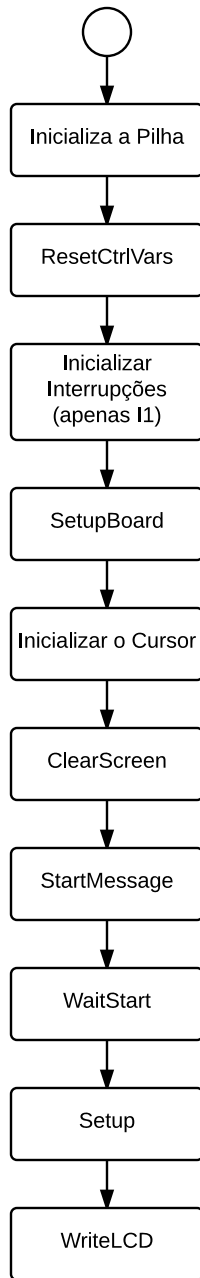
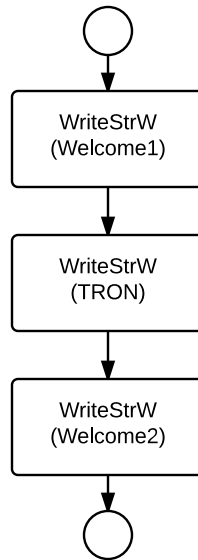


