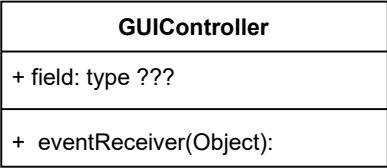


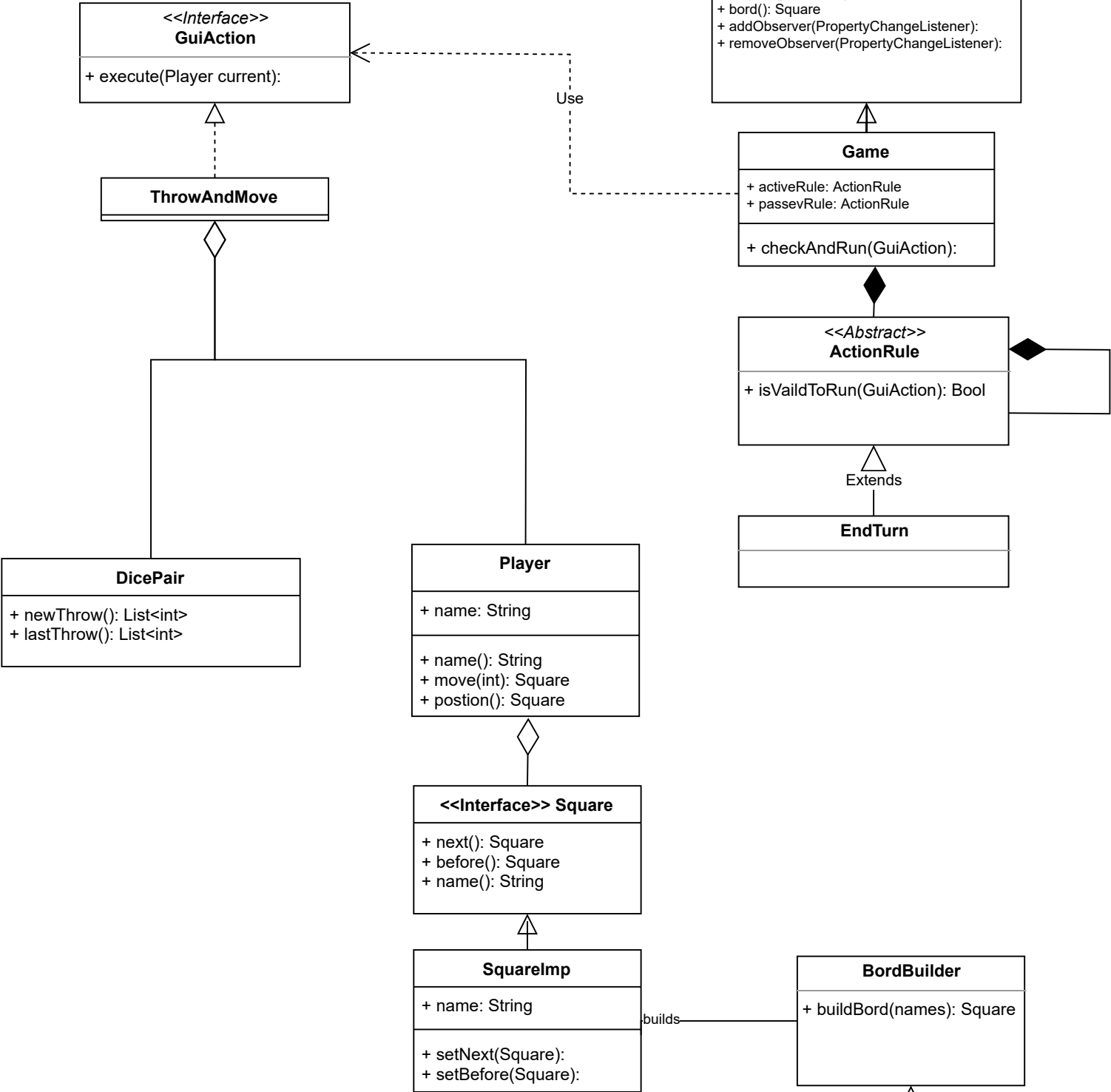
GUI Level



Use game interface



Game Level



I/O level

