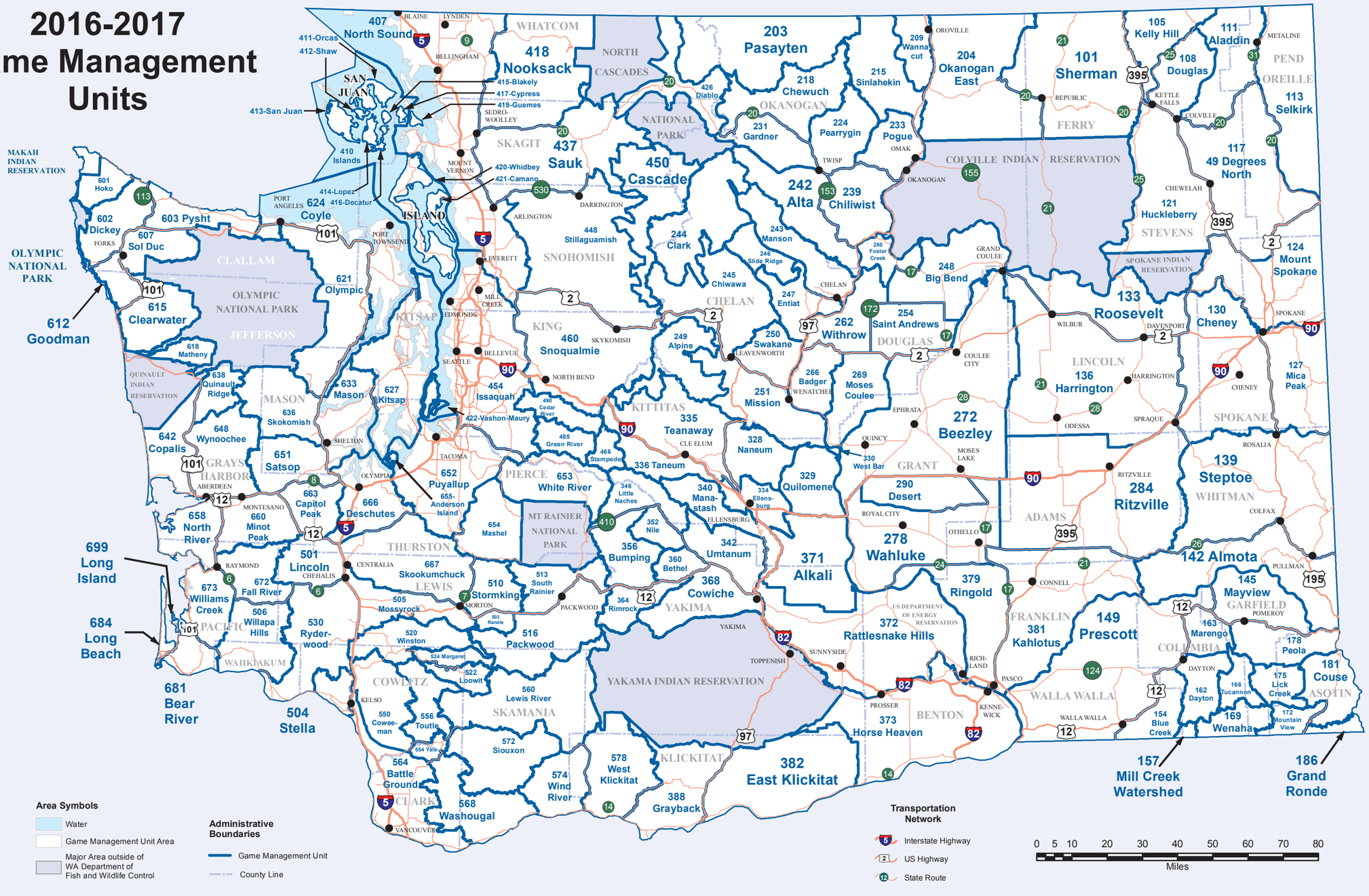2016-2017 Game Management Units