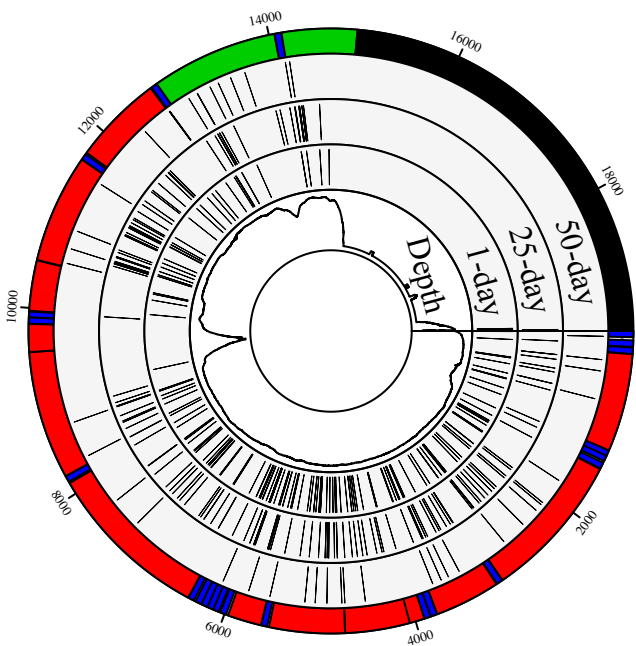
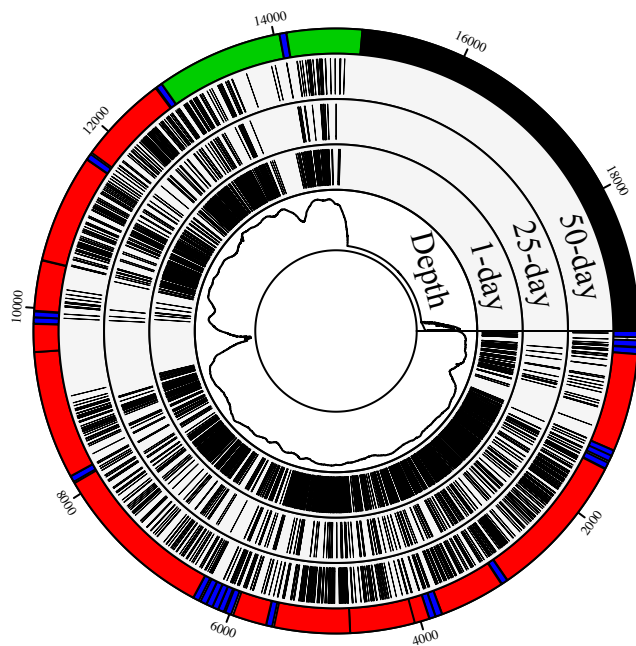


0xPolG<sup>mut</sup>



1xPolG<sup>mut</sup>



2xPolG<sup>mut</sup>

