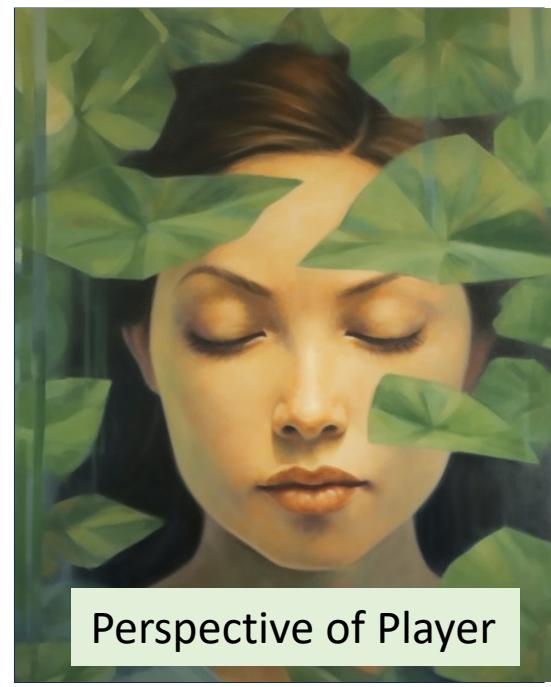




Tell Another



Perspective of Player