, when you are familiar with the labeling system, it will become second nature to you.

3. SET UP



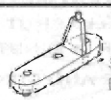
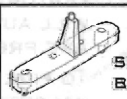
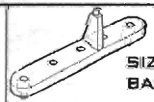
Insert the batteries, attach the vertical divider to the base unit, and divide up the pegs, clear bases, and Soldiers as explained previously.

The next step is to prepare the Soldiers for play. You will need one of each Soldier from each army.

The Soldiers are:
Gorgonite™ Army — Insaniac™, Freakenstein™, Ocula™, Slamfist™, and Archer™.

Commando Elite™ — Kip Killigan™, Butch Meathook™, Nick Nitro™, Brick Bazooka™, Chip Hazard™.

Find a clear base for each of the Soldiers. Notice that each base has a number of holes in the top surface: either 2, 3, 4, or 5.

size-2 base	 size-3 base	 size-4 base	 size-5 base
Insaniac™ Kip Killigan™	Freakenstein™ Ocula™ Butch Meathook™ Nick Nitro™	Slamfist™ Brick Bazooka™	Archer™ Chip Hazard™

These holes correspond to the rank of the Soldier: the higher the rank, the bigger base you will need. The lowest

ranked soldiers (Insaniac™ & Kip Killigan™) are placed on a clear size-2 base. The next ranked Soldiers (Freakenstein™, Ocula™, Butch Meathook™, & Nick Nitro™) should each be placed on a size-3 clear base. The second ranked Soldiers (Slamfist™ & Brick Bazooka™) should be placed on size-4 bases. Finally the commanders of each army (Archer™ & Chip Hazard™) should be placed on the size-5 bases. Each player begins the game with only 1 of each kind of Soldier. You will have some Soldiers and bases left over. Set these aside for now.

Each player should take a seat on opposite sides of the game. (If you are playing a 1-player game, make sure you sit on the side with the ON/OFF button.) Turn the unit on by pressing the ON/OFF button once. You will hear an opening music sequence and the narrator will talk you through the rest of the setup process.

Note: At any time during the setup you can press the TROOPS/CANCEL button to cancel your last selection and back up to the previous step.

SELECT GAME

When prompted to "Select Game", you should press 1, 2, or 3 to select the type of game. They are:

Game 1 — Toy Store Terror- This is the beginner's level. In this game, players take turns, one at a time. We recommend that you begin at this level.

Game 2 — Neighborhood Assault- An intermediate level. In this game players get one turn for each soldier they have left, then pass play to their opponent.

Game 3 — All-Out War- Expert Level- This is the most challenging of all the three games. It has all the features of Game 2, but in this level, players can actually send in support troops in the middle of a game! We recommend this level for advanced players only.

SELECT PLAYERS

Next you will be asked to select the number of players. For a 1-player game, press 01. For a 2-player game, press 02. If you select a 1-player game, the computer will play as your opponent.

CHOOSE YOUR ALLEGIANCE

Decide which army you would like to command. If you wish to be the Gorgonite™ Army commander, press 01. If you wish to lead the Commando Elite™, press 02. Your opponent will automatically play the other side.

In a 1-player game, you can play as the Commando Elite™, but you will sit on the Gorgonite™ side of the unit. Only this control pad is active in a 1-player game.

SELECT TROOP LOCATION

The next step is to place your Soldiers on the board, then enter their locations into the computer. You can choose either STANDARD TROOP DEPLOYMENT or MANUAL TROOP DEPLOYMENT.

To choose a STANDARD TROOP DEPLOYMENT, flip to the back of this instruction booklet. There you will see 100 pre-programmed set-up patterns for your army. Choose one of these patterns for your army, then place your soldiers on the grid as shown. Pay close attention to the code number shown for the pattern you choose. When the narrator prompts you to "Select Troop Locations", you should enter the code number and press FIRE/SELECT to lock in your location.

An option for experienced players only is MANUAL TROOP DEPLOYMENT. To choose manual deployment, when the narrator prompts you to "Select Troop Locations", you should immediately press the FIRE/SELECT button. This will put you in MANUAL TROOP DEPLOYMENT mode.

The narrator will now prompt you to enter the exact location of each of your Soldiers. Starting with your lowest ranked soldier (either Insaniac™ or Kip Killigan™) the narrator will ask you to "Select Location 1". Use the keypad to enter the location on one end-point of the Soldier and press FIRE/SELECT to confirm your location. The narrator will now ask you to "Select Location 2". Use the keypad to enter the other end-point of your soldier and press FIRE/SELECT to confirm your selection. Your selection is now locked in and the narrator will respond "Ready". Repeat this process for each Soldier. Make sure you do not try to position any Soldiers off the unit, or across any hexes already occupied by another soldier, or your selection will be cancelled.

It is possible for one player to choose STANDARD TROOP DEPLOYMENT and the other player to choose MANUAL TROOP DEPLOYMENT.

If you are playing a 1-player game, don't worry about setting up the computer's side. The computer will randomly place his Soldiers on the board, and keep track of all Soldiers during the game. There is no need to place Soldiers on the opposite side.

4. TIME FOR BATTLE

After you have finished the setup process, you will hear an alarm sound. Now the computer decides which player goes first. If the Gorgonite™ Army goes first, you will hear Archer™. If the Commando Elite™ goes first, you will hear Chip Hazard™. Now the battle begins!

The object of the game is to deactivate all of your opponent's Soldiers. In order to deactivate an enemy Soldier, you must

find and shoot each location of that Soldier. If you deactivate all of your opponents Soldiers before they deactivate all of yours, you win the game.

ATTACK

When it is your turn, the narrator will prompt you to "Select Target, Fire". You must now try to guess the location of your opponents Soldiers, and deactivate them. Pick a target hex and use the keypad to enter its coordinates, then press FIRE!

One of your Soldiers will fire their weapon at the target hex. You will hear the sound of the weapon firing. If you hear the attack followed by silence, you know that you missed. Take one of the black pegs and place it on the vertical target plate as a reminder.

However, if you hear your weapon firing, followed by an explosion, you will know that you have a HIT! The narrator will tell you exactly which Soldier you hit. Place a red peg in the vertical plate to mark that spot. Your opponent may place a red peg into the base of the target Soldier as a reminder that it has been hit.

Once you have located your opponent's Soldier, you should try to hit the remaining locations on that Soldier. Remember that each Soldier lies in a straight line, and fire at the surrounding hexes to find the remaining points of the target. We call this strategy Identify, Isolate, and Incinerate.

