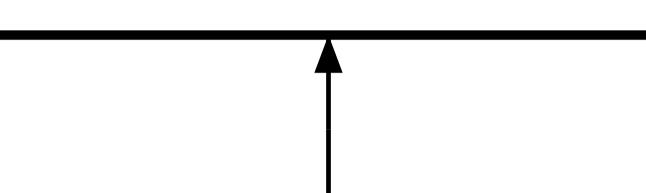
GameObject



Cell