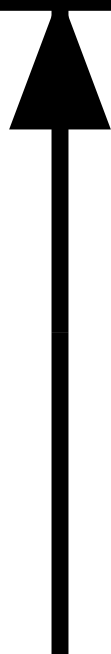


Entity



Bullet