



WIN 3.1  
WIN 95



*Ultimate*

**Yahtzee®**

**CD-ROM**





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What's Shakin'?



Congratulations! You've chosen the Ultimate YAHTZEE® CD-ROM challenge. Five exciting, fast-moving dice games come to life with amazing 3D graphics, superior sound, and a whole lineup of point-and-click features that make playing easier and more fun than ever. Like the game's virtual cup and dice. They look, move, and sound so real, you won't believe your senses! Plus, automatic scoring. Instant odds on every roll. And much more.

Yesiree, the YAHTZEE® game has come a long, long way since the Canadian couple who invented it first played their "yacht game" aboard their luxury boat in 1956. Here's to high rolling — enjoy!

# Setup and Installation



## FOR WINDOWS® 3.1

- Start Windows® 3.1.
- Insert the YAHTZEE® CD-ROM game disk into your CD-ROM drive.
- From the program manager file menu, select RUN.
- In the dialog box, type "D:\INSTALL" and click on the OK button. (Use your actual CD-ROM drive letter in place of "D".)
- Follow the on-screen installation instructions to install YAHTZEE® CD-ROM.
- Once the installation is complete, click on the YAHTZEE® CD-ROM game icon to start the game.

## FOR WINDOWS® 95

- Start Windows® 95.
- Insert the YAHTZEE® CD-ROM game disk into your CD-ROM drive.
- The installation program will automatically load, unless you have "Auto Insert Notification" off. In that situation, double click on the YAHTZEE® CD-ROM disk icon to install the game.
- Follow the on-screen installation instructions to install YAHTZEE® CD-ROM.
- Once installation is complete, double click on the YAHTZEE® CD-ROM game icon to start the game.



Select the game you wish to play:

PAINTED YAHTZEE®, TRIPLE YAHTZEE®, CLASSIC YAHTZEE®, BATTLE YAHTZEE® or PYRAMID YAHTZEE®

You are now ready to play. Good Luck!

### SYSTEM REQUIREMENTS

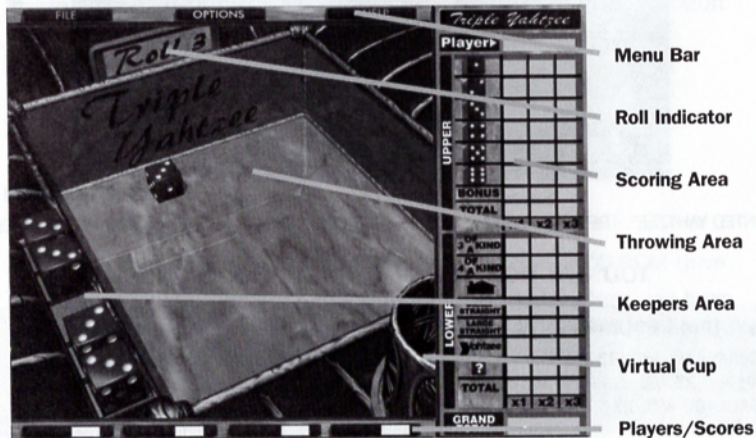
Computer: 486/33 PC with minimum of 8 MB of RAM, mouse, Windows® 3.1 or higher, 25 MB available hard drive space, 2X CD-ROM drive, monitor must support 640x480 with 256 colors, SVGA graphics card, sound card recommended.

May run in 256 color mode or 16-bit color mode for enhanced graphics (recommended for Pentium only).

## Beginning a New Game

Click on one of the five Ultimate Yahtzee games. The CD-ROM is required for all the game variations, except Classic YAHTZEE®.

Each game opens with a full view of the Playing and Scoring Area. While each game has its own unique look, there are on-screen features that all five games have in common:



FILE

OPTIONS

HELP

**FILE** — Contains functions to start a NEW GAME, restart your game, to SAVE a game to disk, LOAD a game that's already saved, and display high scores. Also, functions to EXIT the ULTIMATE YAHTZEE® game.

**OPTIONS** — Contains functions to control MUSIC and SOUND EFFECTS, HINT SCORING, GAME ADVICE and UNDO (lastscoring selection).

