

# H5 Games Industry Research Report 2023

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## Abstracts

### Highlights

The global H5 Games market is projected to reach US\$ million by 2029 from an estimated US\$ million in 2023, at a CAGR of % during 2024 and 2029.

North American market for H5 Games is estimated to increase from \$ million in 2023 to reach \$ million by 2029, at a CAGR of % during the forecast period of 2024 through 2029.

Asia-Pacific market for H5 Games is estimated to increase from \$ million in 2023 to reach \$ million by 2029, at a CAGR of % during the forecast period of 2024 through 2029.

The major global companies of H5 Games include Tencent, NetEase, Wuhu Sanqi Interactive Entertainment Network Technology Group, China Mobile Games and Entertainment Group, Hoodinn Interactive Limited, Dalian Pantour and Forgegame, etc. In 2022, the world's top three vendors accounted for approximately % of the revenue.

The global market for H5 Games in Smart Phone is estimated to increase from \$ million in 2023 to \$ million by 2029, at a CAGR of % during the forecast period of 2024 through 2029.

Considering the economic change due to COVID-19 and Russia-Ukraine War Influence, 2D Games, which accounted for % of the global market of H5 Games in 2022, is expected to reach million US\$ by 2029, growing at a revised CAGR of % from 2024 to 2029.

### Report Scope

This report aims to provide a comprehensive presentation of the global market for H5 Games, with both quantitative and qualitative analysis, to help readers develop business/growth strategies, assess the market competitive situation, analyze their position in the current marketplace, and make informed business decisions regarding H5 Games.

The H5 Games market size, estimations, and forecasts are provided in terms of and revenue (\$ millions), considering 2022 as the base year, with history and forecast data for the period from 2018 to 2029. This report segments the global H5 Games market comprehensively. Regional market sizes, concerning products by types, by application, and by players, are also provided. The influence of COVID-19 and the Russia-Ukraine War were considered while estimating market sizes.

For a more in-depth understanding of the market, the report provides profiles of the competitive landscape, key competitors, and their respective market ranks. The report also discusses technological trends and new product developments.

The report will help the H5 Games companies, new entrants, and industry chain related companies in this market with information on the revenues for the overall market and the sub-segments across the different segments, by company, product type, application, and regions.

### Key Companies & Market Share Insights

In this section, the readers will gain an understanding of the key players competing. This report has studied the key growth strategies, such as innovative trends and developments, intensification of product portfolio, mergers and acquisitions, collaborations, new product innovation, and geographical expansion, undertaken by these participants to maintain their presence. Apart from business strategies, the study includes current developments and key financials. The readers will also get access to the data related to global revenue by companies for the period 2017-2022. This all-inclusive report will certainly serve the clients to stay updated and make effective decisions in their businesses. Some of the prominent players reviewed in the research report include:

Tencent

NetEase

Wuhu Sanqi Interactive Entertainment Network Technology Group

China Mobile Games and Entertainment Group

Hoodinn Interactive Limited

Dalian Pantour

Forgame

## Product Type Insights

Global markets are presented by H5 Games type, along with growth forecasts through 2029. Estimates on revenue are based on the price in the supply chain at which the H5 Games are procured by the companies.

This report has studied every segment and provided the market size using historical data. They have also talked about the growth opportunities that the segment may pose in the future. This study bestows revenue data by type, and during the historical period (2018-2023) and forecast period (2024-2029).

## H5 Games segment by Type

2D Games

3D Games

## Application Insights

This report has provided the market size (revenue data) by application, during the historical period (2018-2023) and forecast period (2024-2029).

This report also outlines the market trends of each segment and consumer behaviors impacting the H5 Games market and what implications these may have on the industry's future. This report can help to understand the relevant market and consumer trends that are driving the H5 Games market.

## H5 Games Segment by Terminal

Smart Phone

Tablet

Computer

Smart TV

Others

## Regional Outlook

This section of the report provides key insights regarding various regions and the key players operating in each region. Economic, social, environmental, technological, and political factors have been taken into consideration while assessing the growth of the particular region/country. The readers will also get their hands on the revenue data of each region and country for the period 2018-2029.

