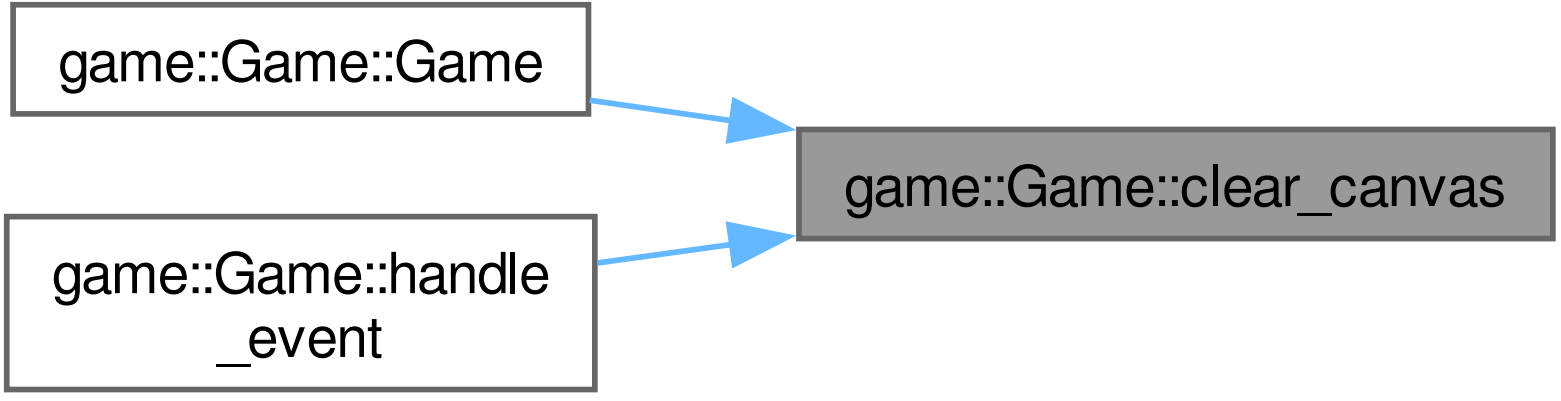
game::Game::Game
game::Game::handle
_event
game::Game::clear_canvas