

MEMORY

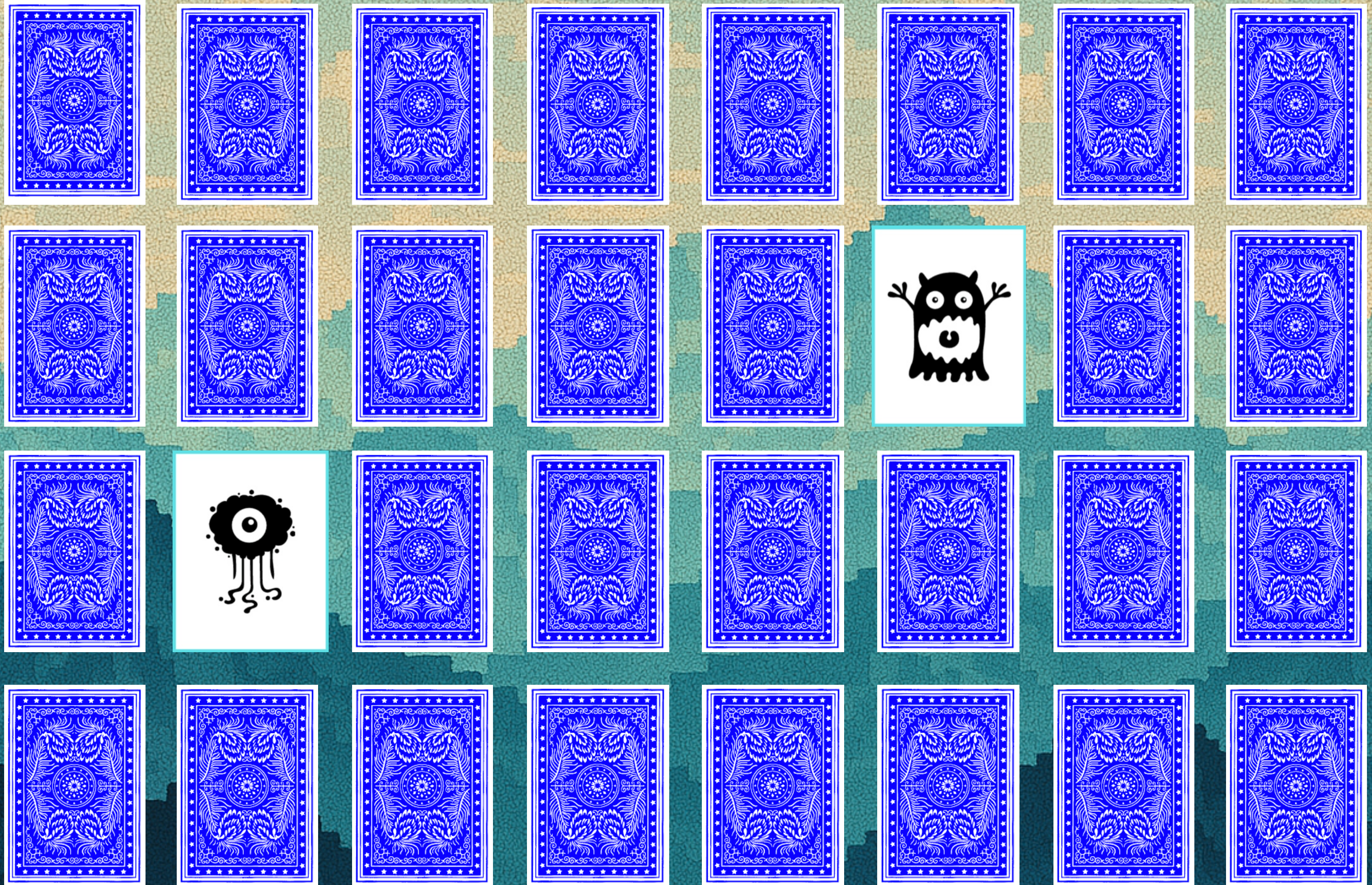
20 : 00



Recommencer

MEMORY

17 : 23



Recommencer