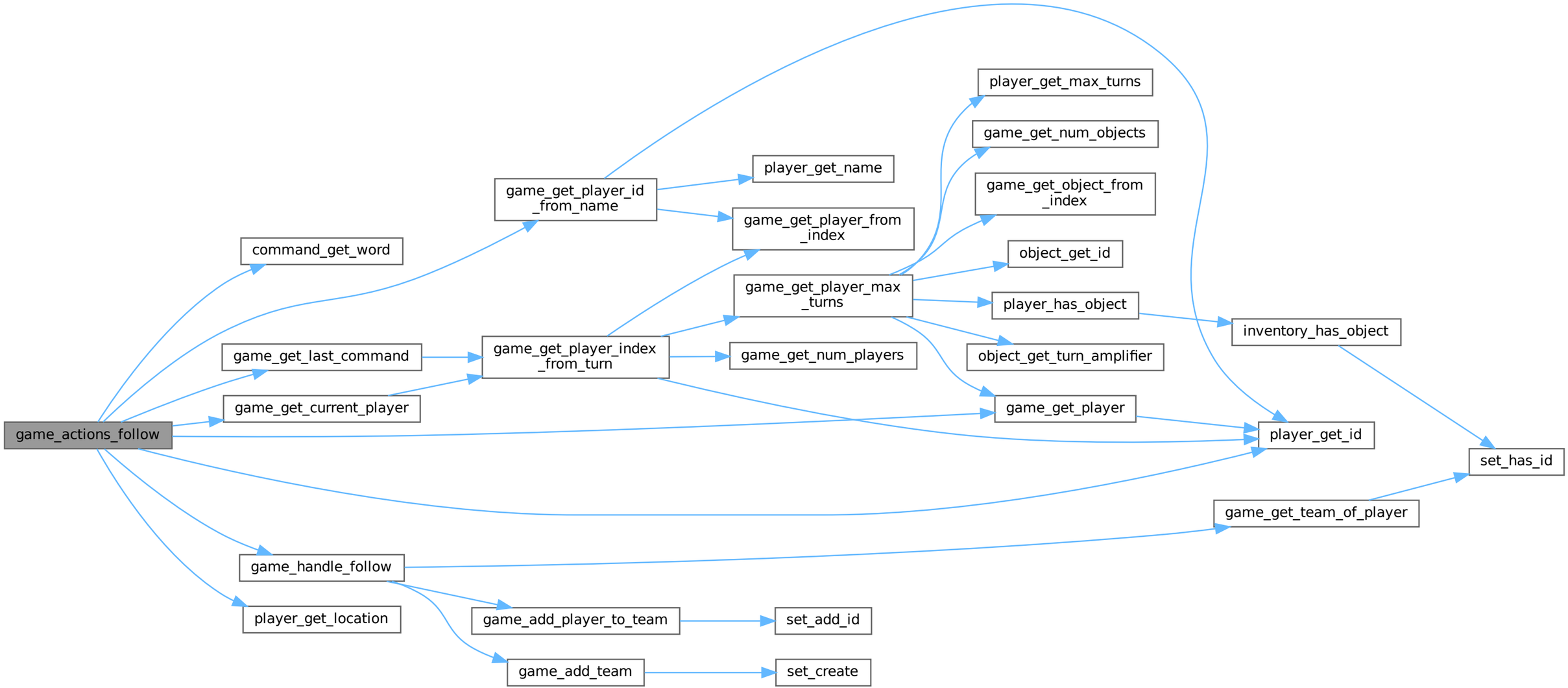
game_actions_follow
command_get_word
game_get_last_command
game_get_current_player
game_get_player_id
_from_name
game_get_player_index
_from_turn
game_get_player_from
_index
game_get_player_max
_turns
game_get_num_players
player_get_name
player_get_max_turns
game_get_num_objects
game_get_object_from
_index
object_get_id
player_has_object
object_get_turn_amplifier
inventory_has_object
game_get_player
player_get_id
set_has_id
game_get_team_of_player
game_handle_follow
player_get_location
game_add_player_to_team
set_add_id
game_add_team
set_create