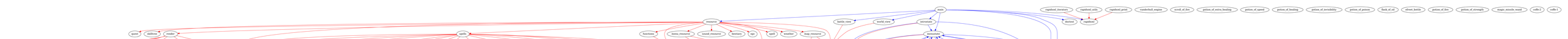

main
rapidxml_iterators
rapidxml_utils
rapidxml_print
vanderbull_engine
scroll_of_fire
potion_of_extra_healing
potion_of_speed
potion_of_healing
potion_of_invisibility
potion_of_poison
flask_of_oil
efreet_bottle
potion_of_fire
potion_of_strength
magic_missile_wand
coffe-2
coffe-1
resource
battle_view
world_view
introstate
doctest
rapidxml
quest
skilltree
render
spells
functions
menu_resource
sound_resource
bestiary
npc
spell
weather
map_resource
menustate
render_generalshop
render_jewelleryshop
render_smith
render_tavern
render_temple
render_silvershop
render_trainer
bless
command
cure_critical_wounds
cure_light_wounds
cure_serious_wounds
detect_evil
detect_magic
light
protection_from_evil
purify_food_and_drink
remove_fear
resist_cold
sanctuary
create_water
teleport
texture_resource
main_menu
renderCharacterCreation
common
playstate
healing_character
renderLoadMenu
renderSettings
renderSaveMenu
player_characters
coordinates
colors
savemenustate
createcharacterstate
loadmenustate
characterstate
battlestate
name_generator
gameengine
portals
gamestate
globals
version
item
actor
randomizer