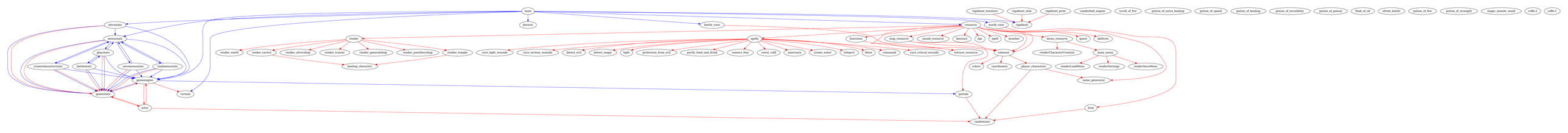

main
rapidxml_iterators
rapidxml_utils
rapidxml_print
vanderbull_engine
scroll_of_fire
potion_of_extra_healing
potion_of_speed
potion_of_healing
potion_of_invisibility
potion_of_poison
flask_of_oil
efreet_bottle
potion_of_fire
potion_of_strength
magic_missile_wand
coffe-2
coffe-1
introstate
doctest
battle_view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