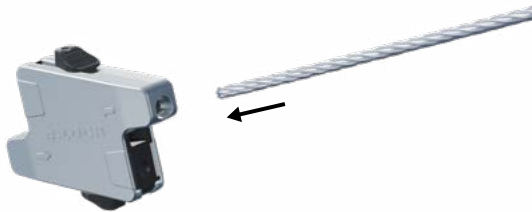


GRIPPLE[®]
Change the game

B-LOCK[®]

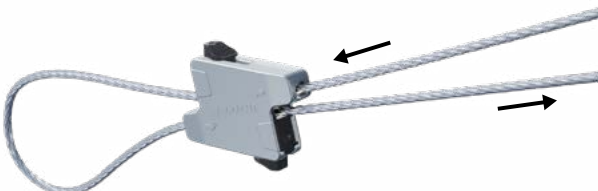
①



②



③



④

