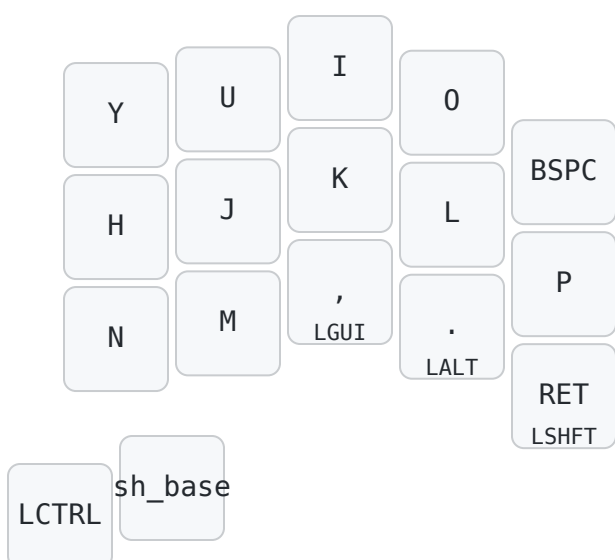
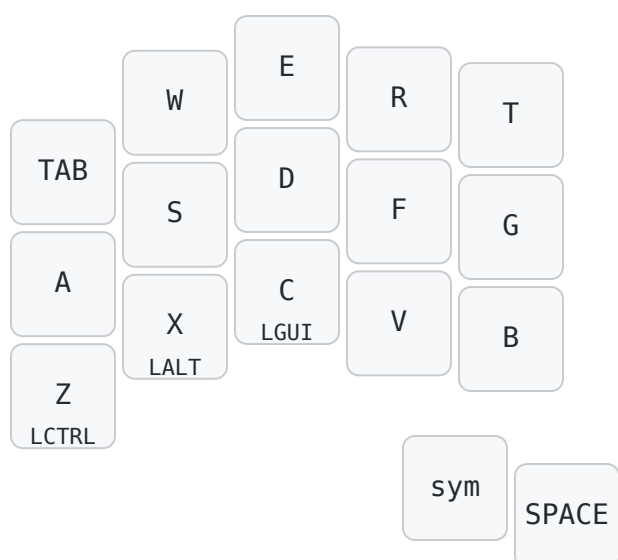
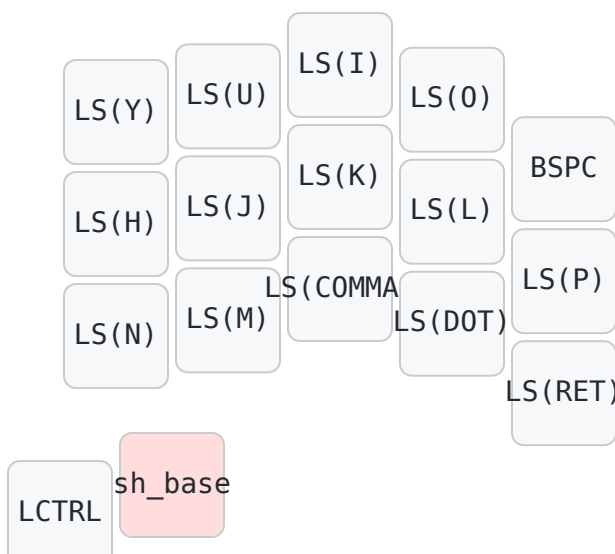
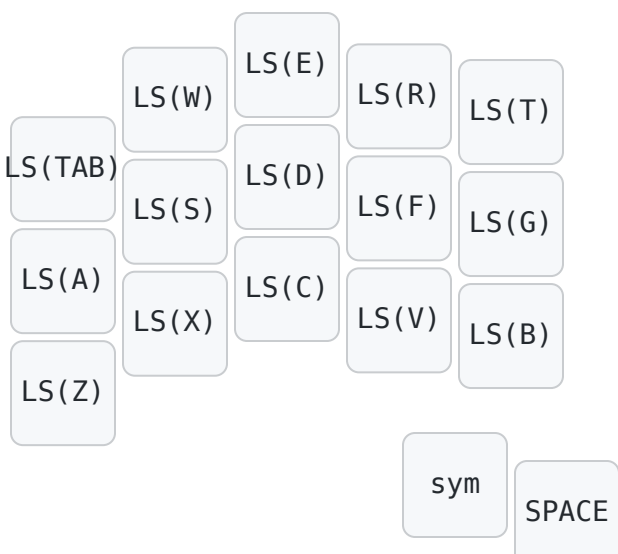


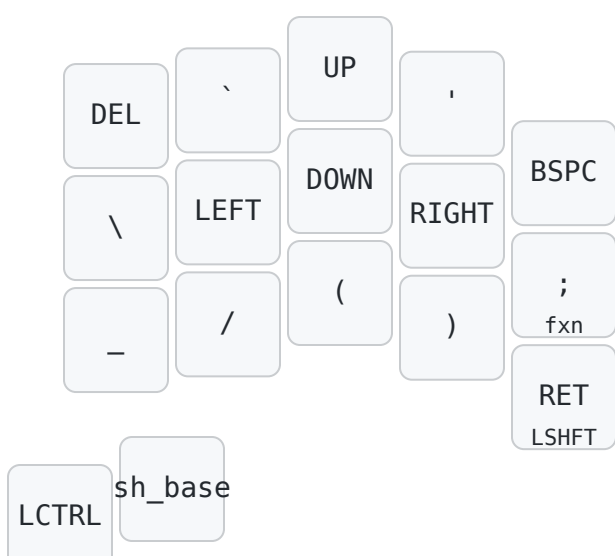
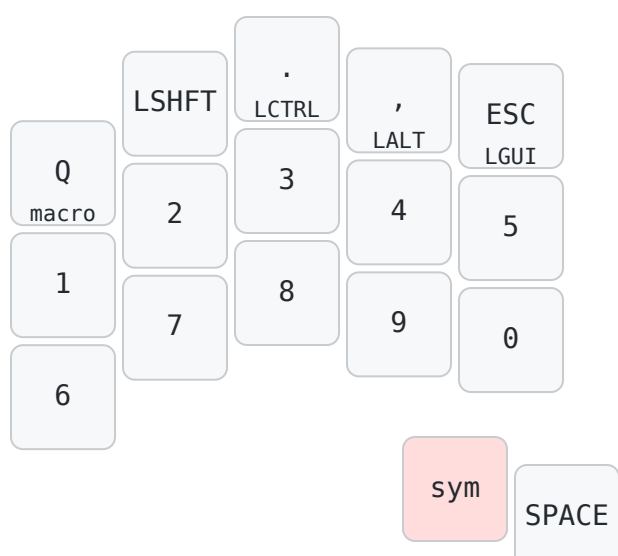
