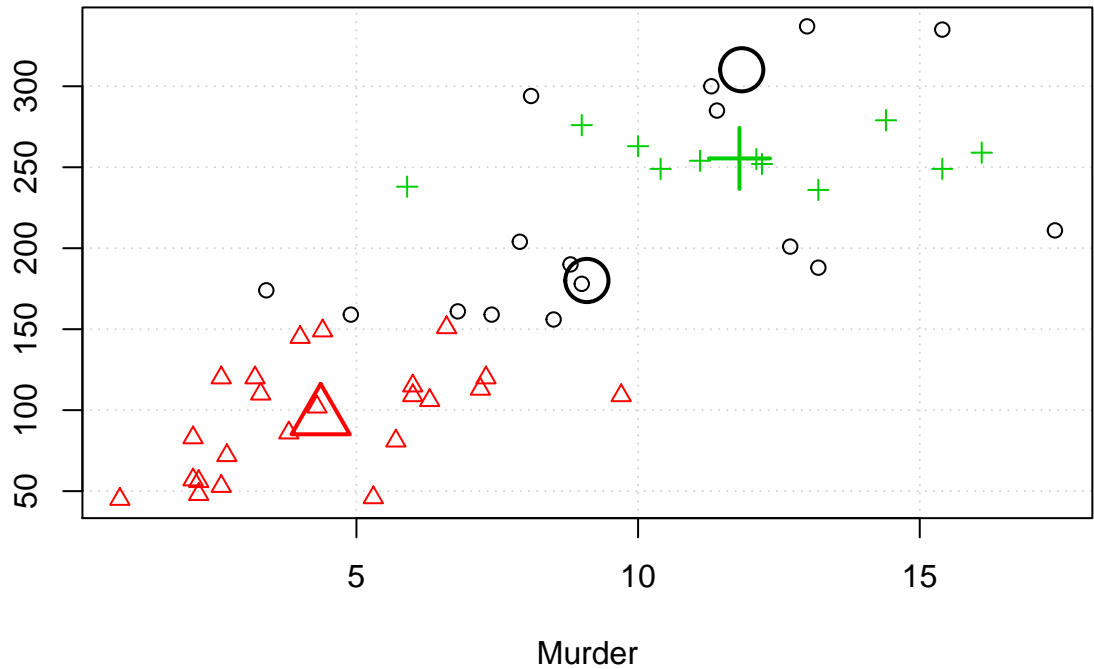


Assault



Move centers!