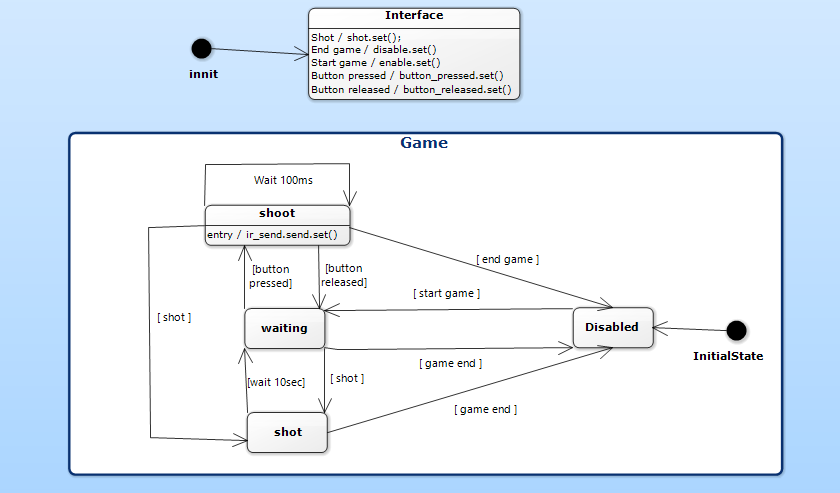
Game STD

GameTime STD

