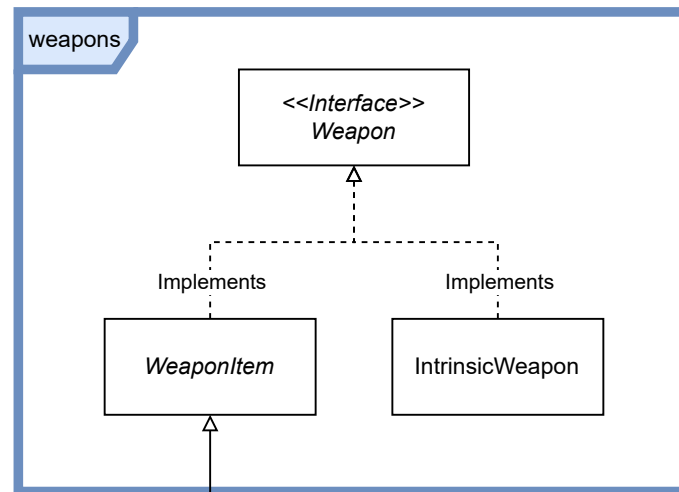
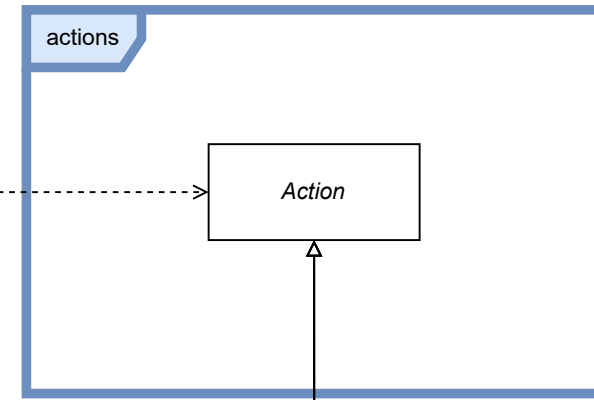
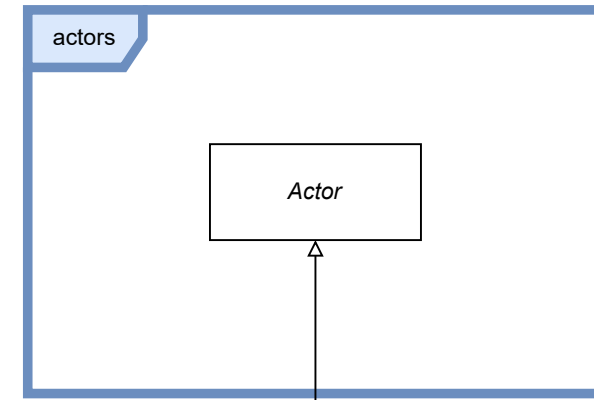
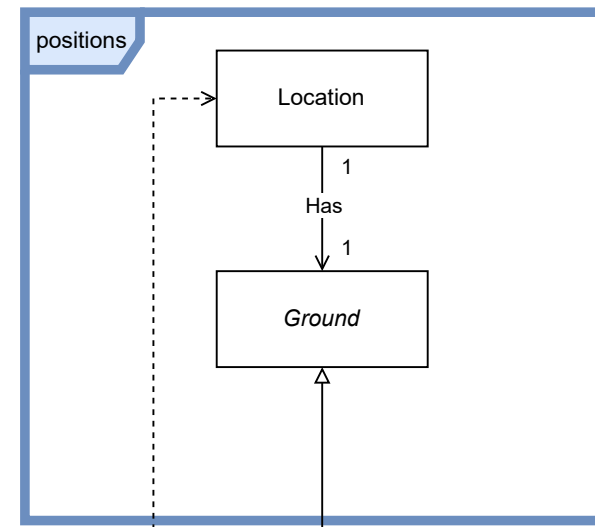


## Engine



game