The market has been segmented into various major geographies, including North America, Europe, Asia-Pacific, South America, Middle East & Africa. Detailed analysis of major countries such as the USA, Germany, the U.K., Italy, France, China, Japan, South Korea, Southeast Asia, and India will be covered within the regional segment. For market estimates, data are going to be provided for 2022 because of the base year, with estimates for 2023 and forecast revenue for 2029.

North America

United States

Canada

Europe

Germany

France

UK

Italy

Russia

Nordic Countries

Rest of Europe

Asia-Pacific

China

Japan

South Korea

Southeast Asia

India

Australia

Rest of Asia

Latin America

Mexico

Brazil

Rest of Latin America

Middle East & Africa

Turkey

Saudi Arabia

UAE

Rest of MEA

## Key Drivers & Barriers

High-impact rendering factors and drivers have been studied in this report to aid the readers to understand the general development. Moreover, the report includes restraints and challenges that may act as stumbling blocks on the way of the players. This will assist the users to be attentive and make informed decisions related to business. Specialists have also laid their focus on the upcoming business prospects.

## COVID-19 and Russia-Ukraine War Influence Analysis

The readers in the section will understand how the H5 Games market scenario changed across the globe during the pandemic, post-pandemic and Russia-Ukraine War. The study is done keeping in view the changes in aspects such as demand, consumption, transportation, consumer behavior, supply chain management. The industry experts have also highlighted the key factors that will help create opportunities for players and stabilize the overall industry in the years to come.

## Reasons to Buy This Report

This report will help the readers to understand the competition within the industries and strategies for the competitive environment to enhance the potential profit. The report also focuses on the competitive landscape of the global H5 Games market, and introduces in detail the market share, industry ranking, competitor ecosystem, market performance, new product development, operation situation, expansion, and acquisition. etc. of the main players, which helps the readers to identify the main competitors and deeply understand the competition pattern of the market.

This report will help stakeholders to understand the global industry status and trends of H5 Games and provides them with information on key market drivers, restraints, challenges, and opportunities.

This report will help stakeholders to understand competitors better and gain more insights to strengthen their position in their businesses. The competitive landscape section includes the market share and rank (in volume and value), competitor ecosystem, new product development, expansion, and acquisition.

This report stays updated with novel technology integration, features, and the latest developments in the market

This report helps stakeholders to understand the COVID-19 and Russia-Ukraine War Influence on the H5 Games industry.

This report helps stakeholders to gain insights into which regions to target globally

This report helps stakeholders to gain insights into the end-user perception concerning the adoption of H5 Games.

This report helps stakeholders to identify some of the key players in the market and understand their valuable contribution.

## Core Chapters

Chapter 1: Research objectives, research methods, data sources, data cross-validation;

Chapter 2: Introduces the report scope of the report, executive summary of different market segments (product type, application, etc), including the market size of each market segment, future development potential, and so on. It offers a high-level view of the current state of the market and its likely evolution in the short to mid-term, and long term.

Chapter 3: Provides the analysis of various market segments product types, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different market segments.

Chapter 4: Provides the analysis of various market segments application, covering the market size and development potential of each market segment, to help readers find the blue ocean market in different downstream markets.

Chapter 5: Introduces executive summary of global market size, regional market size, this section also introduces the market dynamics, latest developments of the market,

the driving factors and restrictive factors of the market, the challenges and risks faced by companies in the industry, and the analysis of relevant policies in the industry.

Chapter 6: Detailed analysis of H5 Games companies' competitive landscape, revenue market share, latest development plan, merger, and acquisition information, etc.

Chapter 7, 8, 9, 10, 11: North America, Europe, Asia Pacific, Latin America, Middle East and Africa segment by country. It provides a quantitative analysis of the market size and development potential of each region and its main countries and introduces the market development, future development prospects, market space, and capacity of each country in the world.

Chapter 12: Provides profiles of key players, introducing the basic situation of the main companies in the market in detail, including product sales, revenue, price, gross margin, product introduction, recent development, etc.

Chapter 13: The main points and conclusions of the report.



