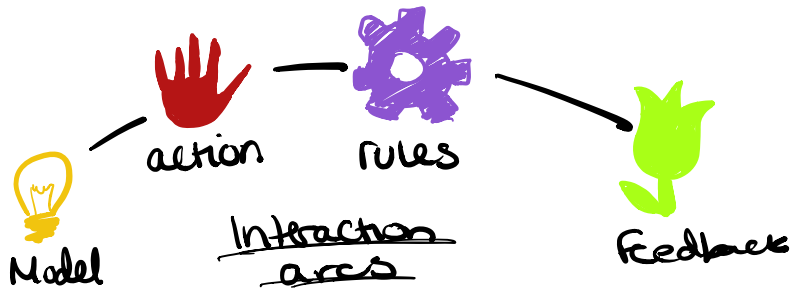
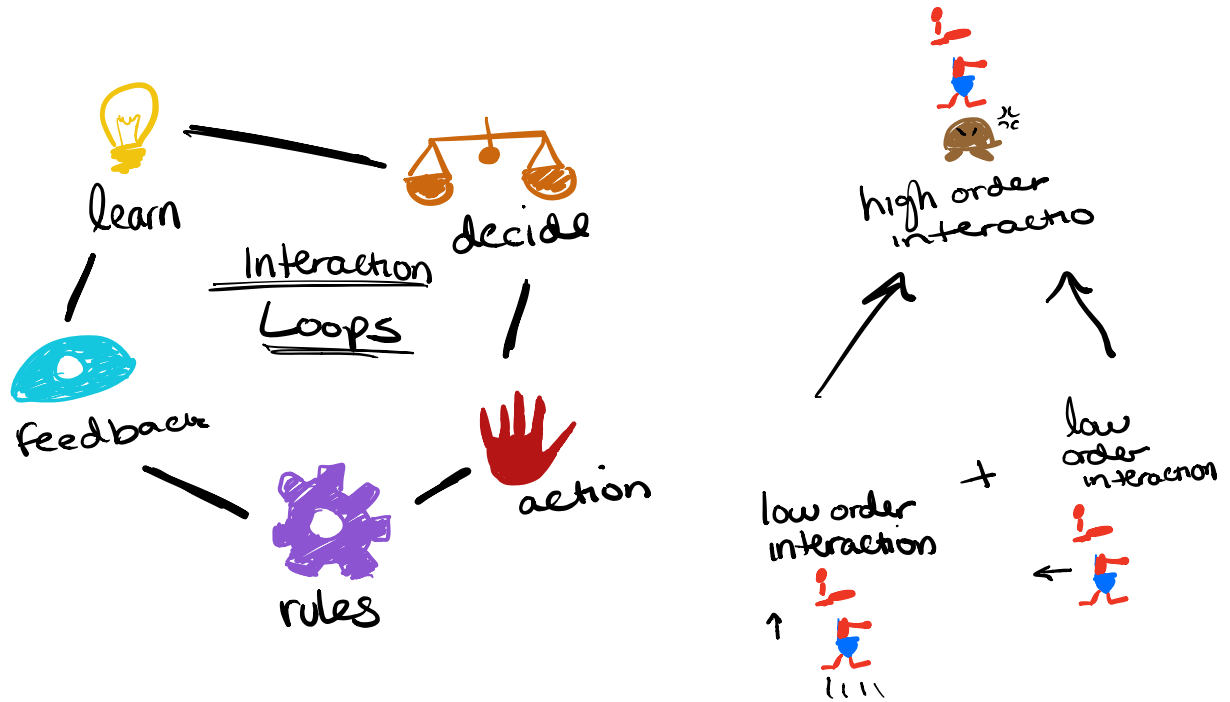


Game Architecture



Sequence of arcs

