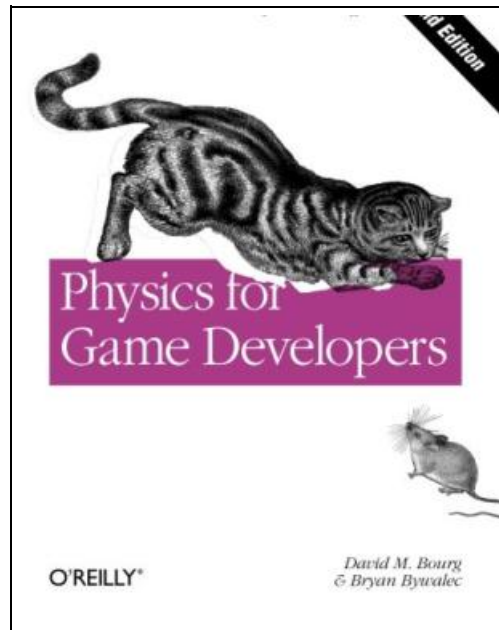


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(Roberto Block)

PHYSICS FOR GAME DEVELOPERS



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