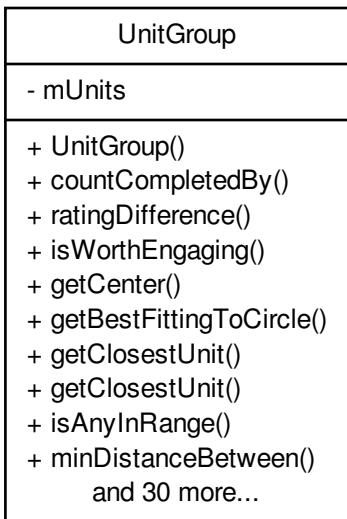




mEnemies

