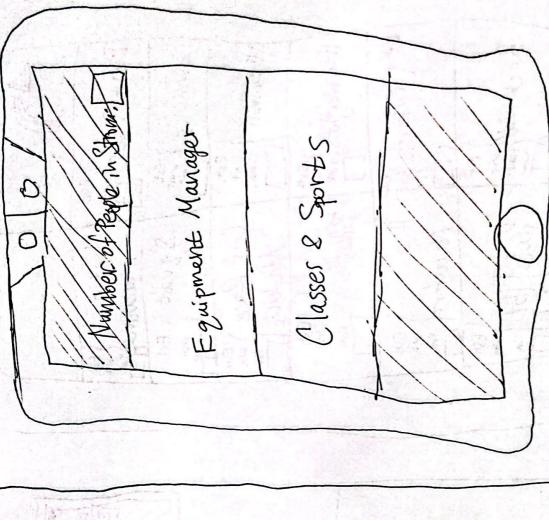
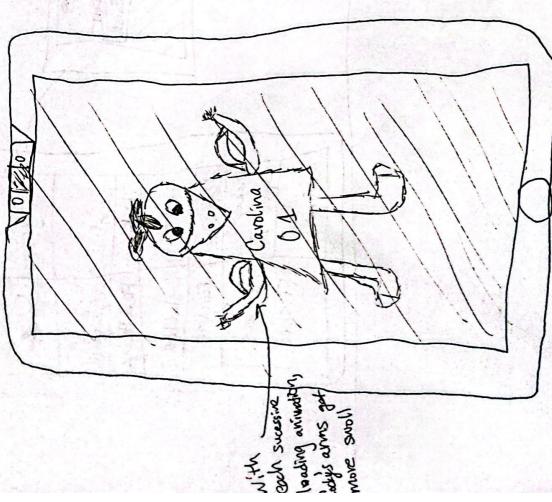
1) Loading Screen





* /// = Grand Badround