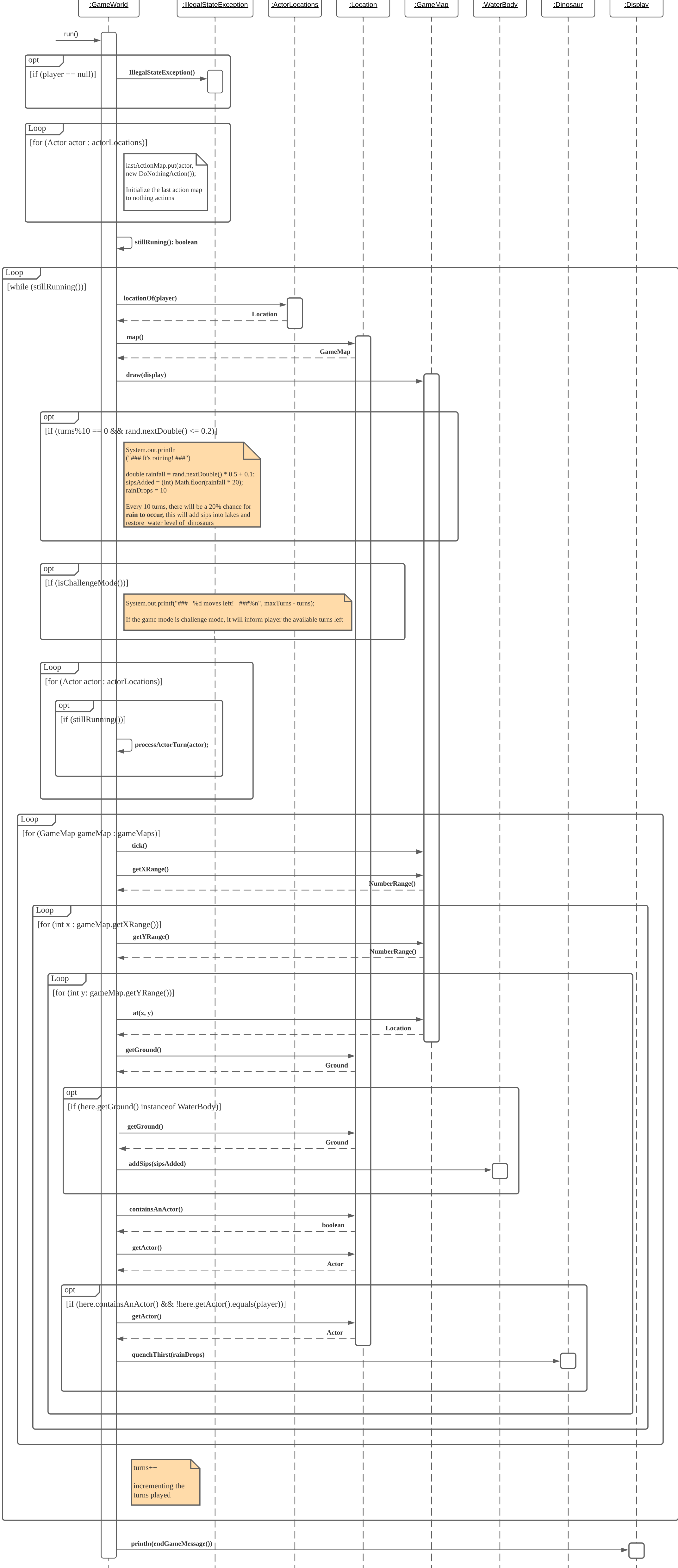
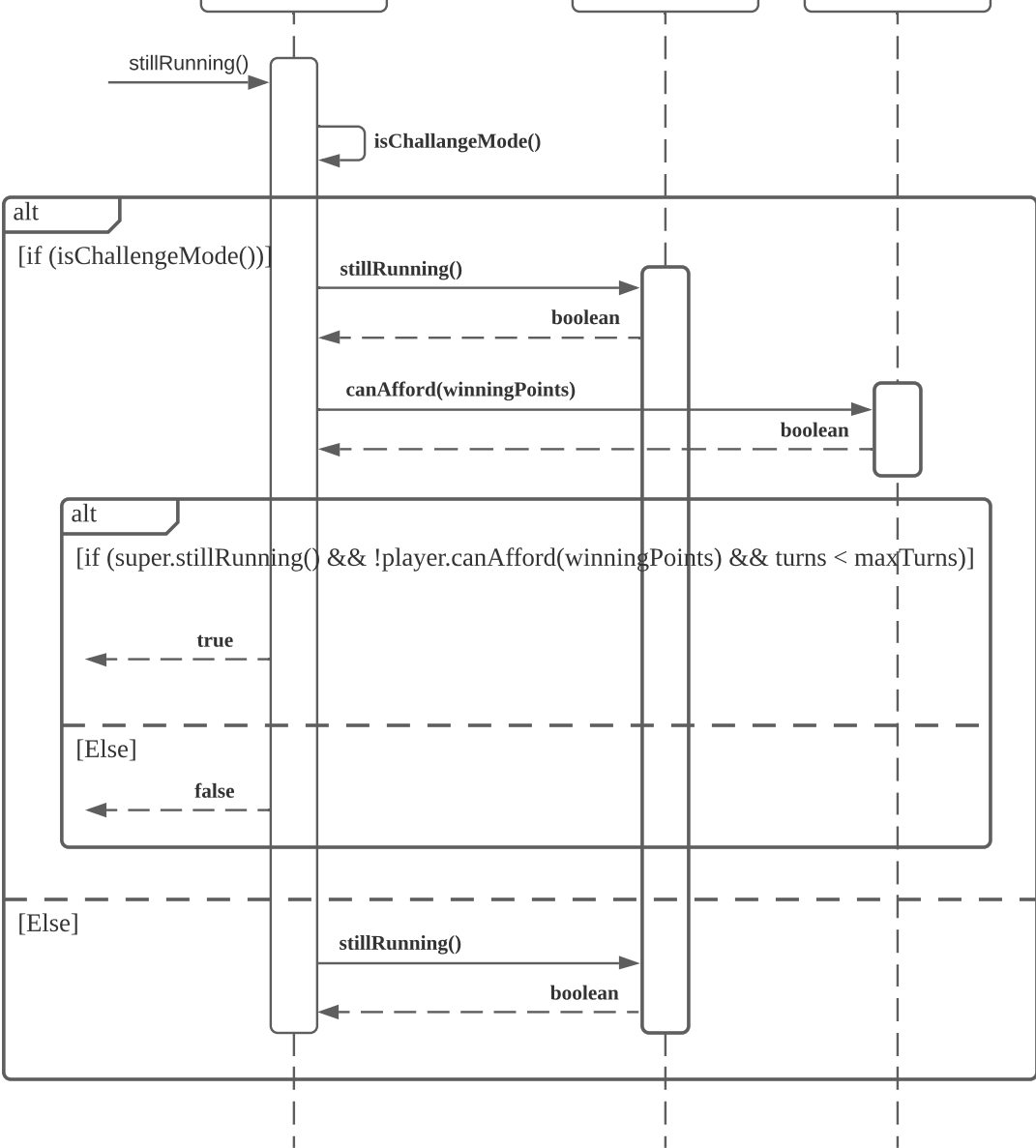


