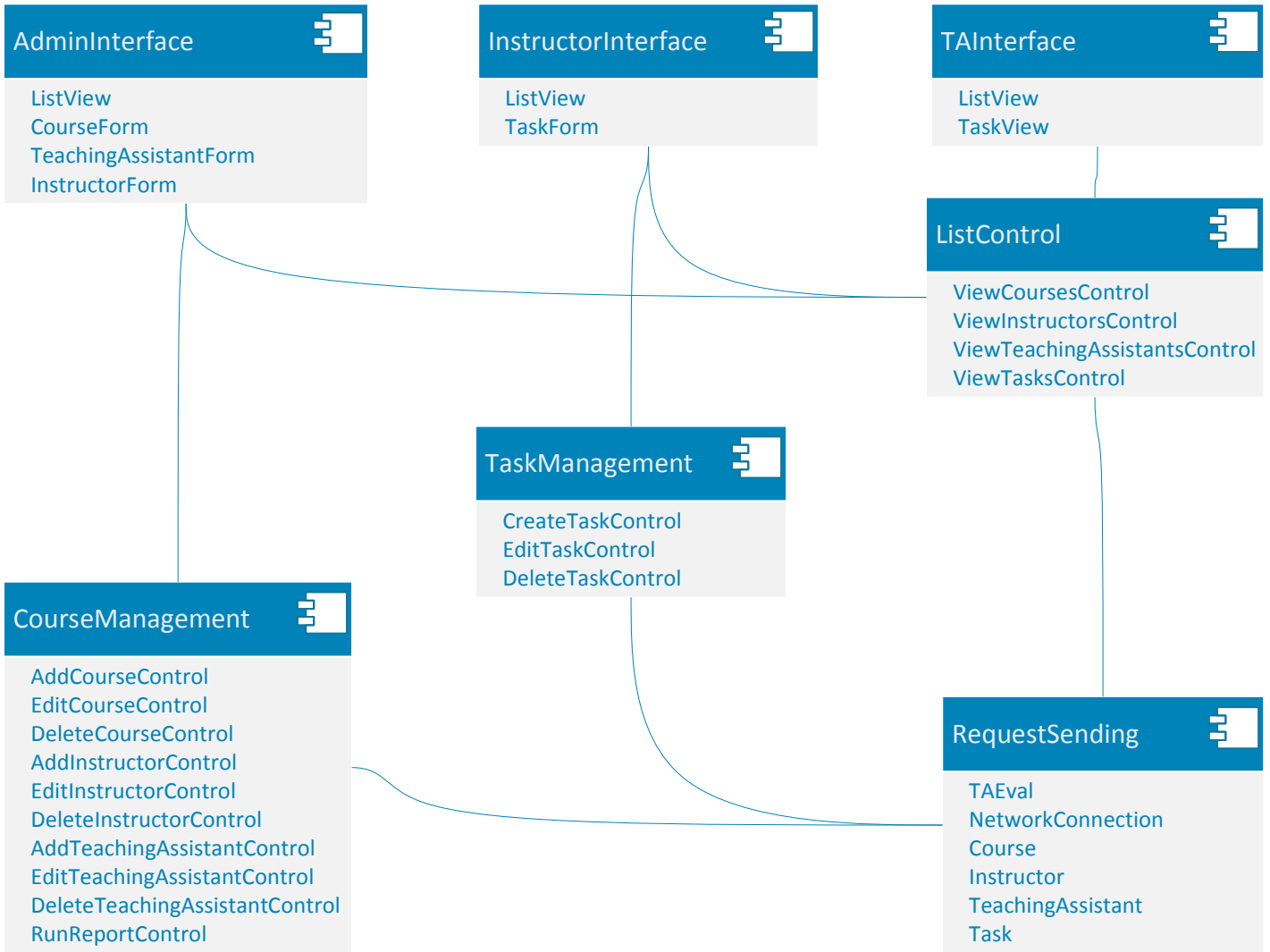
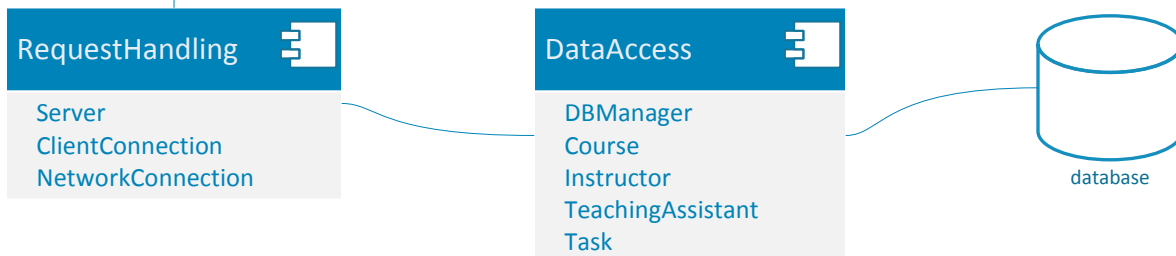


