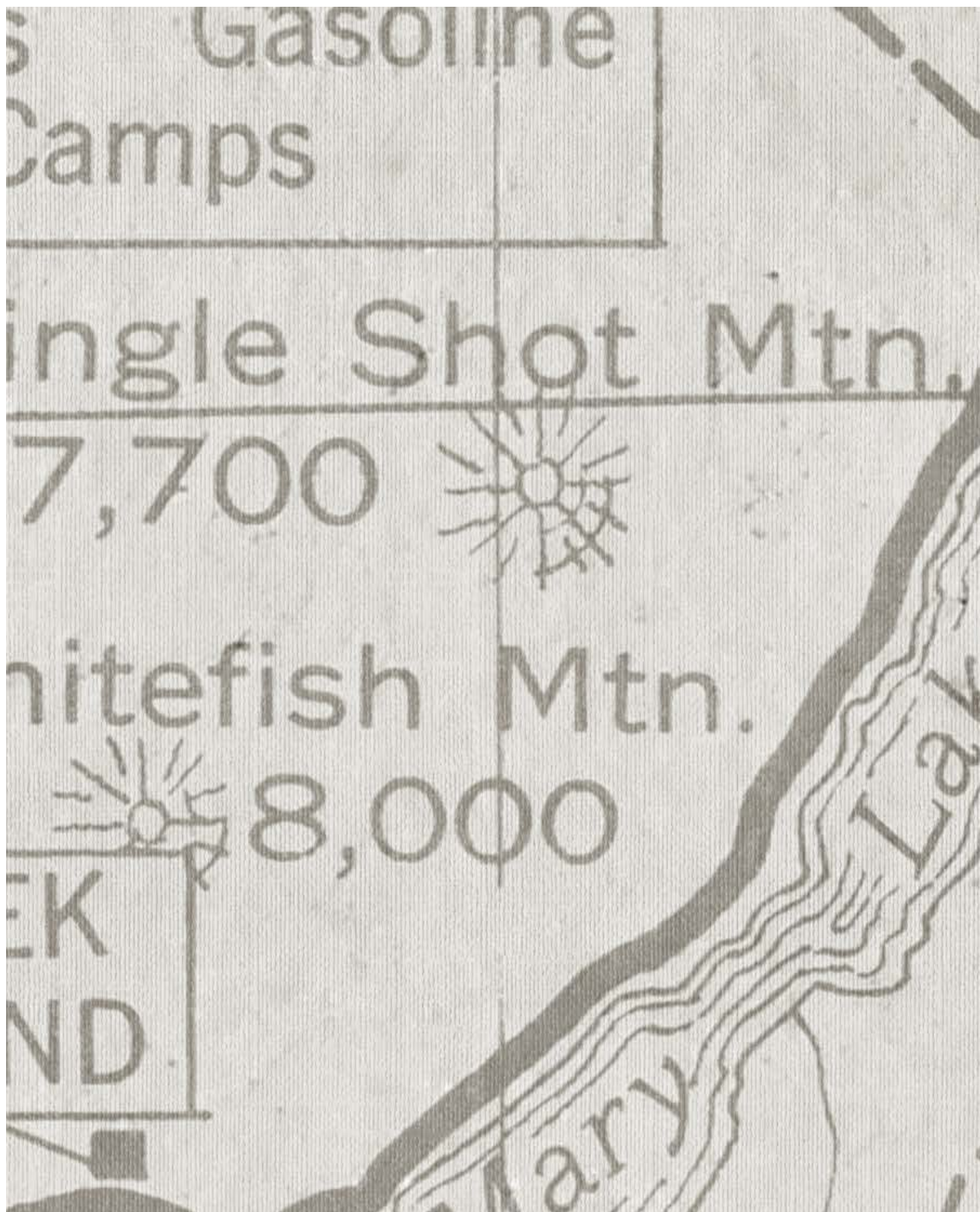


# Escape

code: GL5081A

collection: *HERE & THERE*



*NB: The colours of the sample above have to be considered approximate. 1:1 scale*