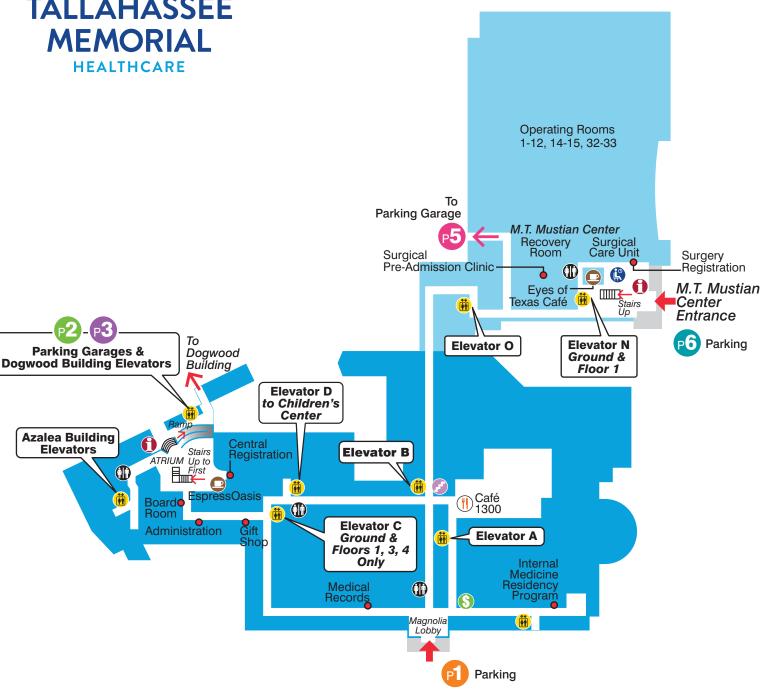


GROUNDFLOOR



MapKey













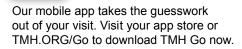














(K) Waiting





