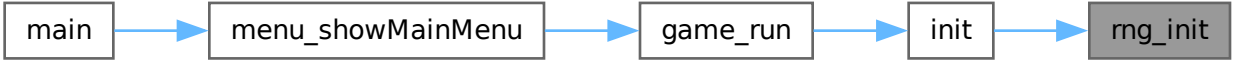
main
menu_showMainMenu
game_run
init
rng_init