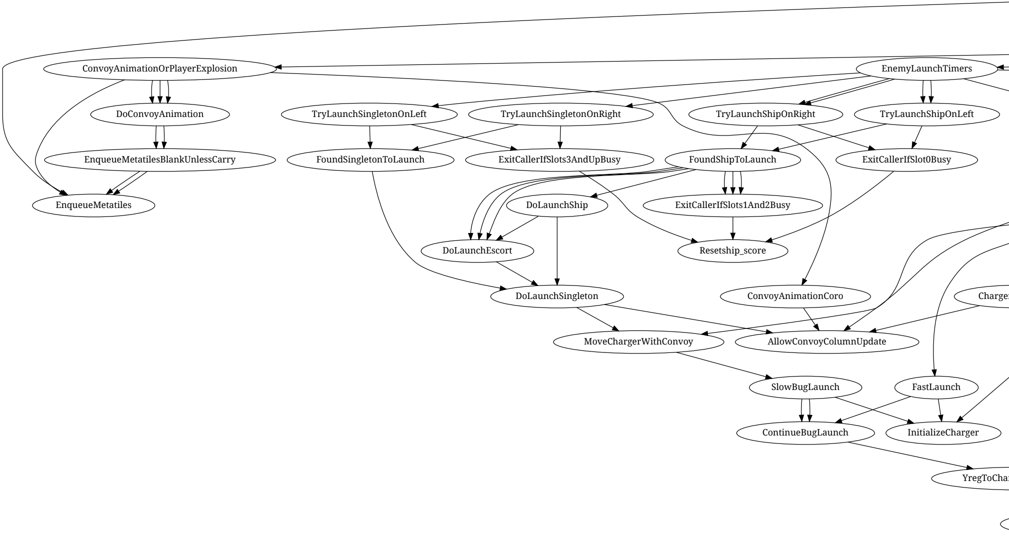
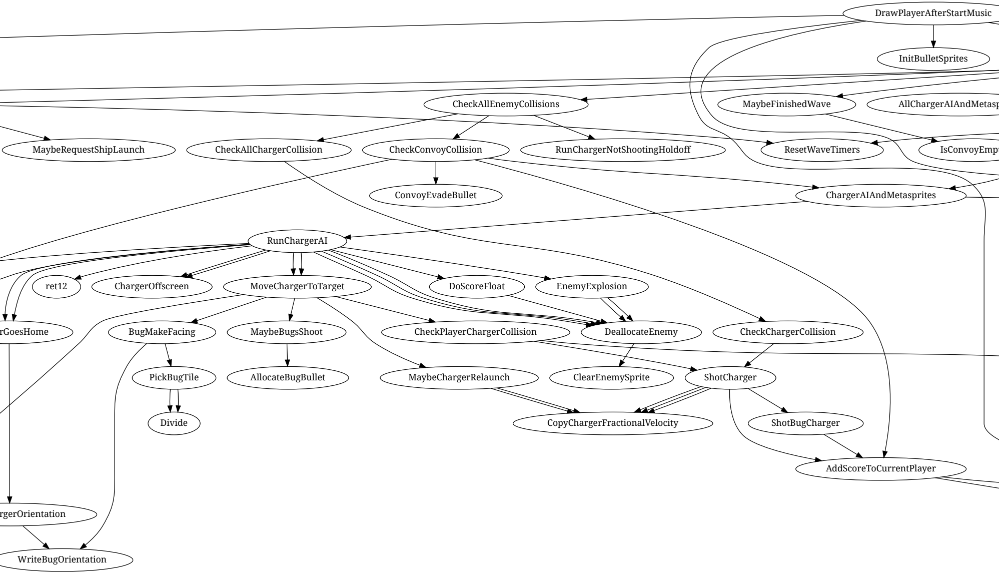
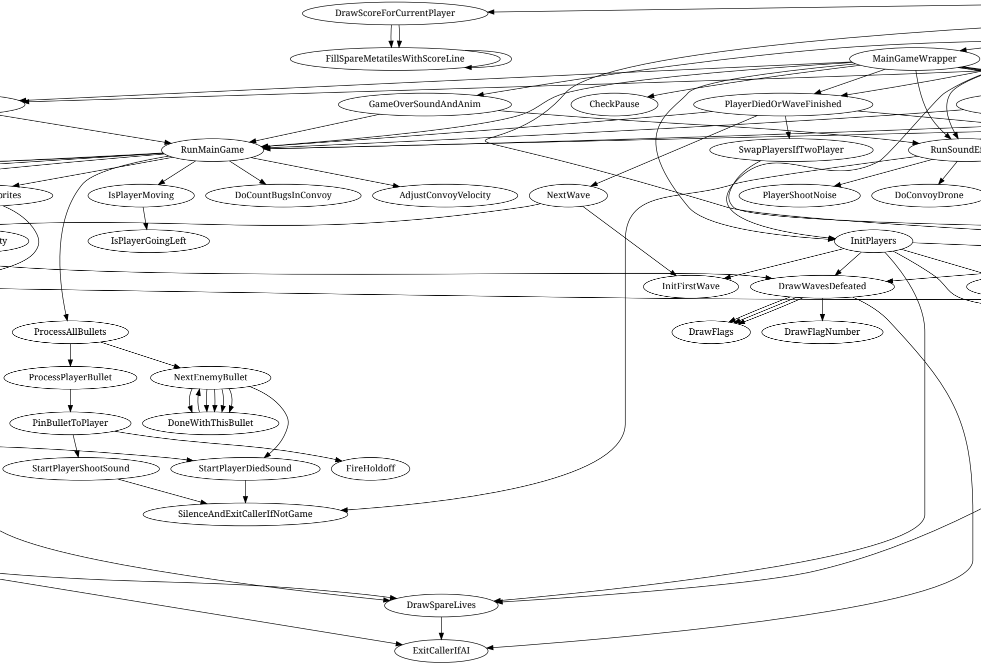
