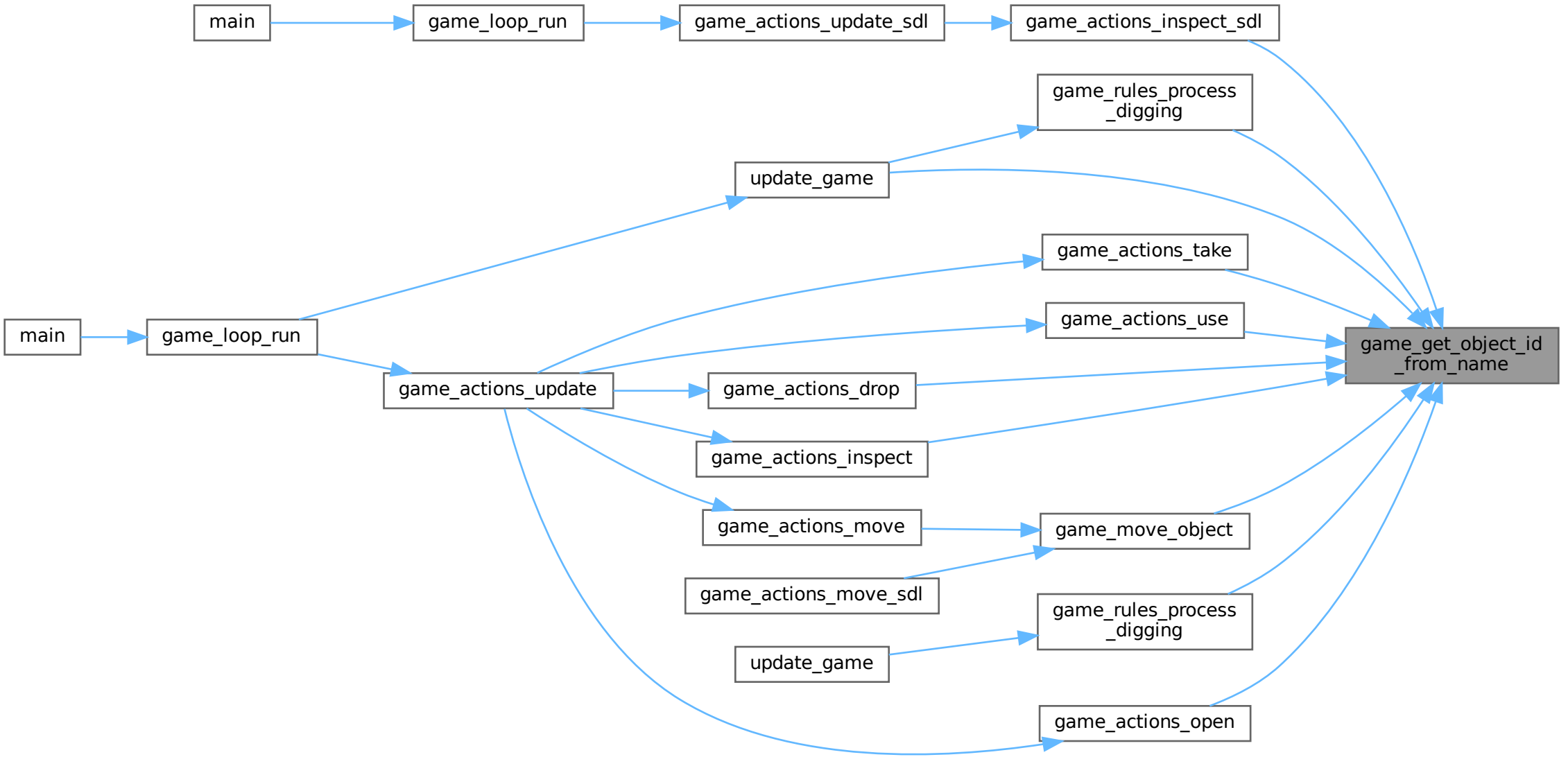
main
game_loop_run
game_actions_update_sdl
game_actions_inspect_sdl
game_rules_process
_digging
update_game
game_actions_take
game_actions_use
main
game_loop_run
game_get_object_id
_from_name
game_actions_update
game_actions_drop
game_actions_inspect
game_actions_move
game_move_object
game_actions_move_sdl
game_rules_process
_digging
update_game
game_actions_open