


Now playing: "Dynamic Punctuality" - Dmitry Mazin

@

Level Select

01 cellBlockA	02 theLongWayOut	03 validationEngaged
04 multiplicity	05 minesweeper	06 drones101
???	???	???
???	???	???
???	???	???
???	???	???
???	???	???
???		

13function startLevel(map) {  
14function moveToward(obj, type) {  
type);  
arget.x;  
get.y;  
  
= 0) {  
leftDist) {  
st < leftDist) {  
ftDist >= upDist) {  
  
39'symbol': 'd',  
40'color': 'red',  
41'onCollision': function (player) {  
42player.killedBy('an attack drone');  
43},  
44'behavior': function (me) {  
45moveToward(me, 'player');  
}

INVENTORY: 

API Toggle Focus Notepad Reset Execute Menu



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???	???	???
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