```
/*
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 */
#include <stdio.h>
#include <stdlib.h>
#include <stdbool.h>
#include <stdarg.h>
#include <inttypes.h>
#include <string.h>
#include <malloc.h>

#include <nds.h>
#include <nds/debug.h>
#include <nds/arm9/console.h>
#include <nds/arm9/sprite.h>
#include <nds/arm9/background.h>
#include <nds/arm9/trigonometry.h>
#include <nds/arm9/sassert.h>
#include <nds/arm9/exception.h>
#include <nds/arm9/cache.h>
#include <nds/arm9/boxtest.h>
#include <nds/arm9/videoTest.h>
#include <nds/arm9/dldi.h>
#include <nds/fat/gba_nand.h>
#include <nds/fat/disc_io.h>
#include <nds/fat/ff_ansi.h>
#include <nds/fat/ff_unicode.h>
#include <nds/fat/ff_mem.h>
#include <nds/fat/ff_sys.h>
#include <nds/fat/ff_diskio.h>
#include <nds/fat/ff_wrapper.h>
#include <nds/fat/ff_errors.h>
#include <nds/fat/ff_ff8.h>
#include <nds/fat/ff_ff9.h>
#include <nds/fat/ff_ff10.h>
#include <nds/fat/ff_ff11.h>
#include <nds/fat/ff_ff12.h>
#include <nds/fat/ff_ff13.h>
#include <nds/fat/ff_ff14.h>
#include <nds/fat/ff_ff15.h>
#include <nds/fat/ff_ff16.h>
#include <nds/fat/ff_ff17.h>
#include <nds/fat/ff_ff18.h>
#include <nds/fat/ff_ff19.h>
#include <nds/fat/ff_ff20.h>
#include <nds/fat/ff_ff21.h>
#include <nds/fat/ff_ff22.h>
#include <nds/fat/ff_ff23.h>
#include <nds/fat/ff_ff24.h>
#include <nds/fat/ff_ff25.h>
#include <nds/fat/ff_ff26.h>
#include <nds/fat/ff_ff27.h>
#include
```