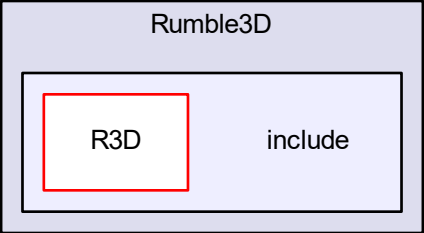


Rumble3D



R3D

include