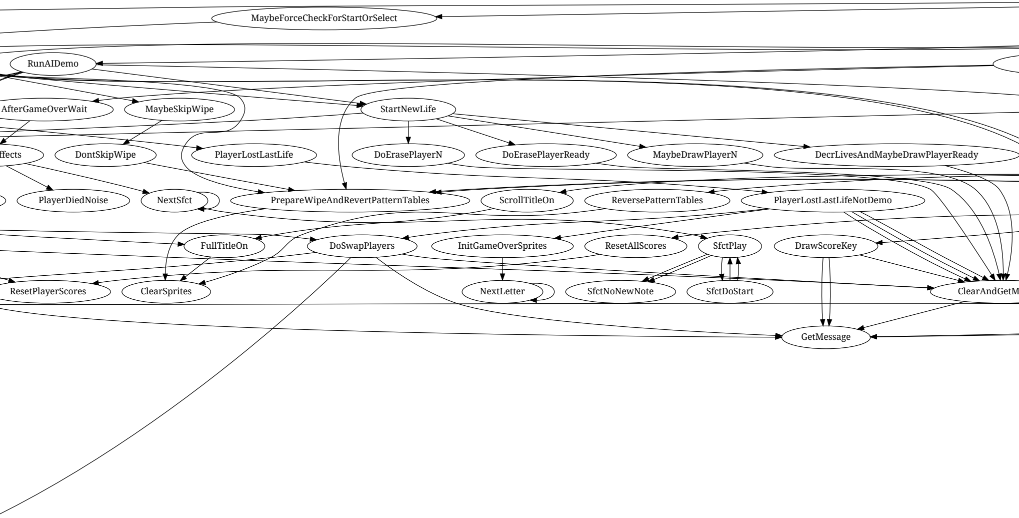
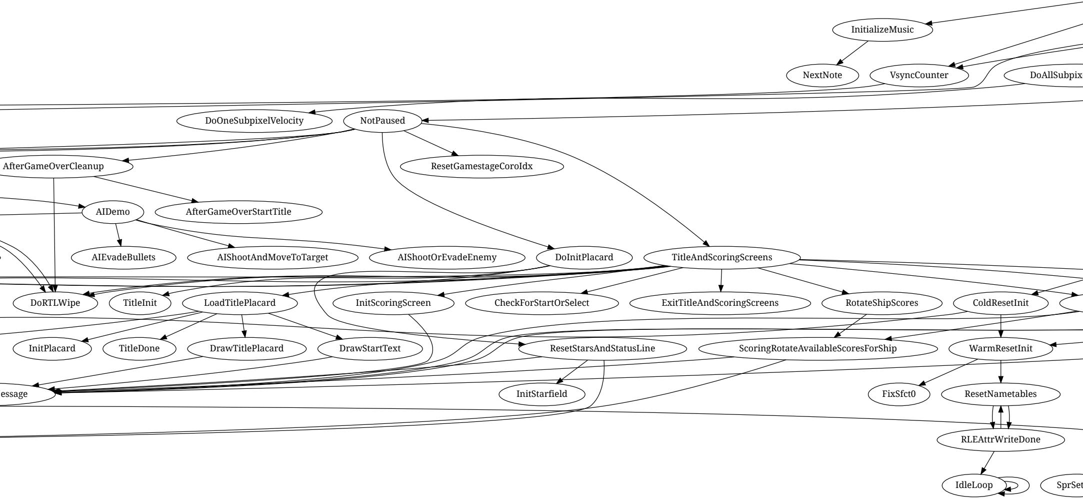
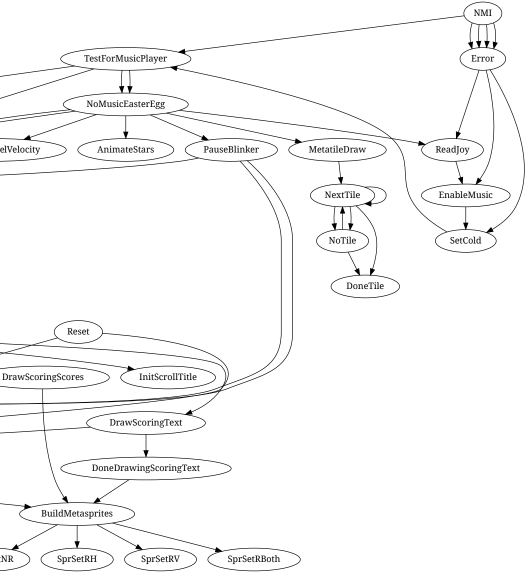

