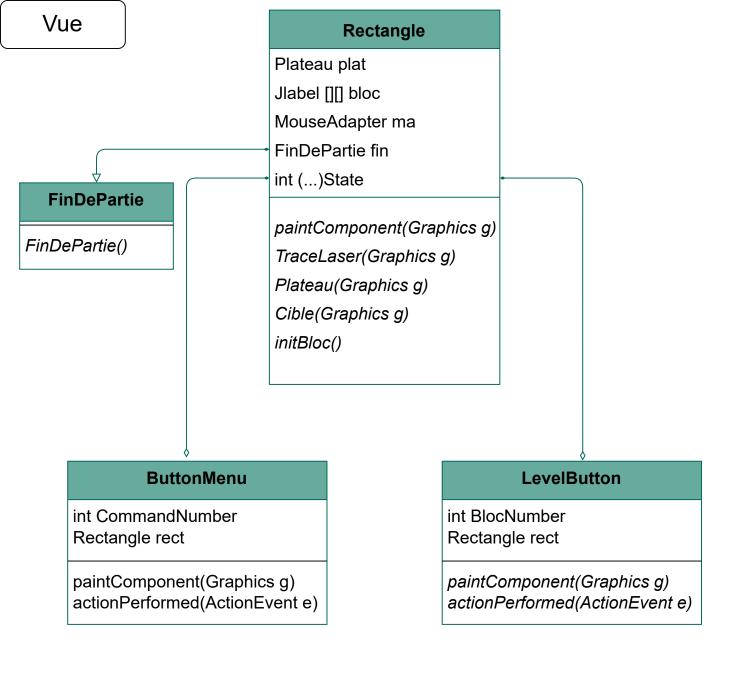


Laser

int orientation

int x,y



## Gestion du Jeu

