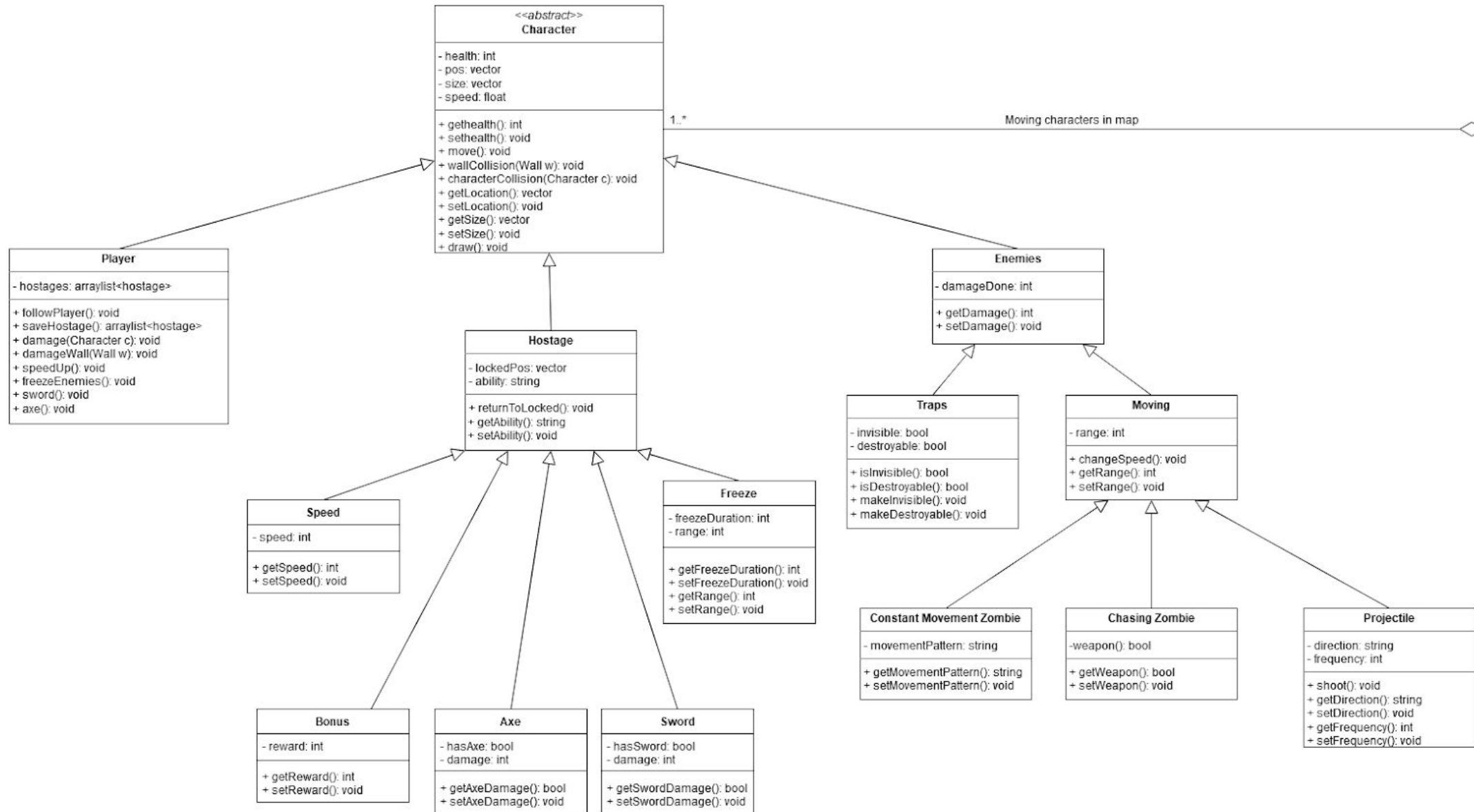


Classes (Character)



Classes (Map)

