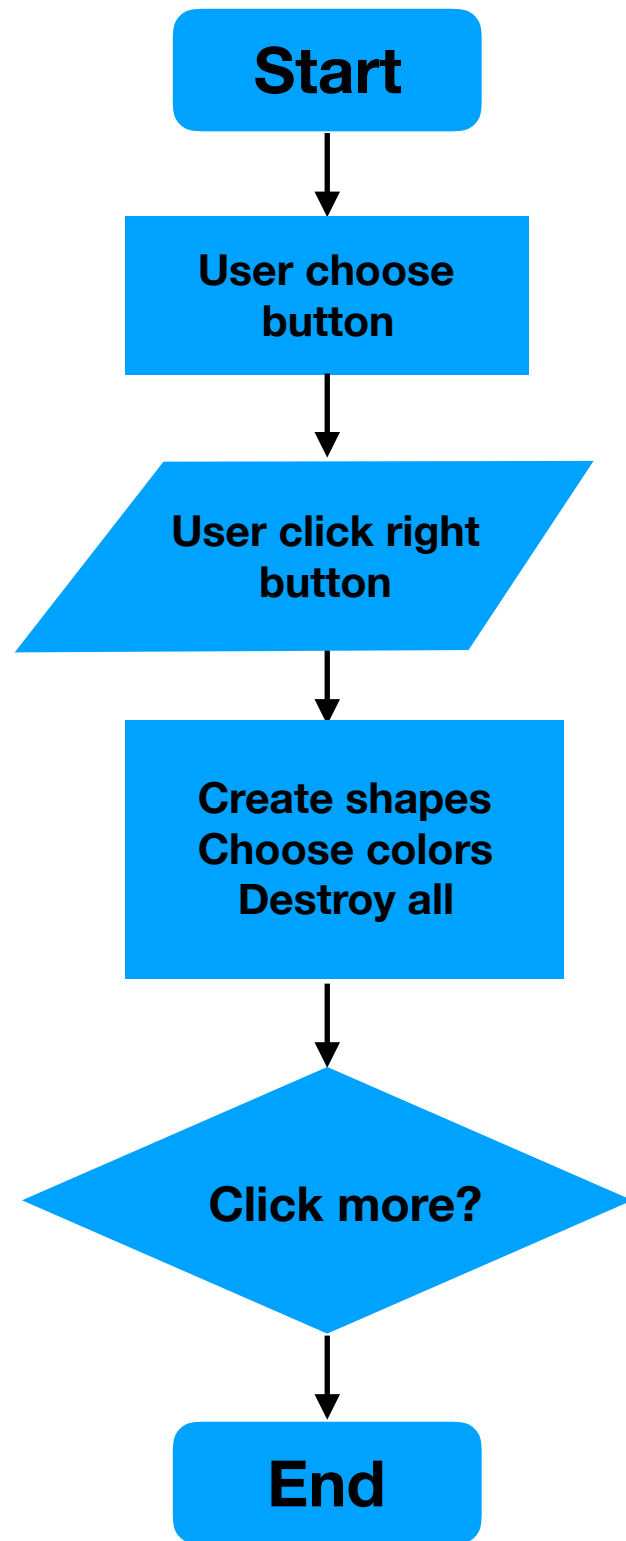
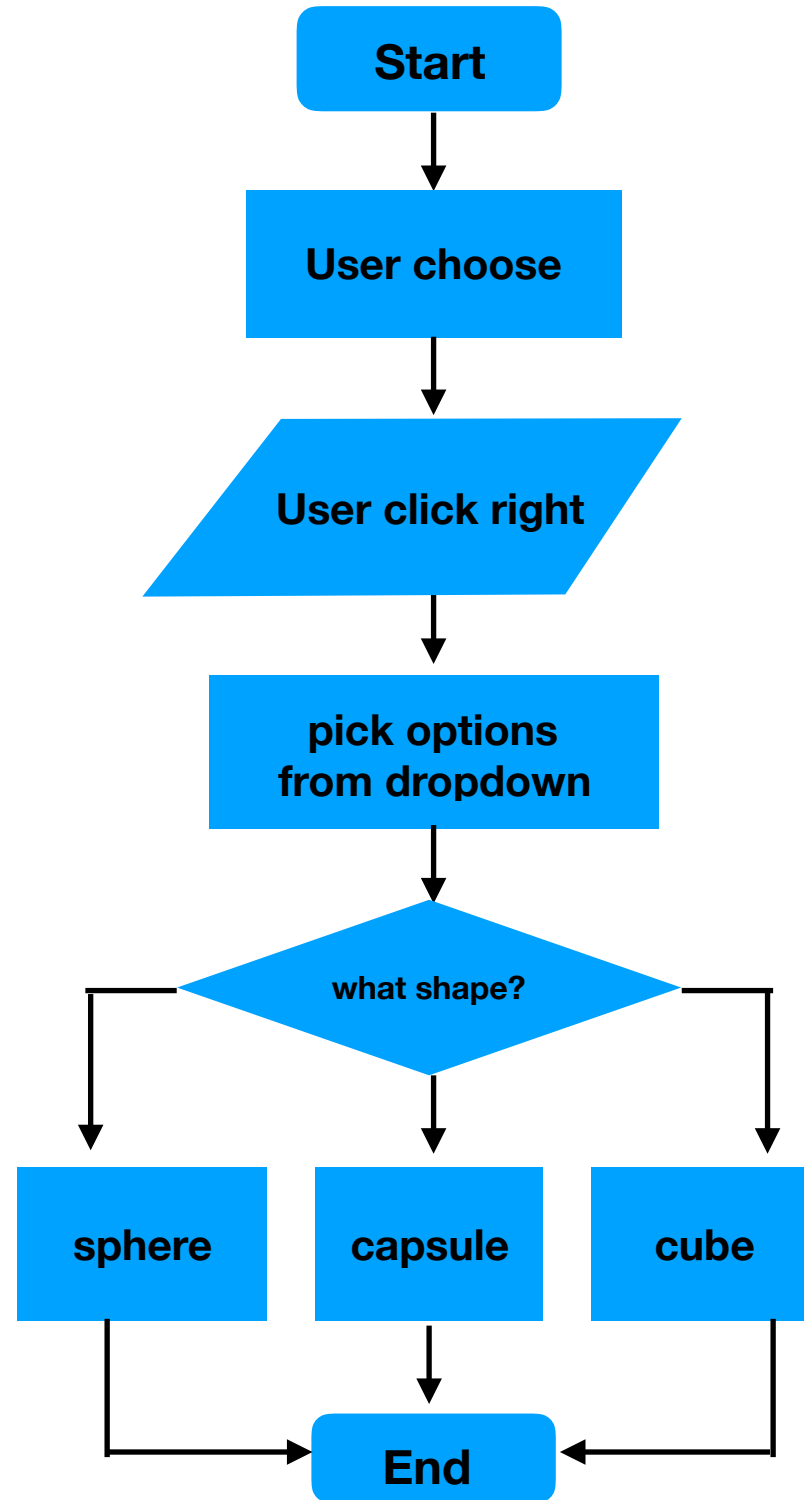


## Game Flow



## Change



## Change Color

