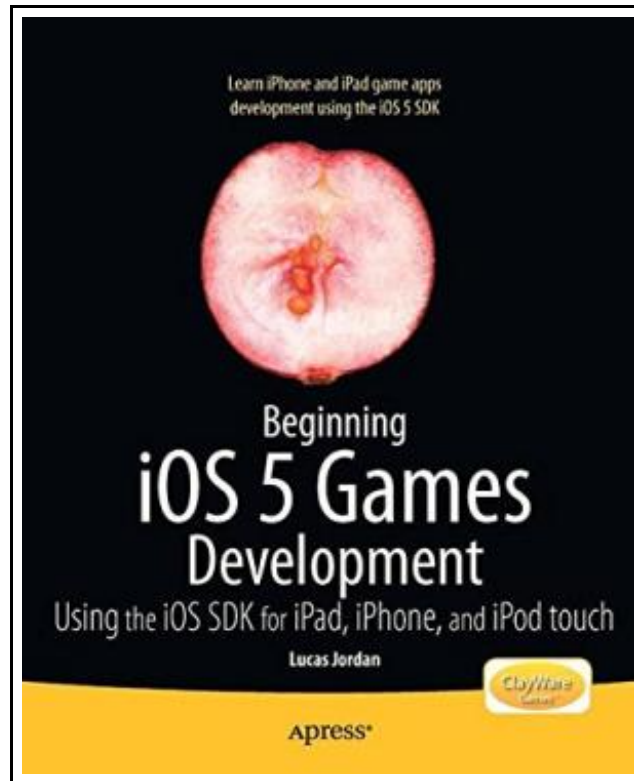# Beginning iPhone X Games Development: Using the IOS X SDK for iPad, iPhone and iPod Touch (Paperback)

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