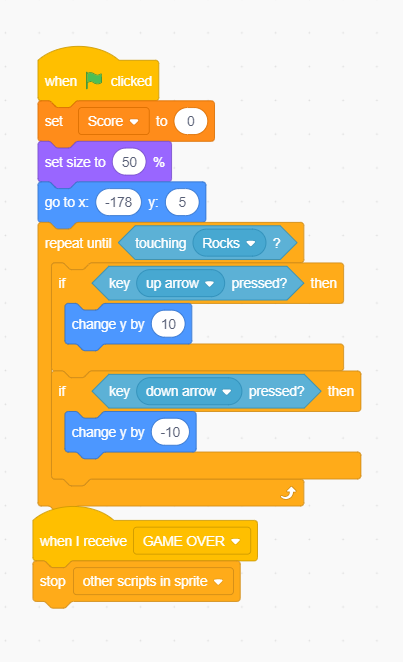
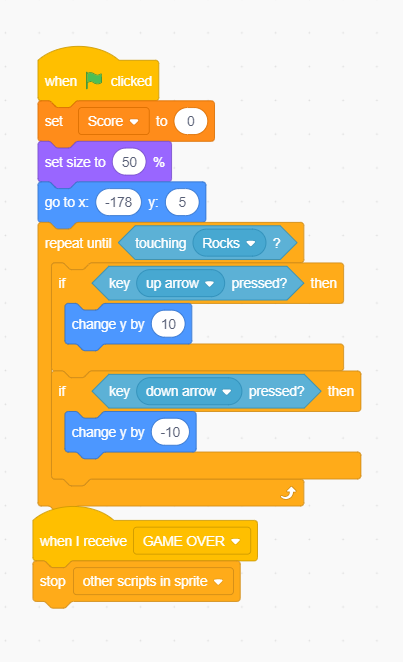
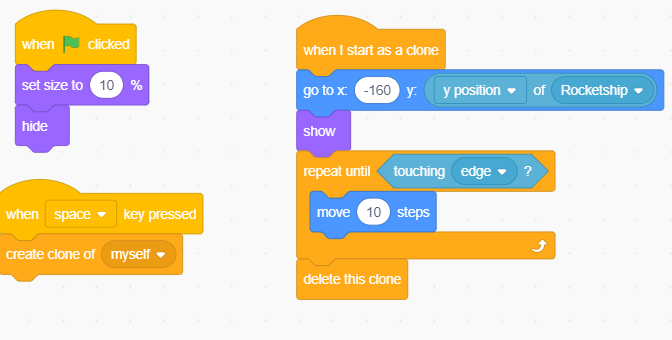
Sprite 1 code



Sprite 2 code

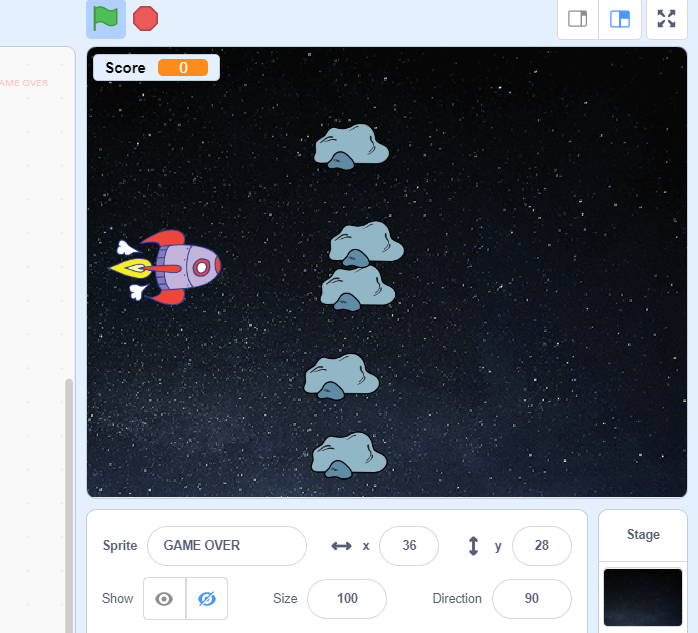


Sprite 3 code



Sprite 4 code



OUTPUT

