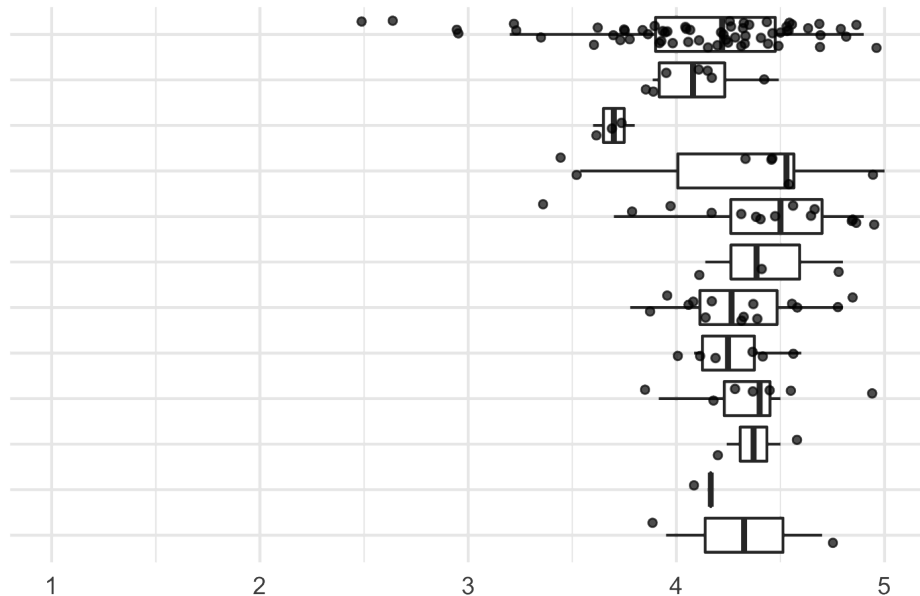


## Average rating



## Features

Block/  
removal    Self-  
tracking    Goal-  
advance    Reward/  
punish