**HELP** — Contains functions to access RULES HELP for each game variation and YAHTZEE HELP for general game information.

**VIRTUAL DICE CUP** — Used for shaking and tossing dice into the playing area.

**KEEPERS AREA** — The area to “keep” dice aside for scoring purposes.

**SCORING AREA** — Each player's name appears at the top on his or her turn.

**PLAYERS/SCORES** — Click at any time during a game to learn a player's current score.

**ROLL INDICATOR** — Displays which roll the player is on (1, 2, or 3).

## Multiple Players

Four of the five Ultimate Yahtzee game variations may be played with up to four players — using any combination of live and computer players. Battle Yahtzee is a two-player game only (played against a live player or the computer).

Computer opponents — For each variation, you may choose from 4 artificial intelligence opponents. Each opponent has a unique playing style and skill level.



## Basic Rules

All five games in Ultimate Yahtzee CD-ROM are played according to the same rules, with a few minor exceptions. For each game, follow the basic Yahtzee rules and refer to the appropriate section for specific gameplay variations.

### OBJECTIVE

Be the player with the highest grand total score by rolling the scoring combinations listed for each game variation.

### GAME SUMMARY

- On your turn, roll the dice up to 3 times in order to get one of the scoring combinations listed in the Scoring Area (See SCORING section for each game variation.)
- At the end of your turn, you MUST place a score or a zero ("0") in one of the boxes next to a combination.

- Each game ends when all scoring boxes in the Scoring Area have been filled.
- Scores are automatically totaled and combined with bonus points to determine each player's final score. The player with the highest grand total score wins.

### PLAYING

1. The game begins with players taking turns in the order of sign-in.
  2. On your turn, you are allowed to roll the dice 3 times — although you may stop after the first or second roll.
- FIRST ROLL — You must roll ALL 5 dice. Set any "keepers" (dice you wish to put towards your score) in the Keepers area outside the playing area.
  - SECOND ROLL — Re-roll ANY or ALL of the dice — even keepers from the previous roll. (You don't have to announce which scoring combination you're trying to make; you may change your mind after any roll.)
  - THIRD ROLL — Re-roll ANY or ALL dice you want. After the third roll, DICE ARE FINAL AND MUST BE SCORED. Your turn ends.

### ROLLING THE DICE

To roll the dice on your turn, do the following:

- Single-click (or click and hold) on the dice cup with the left mouse button. All dice — except those you've set aside in the Keepers Area (see KEEPERS, page 10) — will fly into the cup.
- Shake the cup by moving the mouse from SIDE TO SIDE. (Shake as little or as much as you like!)

- Moving the cup forward with the mouse will cause the dice to fly out in that particular trajectory and with that velocity.

The virtual cup and dice in the Ultimate Yahtzee CD-ROM move just like the real things. How long you shake the dice, how gently or forcefully you throw them out, and in which direction you toss them (straight ahead or against the sides of the playing area) can all be part of your playing strategy.

### KEEPERS

To set aside dice as “keepers” (to put towards your score) after any roll, do the following:

- Single-click on the die with the left mouse button.
- Repeat this step for each die you wish to set aside.

Any dice remaining in the playing area will automatically return to the cup when it is clicked on.

Change your mind? To move any dice from the Keepers Area back to the Playing Area (for re-roll), simply click on each die with the left mouse button.

### SCORING

Scores are recorded in the Scoring Area to the right of the screen. Each game variation has a specific number of



scoring rounds, scoring combinations, and bonus point opportunities. (Refer to the SCORING section under each game for details.)

- After each turn, you **MUST** place a score or a zero in one of the scoring boxes under your name. (You can place a zero at the end of a round — instead of a score — if you believe it's to your advantage.) **WHY SCORE A ZERO?** It depends on your playing strategy. For instance, you may choose to score a zero for a lower-scoring combination if you believe you might roll the higher-scoring combination you were going for on your next turn.
- You decide what and where to score, based on your individual strategy. Boxes can be filled in any order you wish — in any of the sections.
- A scoring box can only be used **ONCE** in each game.

