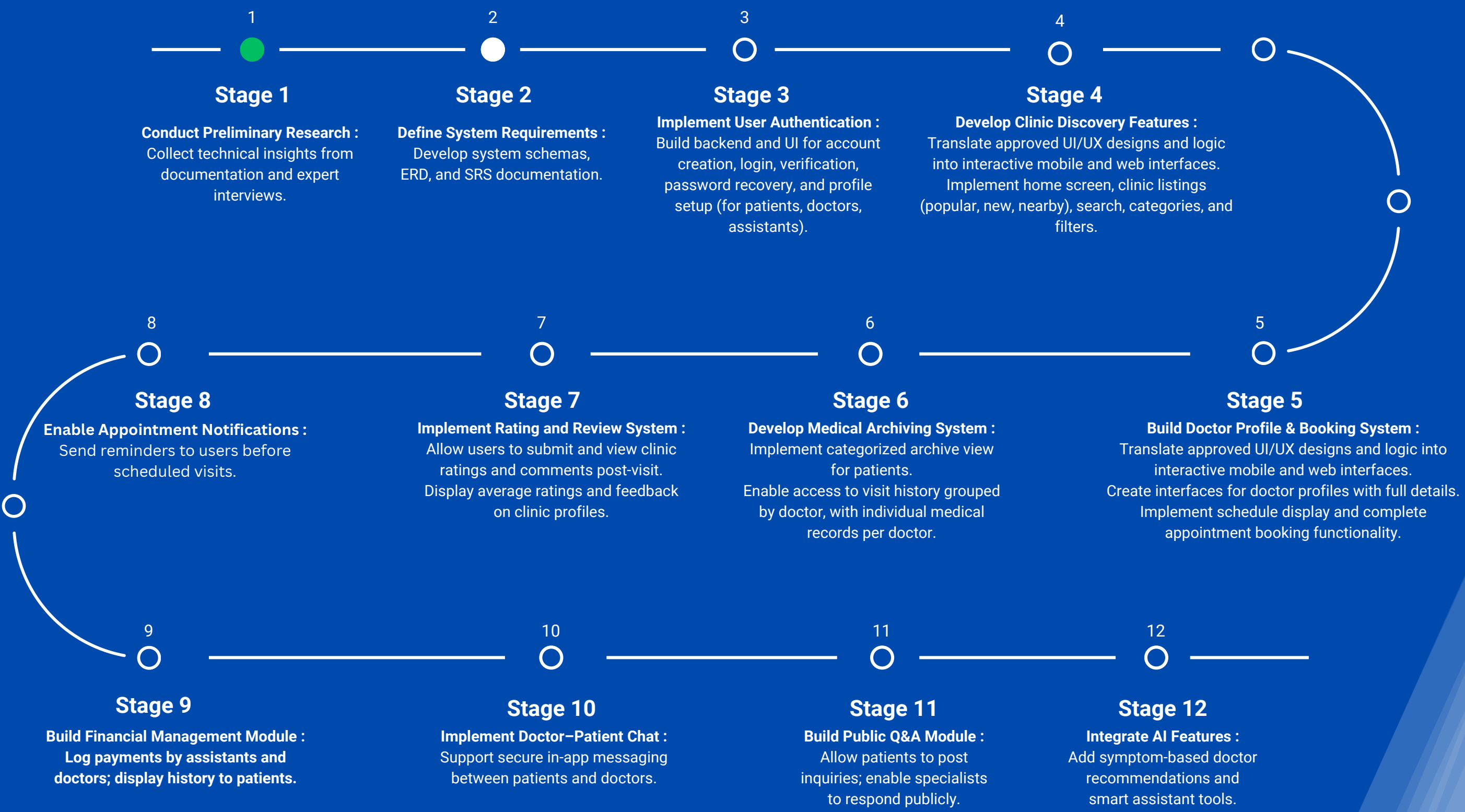


ROADMAP



NEW GAME=>
NEW AIM