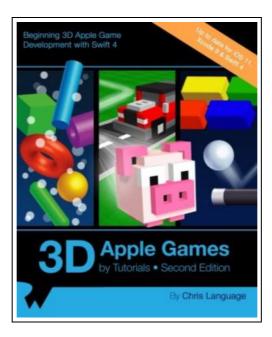# 3D Apple Games by Tutorials Second Edition: Beginning 3D Apple Game Development with Swift 4 (Paperback)

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