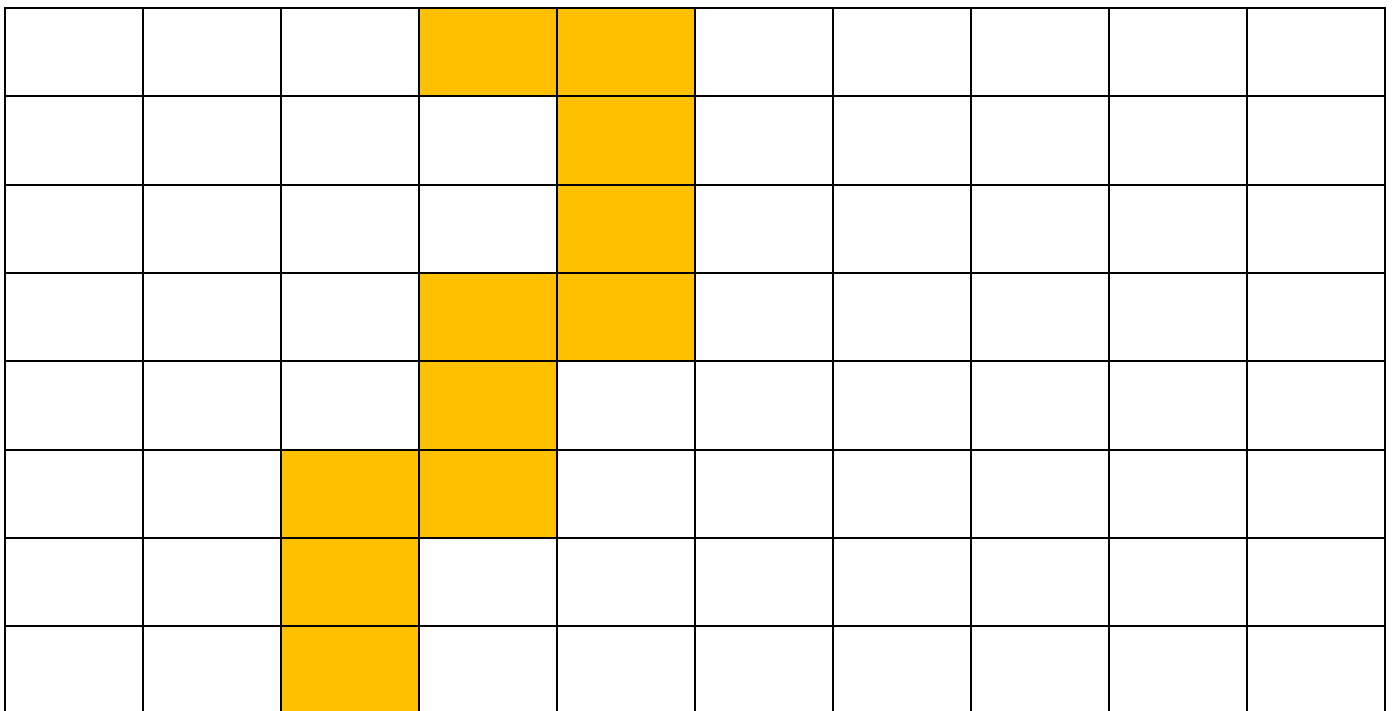
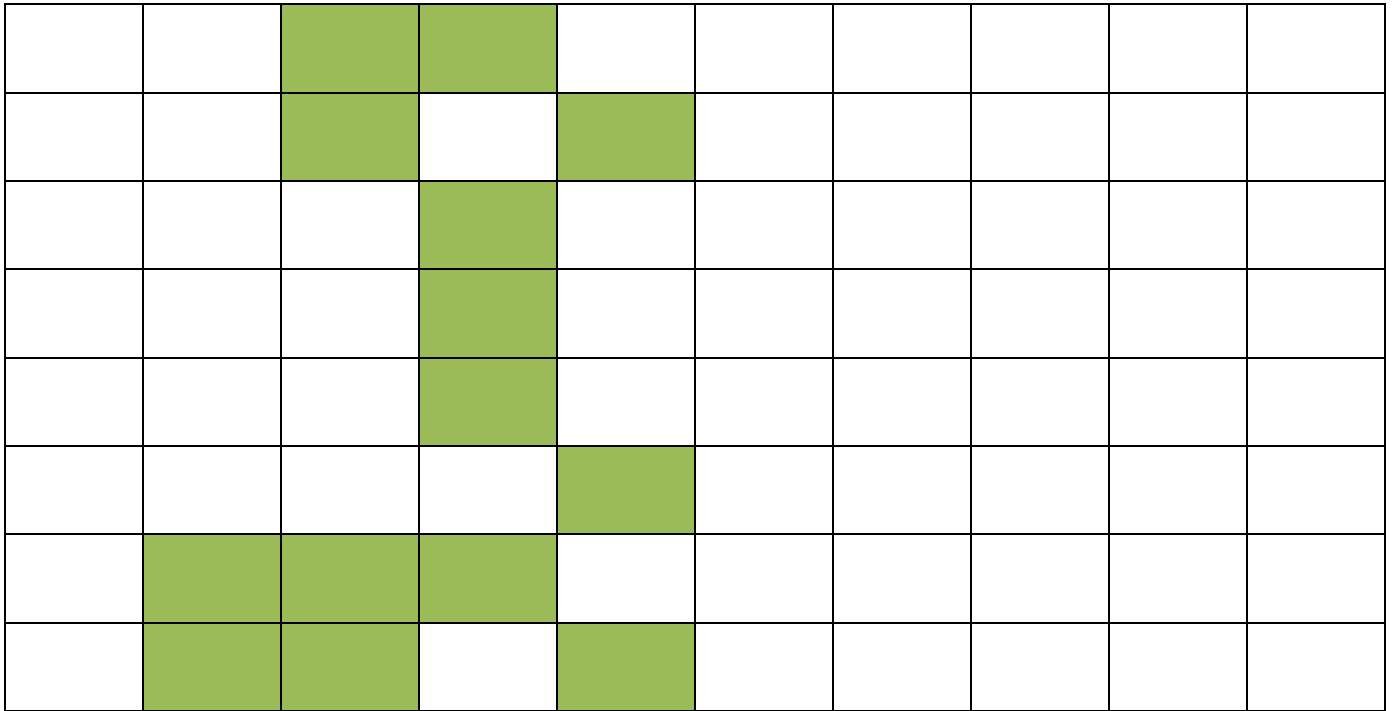


# Spiegeln an der Achse



# Finde alle rechts und links fliegenden Raketen

