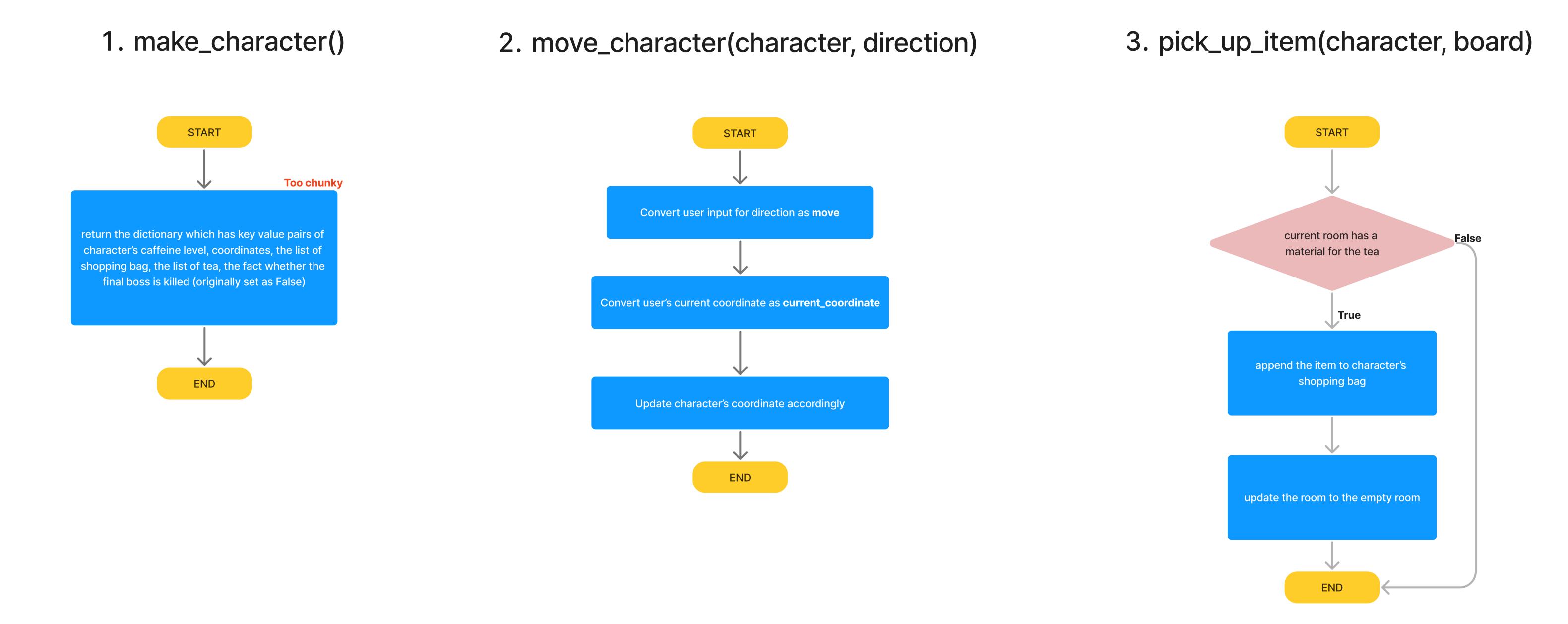
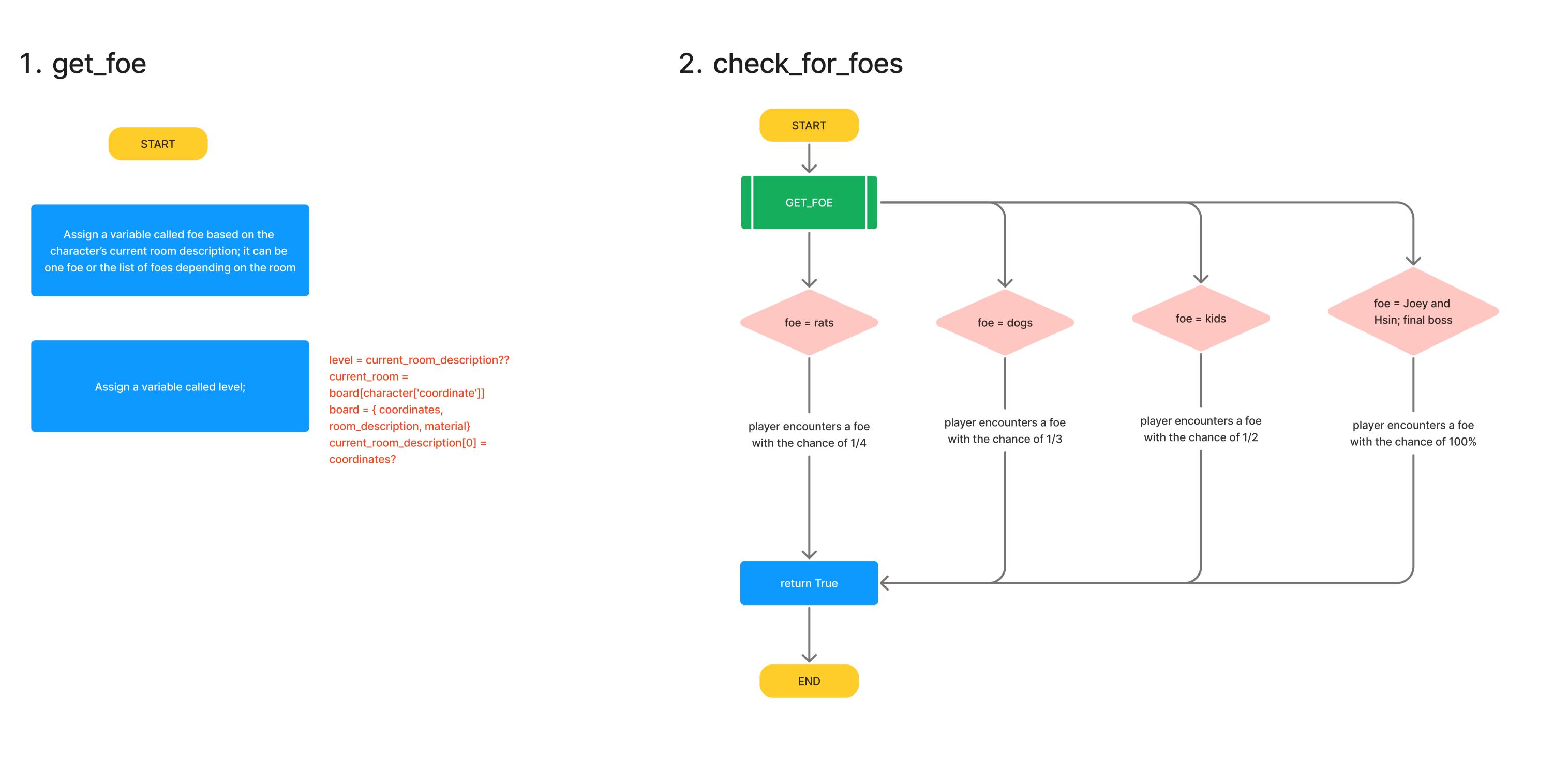
