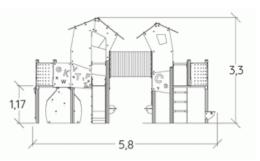


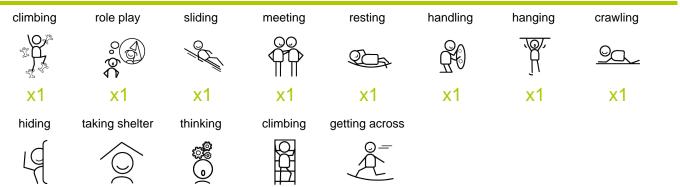
x1



Play value :

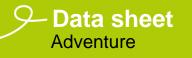
x1

x1



x1

x1

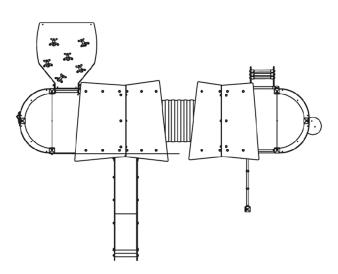


Q

J2625



Components





Impact area =

Impact area

