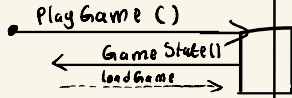
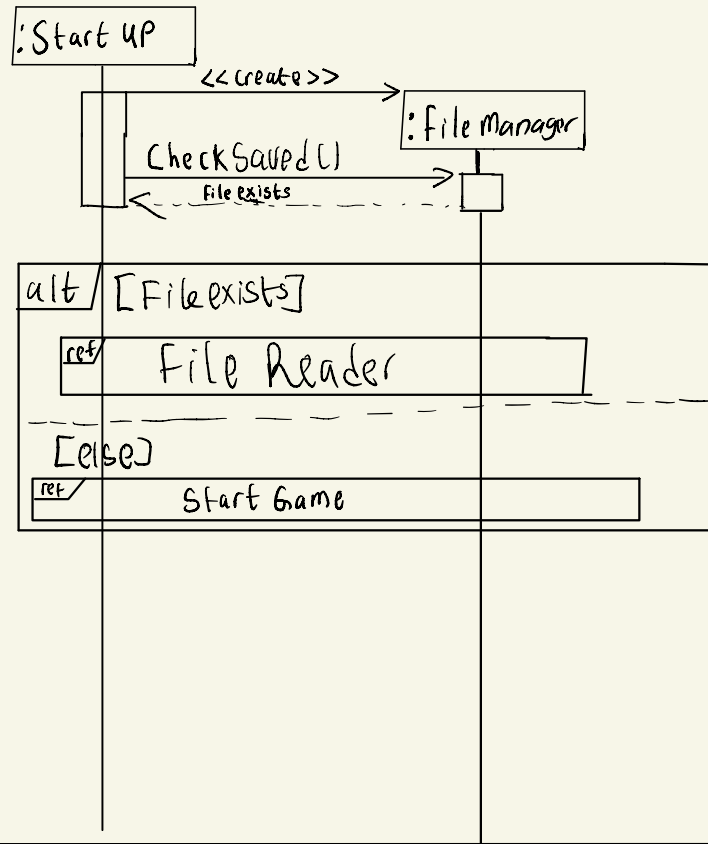


