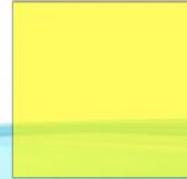
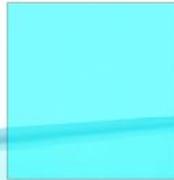
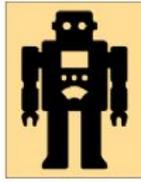
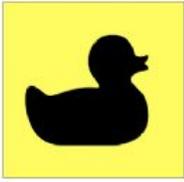


# FLOTA O SE HUNDE

Coloca cada objeto en su lugar correcto



RQUEEN