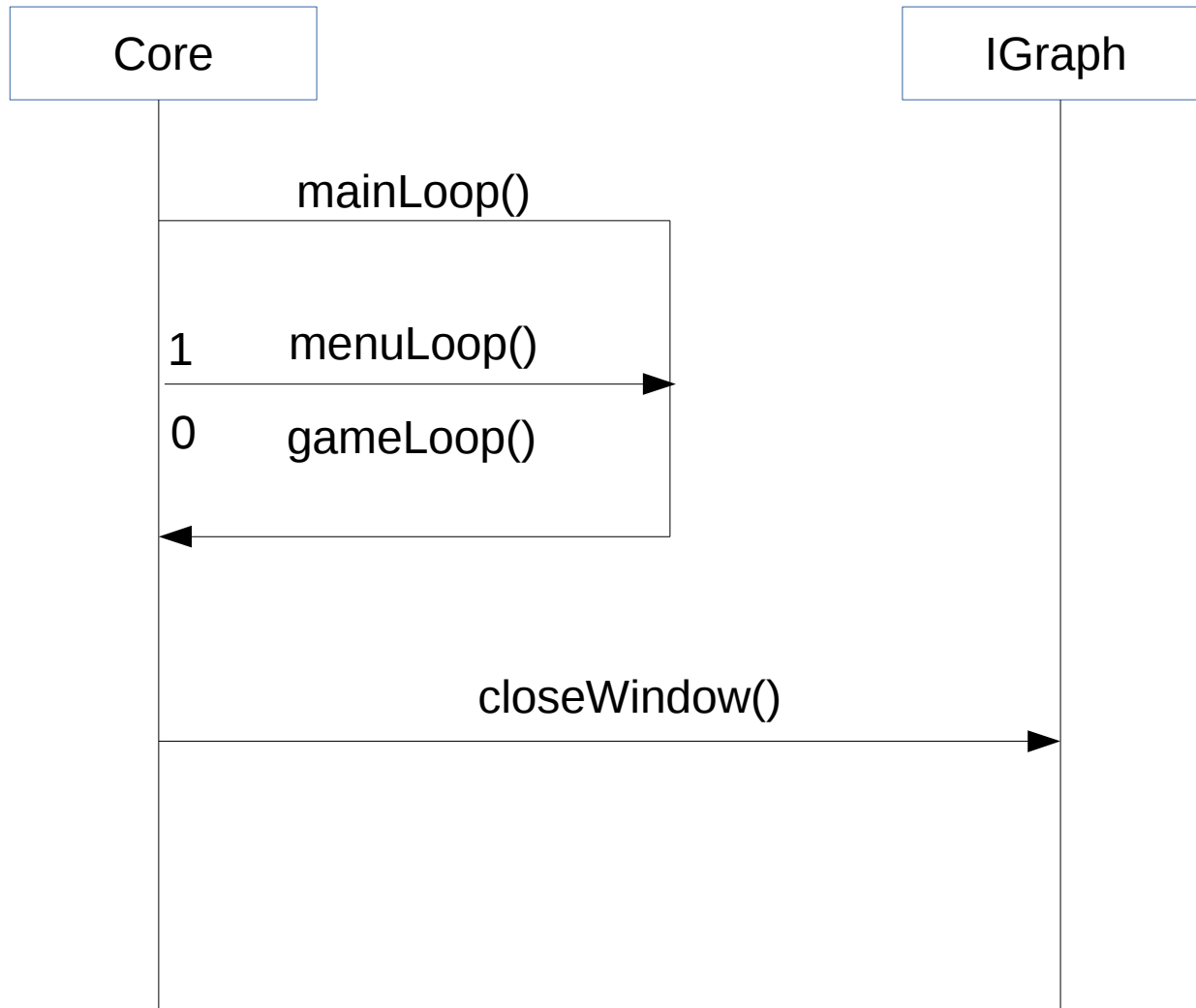
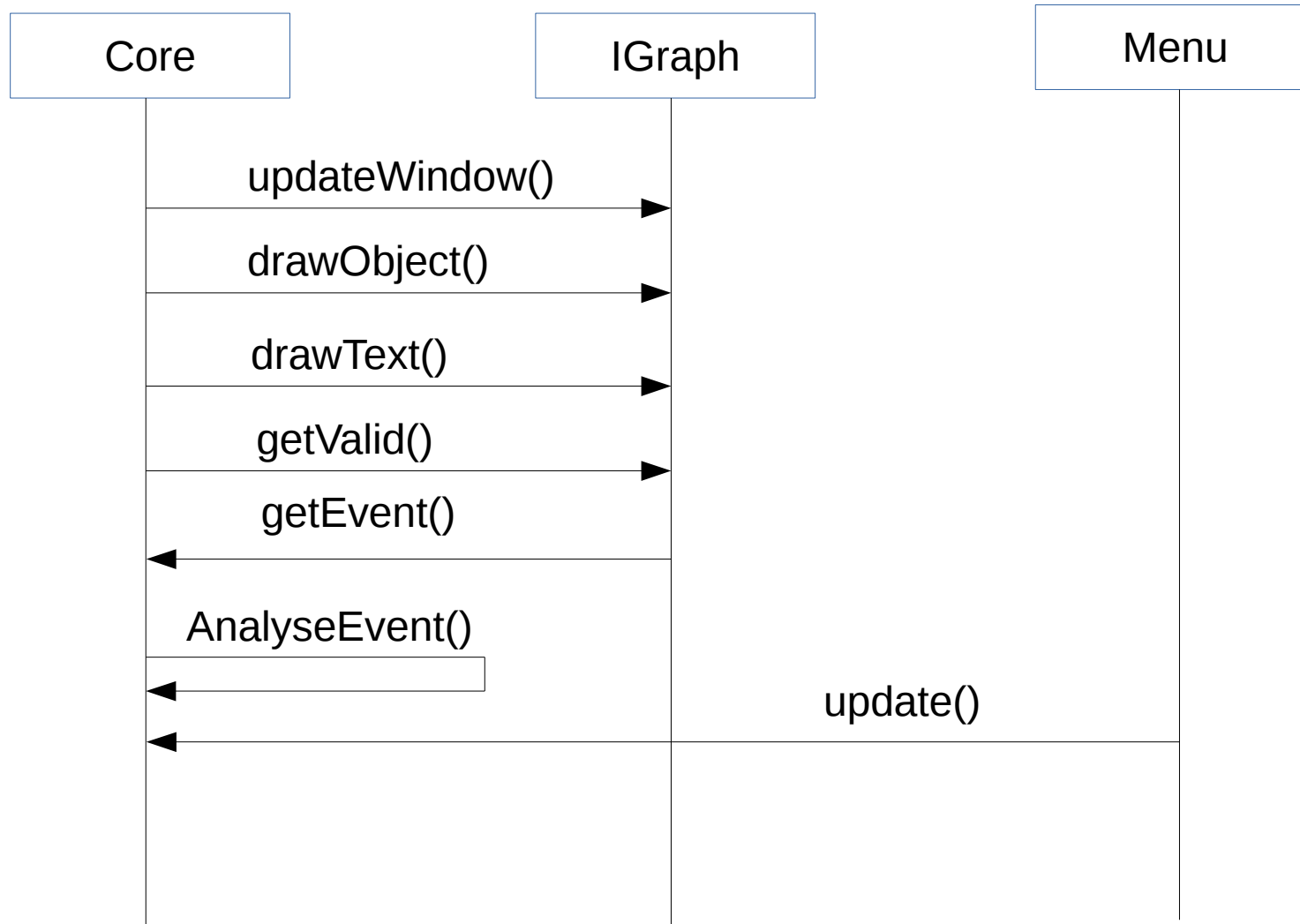


mainLoop()



menuLoop()



gameLoop()

