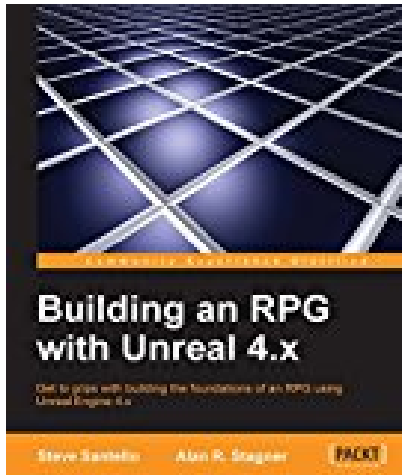


# Building an RPG with Unreal 4.x

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