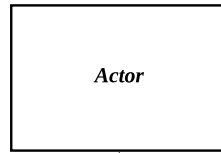
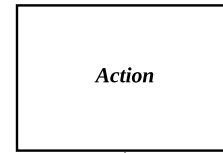
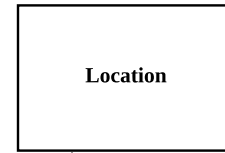


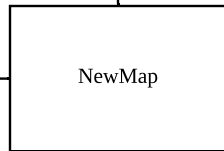
Display



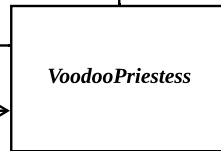
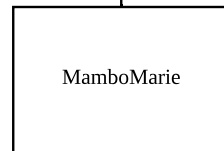
GameMap

*Actor**Action*

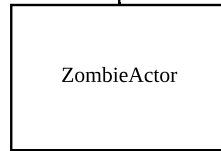
Location



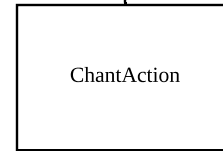
NewMap

*VoodooPriestess*

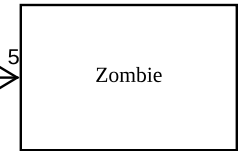
MamboMarie



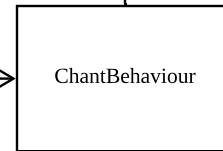
ZombieActor



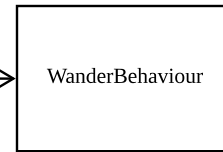
ChantAction



Zombie



ChantBehaviour



WanderBehaviour

<<interface>>
Behaviour