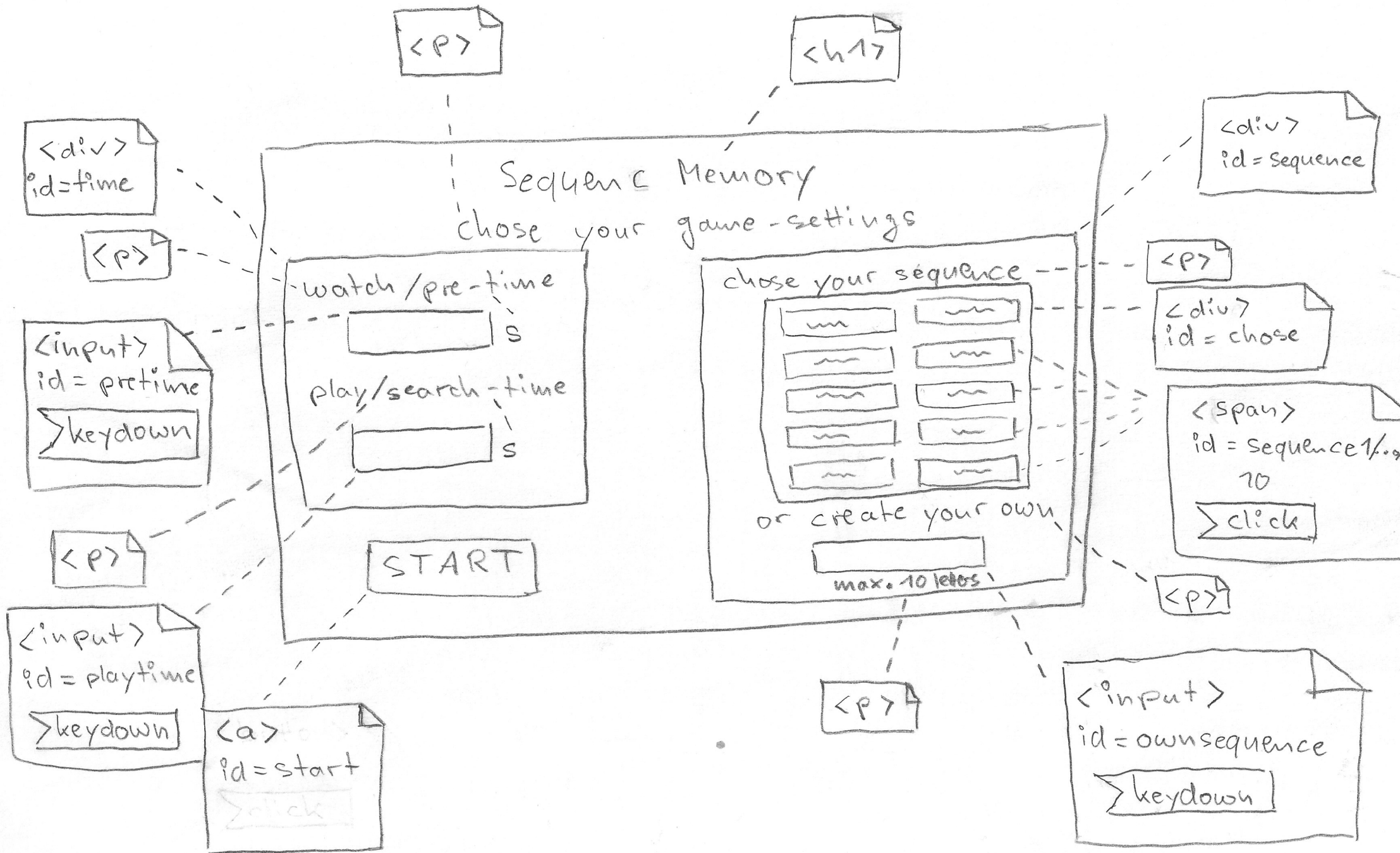


Memory: UI-Scribble (start)

S.2



# Memory: UI - Scribble (Game)

S.3

