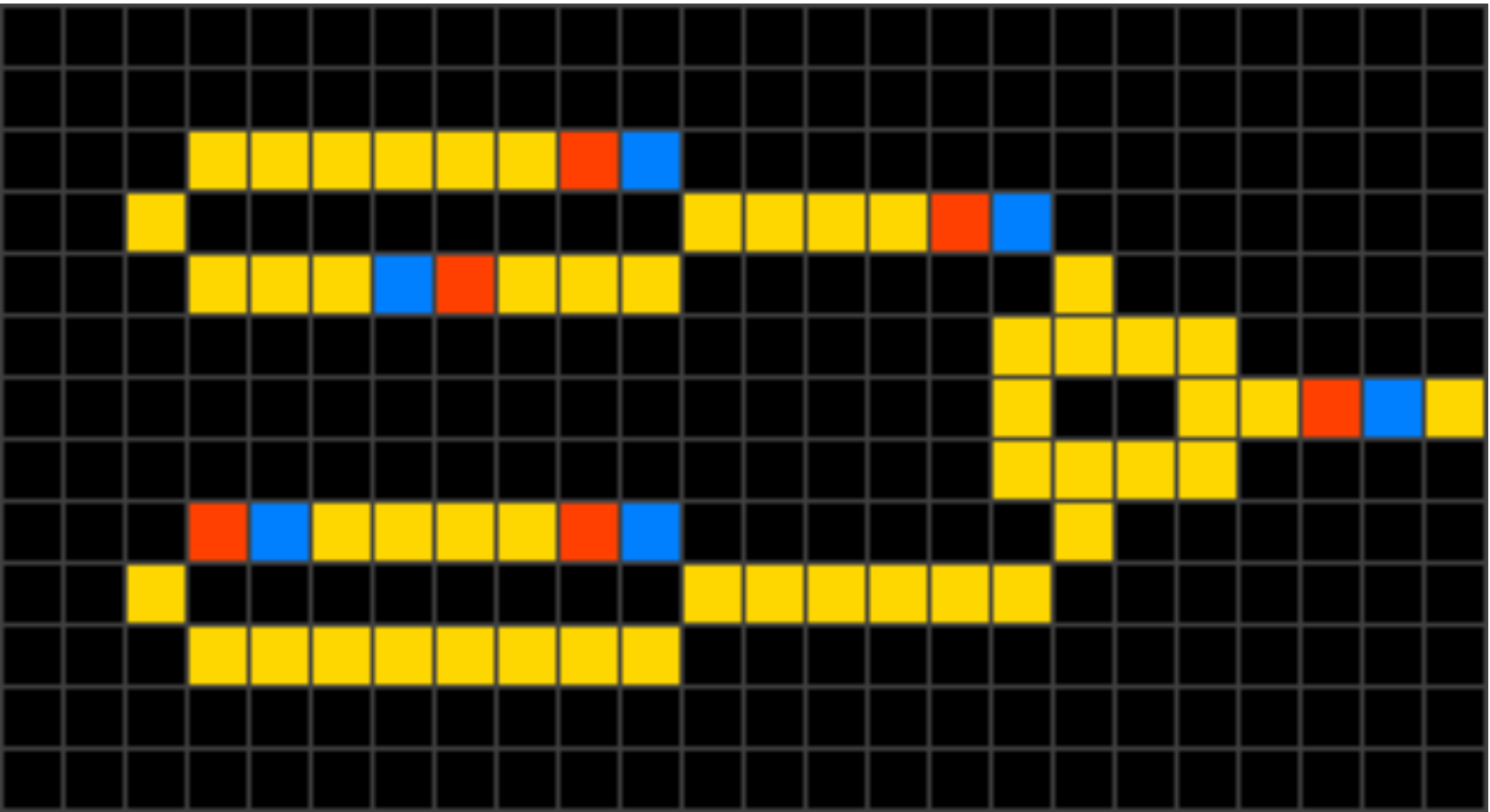
