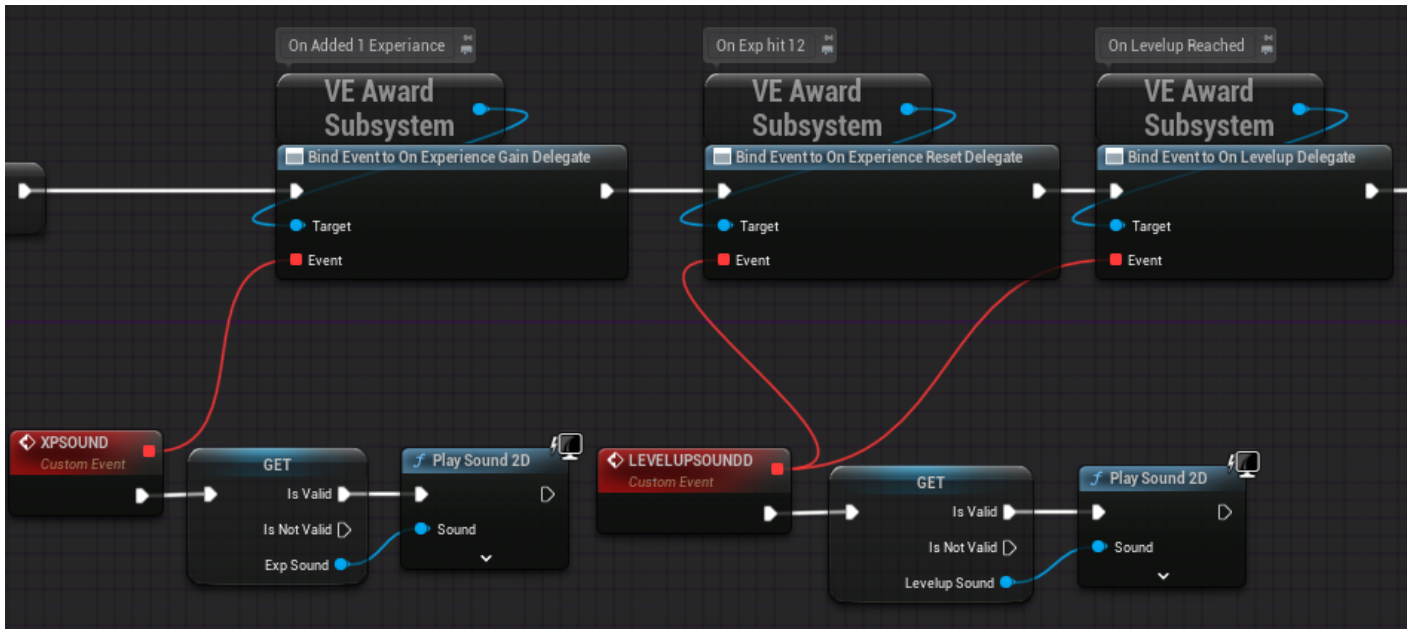


Playing Exp and Levelup sounds



On begin play the player binds to the events on the Award Subsystem and plays the sounds when called

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