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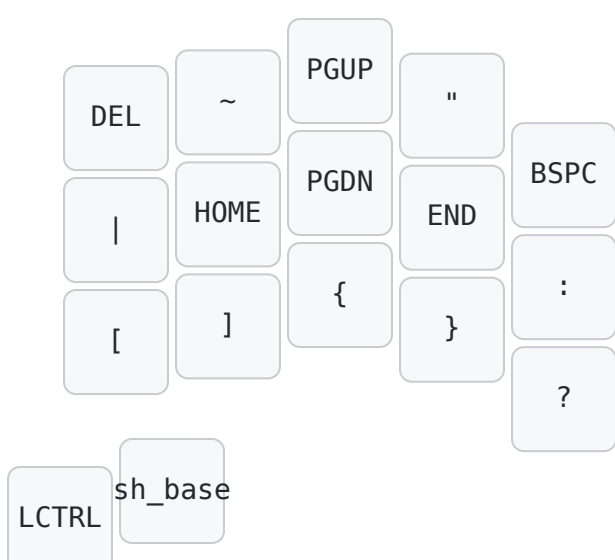
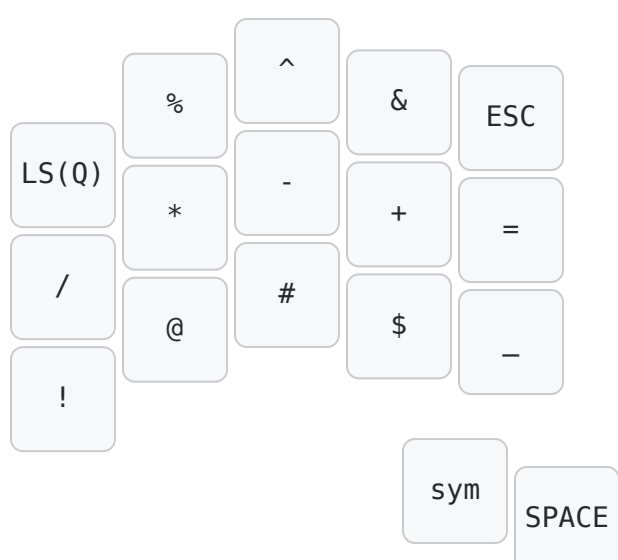
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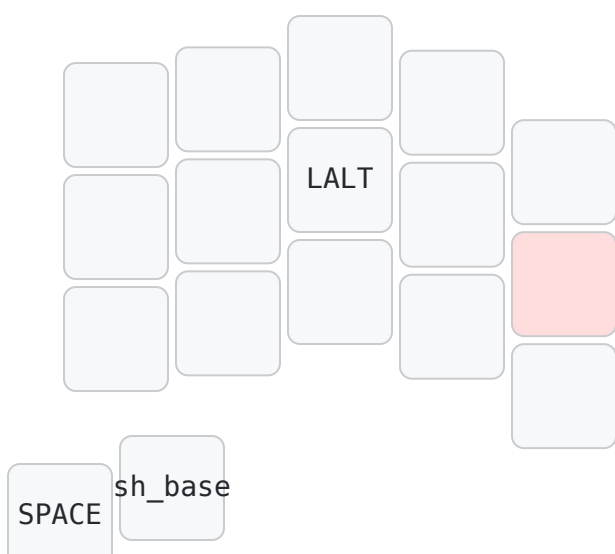
