

SHREDDER LOCATIONS

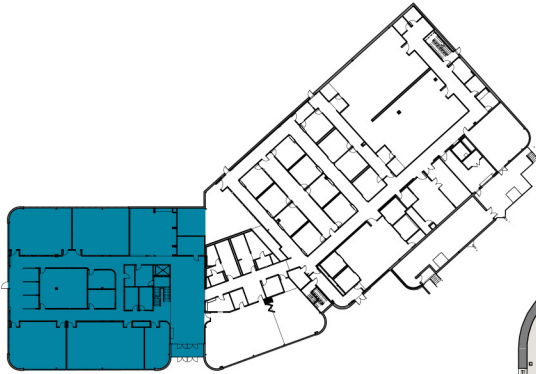
CHES | FIRST FLOOR

 = Shredder



SHREDDER LOCATIONS

CHES | SECOND FLOOR



 = Shredder

