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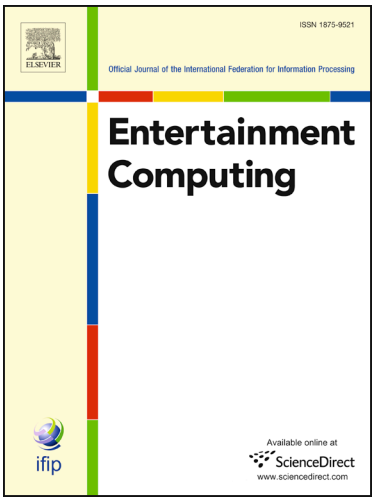

How to Launch A Successful Video Game: A Framework

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