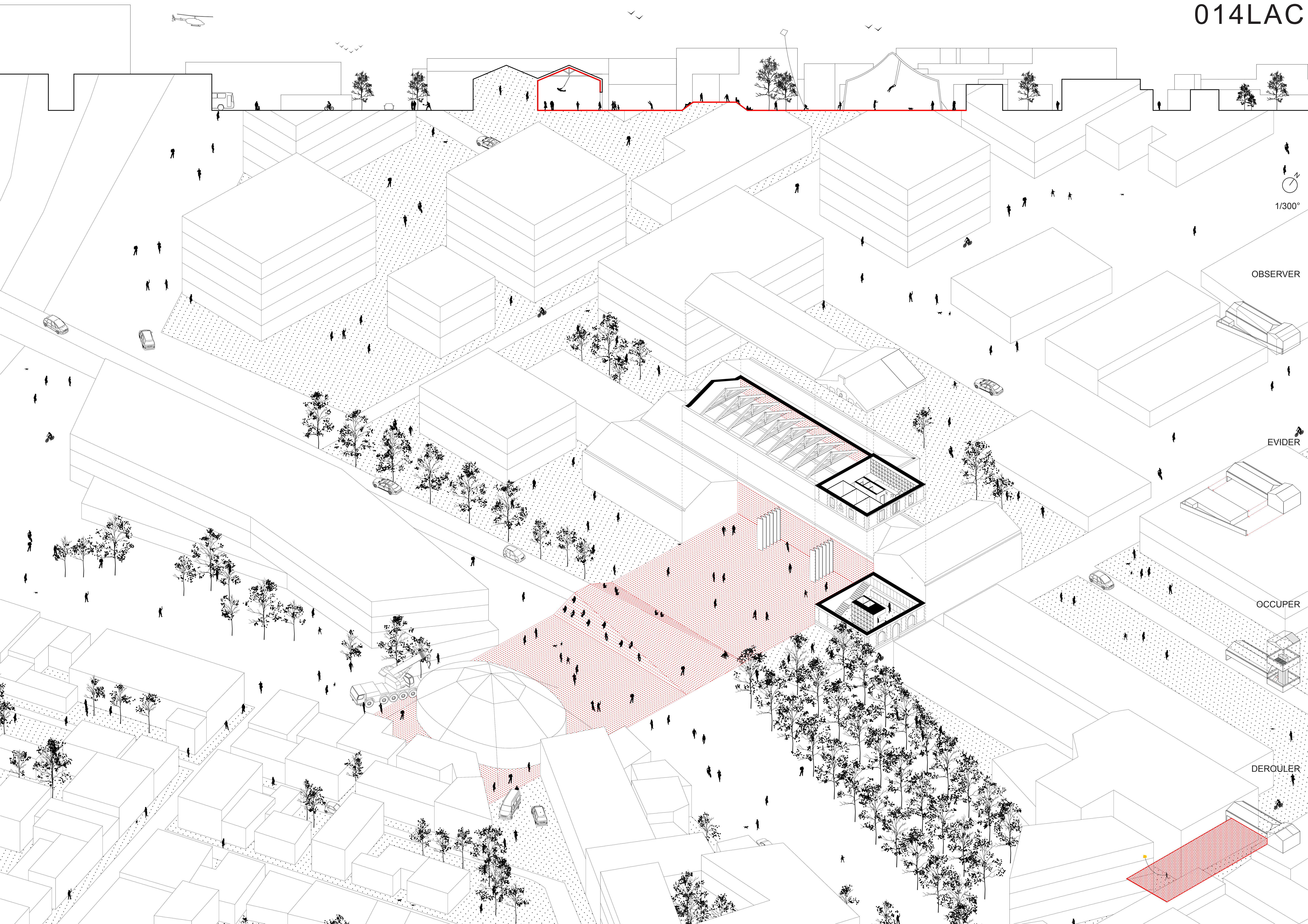




1/300°

OBSERVER

EVIDER

OCCUPER

DEROULER