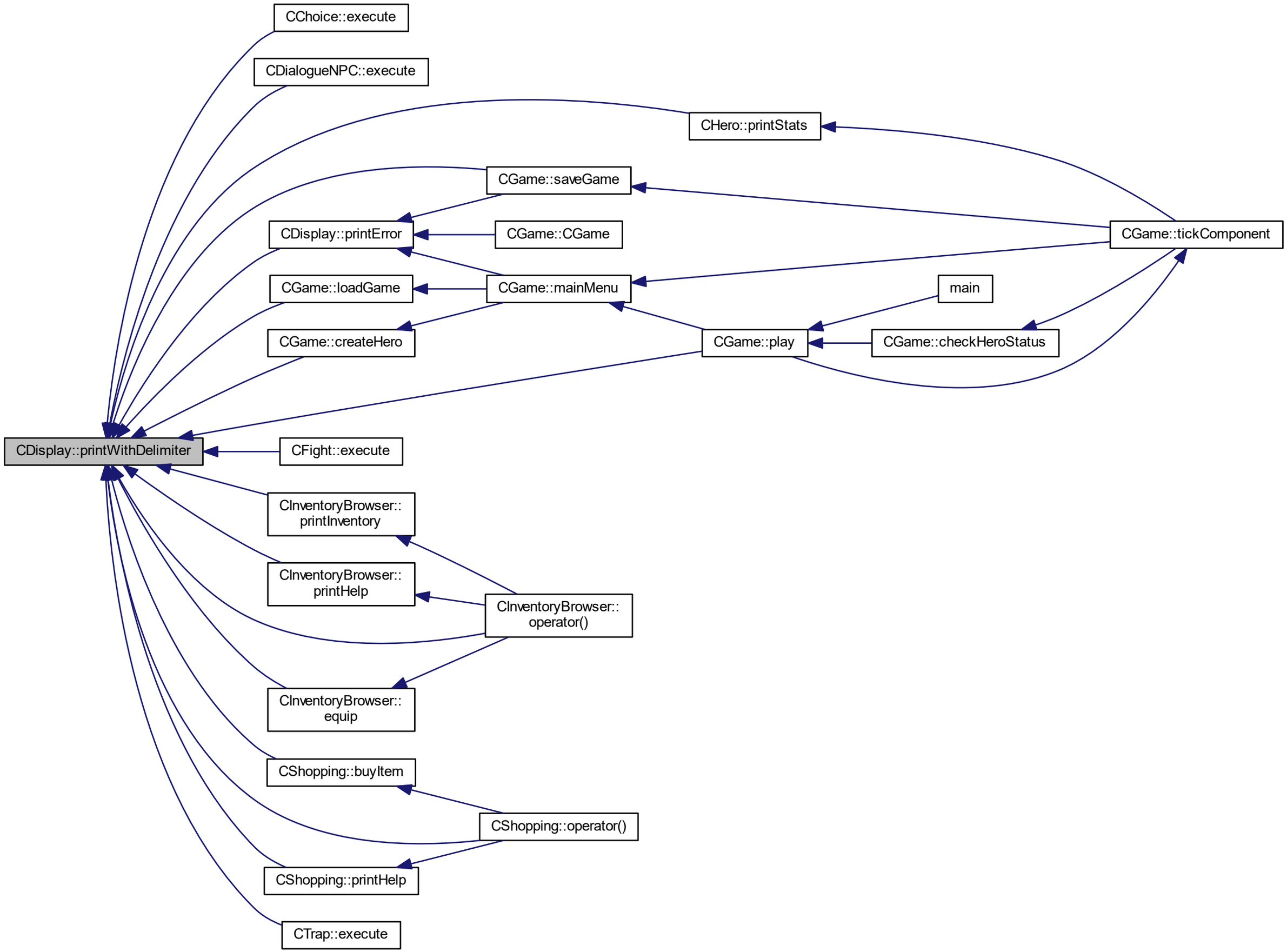
CChoice::execute
CDialogueNPC::execute
CHero::printStats
CGame::saveGame
CDisplay::printError
CGame::CGame
CGame::tickComponent
CGame::loadGame
CGame::mainMenu
main
CGame::createHero
CGame::play
CGame::checkHeroStatus
CDisplay::printWithDelimiter
CFight::execute
CInventoryBrowser::
printInventory
CInventoryBrowser::
printHelp
CInventoryBrowser::
operator()
CInventoryBrowser::
equip
CShopping::buyItem
CShopping::operator()
CShopping::printHelp
CTrap::execute