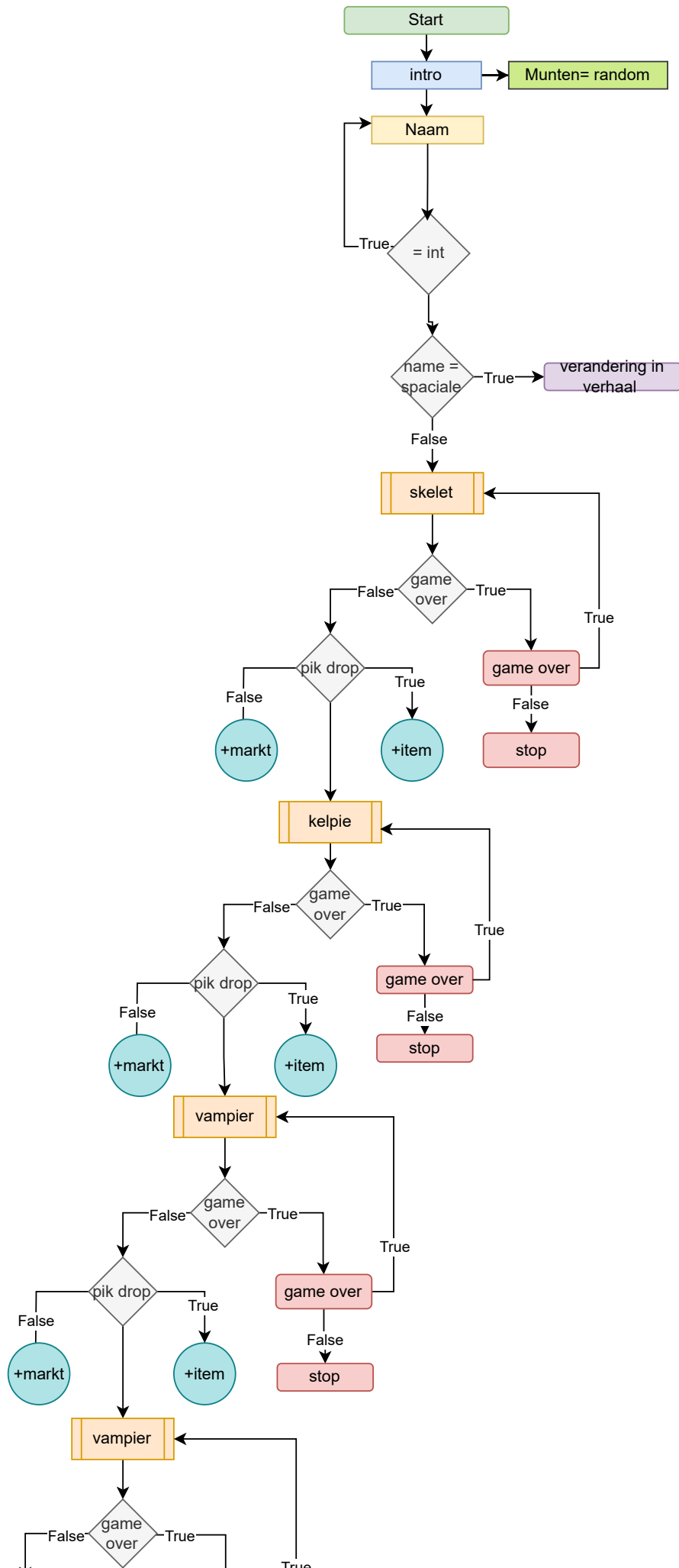
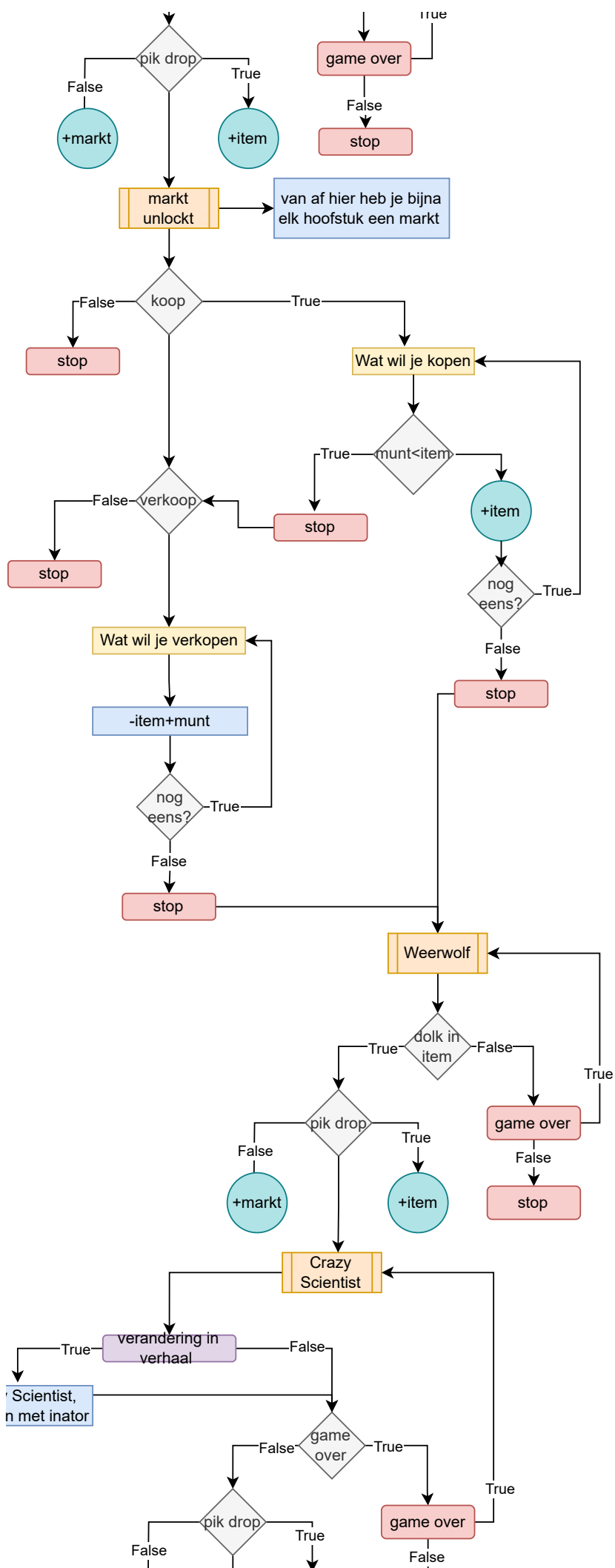


