



• Rooms
intro

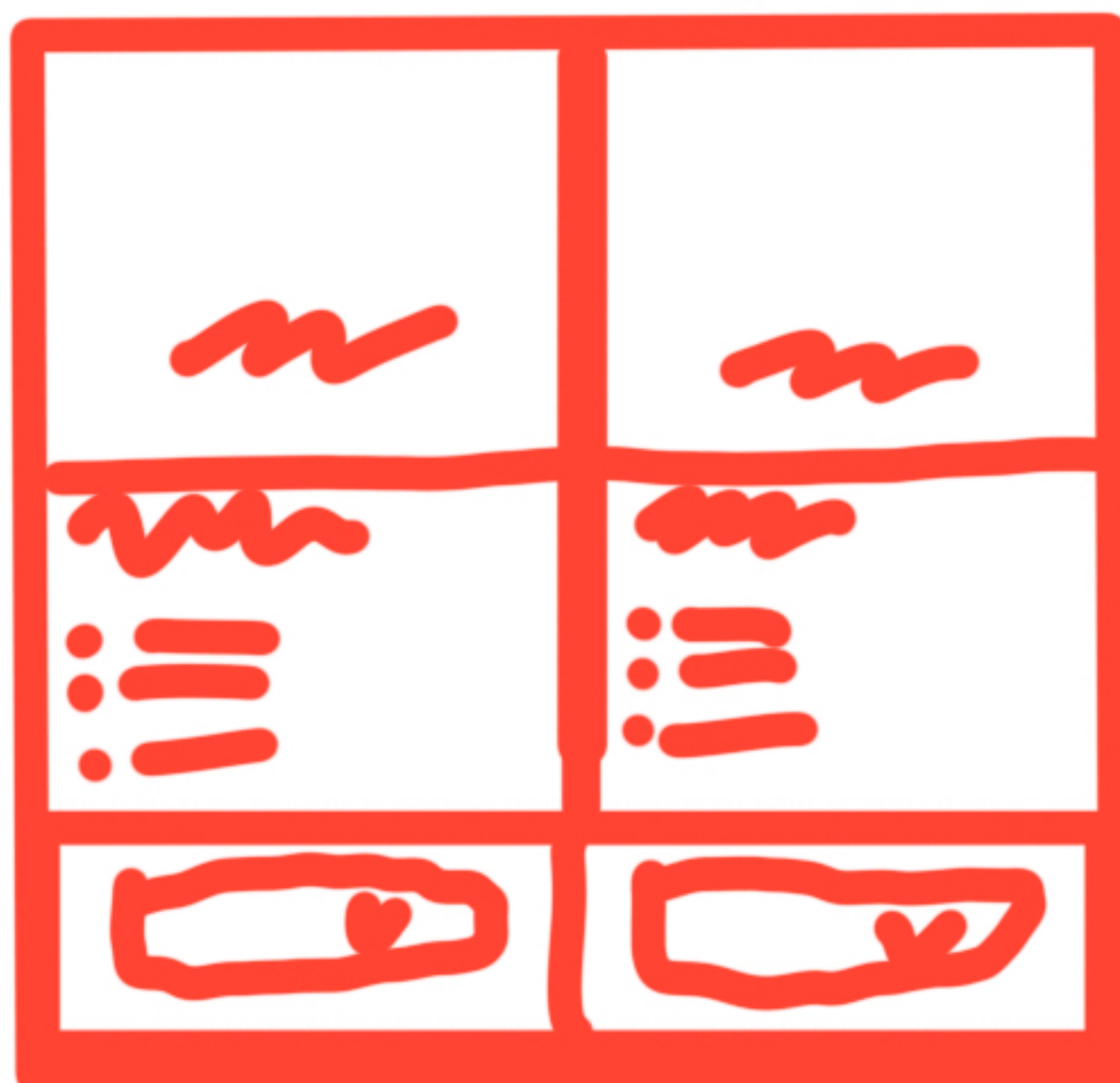


- all rooms
class



• Room
style
breakdown

<.....>



} Room
- ATK
compare