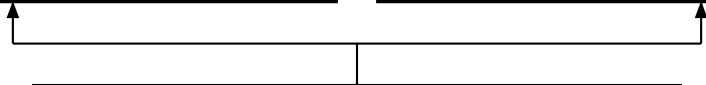


pyglet.event.EventDispatcher

game.GameEvents



game.Game