### SCORING HELP

Roll and pause the cursor over any scoring combination listed in the Scoring Area to quickly find out scoring rules and point values.

### HOW TO SCORE

After each roll of the dice, your scoring options automatically appear in light gray next to the appropriate **BLANK** scoring combination(s) (where you have not yet placed a score). You may turn this function off by deselecting “**HINT SCORING**” in the Options menu.

### TO CHOOSE TO ACCEPT ONE OF THE SCORES:

- Single clicking on it with the left mouse button.

**INSTANT ODDS**

To find out the probability of rolling different scoring combinations on your next roll before choosing a score:

- Click on the right mouse button over any scoring combination listed in the Scoring Area. (A pop-up window displays the probabilities.)

Example: Say you've rolled two "fives" in the Classic Yahtzee game. You can find out the probability of rolling three of a kind for a "Full House" on your next roll by clicking on "Full House" with the right mouse button.

**ROLLING A YAHTZEE**

When you roll a Yahtzee — 5 of a Kind — on your turn, you may do one of the following:

- Score 50 points in the Yahtzee scoring box.

OR

- Score the total number of dice in the appropriate score box in the Upper Section. Example: If the Yahtzee consists of five 3's, score 15 in the "Threes" box.

OR

- Score according to the "Joker" rule in the Lower Section (see YAHTZEE AS A JOKER, page 14)

**BONUS POINTS****Regular Bonus Points**

Receive BONUS POINTS if you score a minimum number of points in the Upper Section (appears automatically in "Bonus" box), as follows:

Game Variation	Minimum Points	Bonus Points
Classic Yahtzee	63	35
Triple Yahtzee	63, 126, 189	35, 70, 105
Pyramid Yahtzee	35	20
Painted Yahtzee	63 (Upper section)	35
	75 (Middle section)	25
Battle Yahtzee	63	35

**Yahtzee Bonus Points**

Receive 100 BONUS POINTS for your second and subsequent Yahtzees — if and only if — your first Yahtzee was scored as a "50" in the "Yahtzee" scoring box. (Your bonus is automatically added to the "Yahtzee" scoring box.) IF YOU SCORED A ZERO IN THE YAHTZEE BOX — OR HAVE NOT YET SCORED IN THE YAHTZEE BOX — YOU RECEIVE NO BONUS POINTS. Yahtzee bonuses are indicated by a check mark (✓) beside the appropriate scoring option.

**Yahtzee as a Joker**

A Yahtzee may be used as a joker (scored any way other than a regular Yahtzee) in the Lower Section when the following conditions exist:

- ▶ The Yahtzee box has already been filled with “50” and
- ▶ The appropriate scoring box in the Upper Section has already been filled. Example: If the Yahtzee consists of five 4’s and the “Fours” box is already filled.

When this happens, your scoring options will appear in light gray in the appropriate scoring boxes:

**SCORING BOX**

Three of a Kind  
Four of a Kind  
Small Straight  
Large Straight  
Chance

**SCORE**

Total of all 5 dice  
Total of all 5 dice  
30 points  
40 points  
Total of all 5 dice



Simply click on the score of your choice.

NOTE: If the appropriate Upper Section box and all Lower Section boxes are used, you MUST place a zero in the box of your choice in the Upper Section. You will still receive Yahtzee Bonus Points, if you are entitled to them.

**End of Game and Winning**

Gameplay continues with players alternating turns until ALL scoring boxes for each game are filled. Scores and bonus points are automatically totaled. The player (or team) with the highest grand total wins!

# Classic Yahtzee®

The original Yahtzee game challenge that has kept players everywhere shaking, rolling, and shouting YAHTZEE! for more than forty years. The Classic Yahtzee game is played according to the basic rules, with the following exceptions:

**NUMBER OF SCORING ROUNDS** The Classic Yahtzee game has 13 scoring rounds. After each turn, you must place a score or a zero in one of the 13 scoring boxes. The boxes may be filled in any order you wish.

