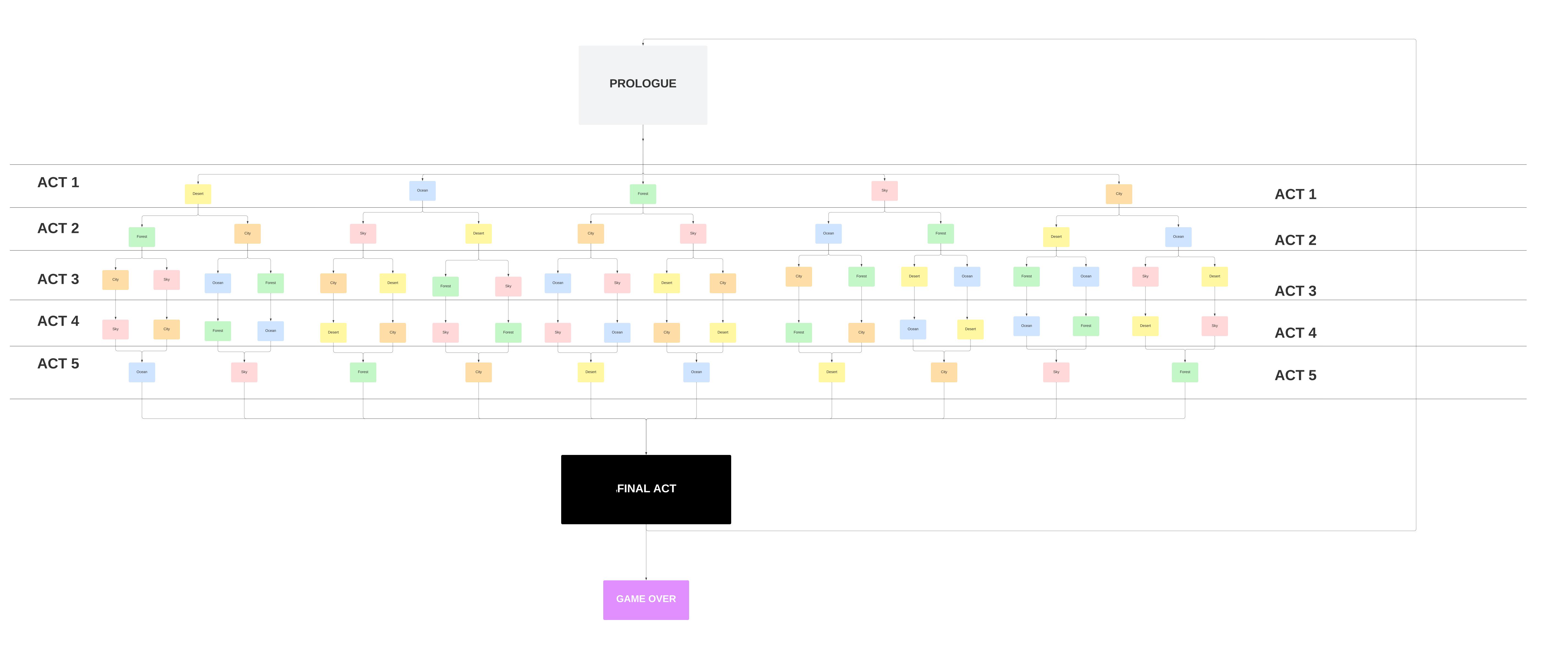
## Game Schema



## Setting Schema

