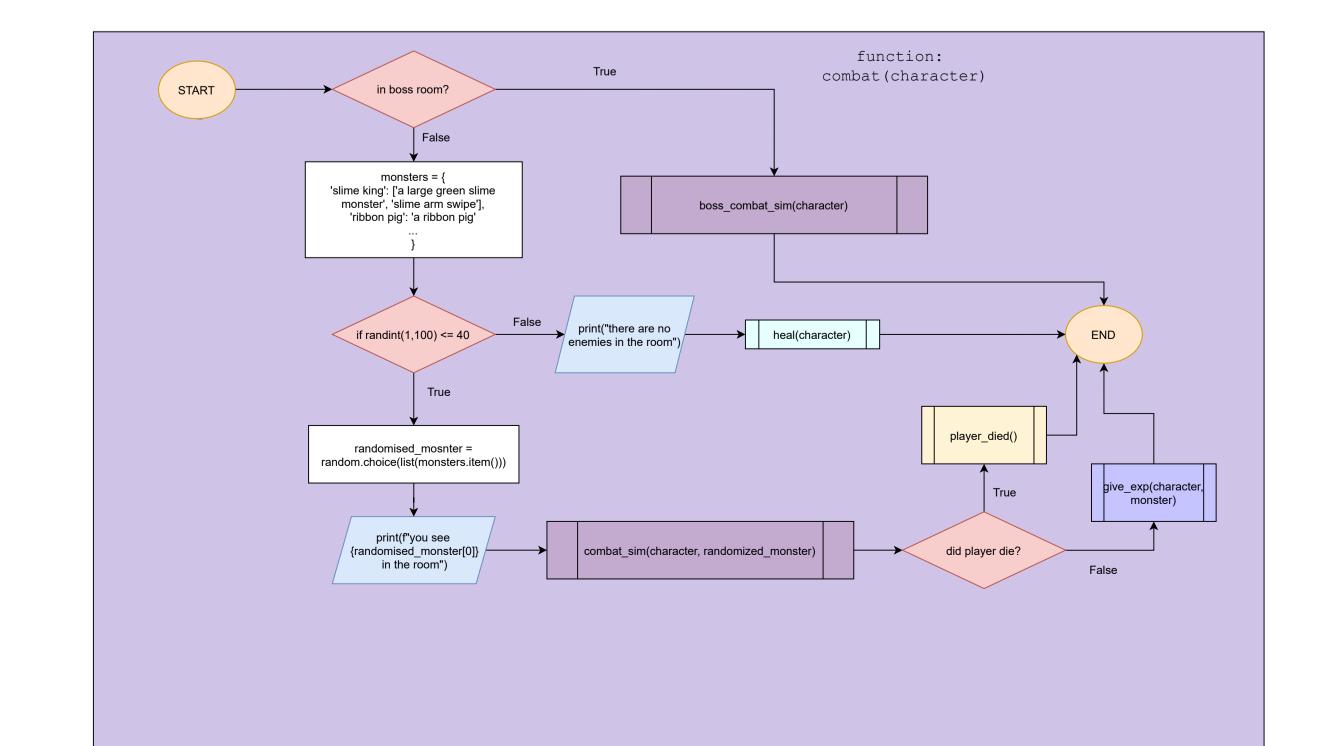


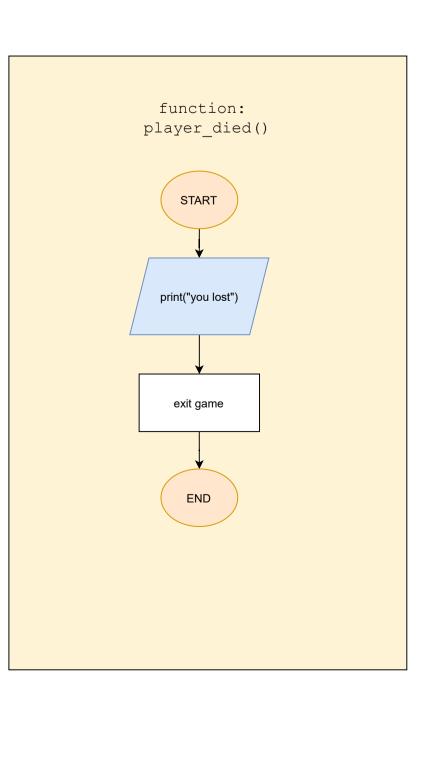
function: story_time(grid_list)

function:

heal(character)

function:





function:

game_state

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