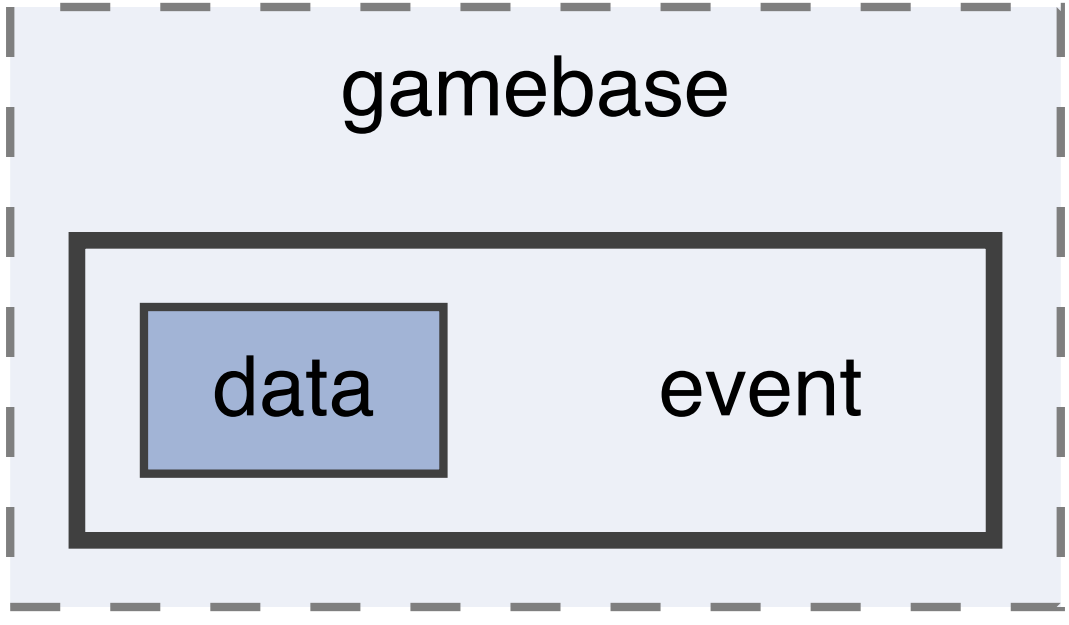

gamebase
data
event