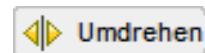
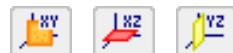
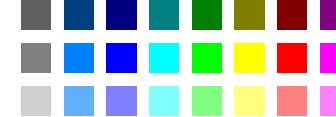
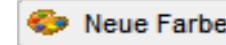




An/Aus



Explosion / Teile bewegen