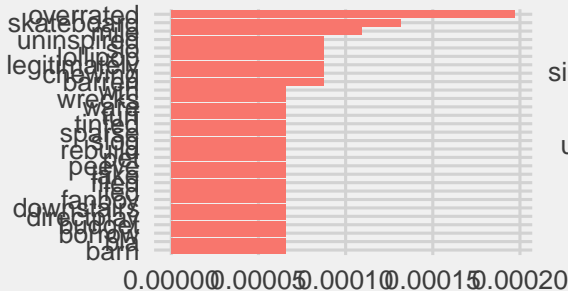


# TF-IDF for grouping variable: recommended, for game: Mafia

FALSE



TRUE

