

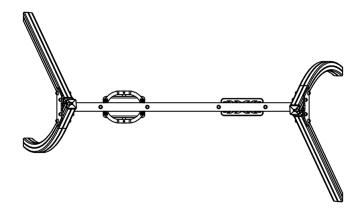
## Play value :







Q Components





## Impact area =

