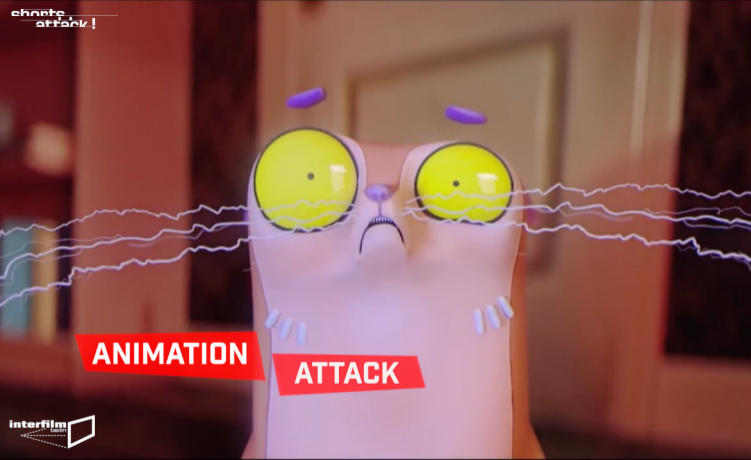


change
attack!



ANIMATION

ATTACK