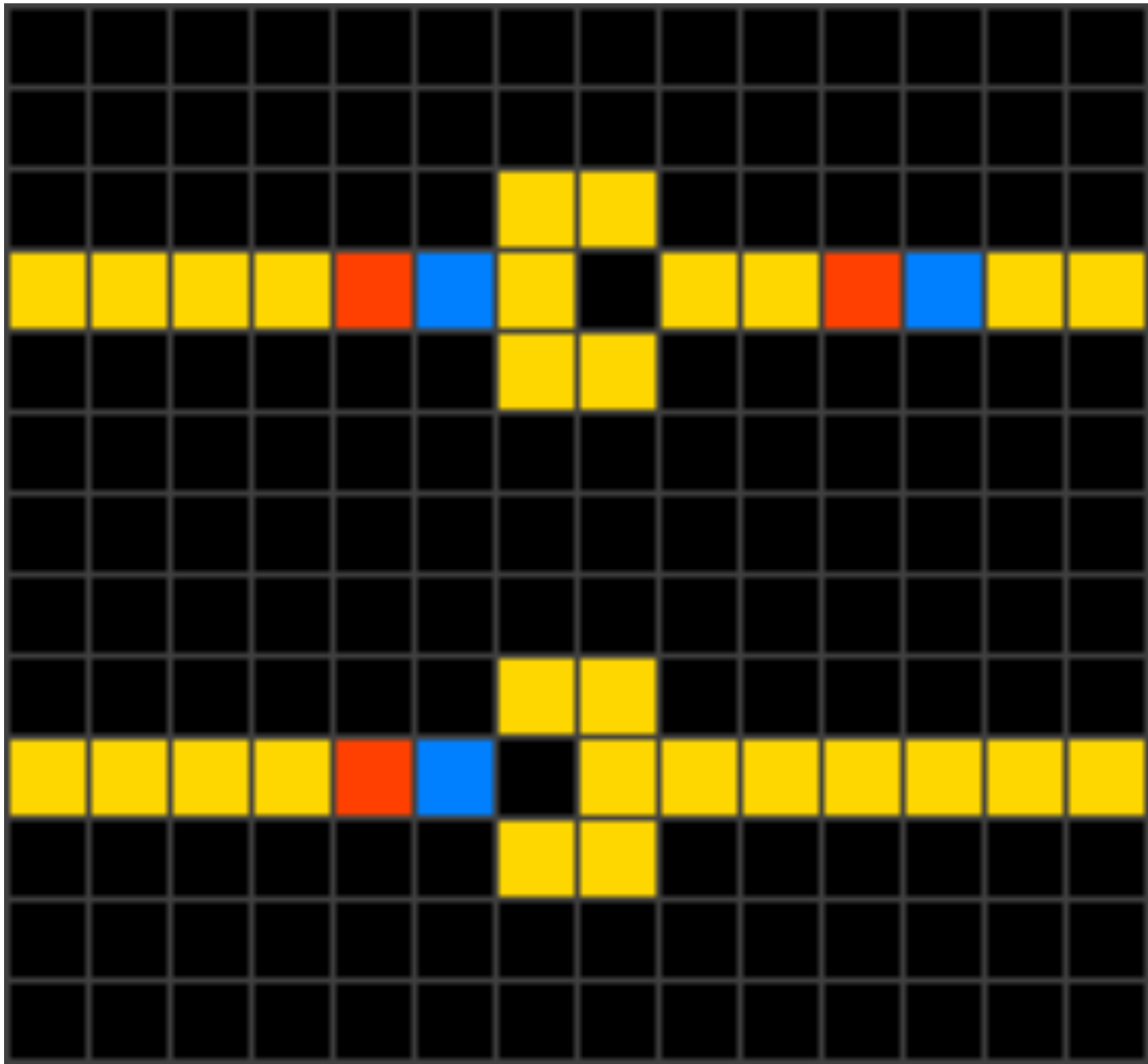


Zastosowanie

Symulacje



Wireworld