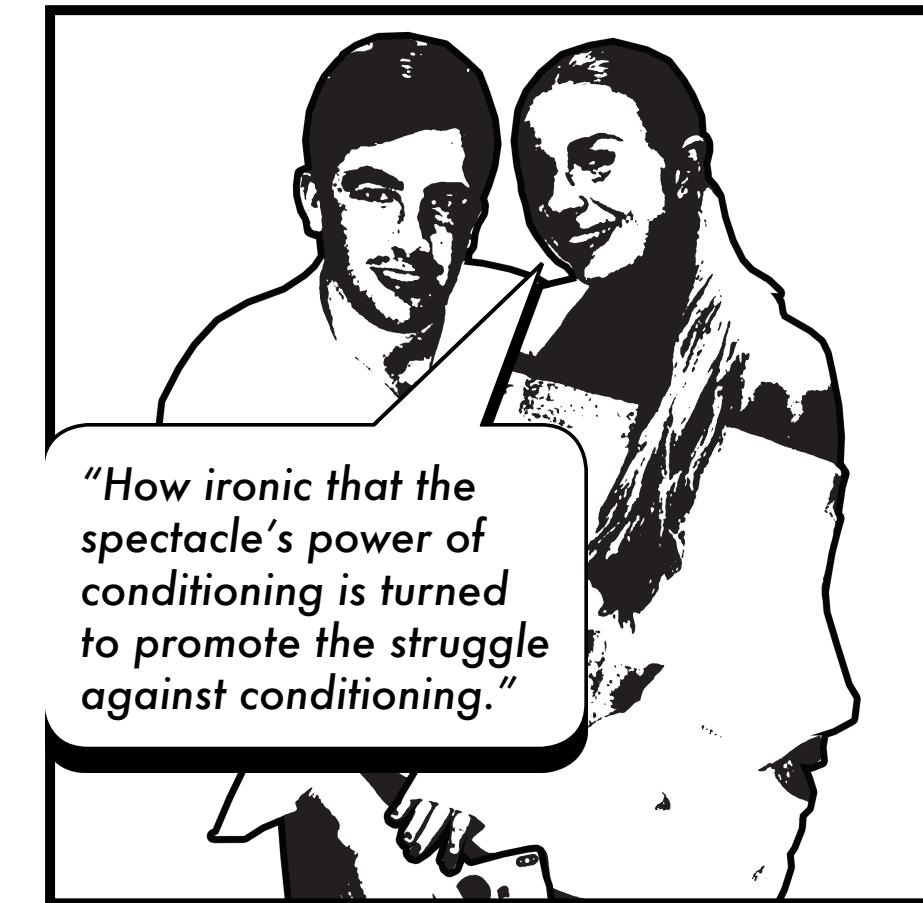
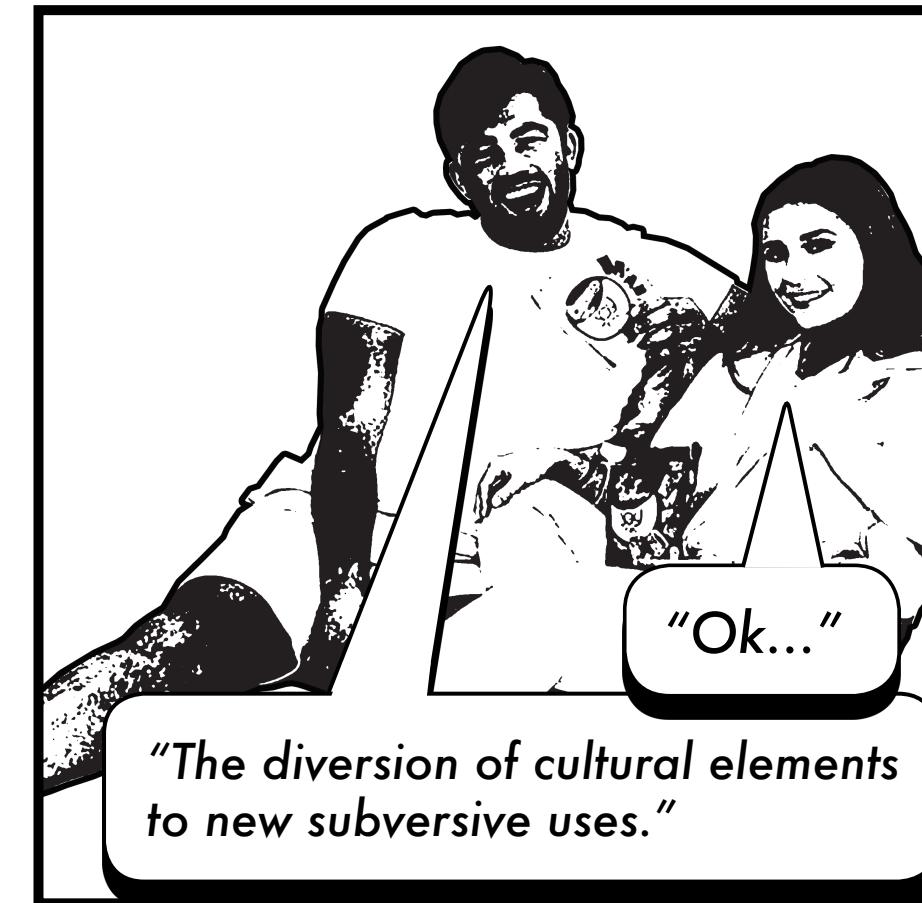
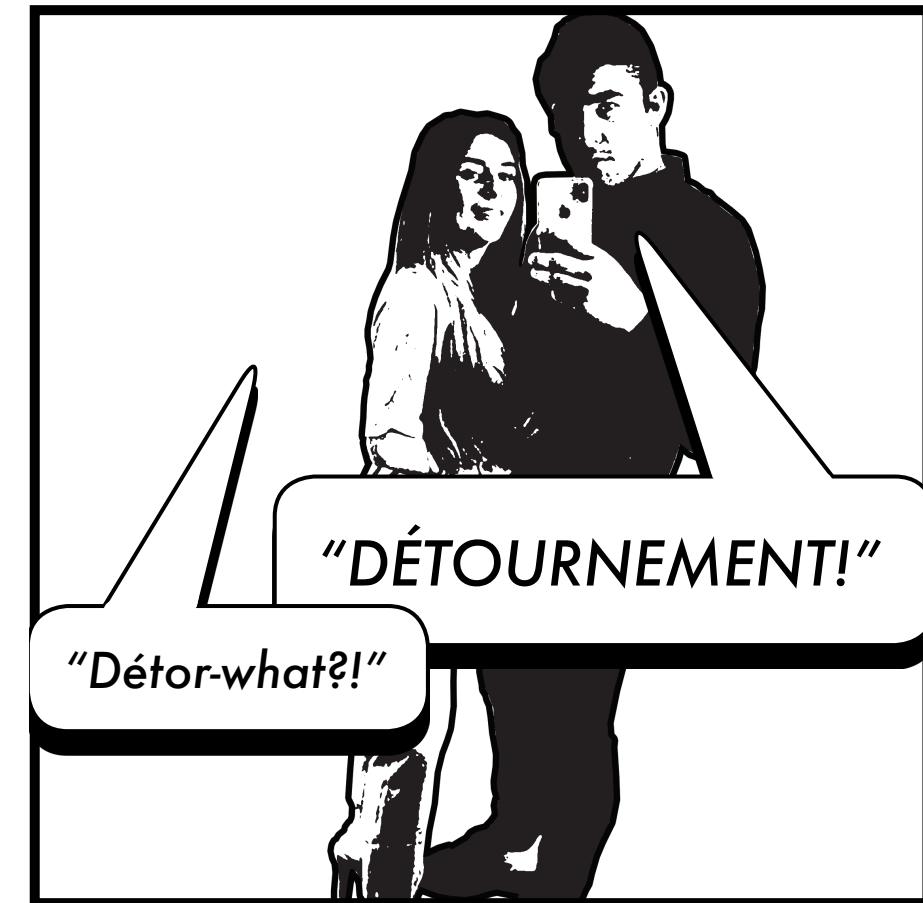




# Détourne- ment

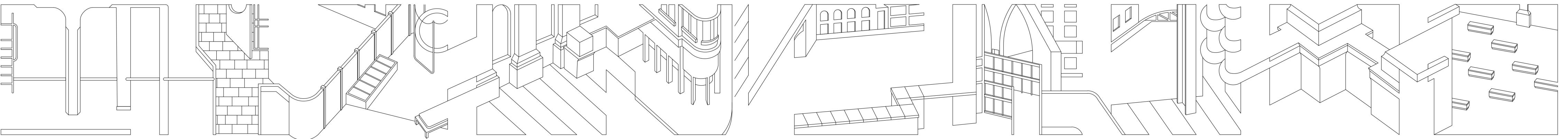


# Dérive

Events



Object/  
Buildings



Actions

