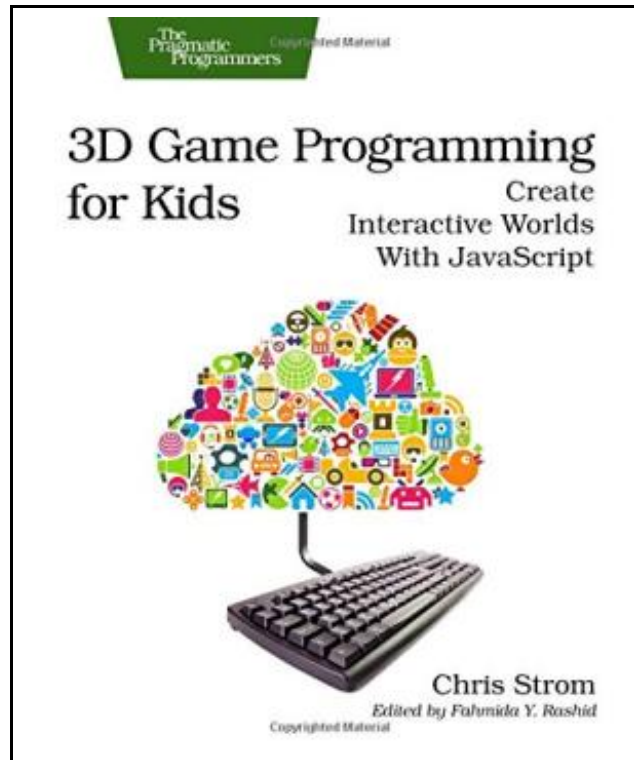# 3D Game Programming for Kids: Create Interactive Worlds with JavaScript (Paperback)

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