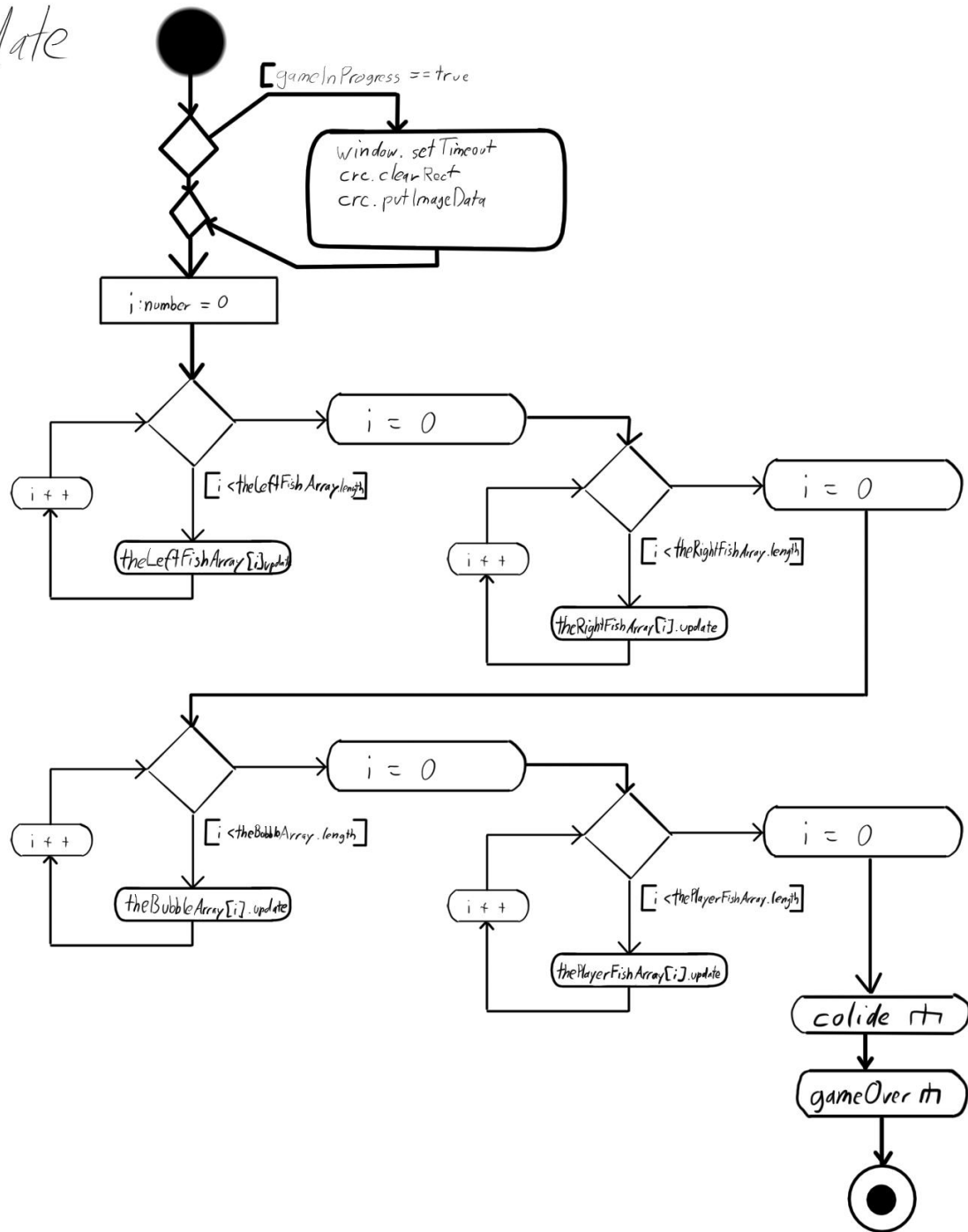
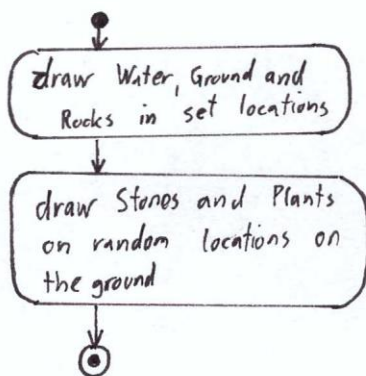


