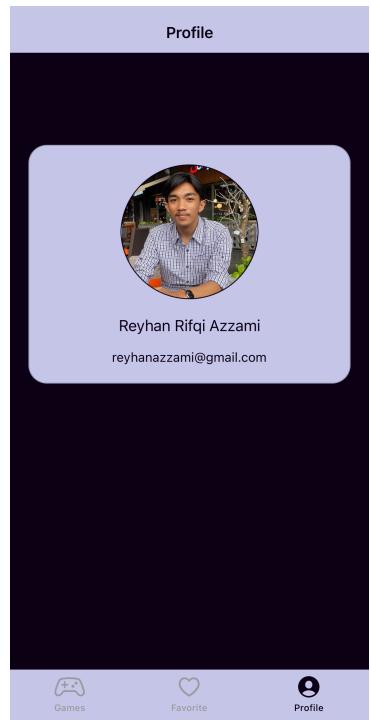
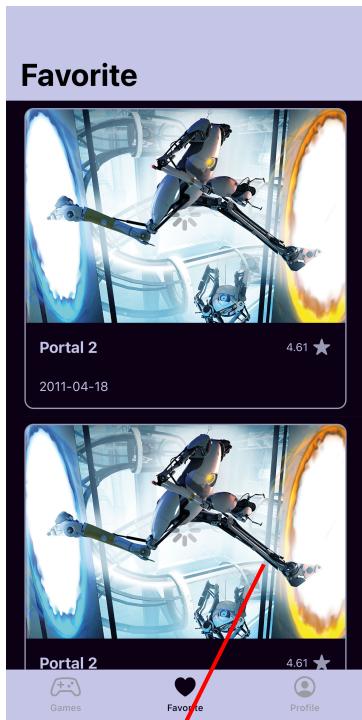
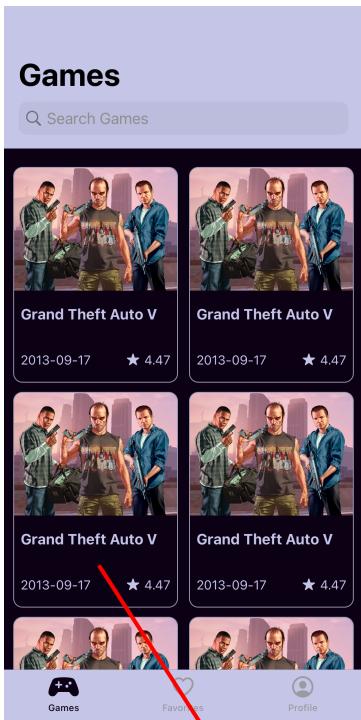


# RawGaR



when cell clicked  
go to detail game

