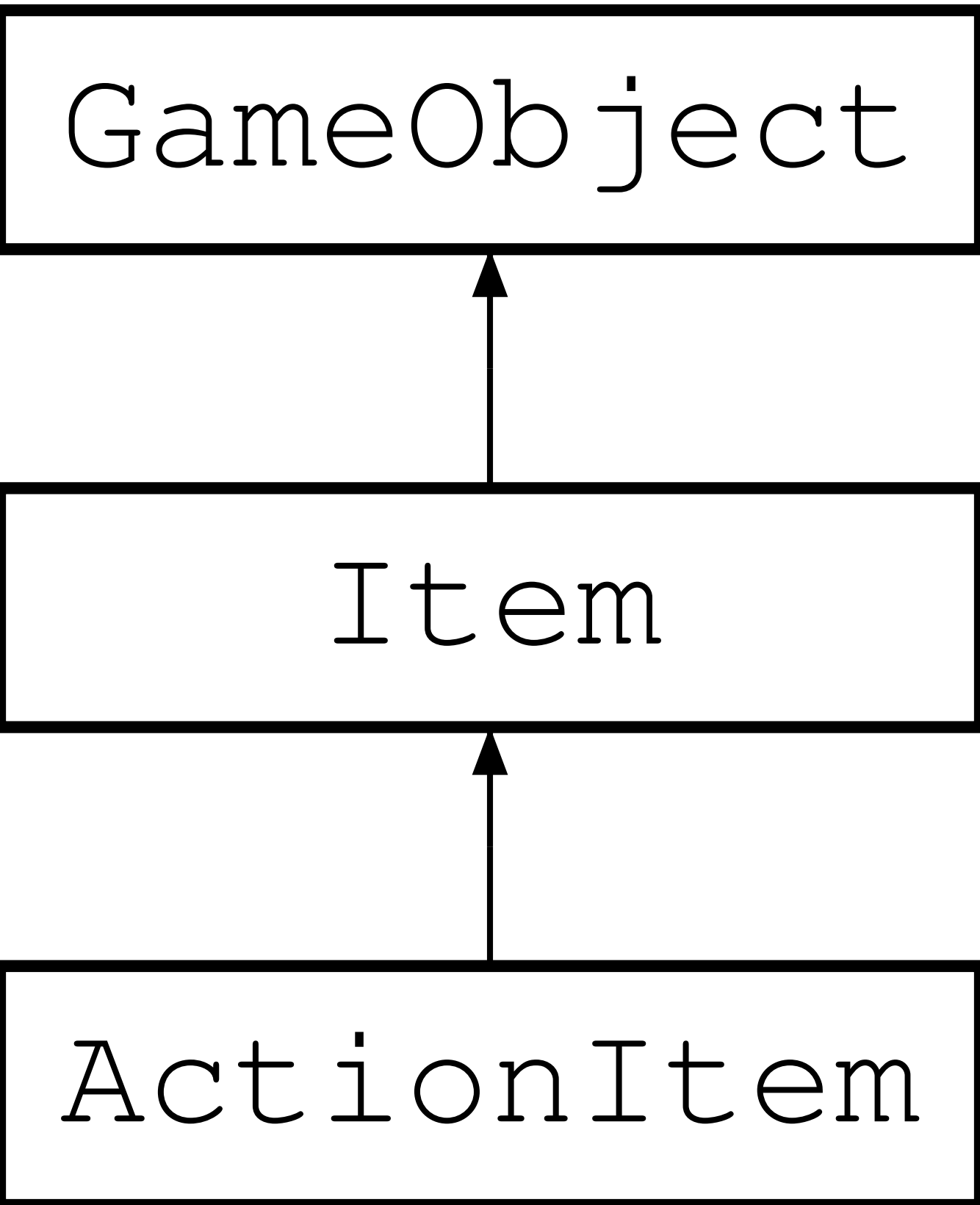
GameObject
Item
ActionItem