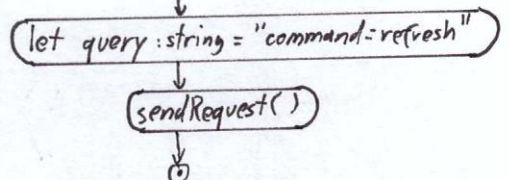
Update



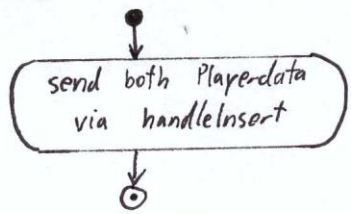
draw Background



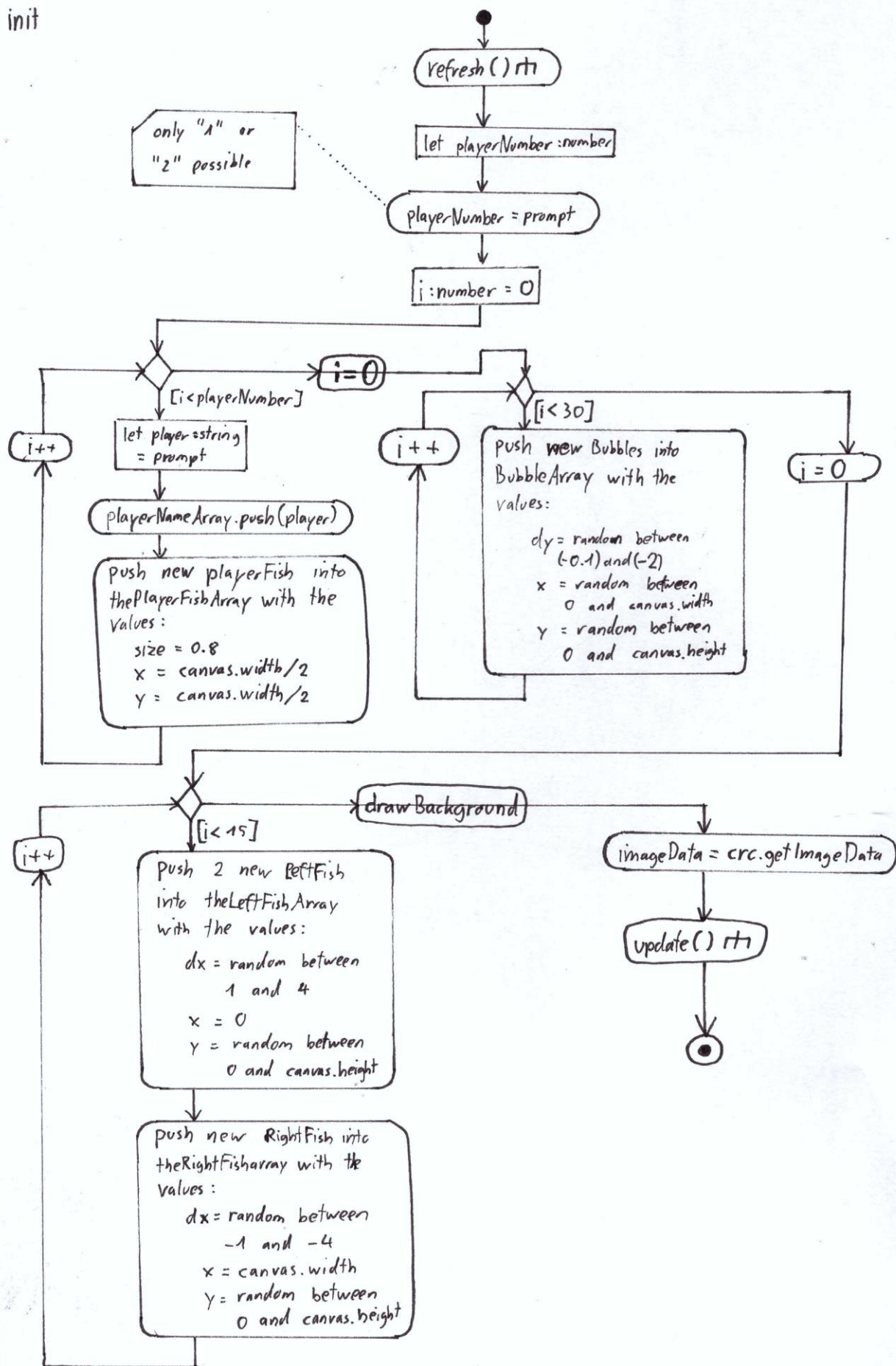
refresh

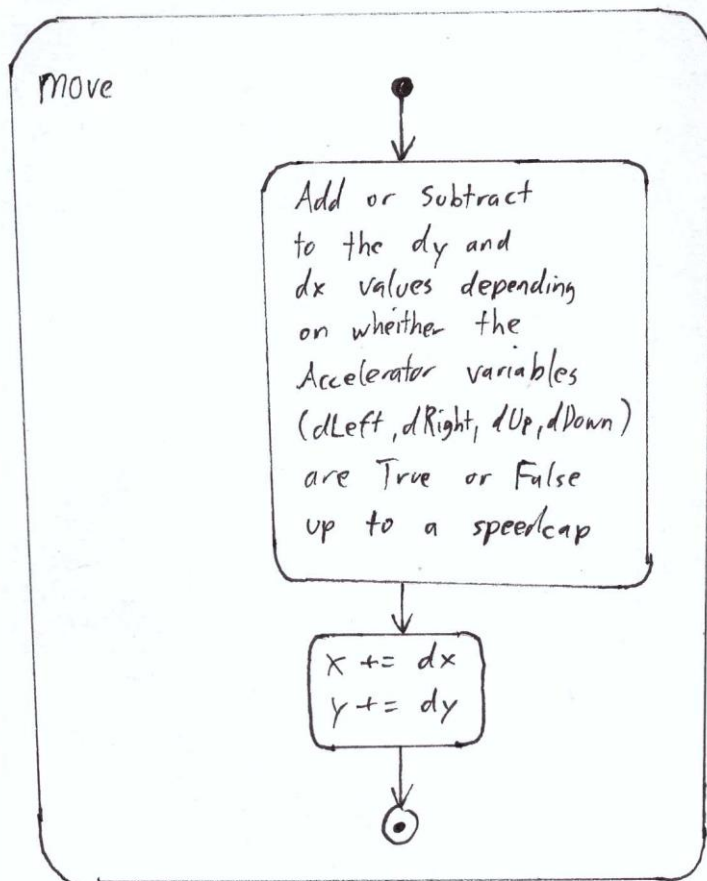
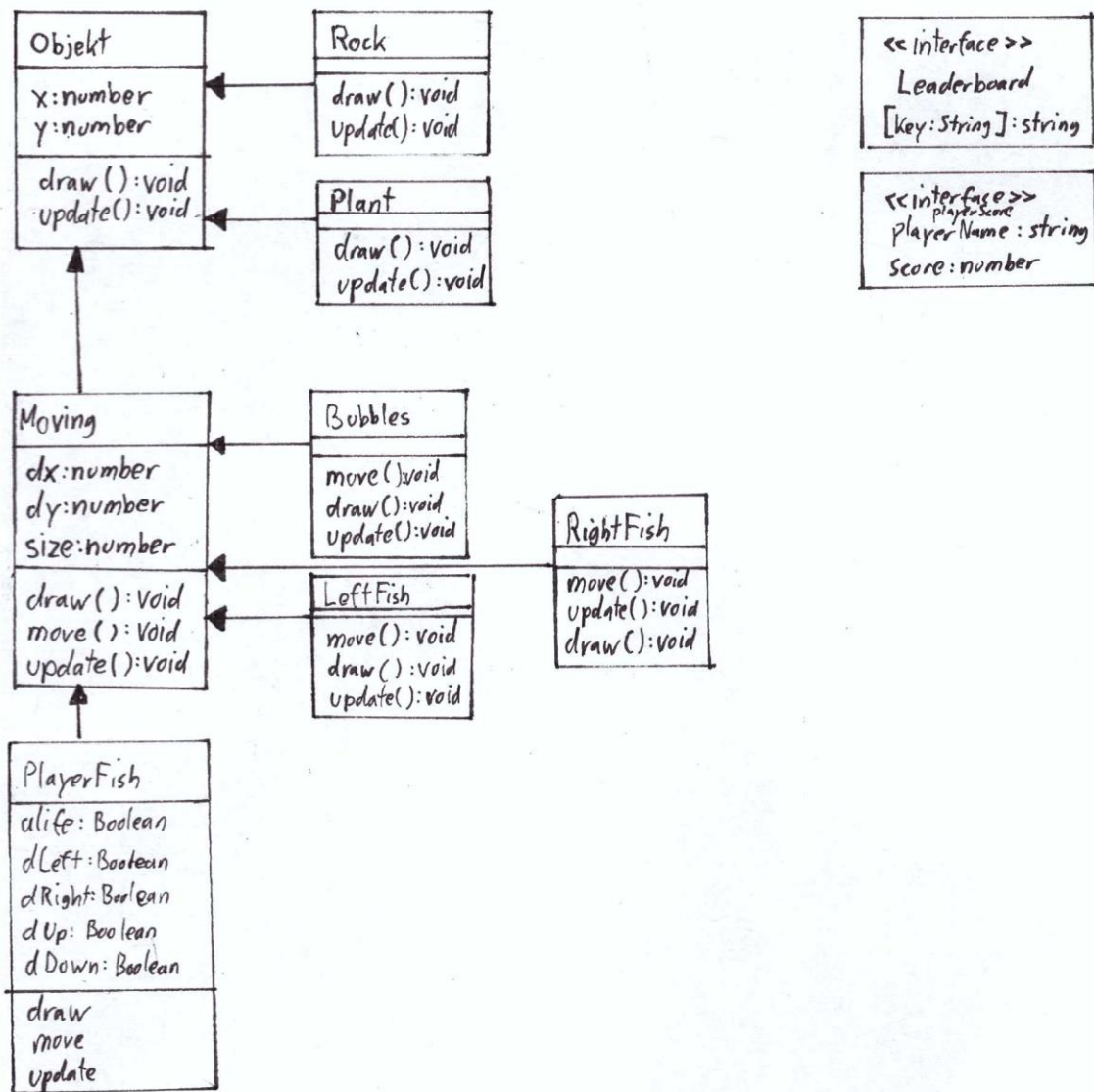


insert

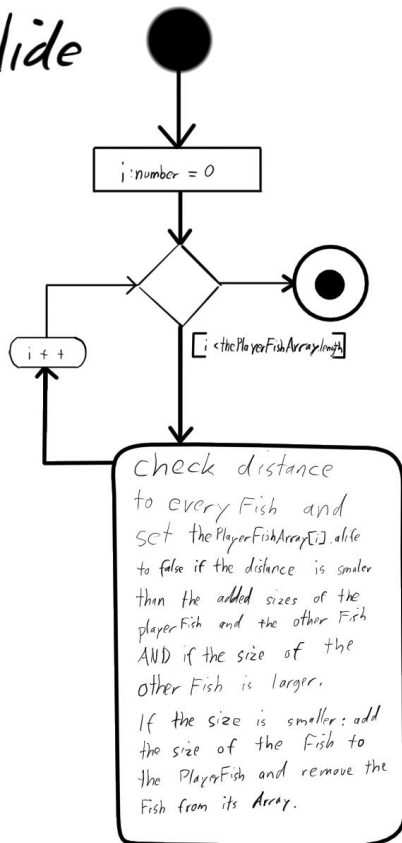


init





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Gameover

