

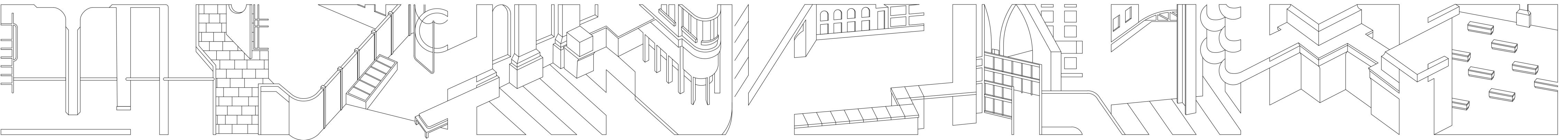


# Dérive

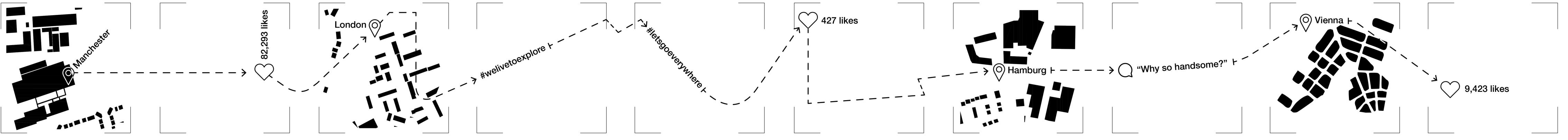
Events



Object/  
Buildings



Actions



# Theoretical Map

