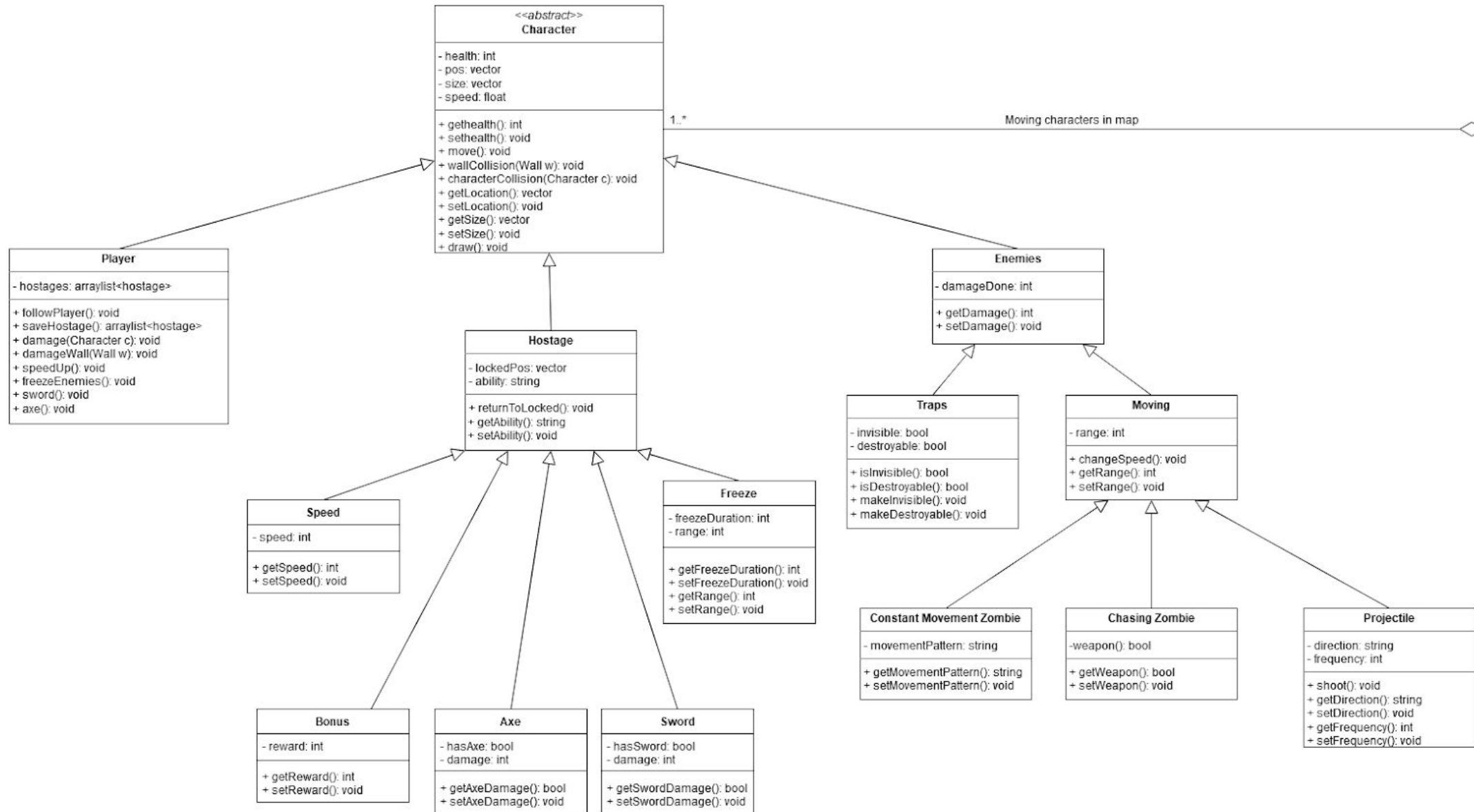


## Classes (Character)



## Classes (Map)