ConvoyAnimationOrPlayerExplosion
EnemyLaunchTimers
DoConvoyAnimation
TryLaunchSingletonOnLeft
TryLaunchSingletonOnRight
TryLaunchShipOnRight
TryLaunchShipOnLeft
EnqueueMetatilesBlankUnlessCarry
FoundSingletonToLaunch
ExitCallerIfSlots3AndUpBusy
FoundShipToLaunch
ExitCallerIfSlot0Busy
EnqueueMetatiles
DoLaunchShip
ExitCallerIfSlots1And2Busy
DoLaunchEscort
Resetship_score
DoLaunchSingleton
ConvoyAnimationCoro
Charger
MoveChargerWithConvoy
AllowConvoyColumnUpdate
SlowBugLaunch
FastLaunch
ContinueBugLaunch
InitializeCharger
YregToCha


DrawPlayerAfterStartMusic
InitBulletSprites
CheckAllEnemyCollisions
MaybeFinishedWave
AllChargerAIAndMetasp
MaybeRequestShipLaunch
CheckAllChargerCollision
CheckConvoyCollision
RunChargerNotShootingHoldoff
ResetWaveTimers
IsConvoyEmpt
ConvoyEvadeBullet
ChargerAIAndMetasprites
RunChargerAI
ret12
ChargerOffscreen
MoveChargerToTarget
DoScoreFloat
EnemyExplosion
rGoesHome
BugMakeFacing
MaybeBugsShoot
CheckPlayerChargerCollision
DeallocateEnemy
CheckChargerCollision
PickBugTile
AllocateBugBullet
MaybeChargerRelaunch
ClearEnemySprite
ShotCharger
Divide
CopyChargerFractionalVelocity
ShotBugCharger
AddScoreToCurrentPlayer
rgerOrientation
WriteBugOrientation


DrawScoreForCurrentPlayer
FillSpareMetatilesWithScoreLine
MainGameWrapper
GameOverSoundAndAnim
CheckPause
PlayerDiedOrWaveFinished
RunMainGame
SwapPlayersIfTwoPlayer
RunSoundEf
rites
IsPlayerMoving
DoCountBugsInConvoy
AdjustConvoyVelocity
NextWave
PlayerShootNoise
DoConvoyDrone
ty
IsPlayerGoingLeft
InitPlayers
InitFirstWave
DrawWavesDefeated
ProcessAllBullets
DrawFlags
DrawFlagNumber
ProcessPlayerBullet
NextEnemyBullet
PinBulletToPlayer
DoneWithThisBullet
StartPlayerShootSound
StartPlayerDiedSound
FireHoldoff
SilenceAndExitCallerIfNotGame
DrawSpareLives
ExitCallerIfAI


MaybeForceCheckForStartOrSelect
RunAIDemo
AfterGameOverWait
MaybeSkipWipe
StartNewLife
ffects
DontSkipWipe
PlayerLostLastLife
DoErasePlayerN
DoErasePlayerReady
MaybeDrawPlayerN
DecrLivesAndMaybeDrawPlayerReady
PlayerDiedNoise
NextSfct
PrepareWipeAndRevertPatternTables
ScrollTitleOn
ReversePatternTables
PlayerLostLastLifeNotDemo
FullTitleOn
DoSwapPlayers
InitGameOverSprites
ResetAllScores
SfctPlay
DrawScoreKey
ResetPlayerScores
ClearSprites
NextLetter
SfctNoNewNote
SfctDoStart
ClearAndGetM
GetMessage


InitializeMusic
NextNote
VsyncCounter
DoAllSubpix
DoOneSubpixelVelocity
NotPaused
AfterGameOverCleanup
ResetGamestageCoroIdx
AIDemo
AfterGameOverStartTitle
AIEvadeBullets
AIShootAndMoveToTarget
AIShootOrEvadeEnemy
DoInitPlacard
TitleAndScoringScreens
DoRTLWipe
TitleInit
LoadTitlePlacard
InitScoringScreen
CheckForStartOrSelect
ExitTitleAndScoringScreens
RotateShipScores
ColdResetInit
InitPlacard
TitleDone
DrawTitlePlacard
DrawStartText
ResetStarsAndStatusLine
ScoringRotateAvailableScoresForShip
WarmResetInit
essage
InitStarfield
FixSfct0
ResetNametables
RLEAttrWriteDone
IdleLoop
SprSet


NMI
TestForMusicPlayer
Error
NoMusicEasterEgg
elVelocity
AnimateStars
PauseBlinker
MetatileDraw
ReadJoy
NextTile
EnableMusic
NoTile
SetCold
DoneTile
Reset
DrawScoringScores
InitScrollTitle
DrawScoringText
DoneDrawingScoringText
BuildMetasprites
NR
SprSetRH
SprSetRV
SprSetRBoth