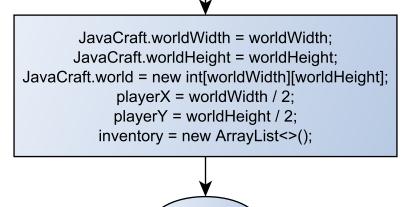
public static void initGame(int worldWidth, int worldHeight)



END