5. SENDING IN SUPPORT TROOPS

This is an option that is available in GAME 3 ONLY and is only recommended for experienced players. This option allows you to gain reinforcements during the battle.

If your army is intact, you will not gain any reinforcements. However, if you start to lose, you will begin to slowly build up energy that you can use to send in Support Troops. Watch the red energy meter above your control pad. As energy builds, the energy meter will light up. To send out the lowest ranked Soldier (size-2) you must have 2 energy. To send out size-3 Soldier, you must have 3 energy, size-4 requires 4 energy, and size-5 requires 5 energy.

You can store up energy if you wish to save up for a higher ranked soldier, but you can never store more than 5 energy. Also, when you send out Support Troops, you lose ALL your energy. So, even if you have 5 energy, if you send out 1 size-2 ranked Soldier, you will lose all 5 energy. Watch your energy carefully!

To send out Support Troops on your turn, press the TROOPS button. The energy meter will flash, showing you exactly how much energy you have available. Next, select the Soldier you wish to send out. The buttons 01-05 are labeled with your

Soldiers, so use these buttons to make your selection. If you do not have enough energy for the Soldier you choose, you will hear an error beep and your launch will be cancelled.

However if you have enough energy to send out additional troops, the narrator will ask you to "Select Location 1". Use the keypad to select one end point of the new Soldier, and press FIRE/SELECT to confirm. The narrator will then ask you to "Select Location 2" and you repeat the process to select the other end point of the Soldier. (This process is identical to MANUAL FLEET LOCATION). Make sure when you add your new Soldier to the board that you do not try to add it to a location already occupied by another Soldier, or your reinforcements will be cancelled.

6. STRATEGY TIPS

GAME 1: TOY STORE TERROR

This is the easiest game, so you have time to experiment with various strategies. Since you only get to fire once per turn, there is no advantage or disadvantage to firing at many different targets. Take your time and play this level several times before you move on to the next level.

GAME 2: NEIGHBORHOOD ASSAULT

This is the intermediate game. In this game, you get to fire once each turn for every Soldier you have left. So, if you have 5 Soldiers remaining, you get to fire 5 times before your opponent takes his turn. In this game, unlike in Game 1, it is important to deactivate your opponents Soldiers as quickly as possible. Once you find a Soldier, zero in on it quickly and finish him off. You should spend a great deal of time mastering this level before you move on to Game 3.

GAME 3: ALL-OUT WAR

This undoubtedly is the most difficult level, recommended only for very experienced players. In this game, you can actually SEND IN SUPPORT TROOPS in the middle of the game! This makes it very difficult to keep track of your opponent's Soldiers. You will need to play many times to perfect your strategy. Should you eliminate your opponent quickly and systematically? Or should you try to cripple his Soldiers one by one, then crush them all in one swift stroke?

7. THE FATE OF YOUR ARMY RESTS IN YOUR HANDS

To win the game, you must deactivate all of your opponent's Soldiers before they deactivate yours. When the game is over, you will hear 3 loud explosions signaling the defeat of the losing army, followed by a short victory phrase said by the leader of the winning army.

8. DEFECT AND DAMAGE

If a part of your SMALL SOLDIERS WAR ZONE is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

Tiger Electronics, Ltd. Repair Center
980 Woodlands Parkway, Vernon Hills,
Illinois 60061, U.S.A.

Please include a note with your return explaining the problem along with a sales slip, date, place of purchase and price paid. We will do our best to expedite your return promptly.

9. 90-DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.$26.00. Payments must be by check or money order payable to Tiger Electronics, Ltd.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Ltd. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 60061, U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

For more information about Tiger Electronics, our products and special promotions, please visit our Web Site at: www.tigertoys.com

STANDARD TROOP DEPLOYMENTS

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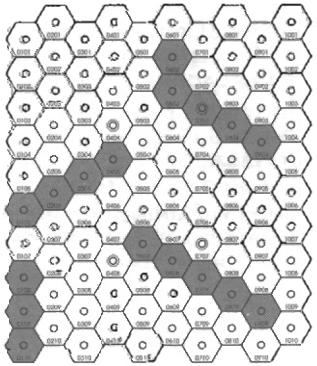

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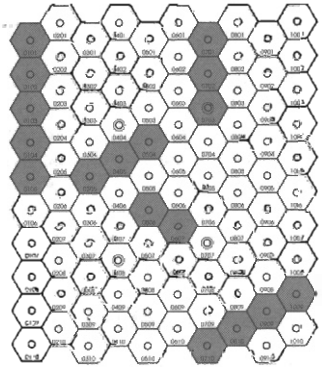

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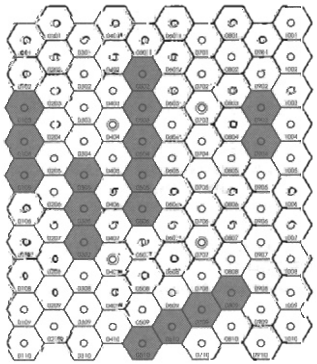

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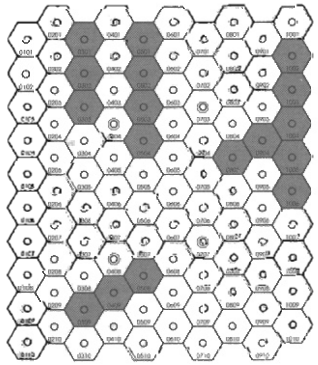

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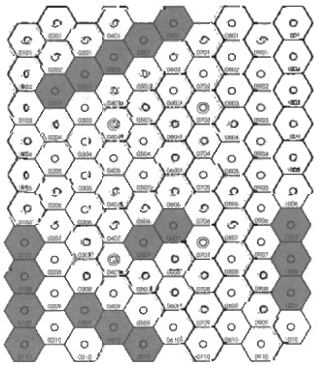

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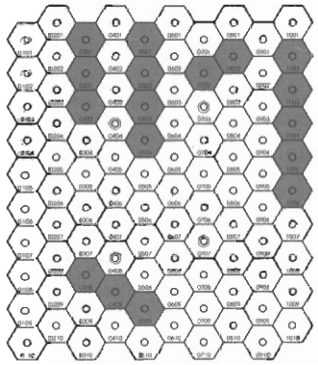

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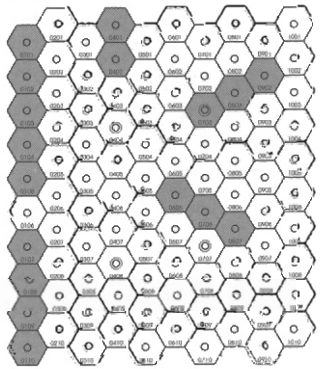

