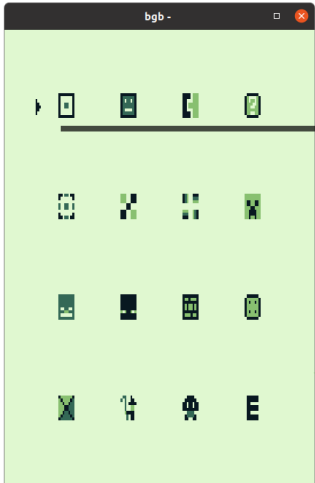


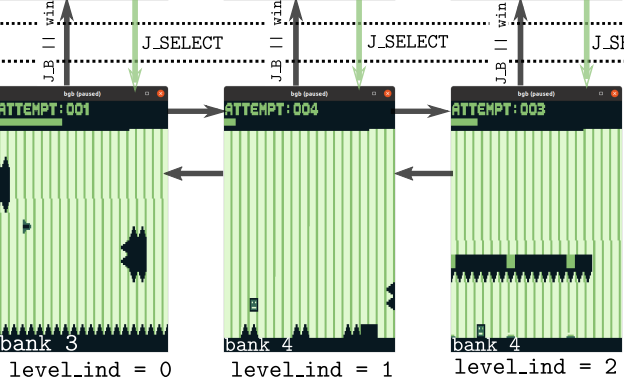
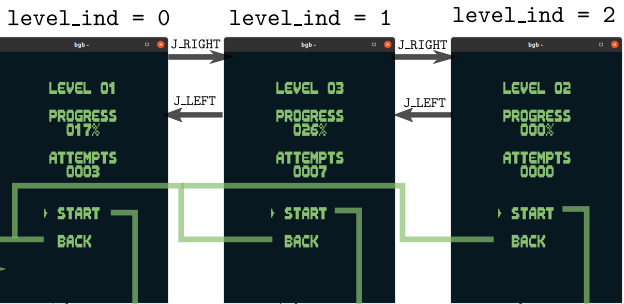
player_select()



title()



level_select()



game()