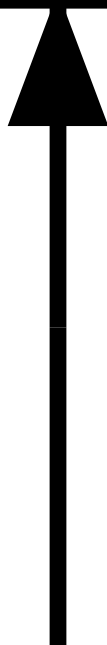


Asset



Sprite