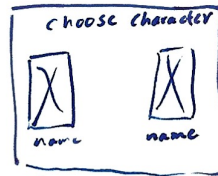
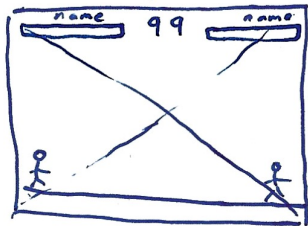


main screen



after start is pushed
game screen is loaded



after timer runs out or
someone's health is zero