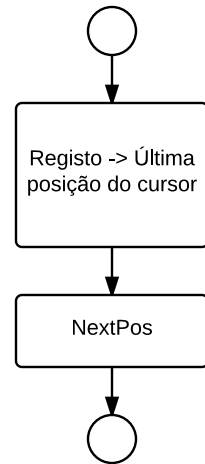
Main



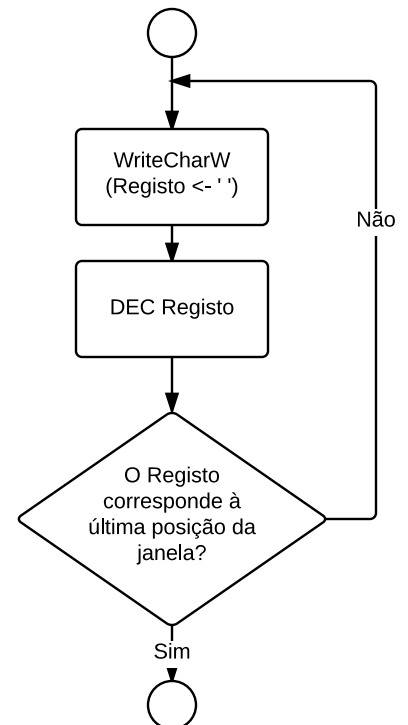
StartMessage



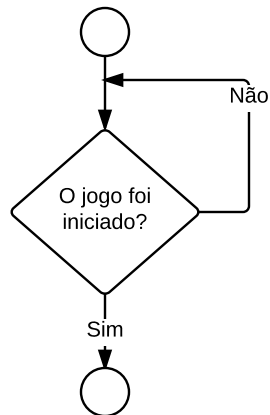
ClearScreen



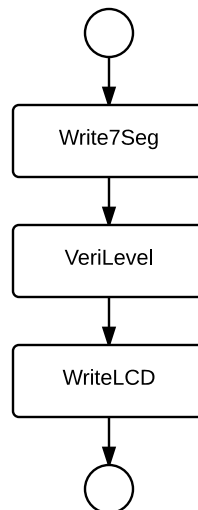
NextPos



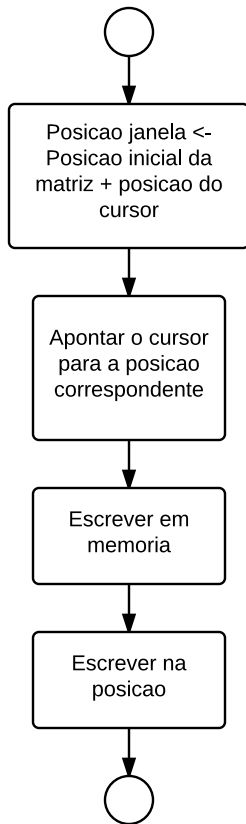
WaitStart



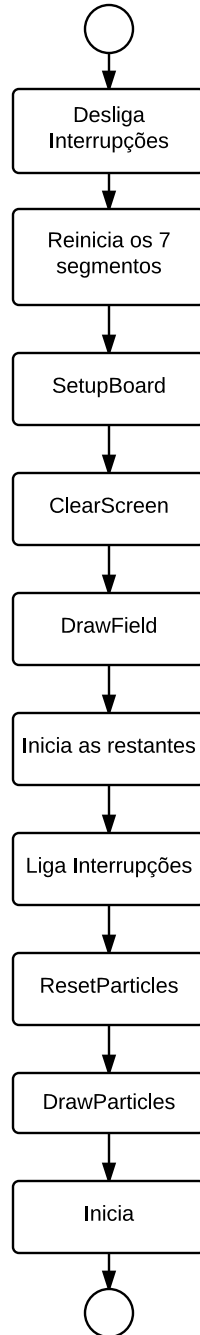
SetupBoard



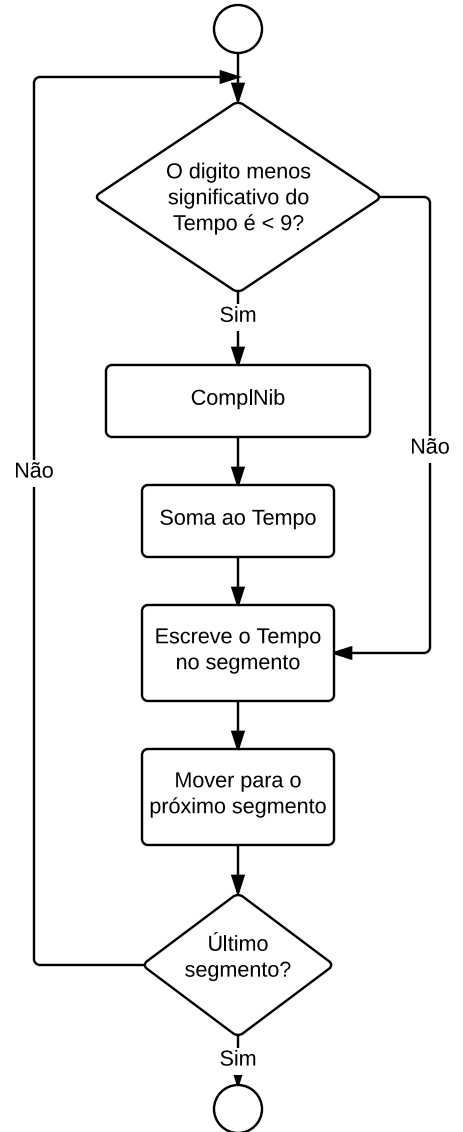
**WriteCharW**



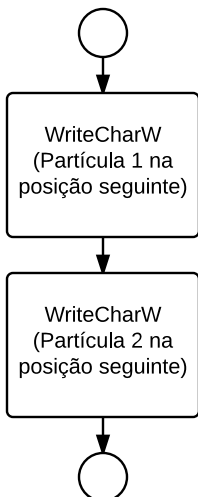