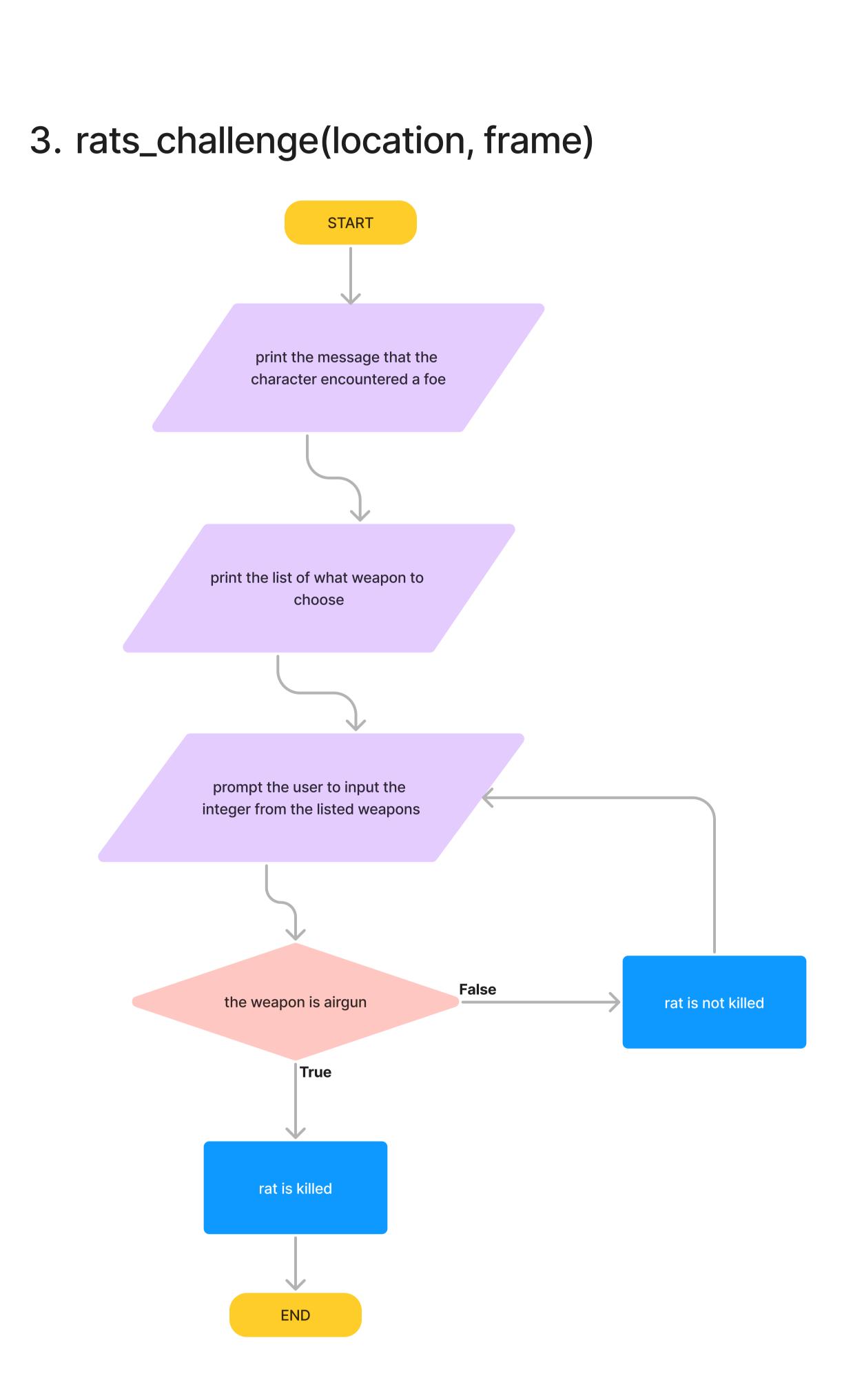


## game\_character.py



## foes.py





## teas.py