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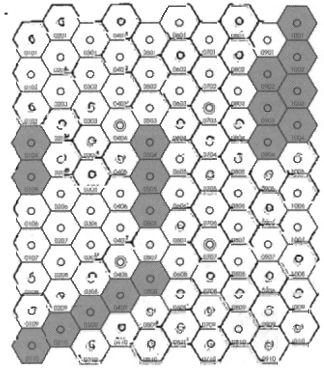

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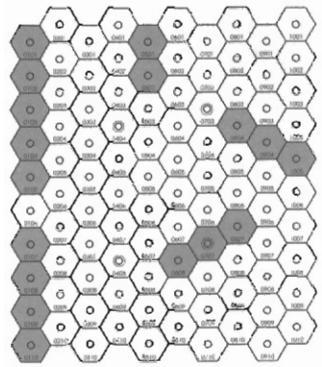

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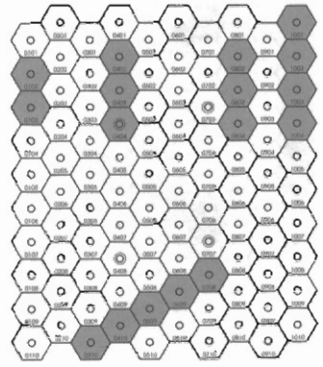

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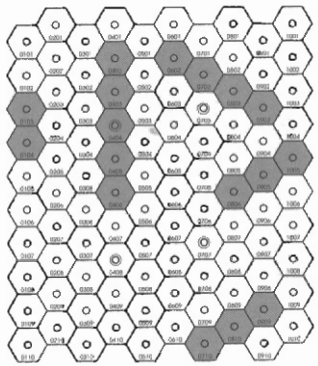

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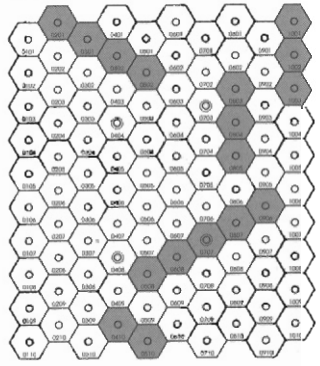

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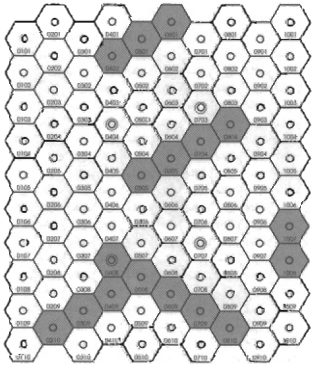

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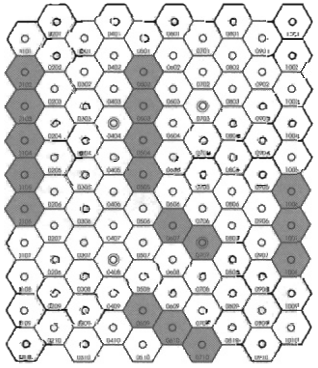

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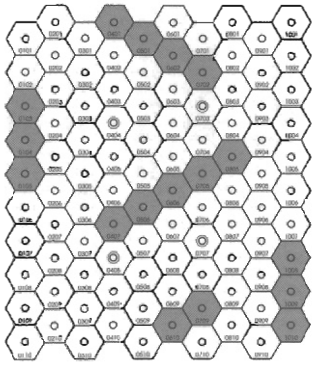

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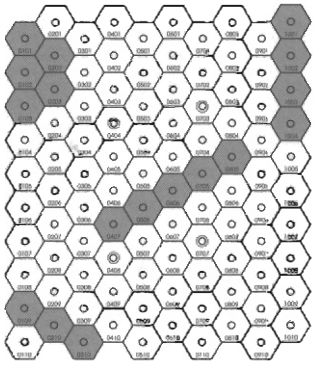

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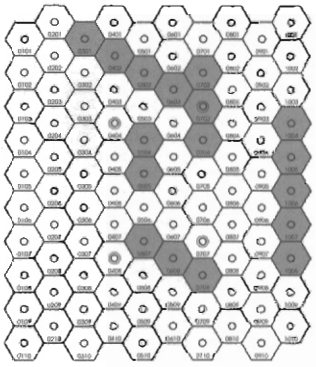

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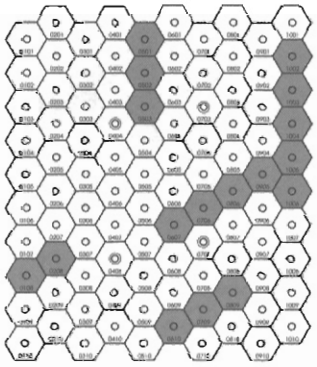

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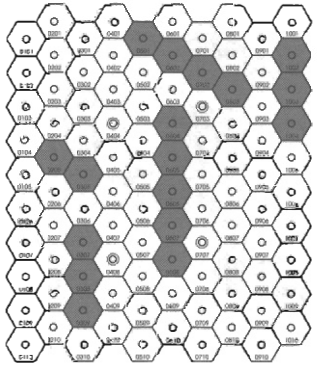

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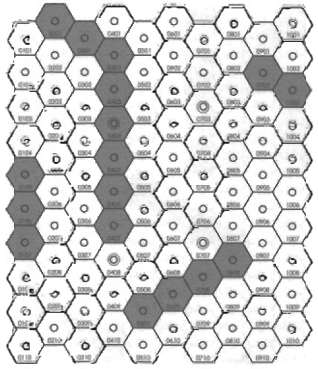

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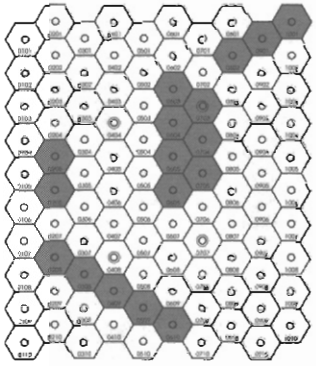

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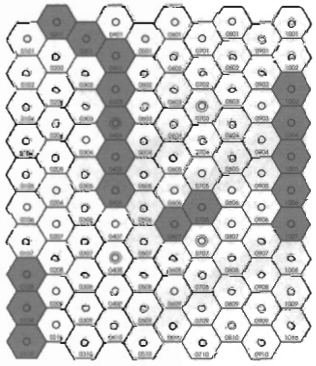

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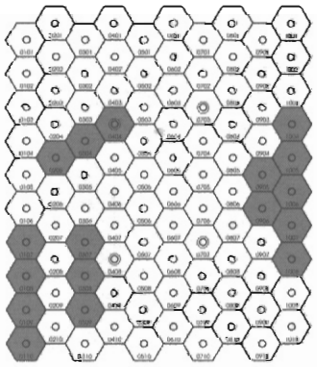

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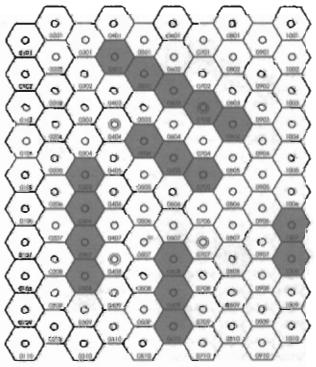

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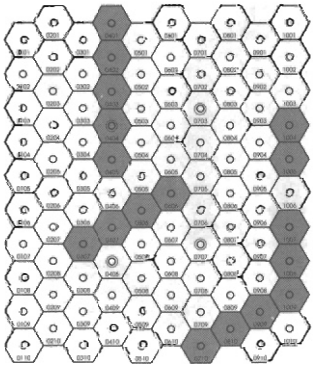

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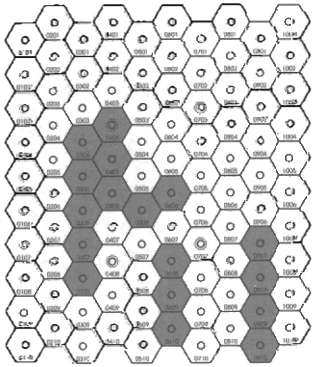

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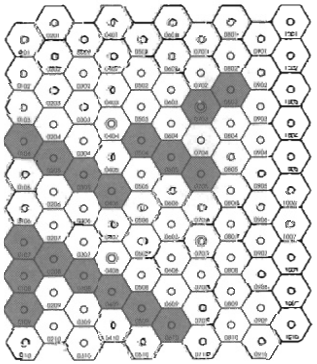

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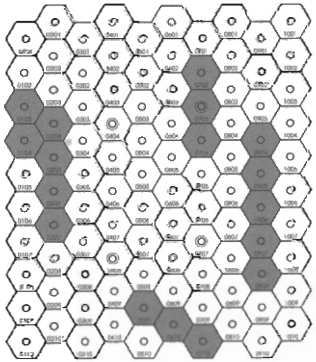

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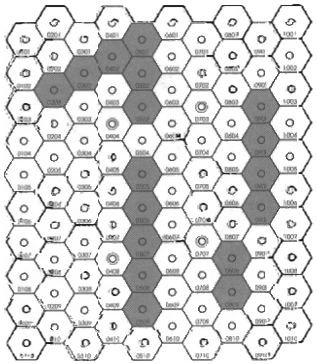

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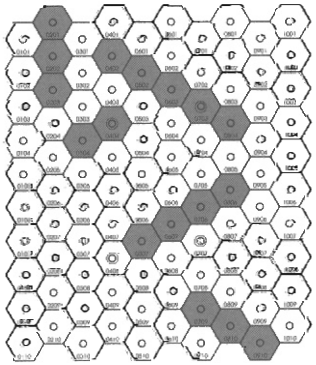

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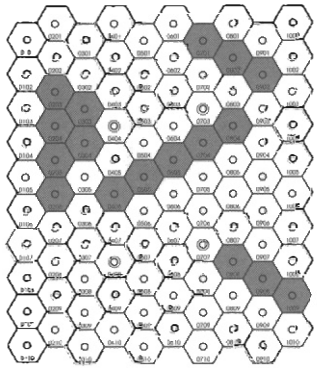

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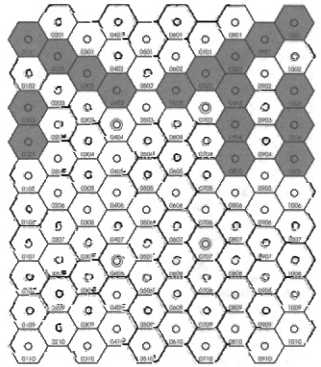

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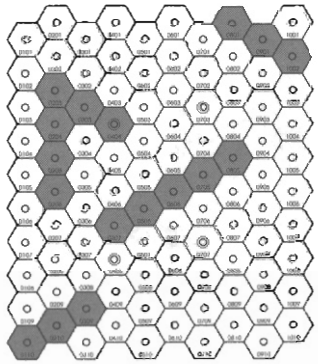

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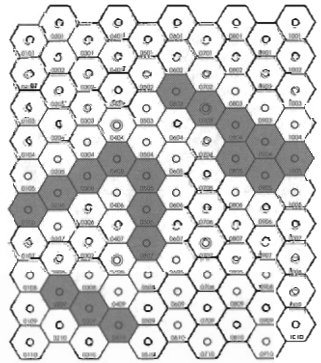

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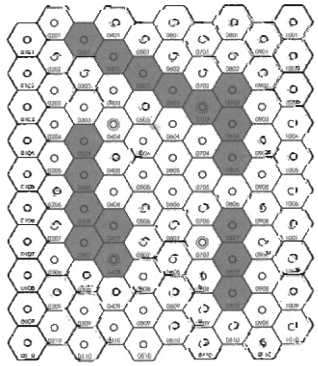

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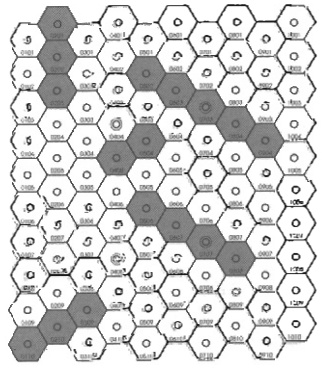

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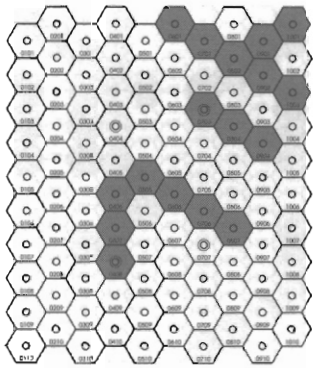

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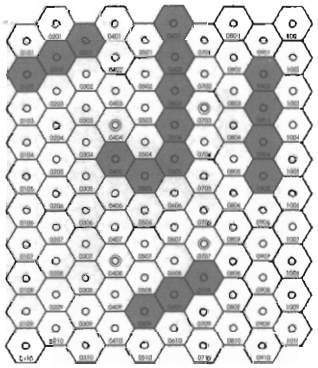

