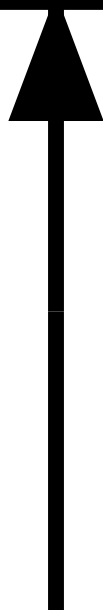


# Objets



# Tore