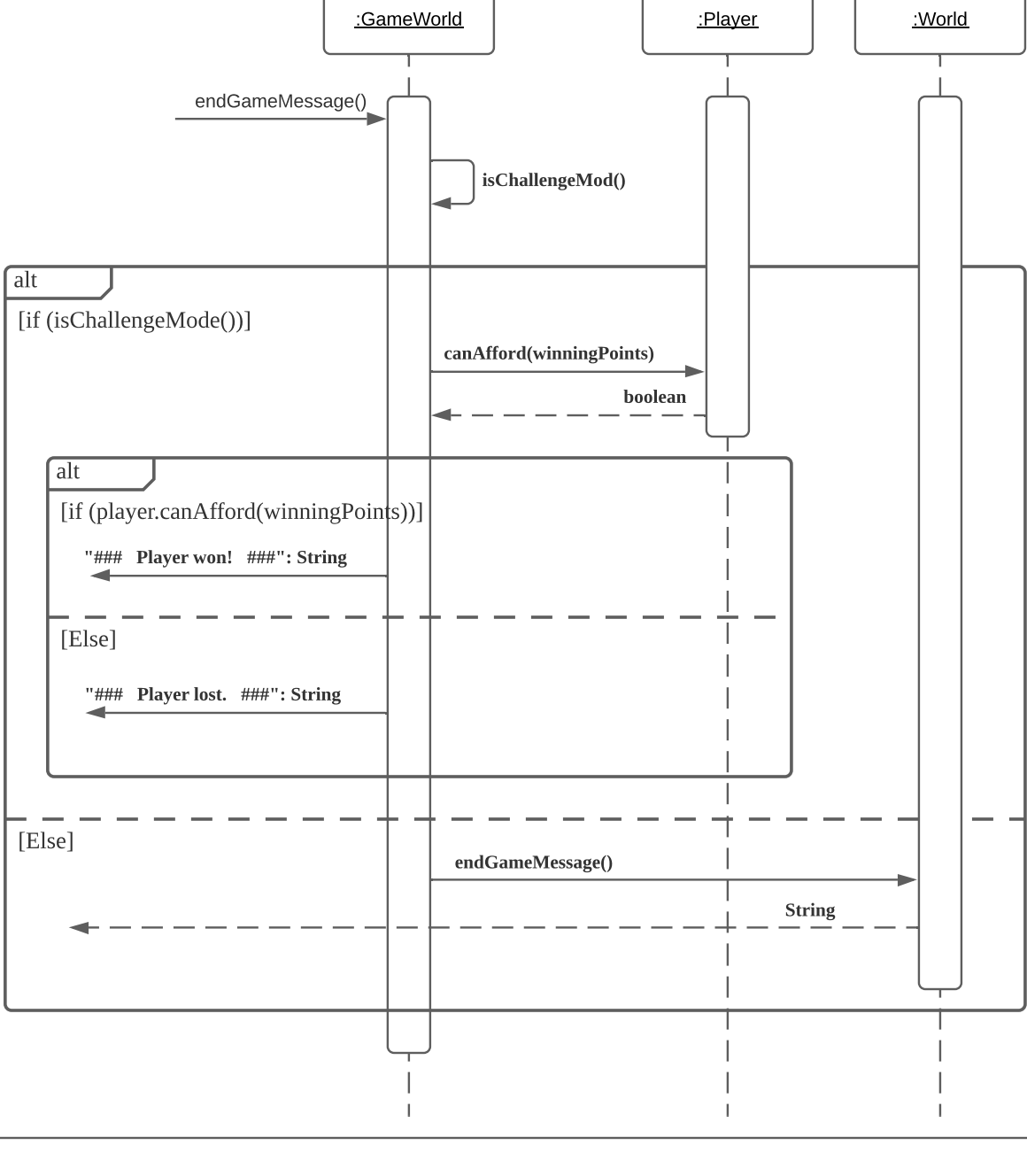
GameWorld: run()



stillRunning()



endGameMessage()



isChallengeMode()

