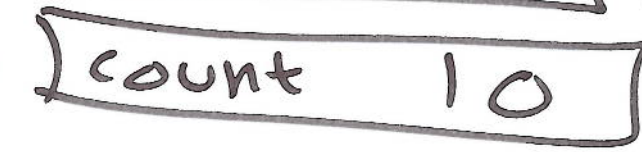


main

c1



c2



getTicks

this



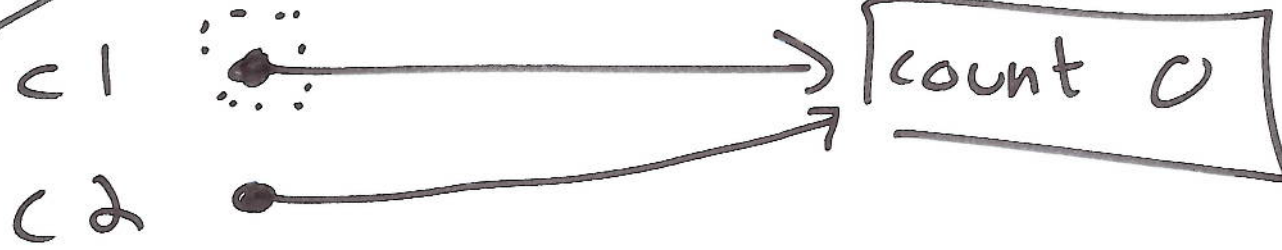
setTicks

this

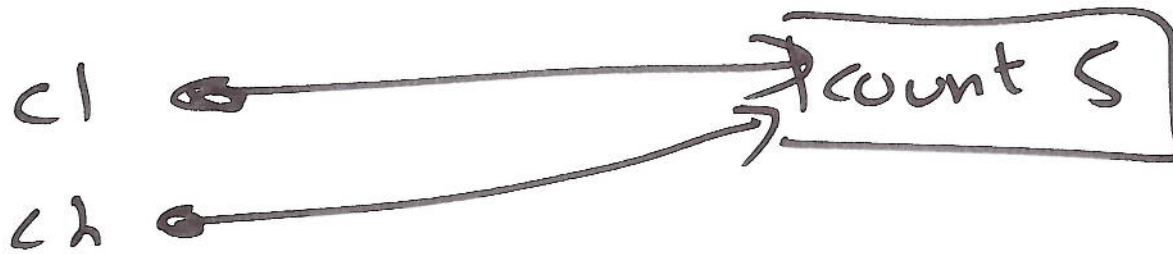
i 0



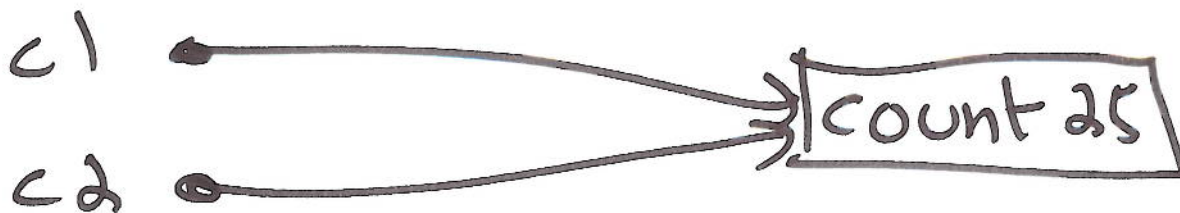
Main



x5 c1.tick()



x10 c1.tick() x10 c2.tick()



Dungeon d = new Dungeon(...);

