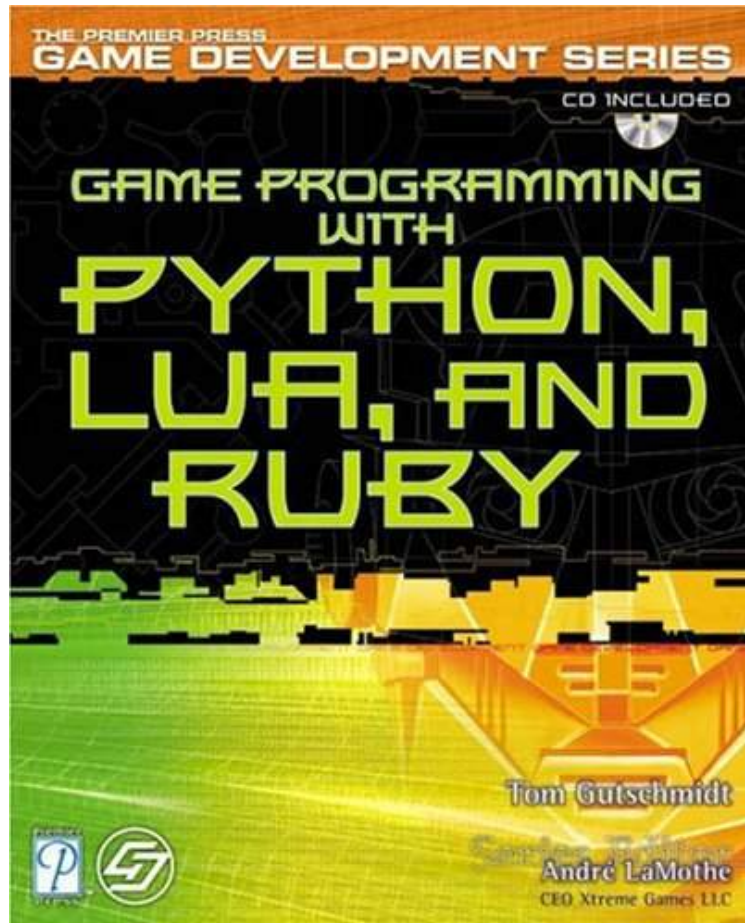# Game Programming with Python, Lua, and Ruby (Game Development)

By Tom Gutschmidt
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