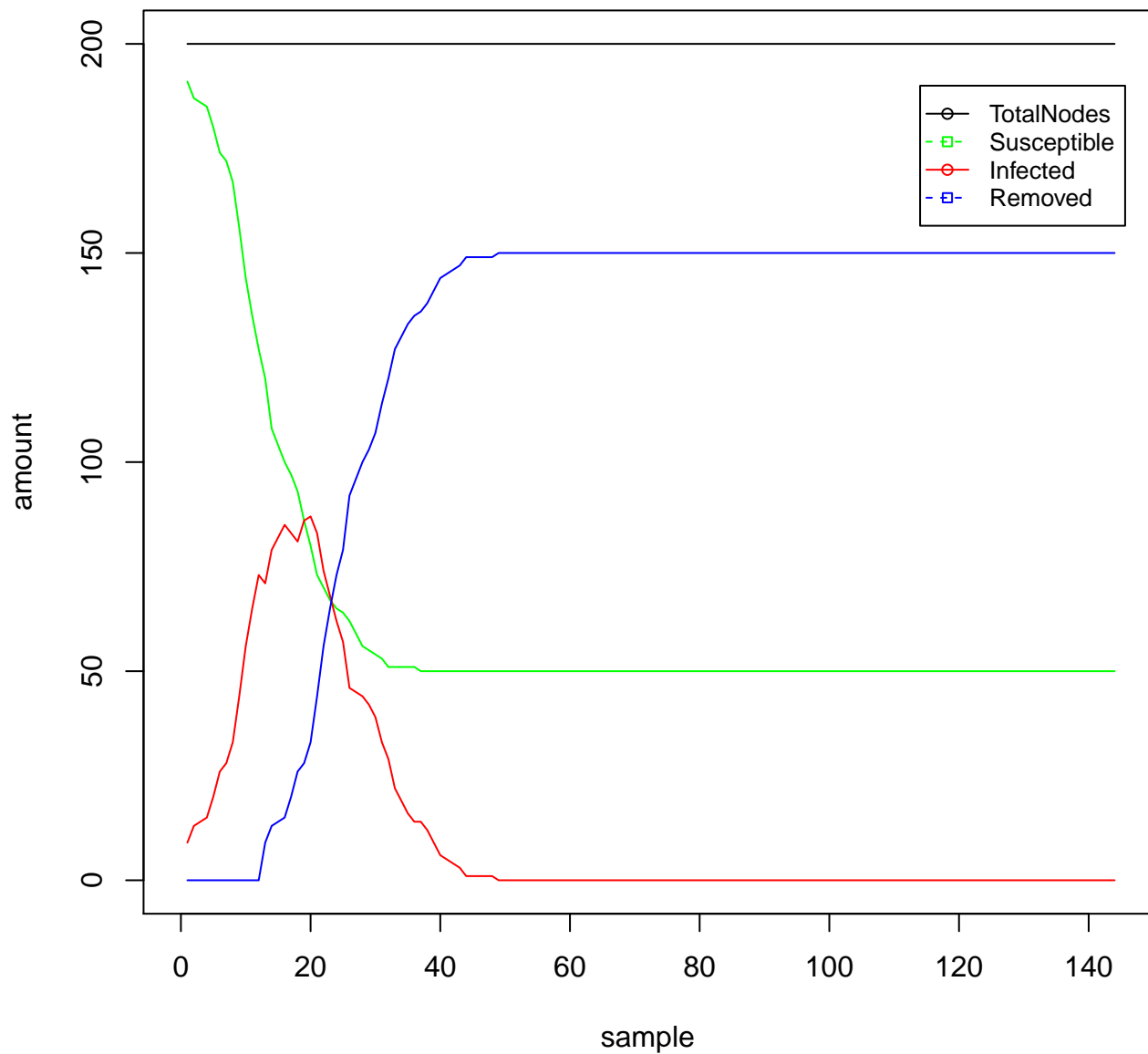
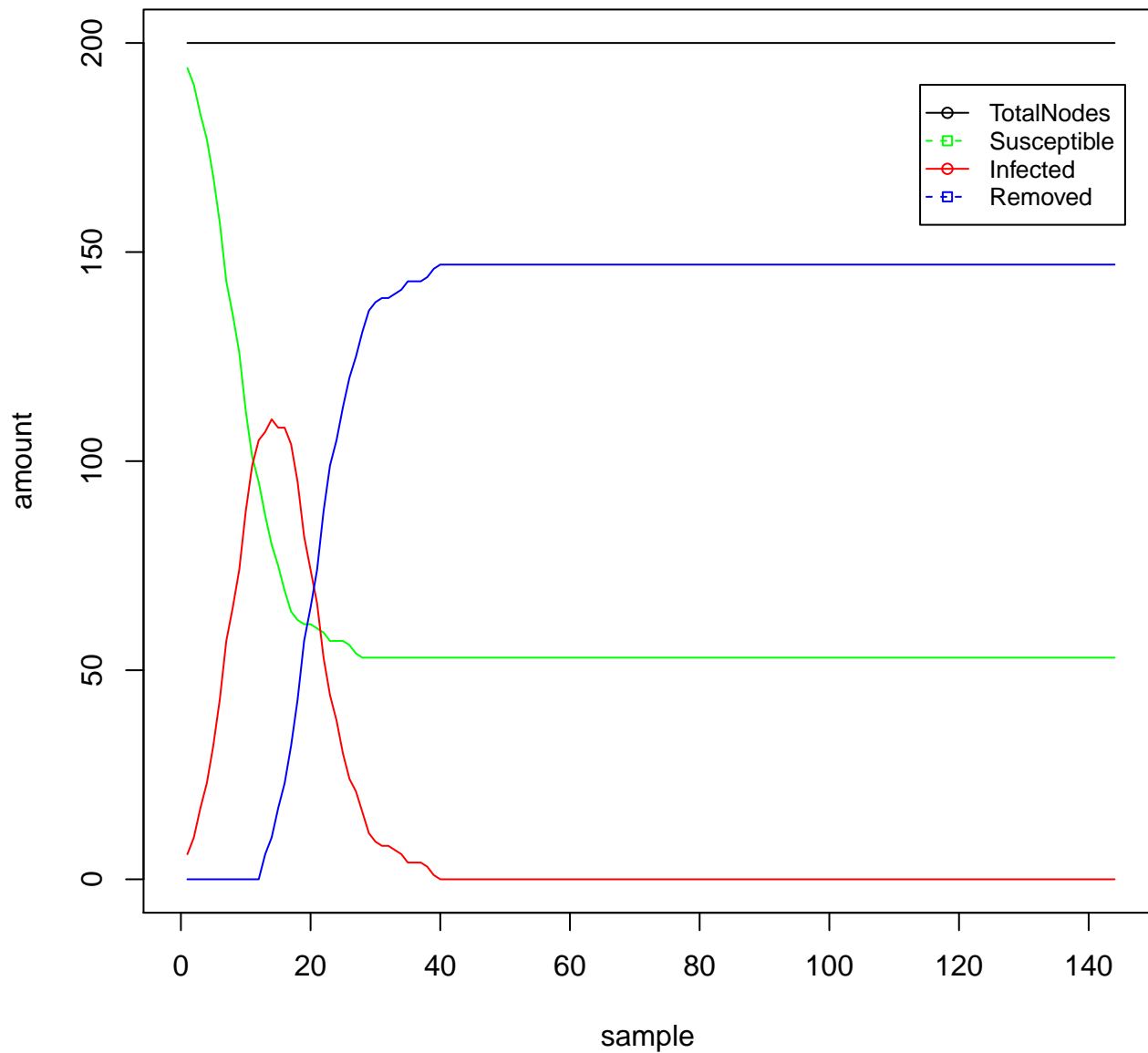


# TurnBased



# TurnBased



# TurnBased