**Setup**



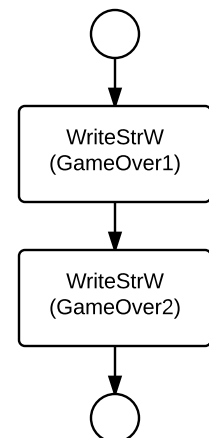
**Write7Seg**



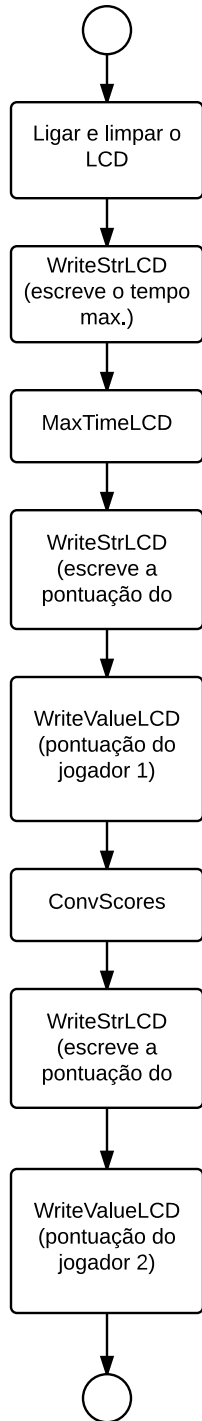
**DrawParticles**



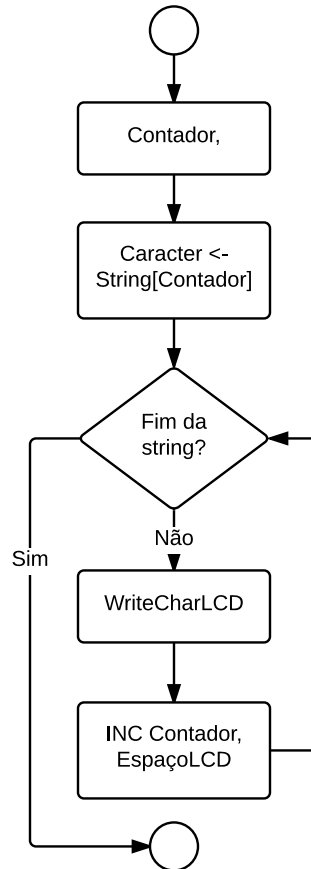
**EndMessage**



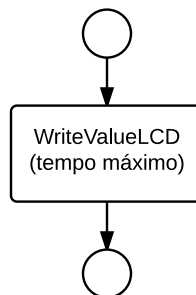
### WriteLCD



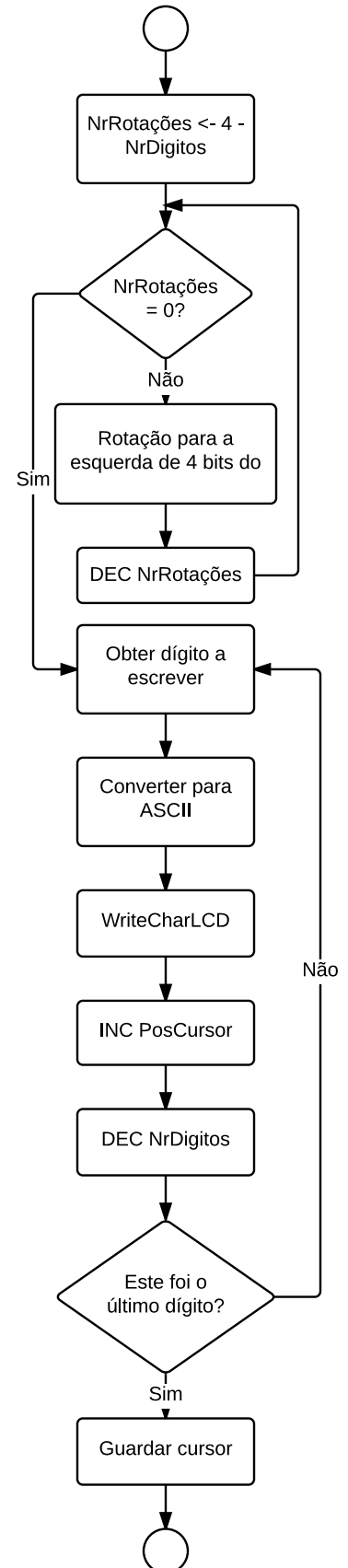
### WriteStrLCD



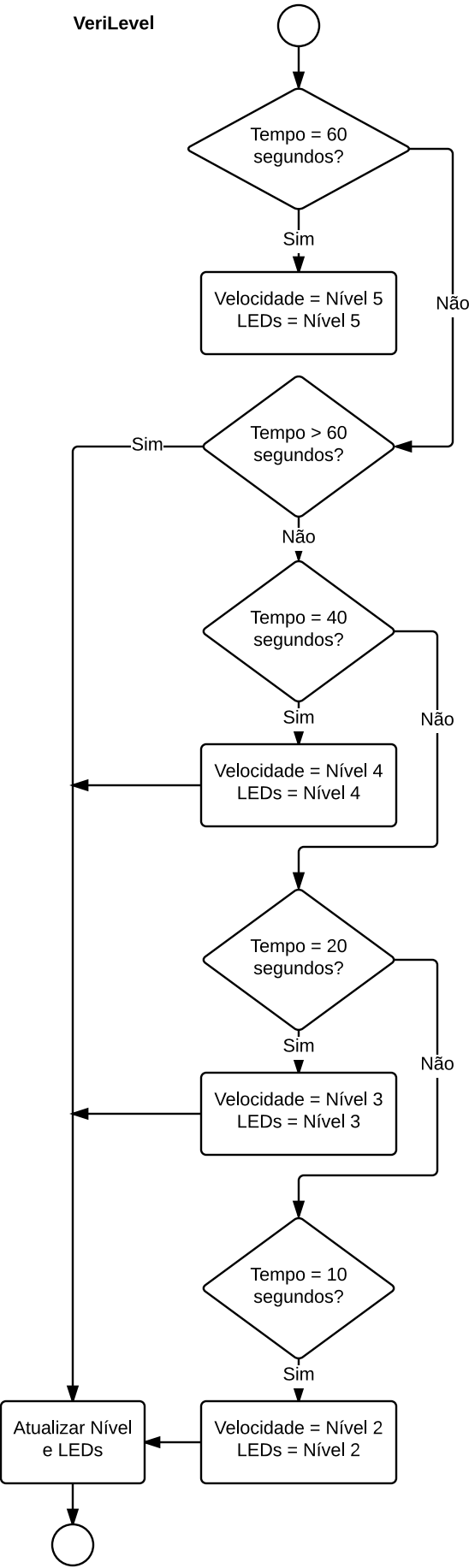
