

Bitmaps

```
+ IntroScreenImage[] : unsigned char
+ HighscoreText[] : unsigned char
+ Space[] : unsigned char
+ Dash[] : unsigned char
+ Dot[] : unsigned char
+ Zero[] : unsigned char
+ One[] : unsigned char
+ Two[] : unsigned char
+ Three[] : unsigned char
+ Four[] : unsigned char
+ Five[] : unsigned char
+ Six[] : unsigned char
+ Seven[] : unsigned char
+ Eight[] : unsigned char
+ Nine[] : unsigned char
+ CharacterMapper[10] : unsigned char* = {
    Zero, One, Two, Three, Four,
    Five, Six, Seven, Eight, Nine
}
```