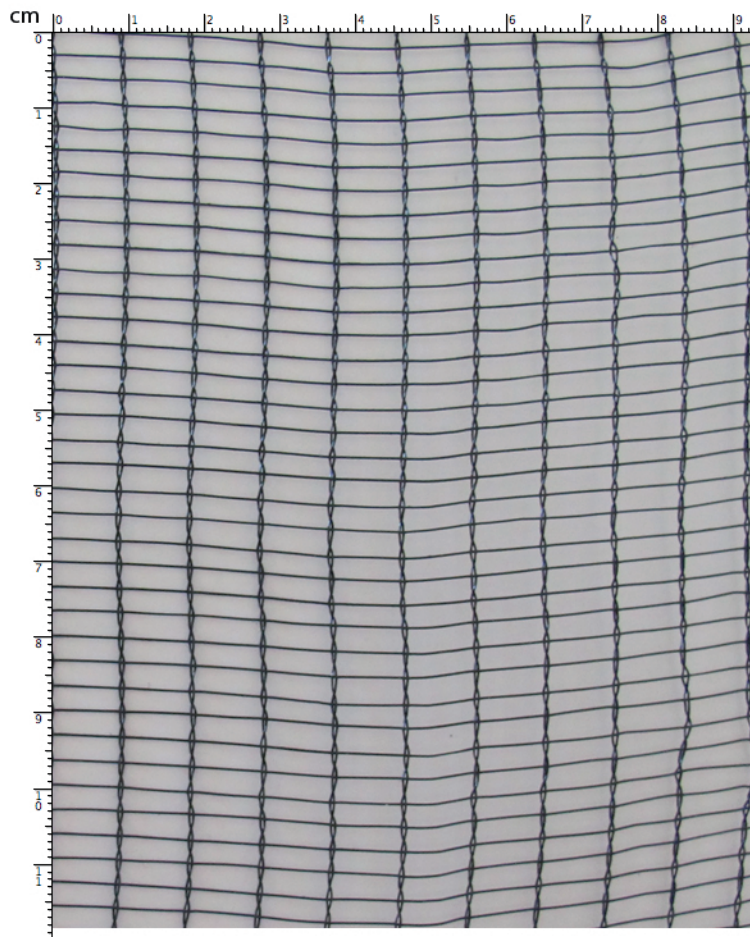


# Anti Grandine 3,2 battute

scala 1:1



scala 2:1