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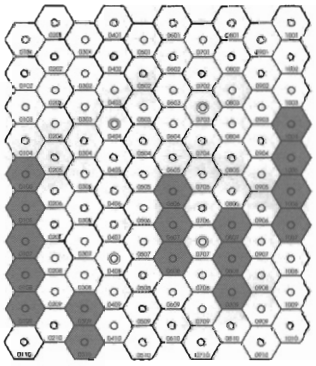

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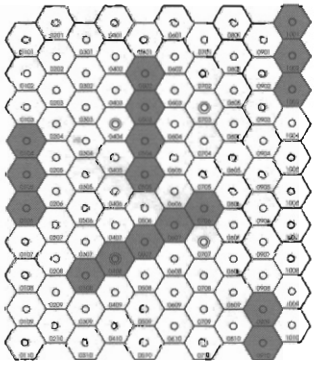

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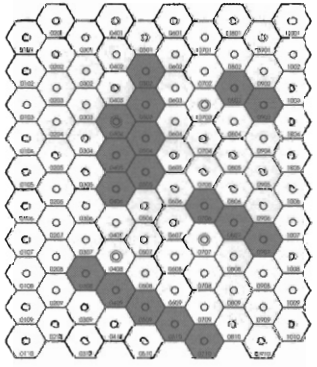

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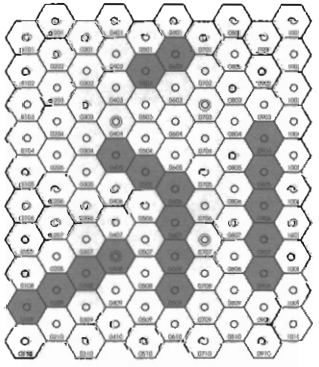

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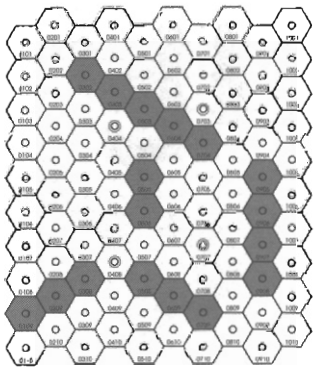

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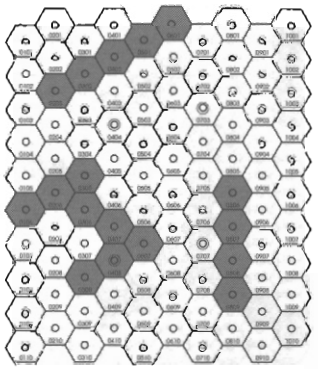

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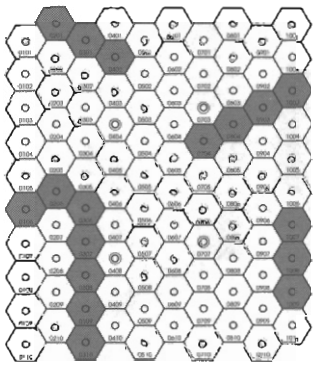

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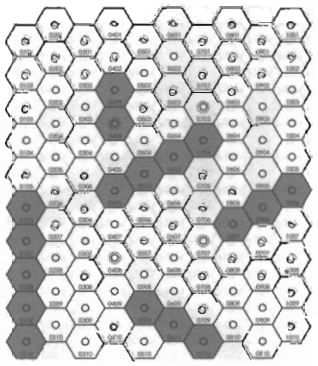

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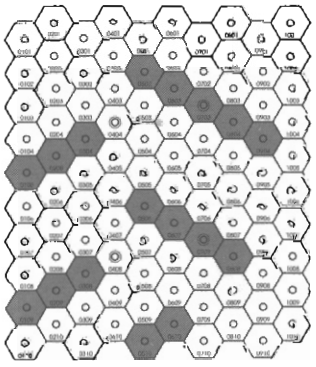

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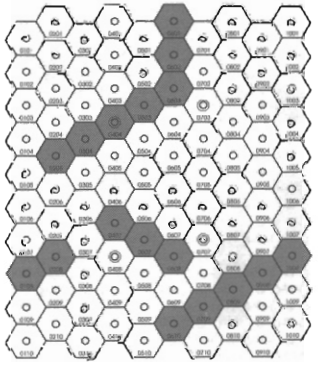

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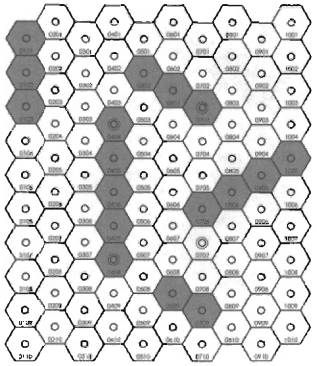

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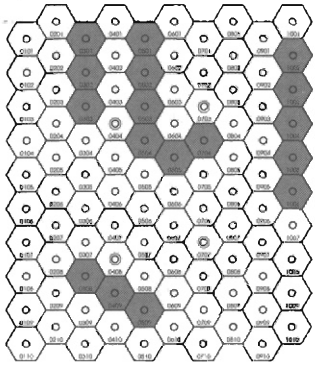

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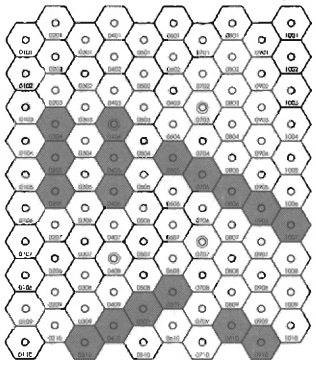

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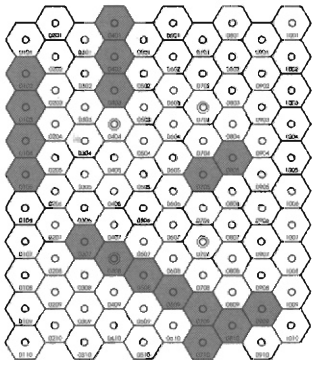

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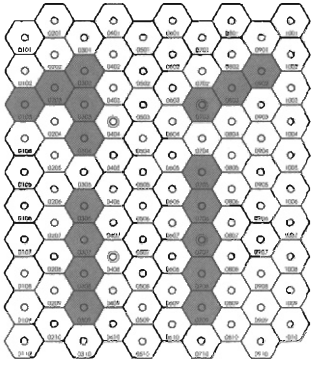

