

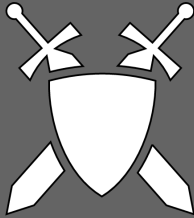
BUILD



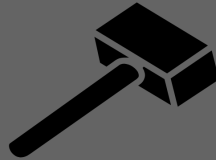
RECRUIT



MOVE



FIGHT



BUILD



RECRUIT



MOVE



FIGHT