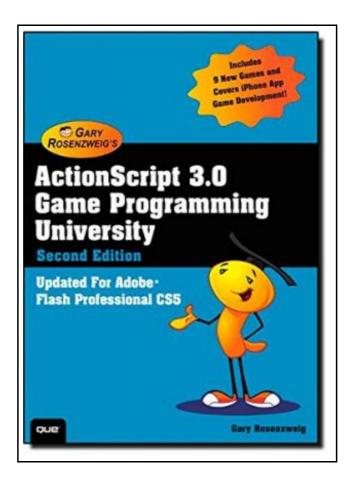
## ActionScript 3.0 Game Programming University (2nd Revised edition)



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