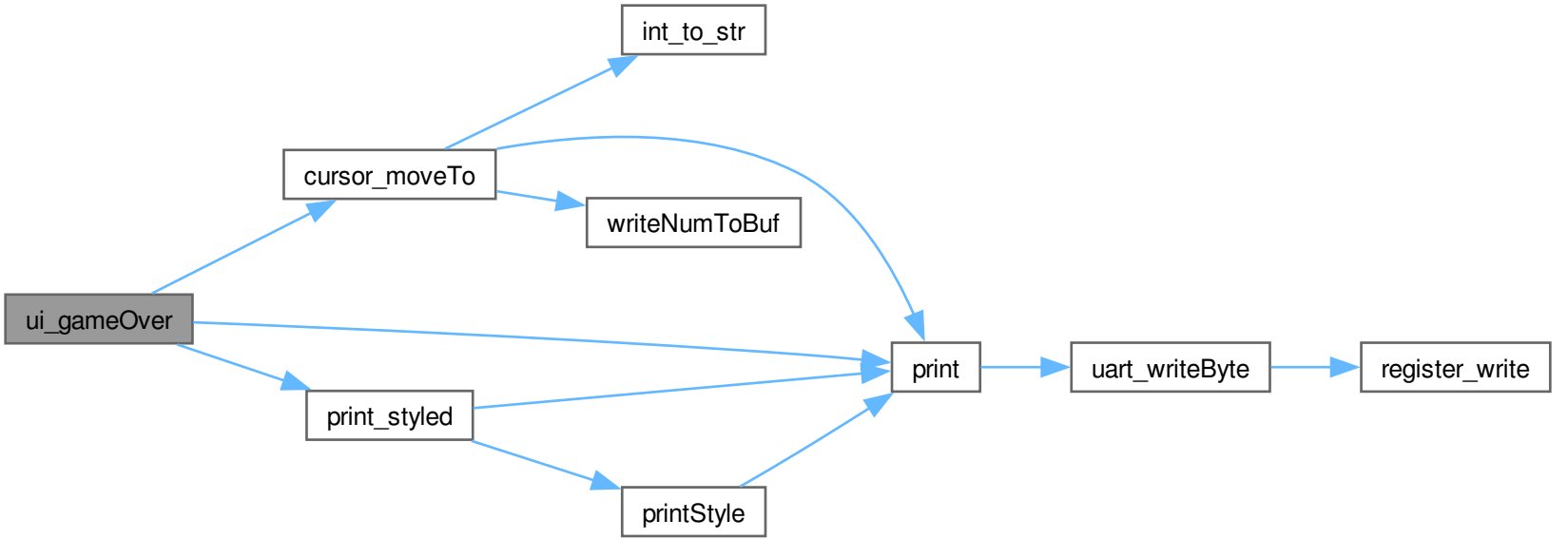
int_to_str
cursor_moveTo
writeNumToBuf
ui_gameOver
print
uart_writeByte
register_write
print_styled
printStyle