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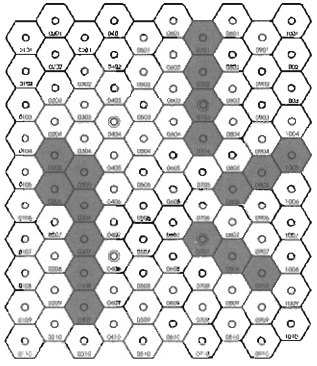

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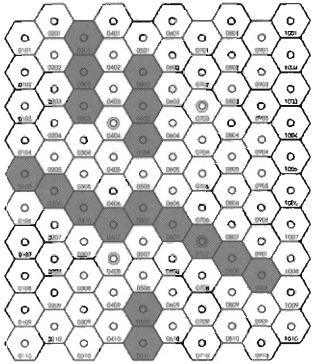

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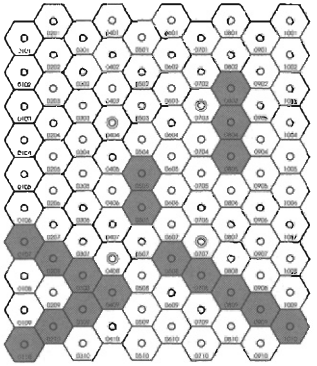

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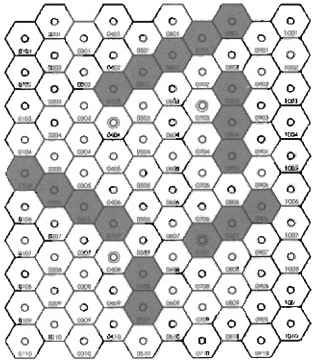

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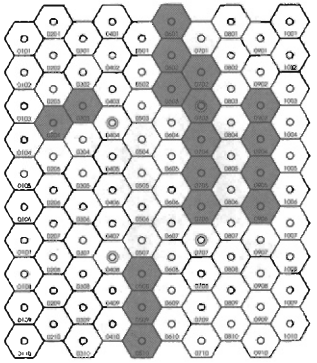

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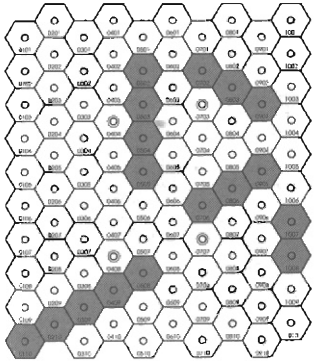

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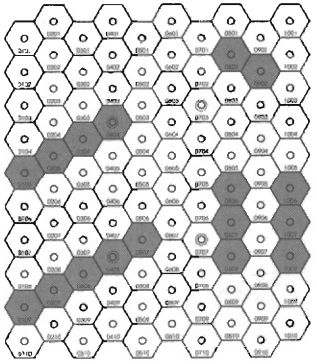

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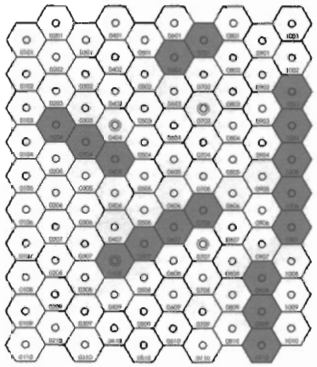

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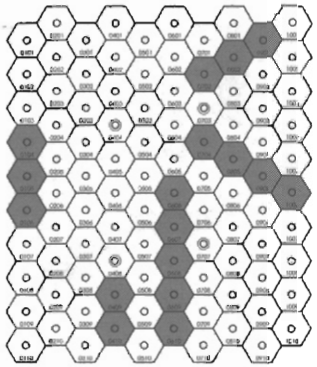

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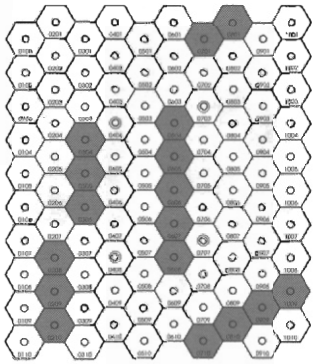

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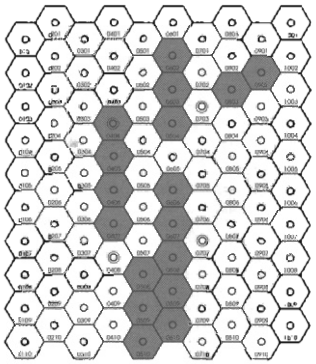

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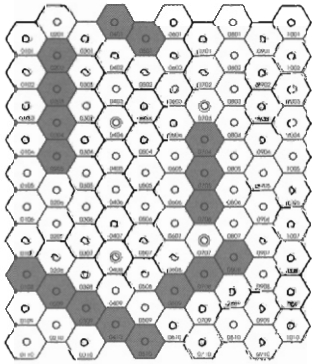

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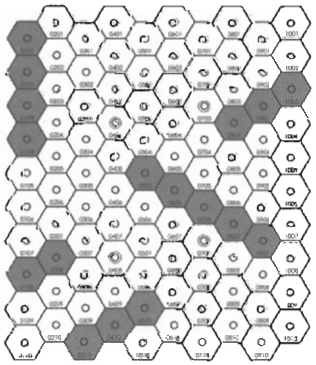

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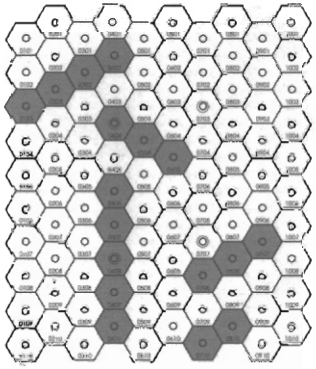

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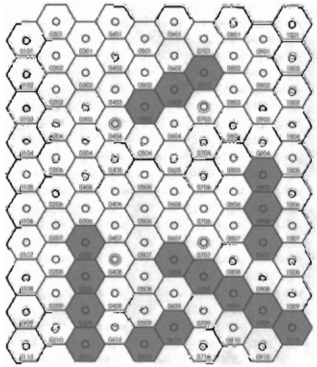

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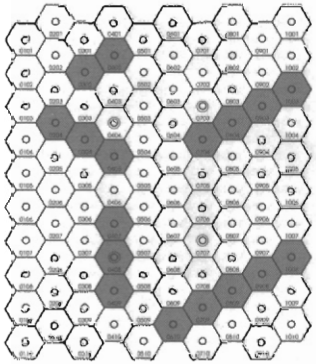