**SCORING****Upper Section**

Example: [DICE: 3, 3, 3, 1, 6]

Score = total of dice with the same number  
You may score a 9 in the “Threes” box, a 1 in the “Aces” box, or a 6 in the “Sixes” box.

**Lower Section****3 of a Kind**

Example: [DICE: 5, 5, 5, 2, 1] = 18 points

Score = total of all dice

**4 of a Kind**

Example: [DICE: 2, 2, 2, 2, 6] = 14 points

Score = total of all dice

(NOTE: May also be scored in “Three of a Kind” box.)

**Full House**

(3 of one number, 2 of another)

Example: [DICE: 3, 3, 3, 5, 5]

Score = 25 points

Classic Yahtzee	
Player▶	
UPPER	1
	2
	3
	4
	5
BONUS	
TOTAL	
LOWER	3 OF A KIND
	4 OF A KIND
	SMALL STRAIGHT
	LARGE STRAIGHT
	Yahtzee
?	
TOTAL	
GRAND TOTAL	

(NOTE: May also be scored as either a 19 in "Three of a Kind" box, 9 in "Threes" box, 10 in "Fives" box, or 19 in "Chance" box.)

### Small Straight

(Any sequence of 4 numbers)

Example: [DICE: 2, 3, 4, 5, ANY #]

Score = 30 points

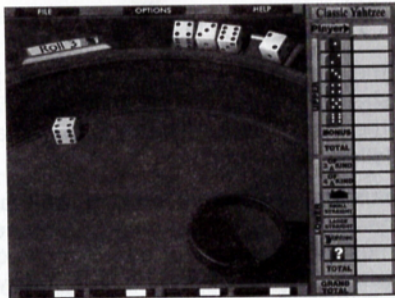
### Large Straight

(Any sequence of 5 numbers)

Example: [DICE: 2, 3, 4, 5, 6]

Score = 40 points

(NOTE: May also be scored as 30 points in "Small Straight" box.)



### Yahtzee (5 of a kind)

Example: [DICE: 1, 1, 1, 1, 1]

Score = 50 points

### Chance (Any combination)

Example: [DICE: 1, 4, 5, 6, 6] = 22 points

Score = Total of all dice

**TOTALING YOUR SCORE** Scores are automatically calculated in the following manner:

- Scores for Upper Section are totaled and added to any bonus points in the "Bonus" box. The sum appears in the "Total" box.
- Scores for the Lower Section are totaled and appear in the "Total" box.
- Totals of the Upper and Lower Sections are added together; the sum appears in the "Grand Total" box.

The Grand Total is your final score.

## Triple Yahtzee®



The Triple Yahtzee game gives you three times as many ways to score as the Classic Yahtzee game. That's because the Scoring Area has three columns for each scoring combination. Depending on which column you score in, you'll receive one, two, or, three times the regular score for that combination!

The Triple Yahtzee game is played according to the basic Yahtzee rules, with the following exceptions:

### NUMBER OF SCORING ROUNDS

The Triple Yahtzee game has 39 scoring rounds. After each turn, you must place a score or a zero in one of the 39 scoring boxes in one of the three vertical columns. The boxes may be filled in any order and in any column you wish.

### SCORING

There are three boxes for each kind of scoring combination. Placing a score in the first box (going from left to right) gives you (x1) the score for that combination; the second box, twice (x2) the score; and the third box, three times (x3) the score.

Example: You roll three 4's. Scoring it in the first

box next to the “Fours” scoring combination (Upper Section) gives you 12 points. Scoring it in the second box gives you 24 points. Scoring it in the third box gives you 36 points.

(Note: You may score in any column, and in any row.)

### Number of Bonus Points

The number of Yahtzee Bonus Points is determined by the column in which you score your Yahtzee, as follows:

Column	Number of Bonus Points
1	100
2	200
3	300

All Yahtzee bonus points are automatically added to the appropriate scoring box. You must have all 3 Yahtzee boxes filled in to be eligible for any Yahtzee bonuses.

### TOTALING YOUR SCORE

Scores for all three columns are automatically totaled in the Upper and Lower sections. Bonus points are automatically calculated and added.

