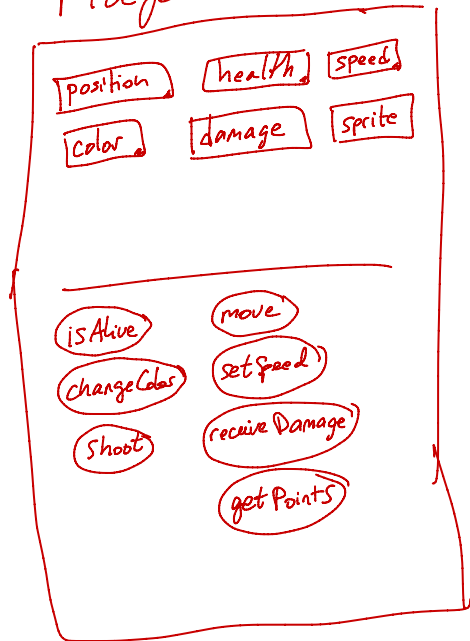
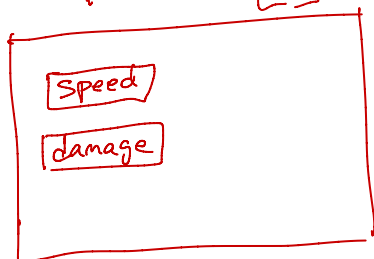


Player



Bullets[]



GAME