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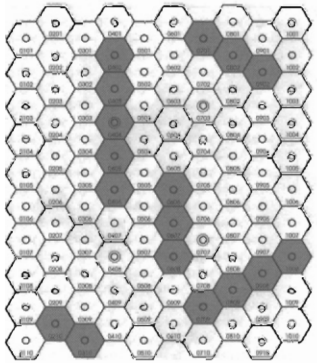

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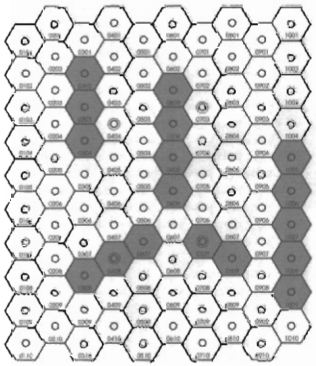

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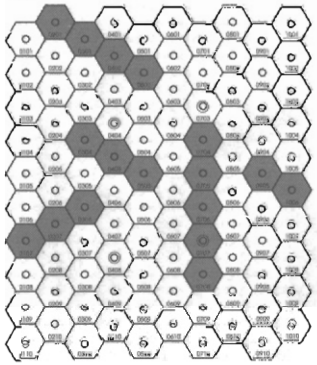

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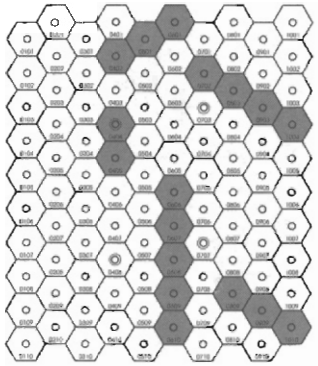

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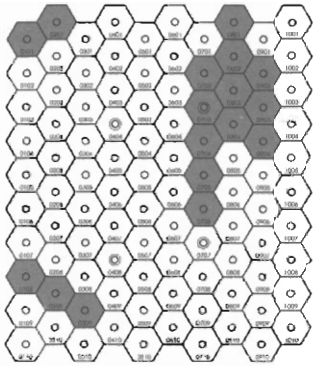

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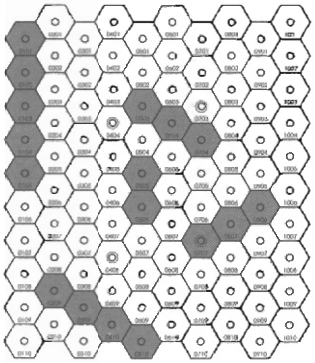

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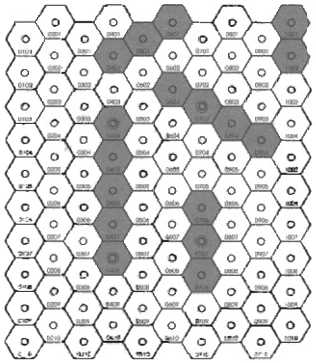

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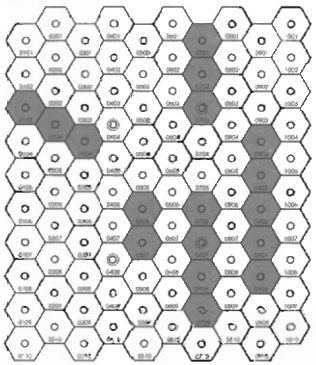

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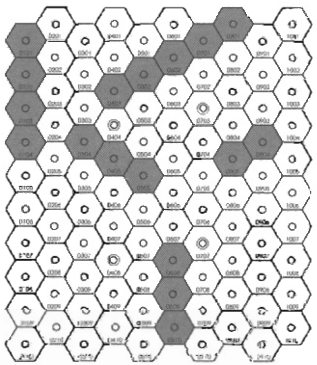

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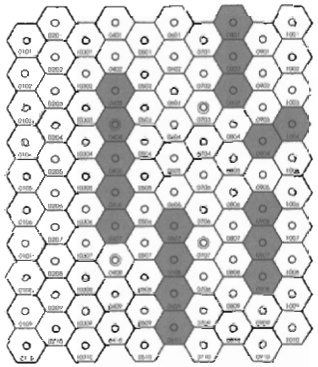

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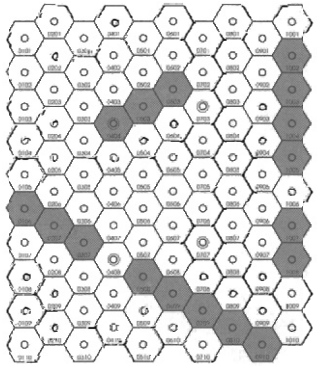

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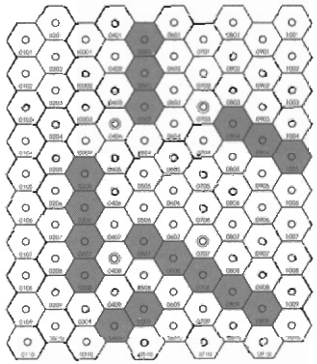

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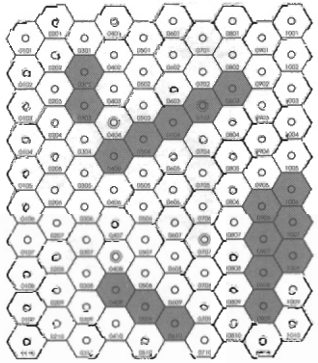

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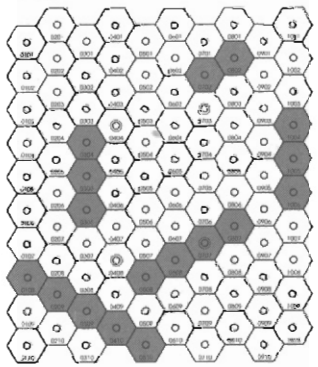

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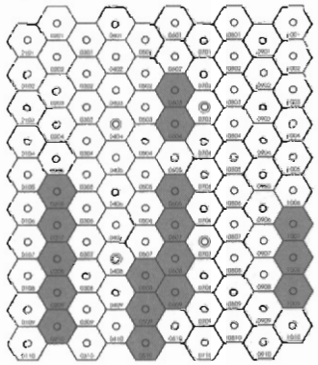

