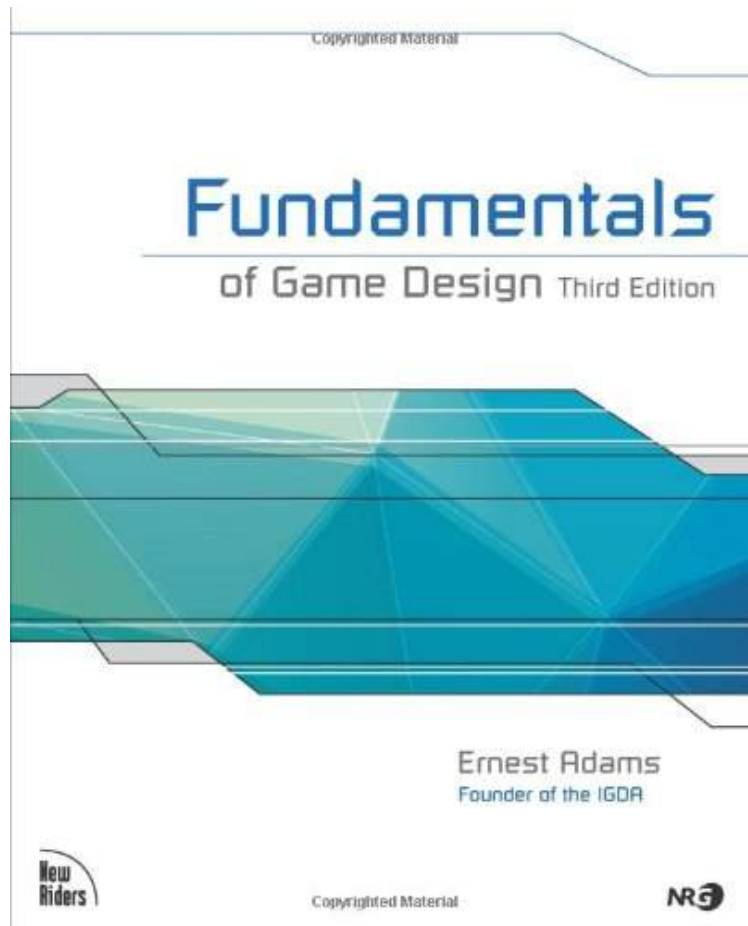


# Fundamentals of Game Design (3rd Edition)

*By Ernest Adams*



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