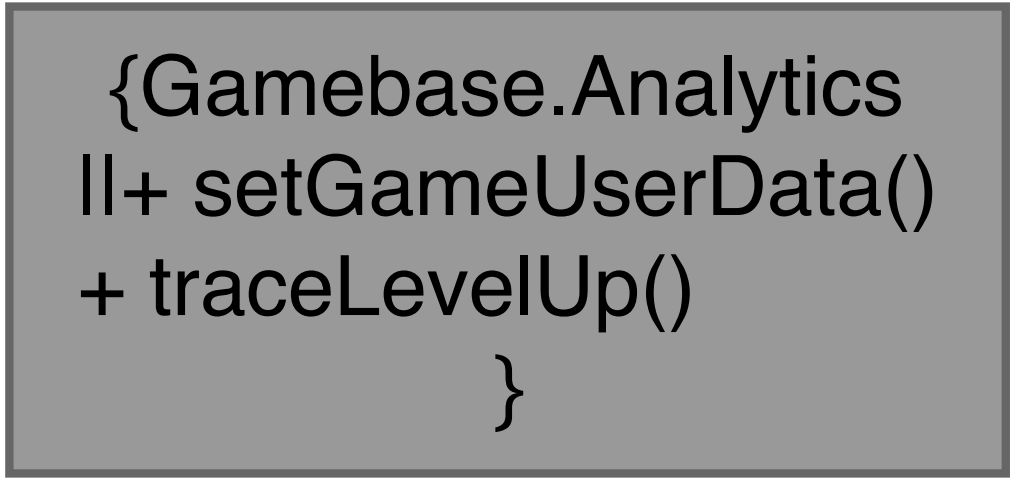

{Gamebase.Analytics
ll+ setGameUserData()
+ traceLevelUp()
}