# Full System Decomp

Client

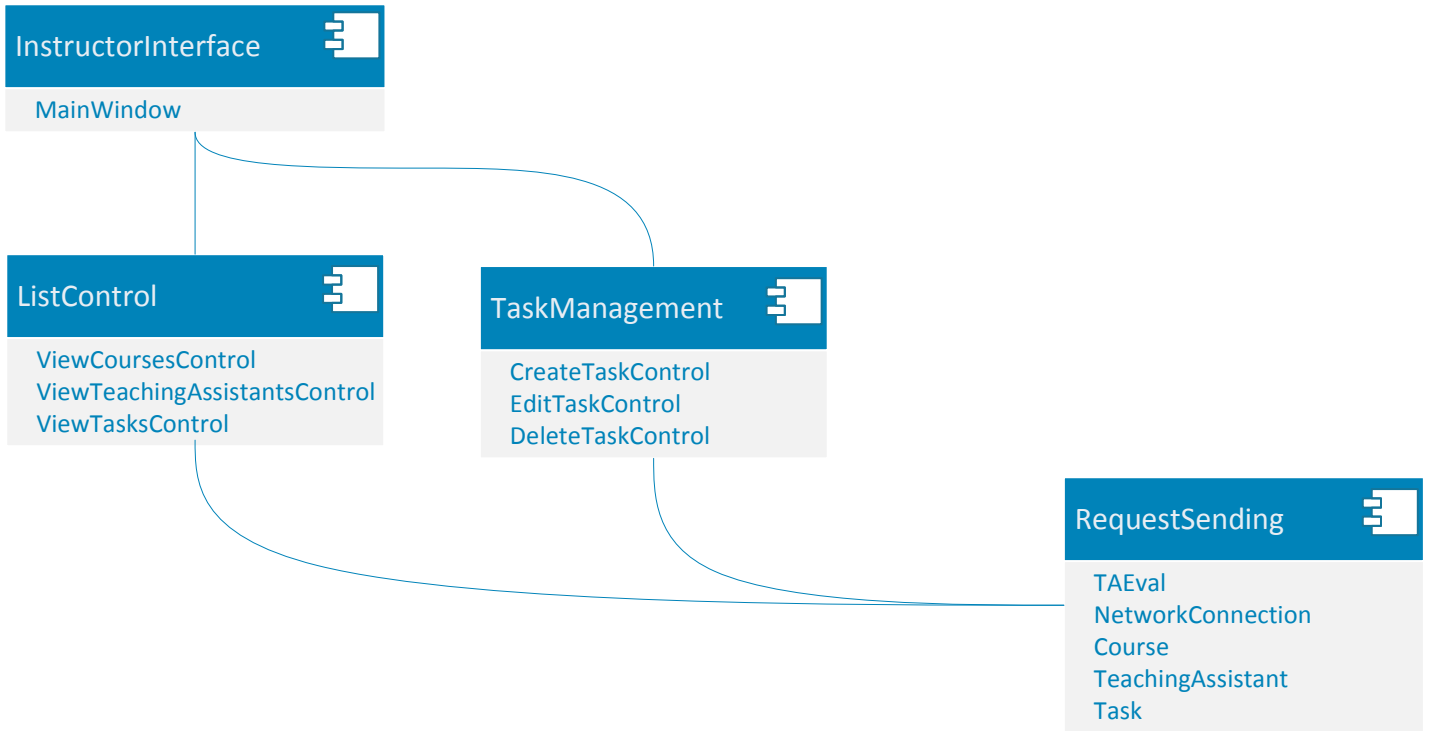


Server



## Phase #1 decomp

### Client



### Server

