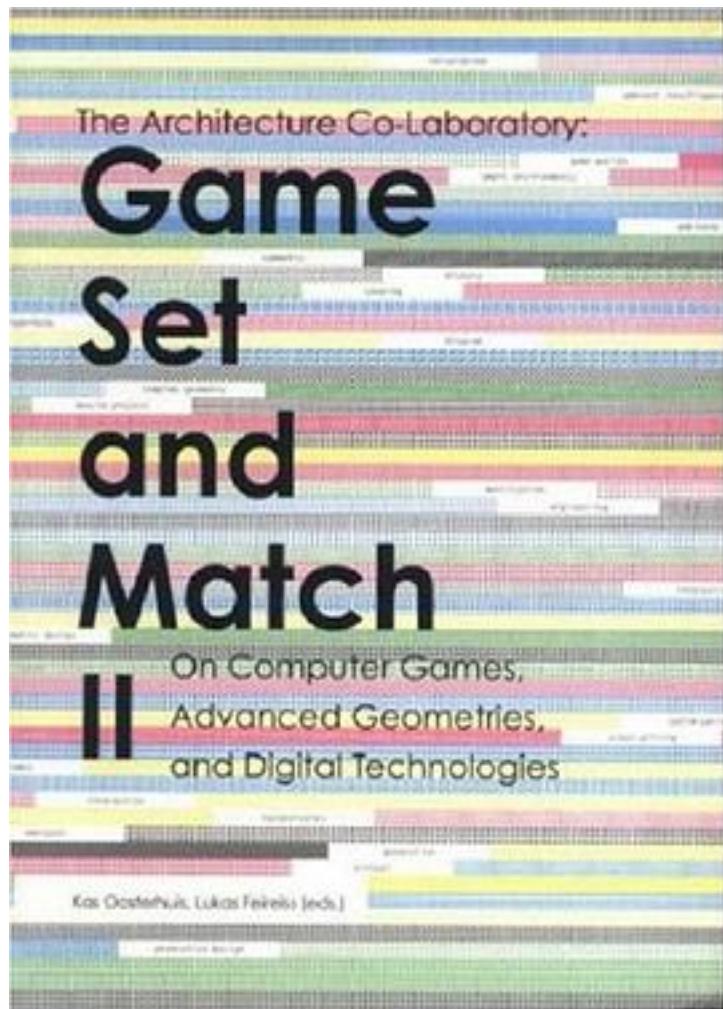


Game Set And Match II. On Computer Games, Advanced Geometries, and Digital Technologies (No. 2)



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