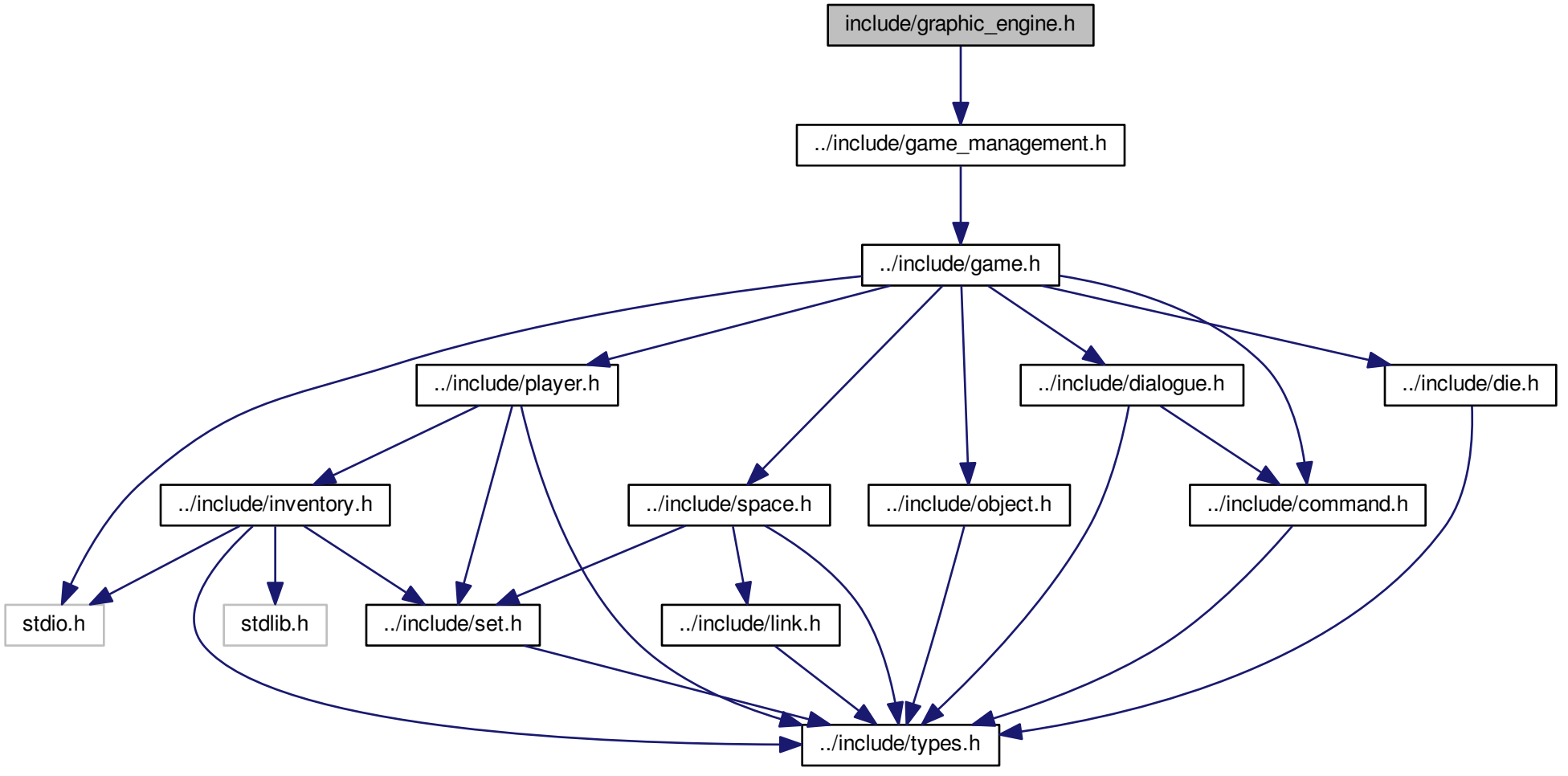
include/graphic_engine.h
../include/game_management.h
../include/game.h
../include/player.h
../include/dialogue.h
../include/die.h
../include/inventory.h
../include/space.h
../include/object.h
../include/command.h
stdio.h
stdlib.h
../include/set.h
../include/link.h
../include/types.h