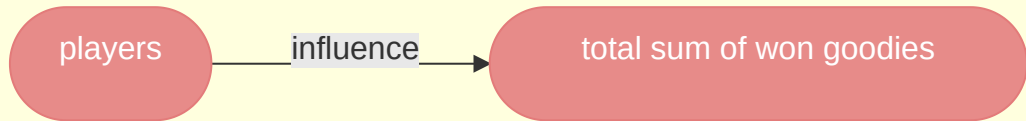


## game



## model

