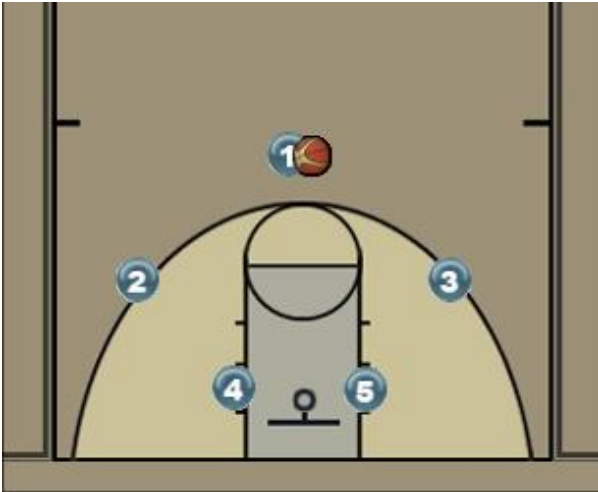
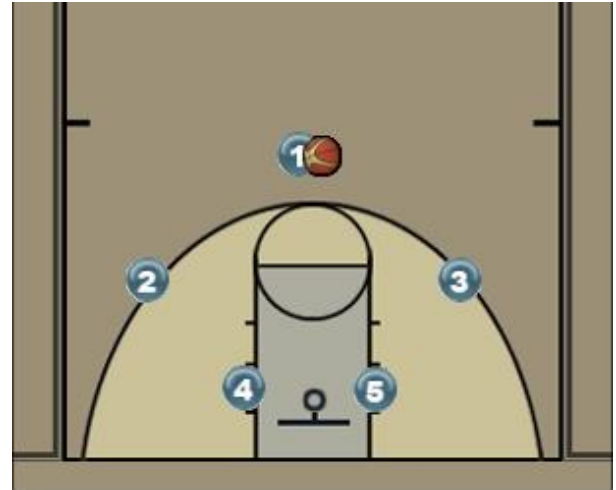


"Devil"

null

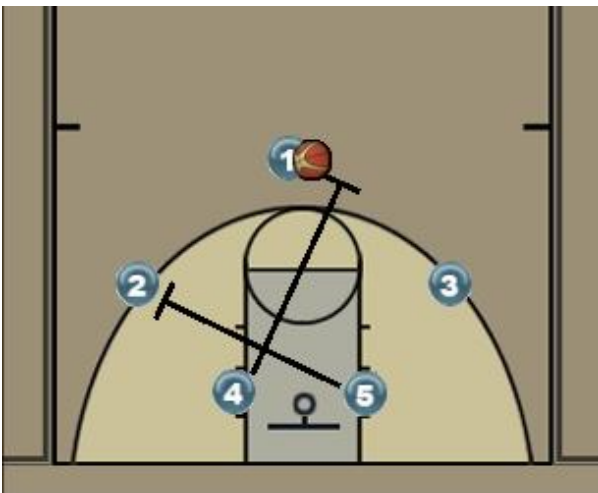


Point calls "Devil"

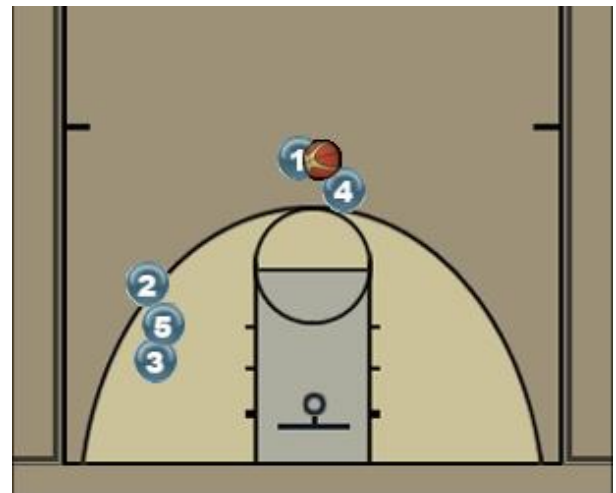


3,4,5 set screens

Movement 3



Movement 4



Movement 5