The Grand Total is your final score.

Ultimate  
**Yahtzee**

## Pyramid Yahtzee®

The Pyramid Yahtzee game gives the Classic game a whole new slant . . . with pyramid-shaped dice! These unique-shaped dice roll and bounce a bit differently than traditional dice — which makes rolling combinations a little bit trickier. Plus, the triangular-shaped playing area adds an interesting dimension to gameplay.

The Pyramid Yahtzee game is played according to the basic rules, with the following exceptions:



You've rolled a One!

### THE DICE

The Pyramid Yahtzee game is played using five pyramid-shaped dice.

When playing with these dice, the numbers facing right-side-up along the bottom are the numbers you count after your roll.

### NUMBER OF SCORING ROUNDS

The Pyramid Yahtzee game has 11 scoring rounds. After each turn, you must place a score or a zero in one of the 11 scoring boxes. The boxes may be filled in any order you wish.

### SCORING

**Upper Section:** Because the pyramid-shaped dice have only four sides, you can only score in “One” to “Four” boxes in the upper section.

**Lower Section:** Because of the unique four sided dice there are some combinations omitted and some new unique combos to go for.

**Lesser Pyramid**

Example: (Sequence of dice) [DICE: 1, 2, 3, 2, 1]

Score = 15 points

**Greater Pyramid**

Example: (Sequence of dice as) [DICE: 2, 3, 4, 3, 2]

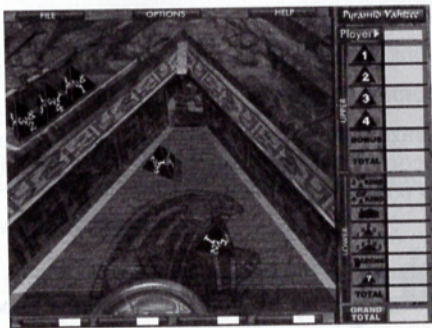
Score = 20 points

**BONUS POINTS****Regular Bonus Points**

Receive 20 BONUS POINTS if you score 35 points or more in the Upper Section (appears automatically in "Bonus" box).

**TOTALING YOUR SCORE**

Scores are automatically calculated.



# Painted Yahtzee®

The Painted Yahtzee game is a dice game of a different color — challenging you to score according to number and color combinations! Multi-colored dice — blue, red, purple, green, and yellow — let you score dazzling combinations like 4 of a Color, a Painted House, a Rainbow, and a Palette. Plus, there are number combinations, just as in Classic Yahtzee.

The Painted Yahtzee game is played according to the basic Yahtzee rules, with the following exceptions:

**THE DICE** The Painted Yahtzee game is played using five multi-colored dice with a different number on each side. When playing with these dice, the number and color that show on the top of each die are what you count after your roll.

**NUMBER OF SCORING ROUNDS** The Painted Yahtzee game has 20 scoring rounds. After each turn, you must place a score or a zero in one of the 20 scoring boxes. The boxes may be filled in any order you wish.

**SCORING**

**Upper Section** Colors do not apply in this section.

**Middle Section****Blue, Green, Purple, Red, Yellow**

Score = total of dice with the SAME COLOR.

Example: [DICE: BLUE 3, BLUE 1, BLUE 6, RED 5, YELLOW 1]

You may score a 10 in the "Blue" box, a 5 in the "Red" box, or a 1 in the "Yellow" box.

## Lower Section

### 4 of a Color

Example: [DICE: RED 1, RED 6, RED 4, RED 5, GREEN 4] = 20 points  
Score = total of all dice

### Painted House (3 of one color, 2 of another)

Example: [DICE: GREEN 2, GREEN 3, GREEN 5, BLUE 2, BLUE 6]  
Score = 25 points

### Rainbow (5 different colors)

Example: [DICE: RED 2, PURPLE 3, GREEN 4, YELLOW 4, BLUE 4]  
Score = 35 points (NOTE: May also be scored as 12 points in "Fours" box, 2 in "Twos" box, or 3 in "Threes" box.)

