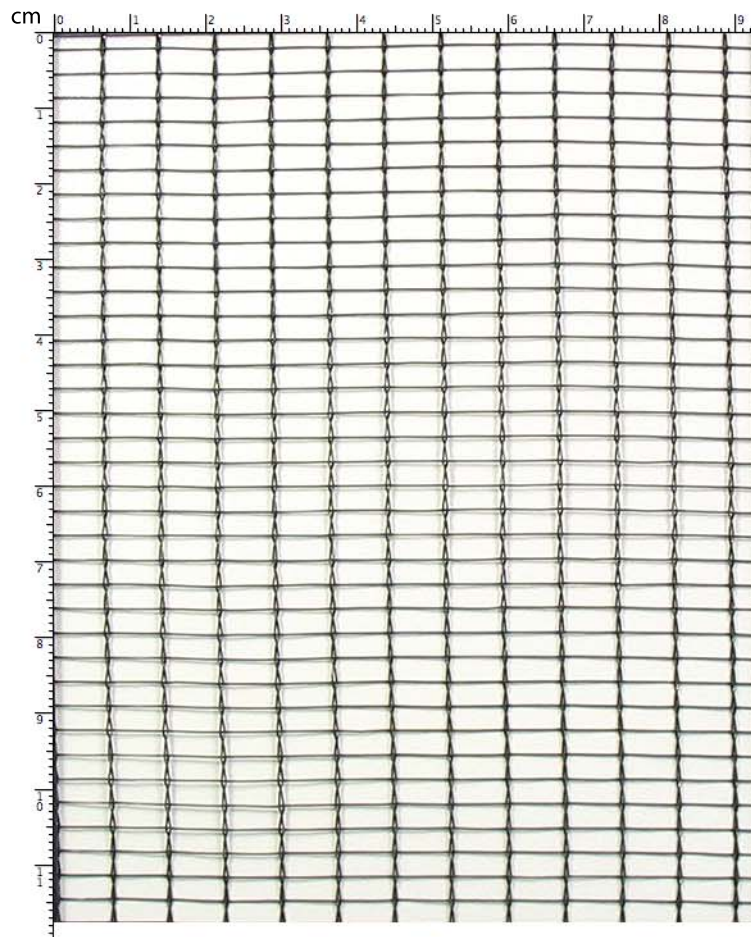


# Antigrandine 3 battute

scala 1:1



scala 2:1