### MaxTimeLCD



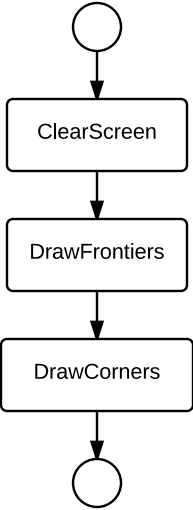
### WriteValueLCD



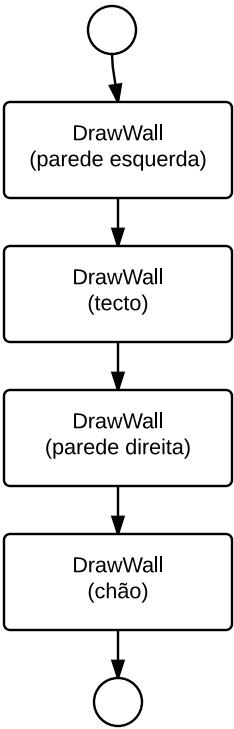
VeriLevel



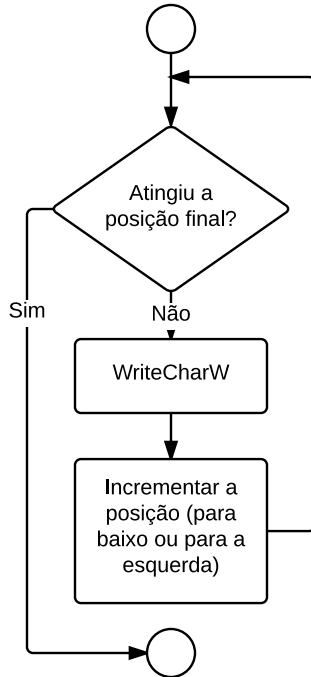
DrawField



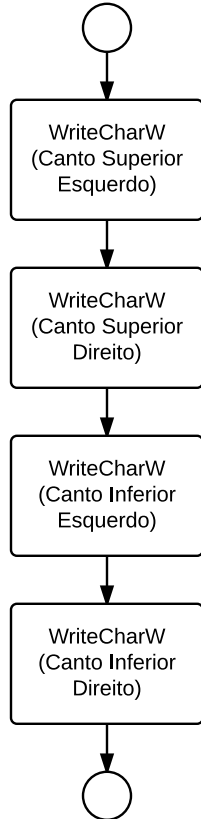
DrawFrontiers



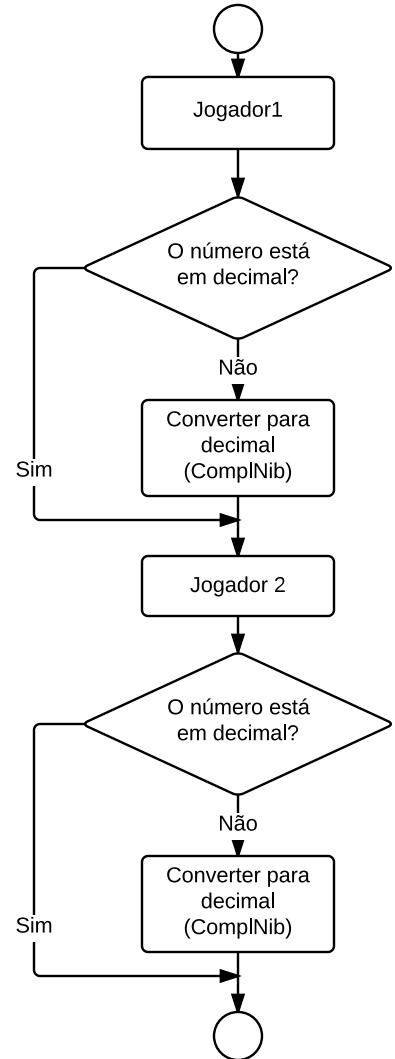
**DrawWall**



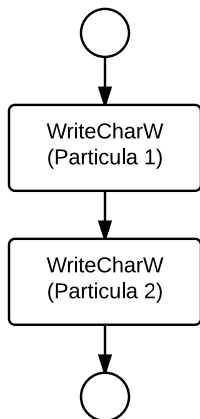
**DrawCorners**



**ConvScores**



**DrawParticles**



**GameOver**