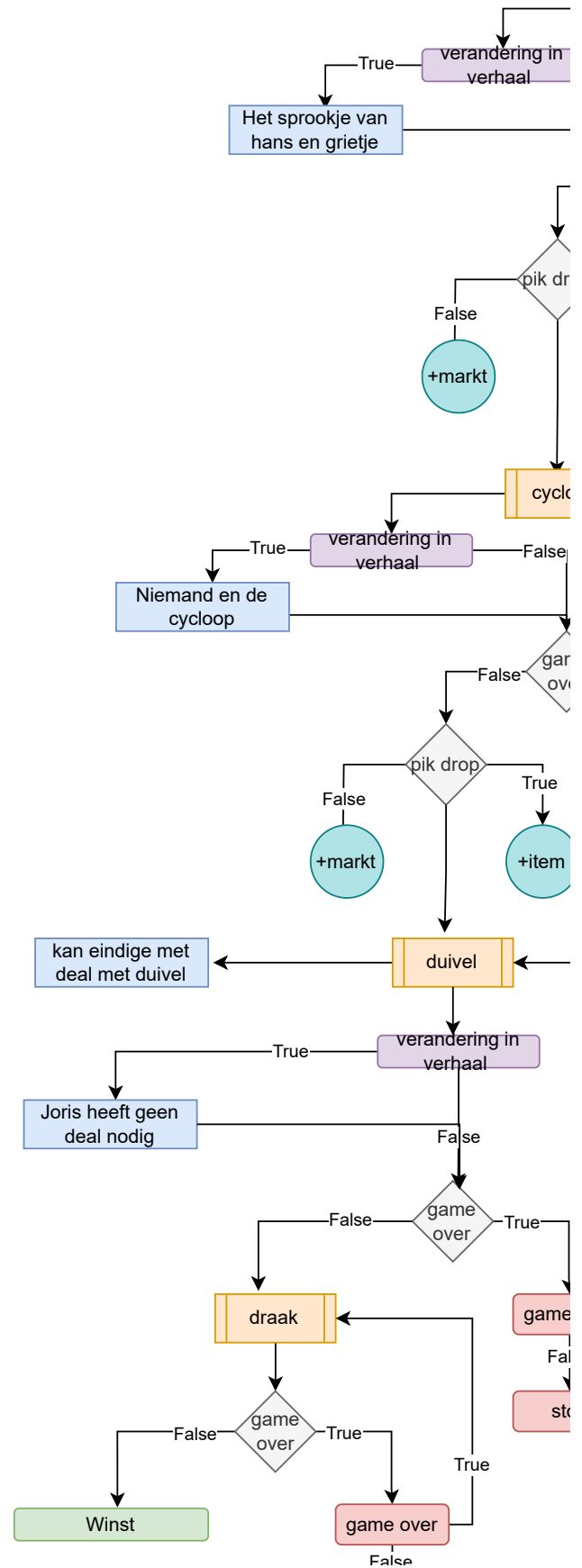
game over

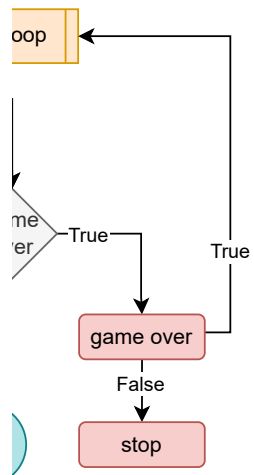