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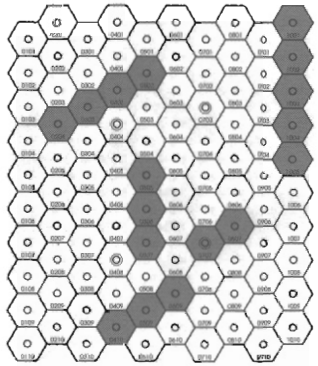

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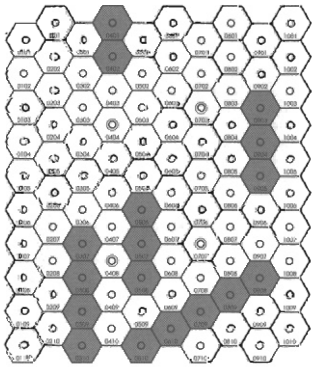

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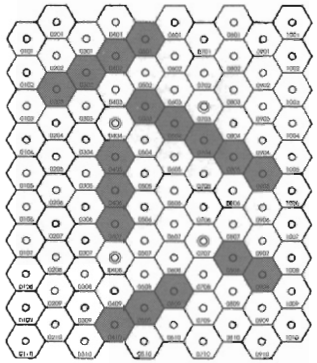

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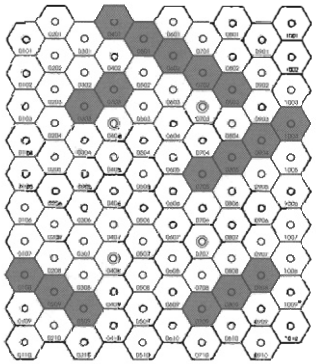

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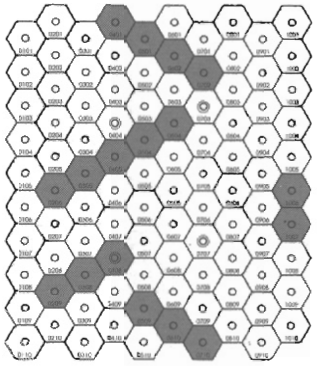

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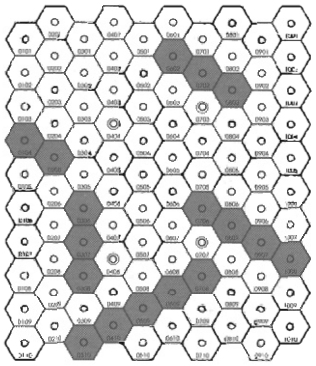

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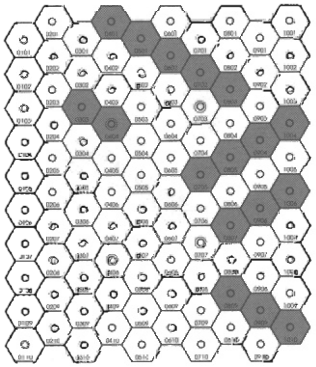

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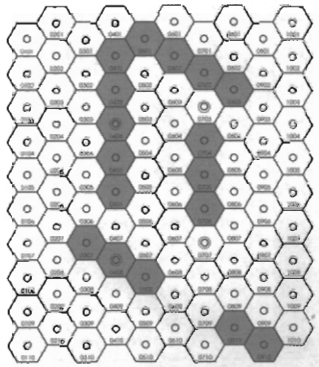

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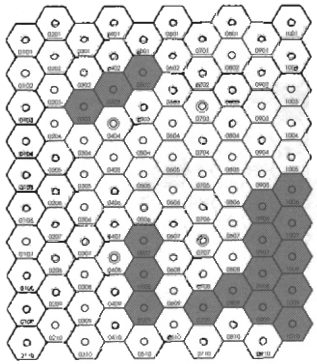

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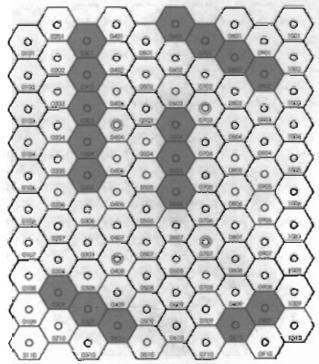

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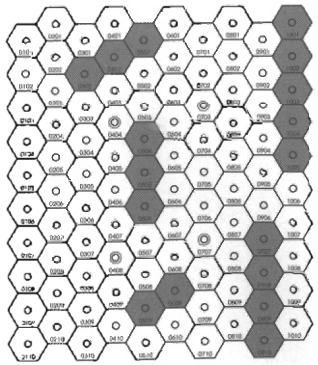

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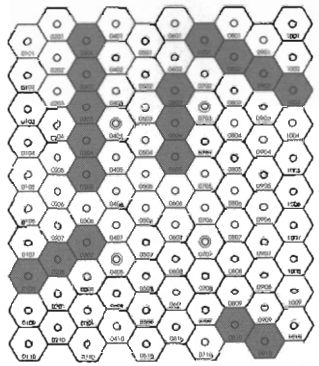

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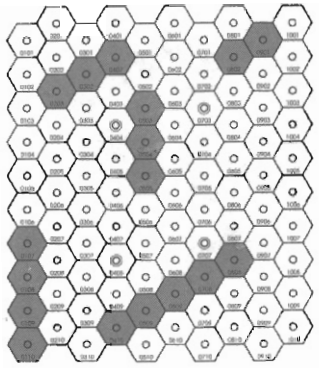

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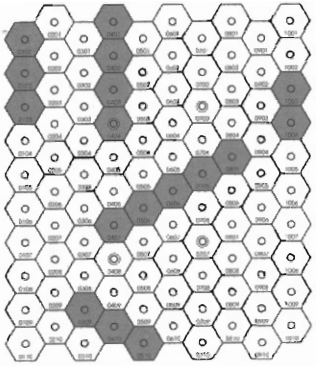

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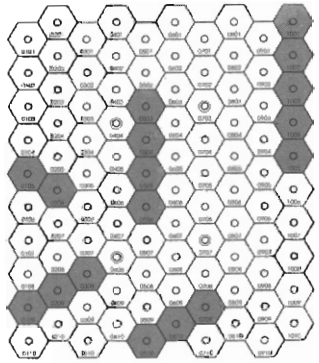
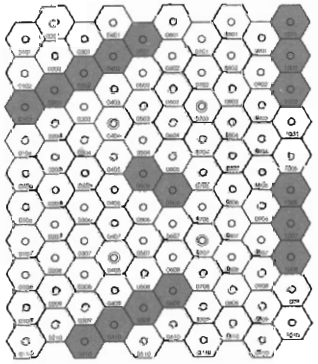
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