### Flush (All the same color)

Example: [DICE: RED 2, RED 3, RED 4, RED 5, RED 6]  
Score = 45 points (NOTE: May also be scored as 20 points in "4 of a Color" box.)

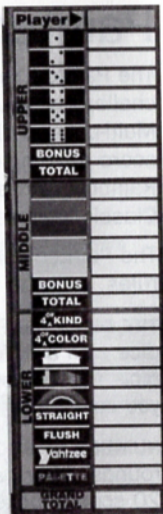
### Palette (Any combination)

Example: [DICE: PURPLE 1, RED 4, GREEN 5, GREEN 6, YELLOW 6]  
= 22 points  
Score = total of all dice

**BONUS POINTS** In addition to the opportunity to earn bonus points in the Upper Section and for rolling Yahtzees, you may also earn bonus points in the Middle Section:

- Receive 25 BONUS POINTS if you score 75 points or more in the middle section (appears automatically in the "BONUS" box).

**TOTALING YOUR SCORE** Scores are automatically calculated in the same manner as in the Classic Yahtzee game.



## Battle Yahtzee®

The Battle Yahtzee game is a two-player game that pits players against one another in an all-out war of the dice. While trying to roll classic Yahtzee combinations, you also have the chance to "knock out" your opponent's dice and ruin his or her score. Take aim and get ready to do battle!

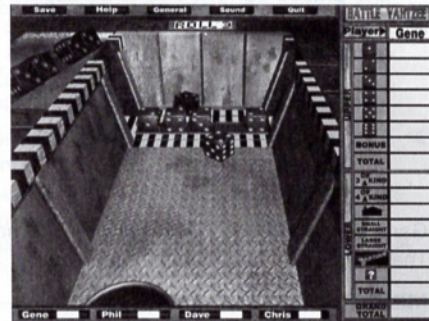
The Battle Yahtzee game is played according to the basic rules, with the following exceptions:

### THE DICE

The Battle Yahtzee game uses two sets of dice — one with red pips (dots); the other with green pips.

### THE PLAYING AREA

What's unique about the Playing Area is the movable "Battle Wall." At the end of your turn, the dice you choose as Keepers (dice to be scored) are placed on top of this wall. On the third roll of your opponent's turn the wall comes down, lowering your dice into the playing area. Your opponent may decide to "do battle," tossing his or her dice directly at yours — trying to upset your score. But don't worry. You'll have the chance to do the same thing to your opponent on your next turn!



## GAME SUMMARY

- On your turn, roll dice as in other Ultimate Yahtzee game variations (up to three times, etc.). After each roll, place dice you plan to score on top of the Battle Wall (the same way you place dice in the Keepers Area).
- At the end of your turn, ALL dice to be scored should be on top of the Battle Wall. DO NOT SELECT A SCORING OPTION YET.
- Your opponent now rolls UP TO TWO TIMES and then stops. He or she places current dice to be scored in his or her Keepers Area.
- The Battle Wall now lowers your dice into the playing area. Your opponent may throw any or all of his or her remaining dice at your dice in an attempt to ruin your score. (He or she may decide to roll and avoid hitting your dice, too!)
- At this point, all dice are final and must be scored. Your scoring options appear first; then your opponent's. Each player scores accordingly.

Gameplay continues, with players alternating turns as described above. The player with the higher score wins.

## NUMBER OF SCORING ROUNDS

The Battle Yahtzee game has 13 scoring rounds. After each turn, you must place a score or a zero in one of the 13 scoring boxes. The boxes may be filled in any order you wish.

## TOTALING YOUR SCORE

Scores are automatically calculated.

# Technical Support

## Before you call for technical support...

If you are having technical difficulties with the YAHTZEE® CD-ROM game, please consult the README.TXT file on the CD-ROM before calling technical support. If you call technical support, please have the following information available (and be ready to take notes):

1. The correct name of the game.
2. The type of computer you are running the game on.
3. Your Windows version.
4. All the information after the MEM command.
5. Exact error message reported (if any).
6. If you have it, the contents of your AUTOEXEC.BAT and CONFIG.SYS files.

