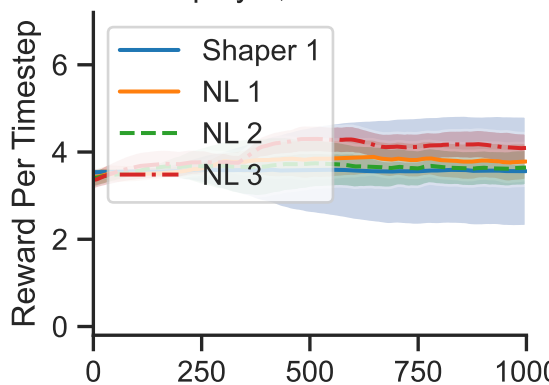


# IPD,4 and 5 players

## 4 player, 1 SHAPER



## 5 player, 1 SHAPER

