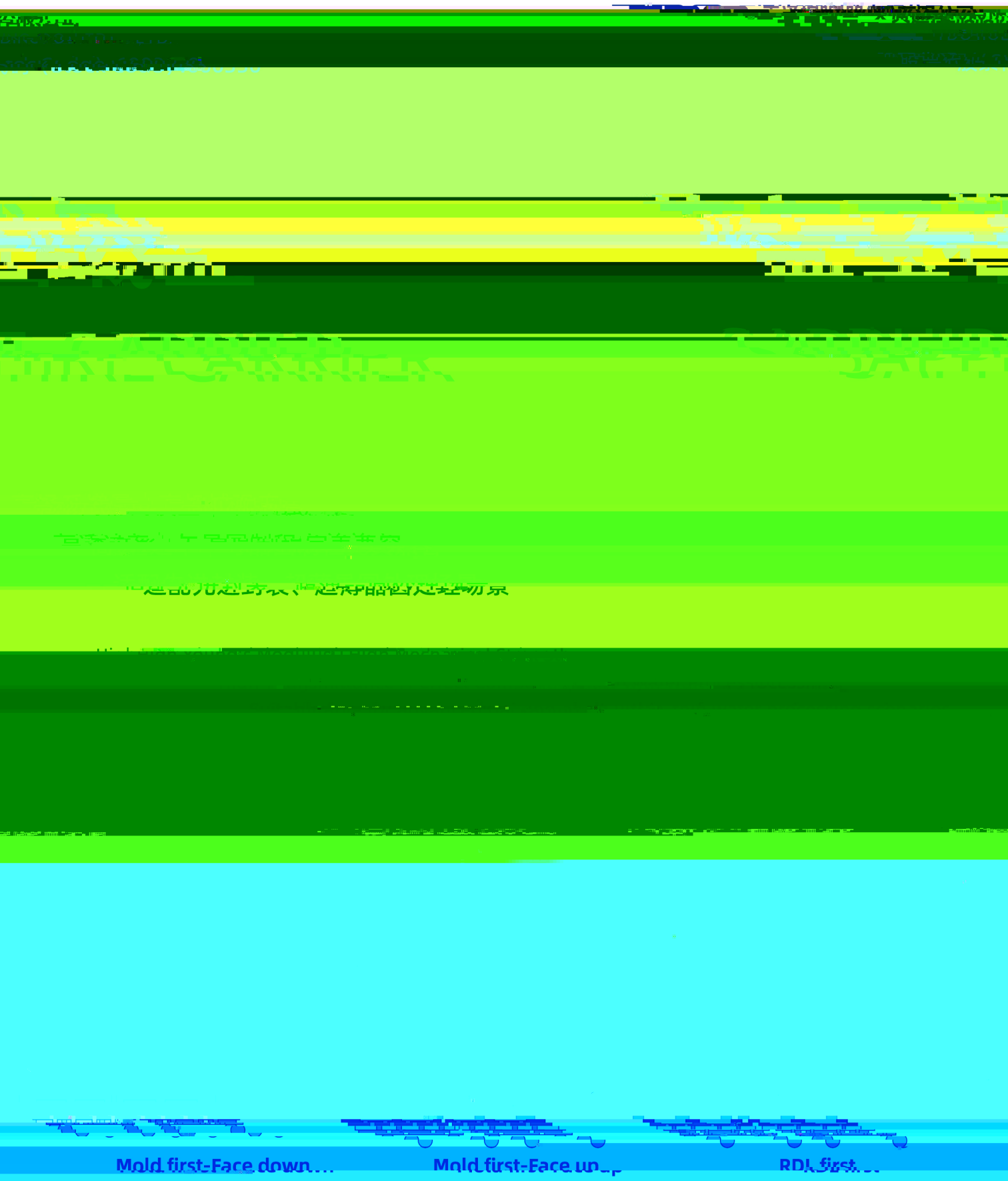


Mold first-Face down…　　Mold first-Face up_p　　RDL first…