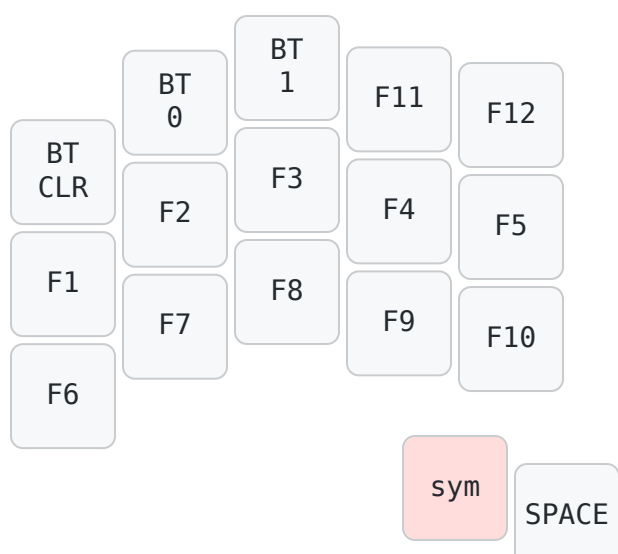
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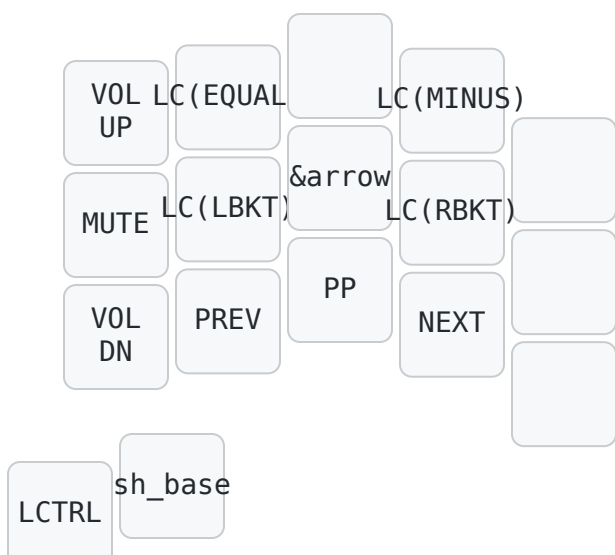
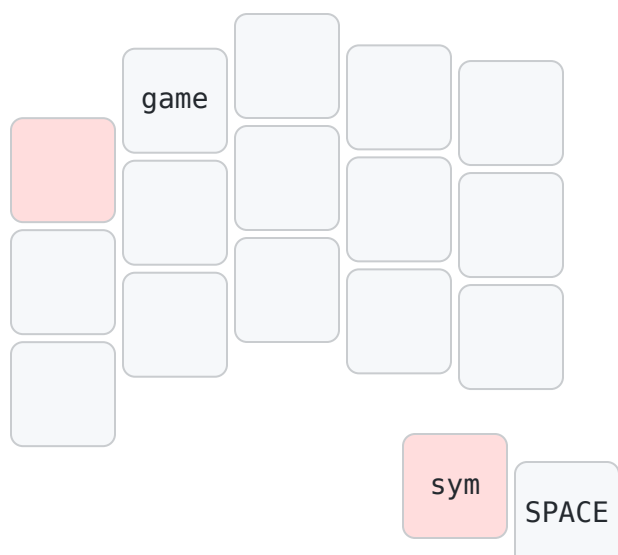
sh svm:



fxn:



macro:



game :

