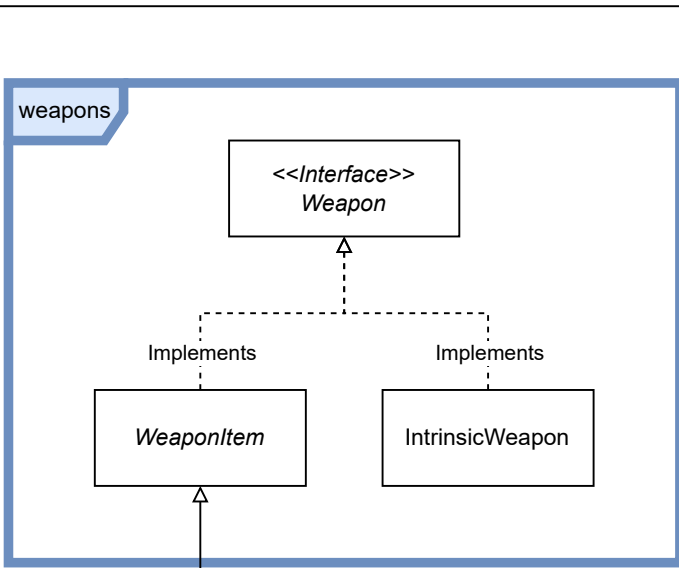
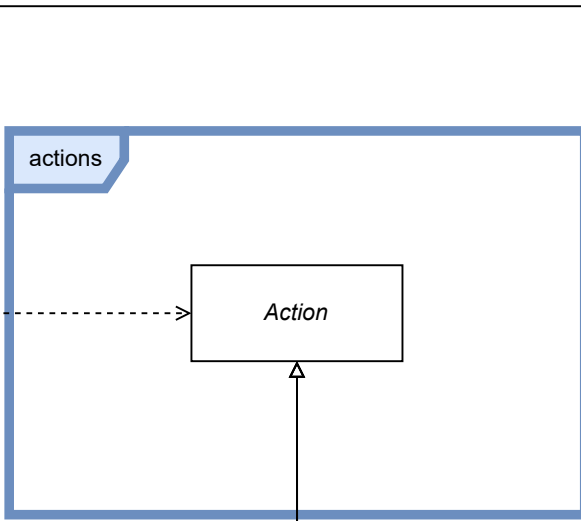
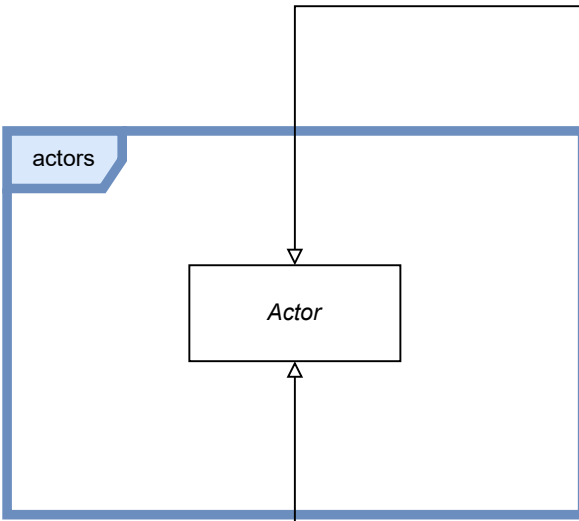
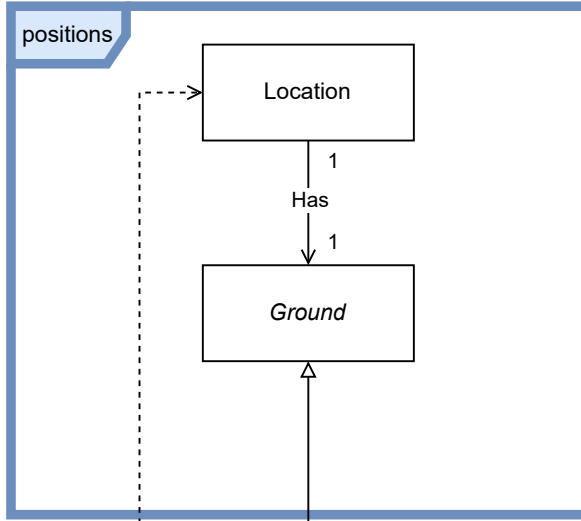


Engine



game

<<Uses>>

Extends

Extends

Extends

Extends