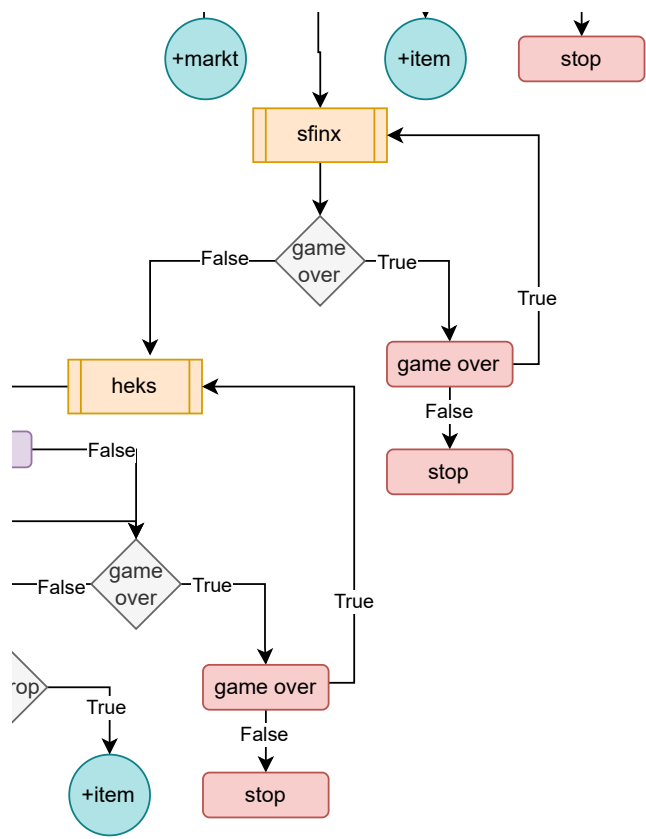














raise



stop