For telephone technical support, please call 617-746-2903. Support hours are from 7:00 a.m. to 1:00 a.m., Eastern Standard Time, Monday through Friday, and from 8:00 a.m. to 8:00 p.m., Eastern Standard Time, Saturday and Sunday, holidays excluded. No game hints will be given through this number.

You may communicate with our technical support directly from the Internet or through popular commercial online providers, such as America Online, Prodigy, and CompuServe. Direct any E-mail questions concerning the ULTIMATE YAHTZEE® CD-ROM game to: [support@yahtzee.com](mailto:support@yahtzee.com)

To find out more about the ULTIMATE YAHTZEE® CD-ROM game and all of Hasbro Interactive's family of classic interactive CD-ROM games, please visit:

<http://www.hasbro.com>.



## Legal Notice/Limited Warranty

### Hasbro Interactive's Limited Ninety-Day Warranty

Hasbro Interactive warrants for a period of ninety (90) days following the original retail purchase of this copy of the Ultimate Yahtzee® Brand CD-ROM Dice game that the program is free from substantial errors or defects that will materially interfere with the operation of the program as described in the enclosed user documentation.

This policy applies to the initial purchaser only.

If you believe you have found any such error or defect in the program during the warranty period, call Hasbro Interactive's Customer Support Department at (617) 746-2903 between the hours of 7:00 a.m. and 1:00 a.m. Monday through Friday (Eastern Time) and 8:00 a.m. to 8:00p.m. Saturday and Sunday, holidays excluded. Our technical personnel will attempt to help you correct any problem that may occur. If you have a problem resulting from a manufacturing defect in the CD-ROM, Hasbro Interactive will replace your compact disc with a corrected version. For problems resulting from your system software or hardware, Hasbro Interactive will suggest technical solutions to help you avoid the problem.

This warranty gives you specific legal rights, and you may also have rights which vary from state to state.

### Disc Replacement Policy

If this CD-ROM product fails within ninety (90) days of purchase for any reason other than accident or misuse, please return the defective disc together with a dated proof of purchase to Hasbro Interactive Software Consumer Returns, 50 Dunham Road, Beverly, MA 01915, for a free replacement. This policy applies to the original purchaser only.

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## Credits

PRODUCER

*Chris Down*

ASSISTANT PRODUCERS

*Kevin Buckner, Louise McTigue*

CREATIVE DIRECTOR

*John Sutyak*

SENIOR DESIGNER

*Chris Down*

DIRECTOR OF MARKETING

*Gary Carlin*

VP OF RESEARCH & DEVELOPMENT

*Tony Parks*

MANAGER OF SALES

*Lee McLaughlin*

PROMOTIONS

*Jennifer Smartt*

QUALITY ASSURANCE

*Marc Durant*

*Jeff Grady*

*Jennifer Kaczor*

*Marsha Ledbury*

*Matt Nolte*

*ROMNET*

*XXCAL*

SPECIAL THANKS

*Richard Blewett*

*Danielle Brady*

*Tom Dusenberry*

*Tracy Kureta*

PRODUCT MANAGER

*Debra Shlens*

PROJECT MANAGER

*Kevin Gillespie*

CREATIVE SERVICES MANAGER

*Steve Webster*

MANUAL

*Pat Capozzi*

LOCALIZATION

*Sam Baker*

PURCHASING

*Paula DeProspero*

DEVELOPER - PCA INC.

*Gene Bodio*

*Phil Lamarbre*

*David Bellino*

*Jeff Bova - Music/SFX*

*Programming for PCA*

*by Third-i Productions:*

*Tim Mensch*

*Tom Mensch*

*Steve Pearson*

SPECIAL THANKS

*Jack McMahan*

*Taylor McCormick Graphics*



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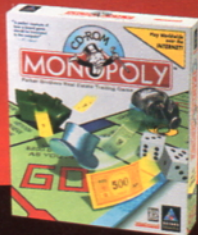
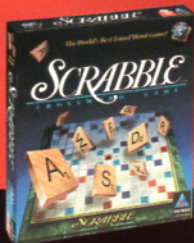
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