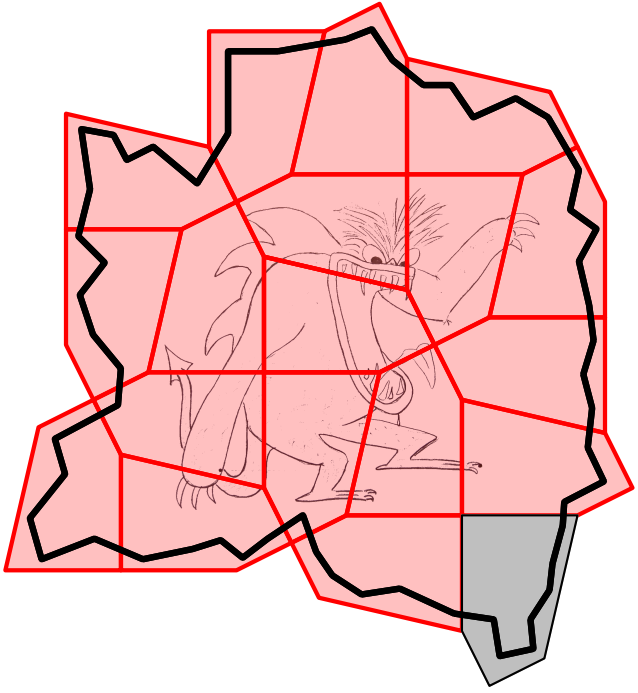Épreuve 4 : Enfermer le monstre