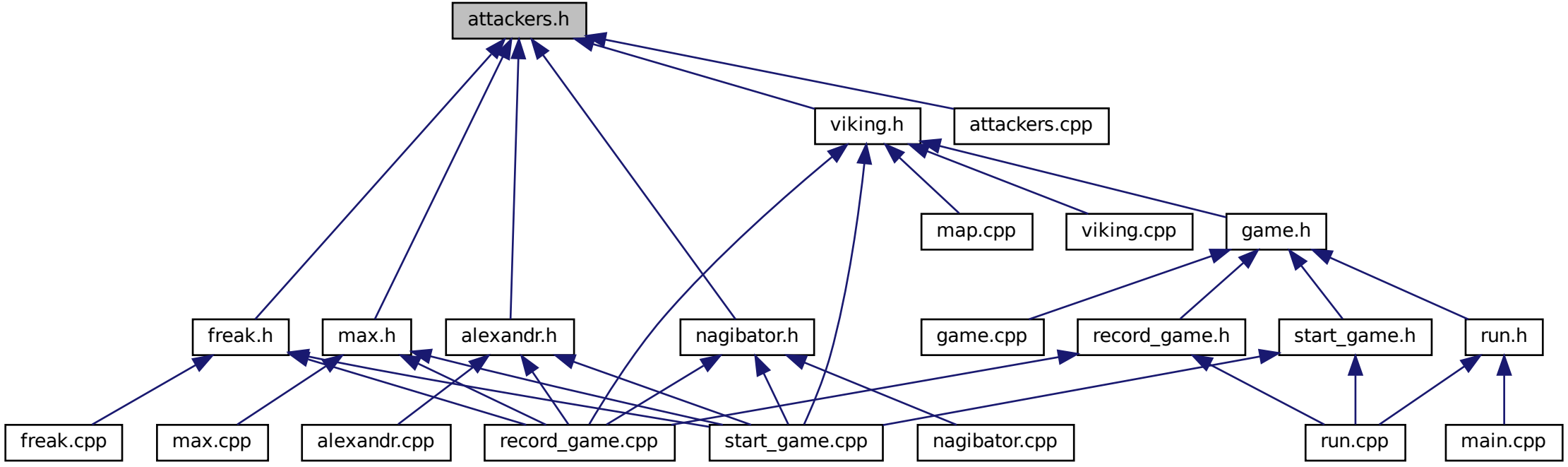
attackers.h
viking.h
attackers.cpp
map.cpp
viking.cpp
game.h
freak.h
max.h
alexandr.h
nagibator.h
game.cpp
record_game.h
start_game.h
run.h
freak.cpp
max.cpp
alexandr.cpp
record_game.cpp
start_game.cpp
nagibator.cpp
run.cpp
main.cpp