## Contents

### 1 PREFACE

- 1.1 Scope of Report
- 1.2 Reasons for Doing This Study
- 1.3 Research Methodology
- 1.4 Research Process
- 1.5 Data Source
  - 1.5.1 Secondary Sources
  - 1.5.2 Primary Sources

### 2 MARKET OVERVIEW

- 2.1 Product Definition
- 2.2 H5 Games by Type
  - 2.2.1 Market Value Comparison by Type (2018 VS 2022 VS 2029)
  - 1.2.2 2D Games
  - 1.2.3 3D Games
- 2.3 H5 Games by Terminal
  - 2.3.1 Market Value Comparison by Terminal (2018 VS 2022 VS 2029)
  - 2.3.2 Smart Phone
  - 2.3.3 Tablet
  - 2.3.4 Computer
  - 2.3.5 Smart TV
  - 2.3.6 Others
- 2.4 Assumptions and Limitations

### 3 H5 GAMES BREAKDOWN DATA BY TYPE

- 3.1 Global H5 Games Historic Market Size by Type (2018-2023)
- 3.2 Global H5 Games Forecasted Market Size by Type (2023-2028)

### 4 H5 GAMES BREAKDOWN DATA BY TERMINAL

- 4.1 Global H5 Games Historic Market Size by Terminal (2018-2023)
- 4.2 Global H5 Games Forecasted Market Size by Terminal (2018-2023)

### 5 GLOBAL GROWTH TRENDS

- 5.1 Global H5 Games Market Perspective (2018-2029)
- 5.2 Global H5 Games Growth Trends by Region
  - 5.2.1 Global H5 Games Market Size by Region: 2018 VS 2022 VS 2029
  - 5.2.2 H5 Games Historic Market Size by Region (2018-2023)
  - 5.2.3 H5 Games Forecasted Market Size by Region (2024-2029)
- 5.3 H5 Games Market Dynamics
  - 5.3.1 H5 Games Industry Trends
  - 5.3.2 H5 Games Market Drivers
  - 5.3.3 H5 Games Market Challenges
  - 5.3.4 H5 Games Market Restraints

## **6 MARKET COMPETITIVE LANDSCAPE BY PLAYERS**

- 6.1 Global Top H5 Games Players by Revenue
  - 6.1.1 Global Top H5 Games Players by Revenue (2018-2023)
  - 6.1.2 Global H5 Games Revenue Market Share by Players (2018-2023)
- 6.2 Global H5 Games Industry Players Ranking, 2021 VS 2022 VS 2023
- 6.3 Global Key Players of H5 Games Head office and Area Served
- 6.4 Global H5 Games Players, Product Type & Application
- 6.5 Global H5 Games Players, Date of Enter into This Industry
- 6.6 Global H5 Games Market CR5 and HHI
- 6.7 Global Players Mergers & Acquisition

## **7 NORTH AMERICA**

- 7.1 North America H5 Games Market Size (2018-2029)
- 7.2 North America H5 Games Market Growth Rate by Country: 2018 VS 2022 VS 2029
- 7.3 North America H5 Games Market Size by Country (2018-2023)
- 7.4 North America H5 Games Market Size by Country (2024-2029)
- 7.5 United States
- 7.6 Canada

## **8 EUROPE**

- 8.1 Europe H5 Games Market Size (2018-2029)
- 8.2 Europe H5 Games Market Growth Rate by Country: 2018 VS 2022 VS 2029
- 8.3 Europe H5 Games Market Size by Country (2018-2023)
- 8.4 Europe H5 Games Market Size by Country (2024-2029)

- 7.4 Germany
- 7.5 France
- 7.6 U.K.
- 7.7 Italy
- 7.8 Russia
- 7.9 Nordic Countries

## **9 ASIA-PACIFIC**

- 9.1 Asia-Pacific H5 Games Market Size (2018-2029)
- 9.2 Asia-Pacific H5 Games Market Growth Rate by Country: 2018 VS 2022 VS 2029
- 9.3 Asia-Pacific H5 Games Market Size by Country (2018-2023)
- 9.4 Asia-Pacific H5 Games Market Size by Country (2024-2029)
- 8.4 China
- 8.5 Japan
- 8.6 South Korea
- 8.7 Southeast Asia
- 8.8 India
- 8.9 Australia

## **10 LATIN AMERICA**

- 10.1 Latin America H5 Games Market Size (2018-2029)
- 10.2 Latin America H5 Games Market Growth Rate by Country: 2018 VS 2022 VS 2029
- 10.3 Latin America H5 Games Market Size by Country (2018-2023)
- 10.4 Latin America H5 Games Market Size by Country (2024-2029)
- 9.4 Mexico
- 9.5 Brazil

## **11 MIDDLE EAST & AFRICA**

- 11.1 Middle East & Africa H5 Games Market Size (2018-2029)
- 11.2 Middle East & Africa H5 Games Market Growth Rate by Country: 2018 VS 2022 VS 2029
- 11.3 Middle East & Africa H5 Games Market Size by Country (2018-2023)
- 11.4 Middle East & Africa H5 Games Market Size by Country (2024-2029)
- 10.4 Turkey
- 10.5 Saudi Arabia
- 10.6 UAE

## 12 PLAYERS PROFILED

### 11.1 Tencent

- 11.1.1 Tencent Company Detail
- 11.1.2 Tencent Business Overview
- 11.1.3 Tencent H5 Games Introduction
- 11.1.4 Tencent Revenue in H5 Games Business (2017-2022)
- 11.1.5 Tencent Recent Development

### 11.2 NetEase

- 11.2.1 NetEase Company Detail
- 11.2.2 NetEase Business Overview
- 11.2.3 NetEase H5 Games Introduction
- 11.2.4 NetEase Revenue in H5 Games Business (2017-2022)
- 11.2.5 NetEase Recent Development

### 11.3 Wuhu Sanqi Interactive Entertainment Network Technology Group

#### 11.3.1 Wuhu Sanqi Interactive Entertainment Network Technology Group Company Detail

#### 11.3.2 Wuhu Sanqi Interactive Entertainment Network Technology Group Business Overview

#### 11.3.3 Wuhu Sanqi Interactive Entertainment Network Technology Group H5 Games Introduction

#### 11.3.4 Wuhu Sanqi Interactive Entertainment Network Technology Group Revenue in H5 Games Business (2017-2022)

#### 11.3.5 Wuhu Sanqi Interactive Entertainment Network Technology Group Recent Development

### 11.4 China Mobile Games and Entertainment Group

- 11.4.1 China Mobile Games and Entertainment Group Company Detail
- 11.4.2 China Mobile Games and Entertainment Group Business Overview
- 11.4.3 China Mobile Games and Entertainment Group H5 Games Introduction
- 11.4.4 China Mobile Games and Entertainment Group Revenue in H5 Games Business (2017-2022)
- 11.4.5 China Mobile Games and Entertainment Group Recent Development

### 11.5 Hoodinn Interactive Limited

- 11.5.1 Hoodinn Interactive Limited Company Detail
- 11.5.2 Hoodinn Interactive Limited Business Overview
- 11.5.3 Hoodinn Interactive Limited H5 Games Introduction
- 11.5.4 Hoodinn Interactive Limited Revenue in H5 Games Business (2017-2022)
- 11.5.5 Hoodinn Interactive Limited Recent Development

## 11.6 Dalian Pantour

11.6.1 Dalian Pantour Company Detail

11.6.2 Dalian Pantour Business Overview

11.6.3 Dalian Pantour H5 Games Introduction

11.6.4 Dalian Pantour Revenue in H5 Games Business (2017-2022)

11.6.5 Dalian Pantour Recent Development

## 11.7 Forgame

11.7.1 Forgame Company Detail

11.7.2 Forgame Business Overview

11.7.3 Forgame H5 Games Introduction

11.7.4 Forgame Revenue in H5 Games Business (2017-2022)

11.7.5 Forgame Recent Development

## **13 REPORT CONCLUSION**

## **14 DISCLAIMER**

## List Of Tables

### LIST OF TABLES

Table 1. Secondary Sources

Table 2. Primary Sources

Table 3. Market Value Comparison by Type (2018 VS 2022 VS 2029) & (US\$ Million)

Table 4. Market Value Comparison by Terminal (2018 VS 2022 VS 2029) & (US\$ Million)

Table 5. Global H5 Games Market Size by Type (2018-2023) & (US\$ Million)

Table 6. Global H5 Games Revenue Market Share by Type (2018-2023)

Table 7. Global H5 Games Forecasted Market Size by Type (2024-2029) & (US\$ Million)

Table 8. Global H5 Games Revenue Market Share by Type (2024-2029)

Table 9. Global H5 Games Market Size by Terminal (2018-2023) & (US\$ Million)

Table 10. Global H5 Games Revenue Market Share by Terminal (2018-2023)

Table 11. Global H5 Games Forecasted Market Size by Terminal (2024-2029) & (US\$ Million)

Table 12. Global H5 Games Revenue Market Share by Terminal (2024-2029)

Table 13. Global H5 Games Market Size by Region (US\$ Million): 2018 VS 2022 VS 2029

Table 14. Global H5 Games Market Size by Region (2018-2023) & (US\$ Million)

Table 15. Global H5 Games Market Share by Region (2018-2023)

Table 16. Global H5 Games Forecasted Market Size by Region (2024-2029) & (US\$ Million)

Table 17. Global H5 Games Market Share by Region (2024-2029)

Table 18. H5 Games Market Trends

Table 19. H5 Games Market Drivers

Table 20. H5 Games Market Challenges

Table 21. H5 Games Market Restraints

Table 22. Global Top H5 Games Manufacturers by Revenue (US\$ Million) & (2018-2023)

Table 23. Global H5 Games Revenue Market Share by Manufacturers (2018-2023)

Table 24. Global H5 Games Industry Manufacturers Ranking, 2021 VS 2022 VS 2023

Table 25. Global Key Players of H5 Games, Headquarters and Area Served

Table 26. Global H5 Games Manufacturers, Product Type & Application

Table 27. Global Manufacturers Market Concentration Ratio (CR5 and HHI)

Table 28. Global H5 Games by Manufacturers Type (Tier 1, Tier 2, and Tier 3) & (based on the Revenue of 2022)

- Table 29. Manufacturers Mergers & Acquisitions, Expansion Plans
- Table 30. North America H5 Games Market Growth Rate by Country: 2018 VS 2022 VS 2029 (US\$ Million)
- Table 31. North America H5 Games Market Size by Country (2018-2023) & (US\$ Million)
- Table 32. North America H5 Games Market Size by Country (2024-2029) & (US\$ Million)
- Table 33. Europe H5 Games Market Growth Rate by Country: 2018 VS 2022 VS 2029 (US\$ Million)
- Table 34. Europe H5 Games Market Size by Country (2018-2023) & (US\$ Million)
- Table 35. Europe H5 Games Market Size by Country (2024-2029) & (US\$ Million)
- Table 36. Asia-Pacific H5 Games Market Growth Rate by Country: 2018 VS 2022 VS 2029 (US\$ Million)
- Table 37. Asia-Pacific H5 Games Market Size by Country (2018-2023) & (US\$ Million)
- Table 38. Asia-Pacific H5 Games Market Size by Country (2024-2029) & (US\$ Million)
- Table 39. Latin America H5 Games Market Growth Rate by Country: 2018 VS 2022 VS 2029 (US\$ Million)
- Table 40. Latin America H5 Games Market Size by Country (2018-2023) & (US\$ Million)
- Table 41. Latin America H5 Games Market Size by Country (2024-2029) & (US\$ Million)
- Table 42. Middle East & Africa H5 Games Market Growth Rate by Country: 2018 VS 2022 VS 2029 (US\$ Million)
- Table 43. Middle East & Africa H5 Games Market Size by Country (2018-2023) & (US\$ Million)
- Table 44. Middle East & Africa H5 Games Market Size by Country (2024-2029) & (US\$ Million)
- Table 45. Tencent Company Detail
- Table 46. Tencent Business Overview
- Table 47. Tencent H5 Games Product
- Table 48. Tencent Revenue in H5 Games Business (2017-2022) & (US\$ Million)
- Table 49. Tencent Recent Development
- Table 50. NetEase Company Detail
- Table 51. NetEase Business Overview
- Table 52. NetEase H5 Games Product
- Table 53. NetEase Revenue in H5 Games Business (2017-2022) & (US\$ Million)
- Table 54. NetEase Recent Development
- Table 55. Wuhu Sanqi Interactive Entertainment Network Technology Group Company Detail
- Table 56. Wuhu Sanqi Interactive Entertainment Network Technology Group Business Overview

Table 57. Wuhu Sanqi Interactive Entertainment Network Technology Group H5 Games Product

Table 58. Wuhu Sanqi Interactive Entertainment Network Technology Group Revenue in H5 Games Business (2017-2022) & (US\$ Million)

Table 59. Wuhu Sanqi Interactive Entertainment Network Technology Group Recent Development

Table 60. China Mobile Games and Entertainment Group Company Detail

Table 61. China Mobile Games and Entertainment Group Business Overview

Table 62. China Mobile Games and Entertainment Group H5 Games Product

Table 63. China Mobile Games and Entertainment Group Revenue in H5 Games Business (2017-2022) & (US\$ Million)

Table 64. China Mobile Games and Entertainment Group Recent Development

Table 65. Hoodinn Interactive Limited Company Detail

Table 66. Hoodinn Interactive Limited Business Overview

Table 67. Hoodinn Interactive Limited H5 Games Product

Table 68. Hoodinn Interactive Limited Revenue in H5 Games Business (2017-2022) & (US\$ Million)

Table 69. Hoodinn Interactive Limited Recent Development

Table 70. Dalian Pantour Company Detail

Table 71. Dalian Pantour Business Overview

Table 72. Dalian Pantour H5 Games Product

Table 73. Dalian Pantour Revenue in H5 Games Business (2017-2022) & (US\$ Million)

Table 74. Dalian Pantour Recent Development

Table 75. Forgame Company Detail

Table 76. Forgame Business Overview

Table 77. Forgame H5 Games Product

Table 78. Forgame Revenue in H5 Games Business (2017-2022) & (US\$ Million)

Table 79. Forgame Recent Development

Table 80. Tencent Company Information

Table 81. Tencent Business Overview

Table 82. Tencent H5 Games Revenue in H5 Games Business (2018-2023) & (US\$ Million)

Table 83. Tencent Revenue in H5 Games Business (2018-2023) & (US\$ Million)  
Portfolio

Table 84. Tencent Recent Development

Table 85. NetEase Company Information

Table 86. NetEase Business Overview

Table 87. NetEase H5 Games Revenue in H5 Games Business (2018-2023) & (US\$ Million)



Table 88. NetEase Revenue in H5 Games Business (2018-2023) & (US\$ Million) Portfolio

Table 89. NetEase Recent Development

Table 90. Wuhu Sanqi Interactive Entertainment Network Technology Group Company Information

Table 91. Wuhu Sanqi Interactive Entertainment Network Technology Group Business Overview

Table 92. Wuhu Sanqi Interactive Entertainment Network Technology Group H5 Games Revenue in H5 Games Business (2018-2023) & (US\$ Million)

Table 93. Wuhu Sanqi Interactive Entertainment Network Technology Group Revenue in H5 Games Business (2018-2023) & (US\$ Million) Portfolio

Table 94. Wuhu Sanqi Interactive Entertainment Network Technology Group Recent Development

Table 95. China Mobile Games and Entertainment Group Company Information

Table 96. China Mobile Games and Entertainment Group Business Overview

Table 97. China Mobile Games and Entertainment Group H5 Games Revenue in H5 Games Business (2018-2023) & (US\$ Million)

Table 98. China Mobile Games and Entertainment Group Revenue in H5 Games Business (2018-2023) & (US\$ Million) Portfolio

Table 99. China Mobile Games and Entertainment Group Recent Development

Table 100. Hoodinn Interactive Limited Company Information

Table 101. Hoodinn Interactive Limited Business Overview

Table 102. Hoodinn Interactive Limited H5 Games Revenue in H5 Games Business (2018-2023) & (US\$ Million)

Table 103. Hoodinn Interactive Limited Revenue in H5 Games Business (2018-2023) & (US\$ Million) Portfolio

Table 104. Hoodinn Interactive Limited Recent Development

Table 105. Dalian Pantour Company Information

Table 106. Dalian Pantour Business Overview

Table 107. Dalian Pantour H5 Games Revenue in H5 Games Business (2018-2023) & (US\$ Million)

Table 108. Dalian Pantour Revenue in H5 Games Business (2018-2023) & (US\$ Million) Portfolio

Table 109. Dalian Pantour Recent Development

Table 110. Forgame Company Information

Table 111. Forgame Business Overview

Table 112. Forgame H5 Games Revenue in H5 Games Business (2018-2023) & (US\$ Million)

Table 113. Forgame Revenue in H5 Games Business (2018-2023) & (US\$ Million)

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