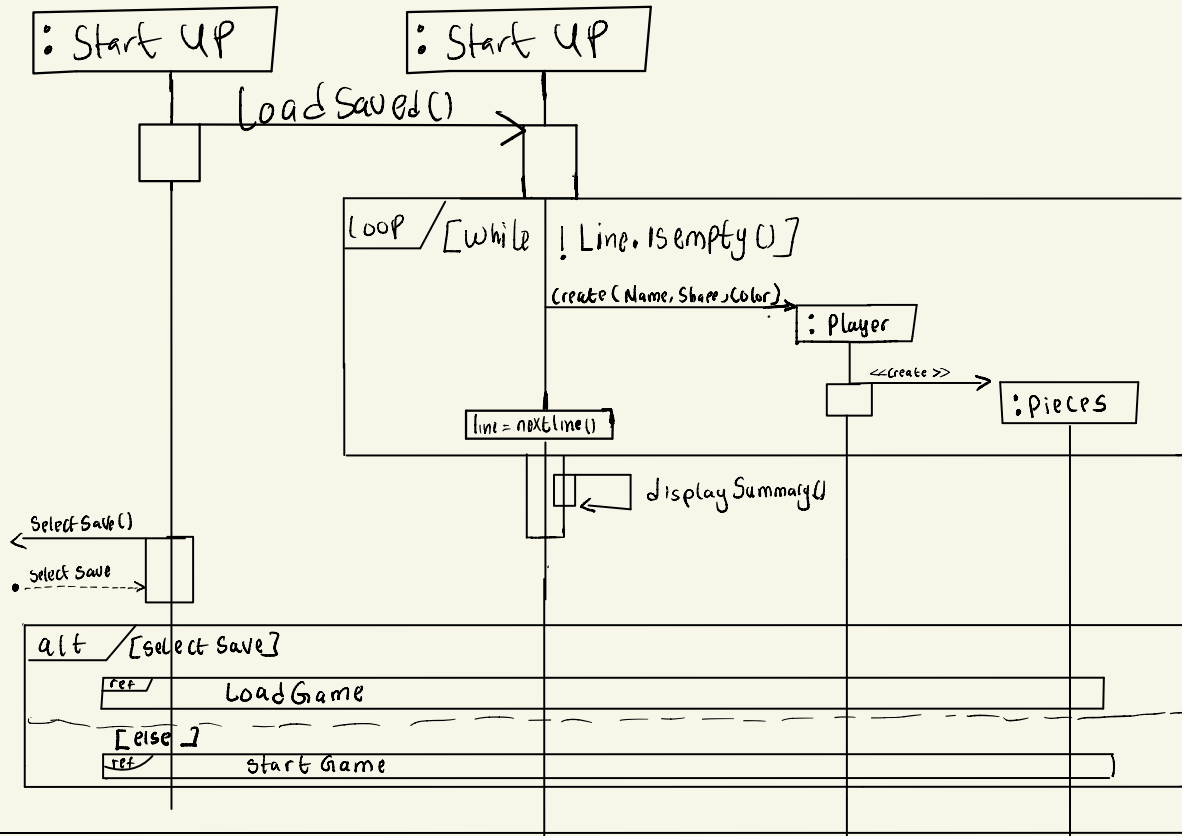
: Start up



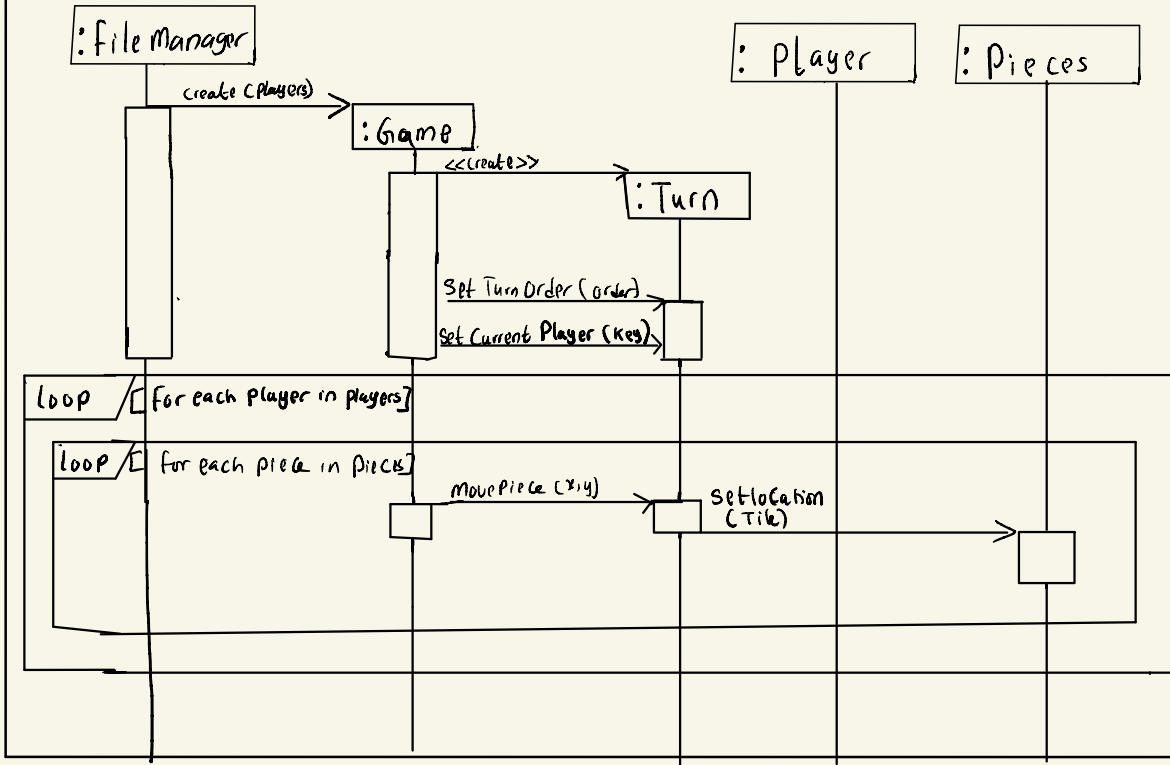
## Sd Rebrievr Game



# Sd File Reader



# s2 Load Game



s ∩ Start Game

:File Manager

<<create>>

:Startup

