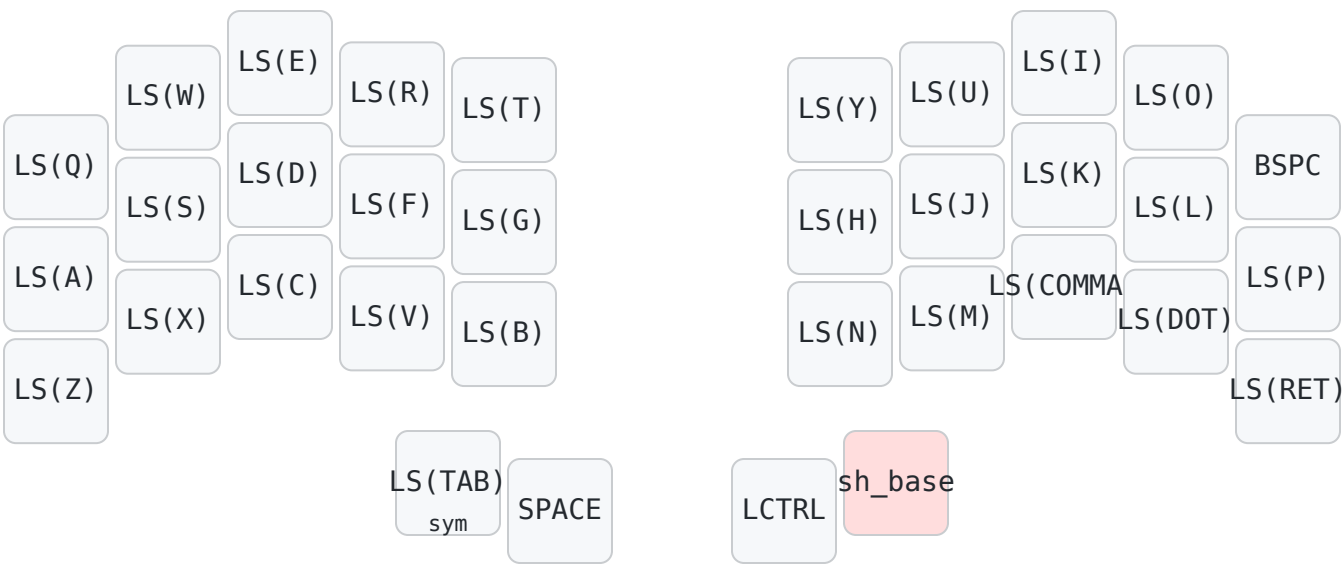
base:

sh_base:



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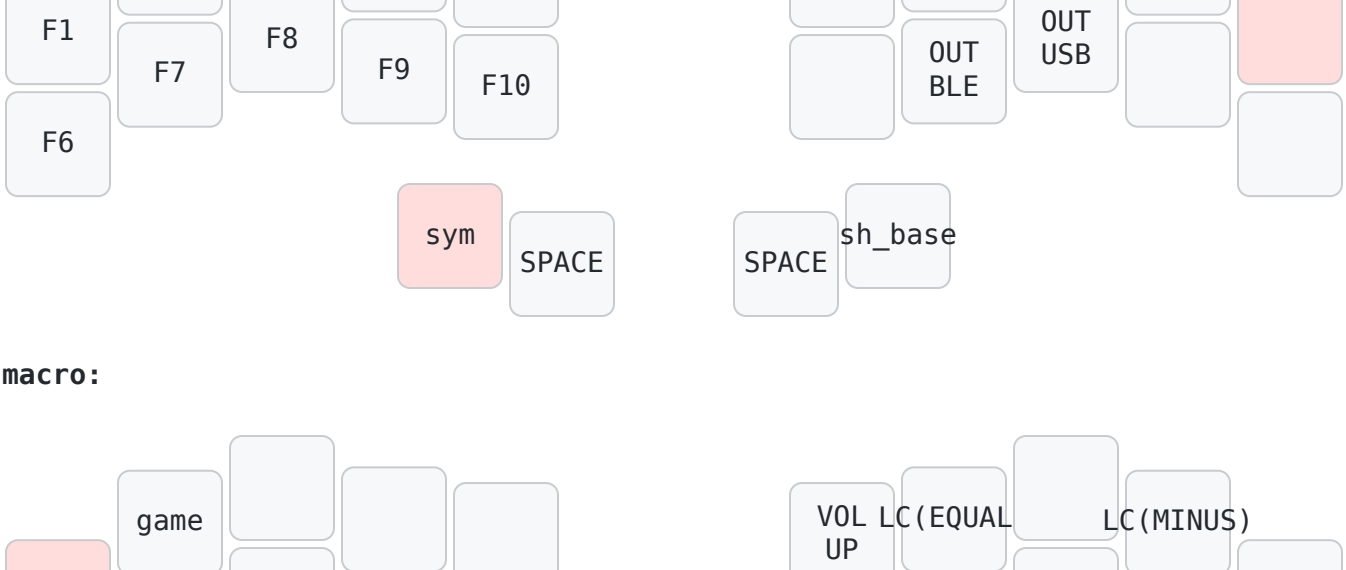
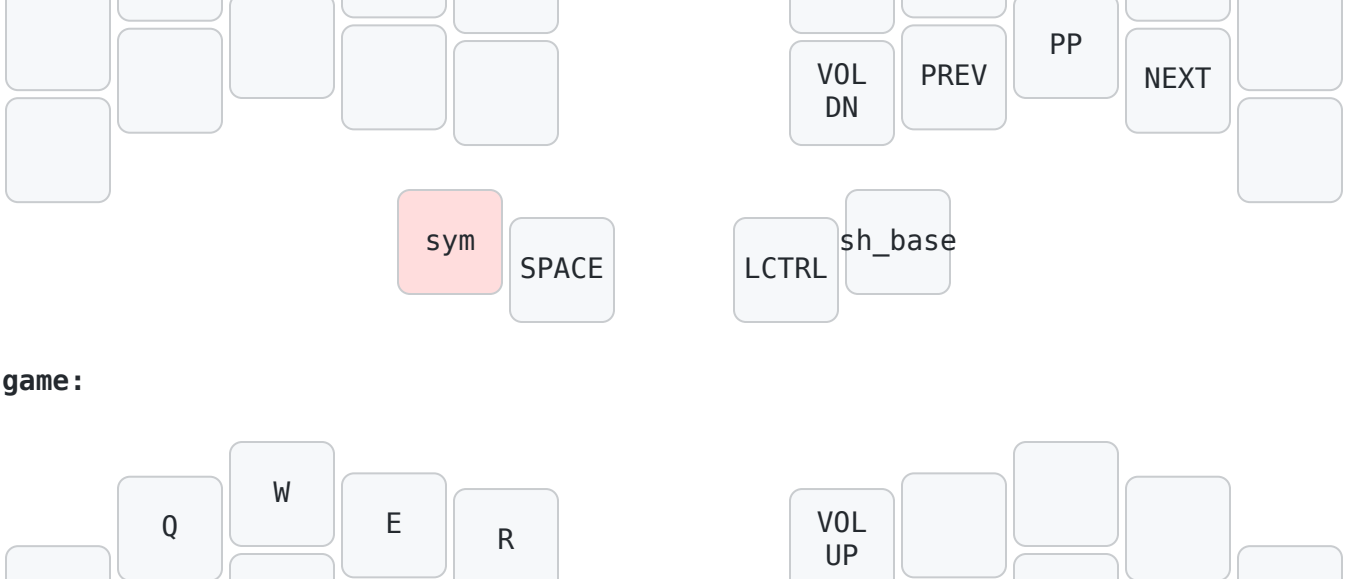


sh_sym:



fxn:

macro:

game: