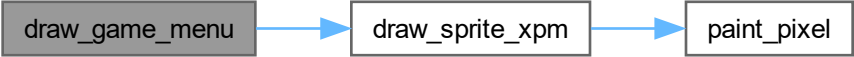


draw_game_menu



```
graph LR; A[draw_game_menu] --> B[draw_sprite_xpm]; B --> C[paint_pixel];
```

draw_sprite_xpm

paint_pixel