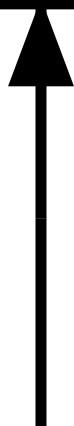
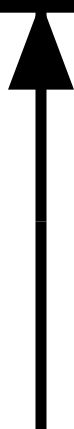


AObject



Bullet



AimBullet