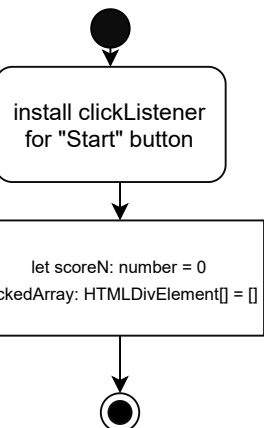
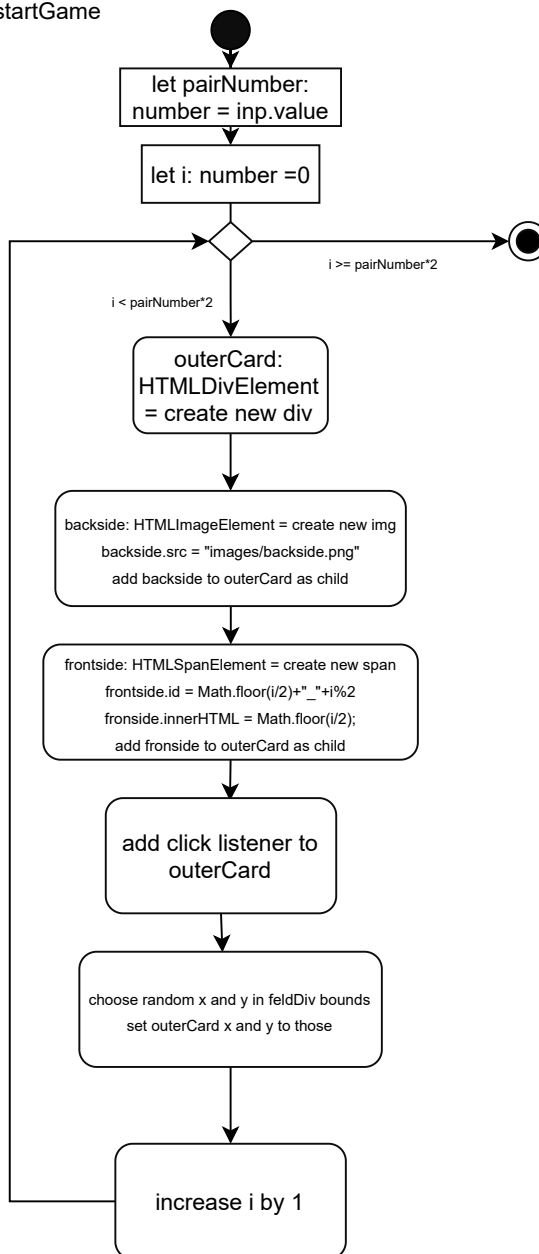


handleLoad



startGame



Next function on
page 2



