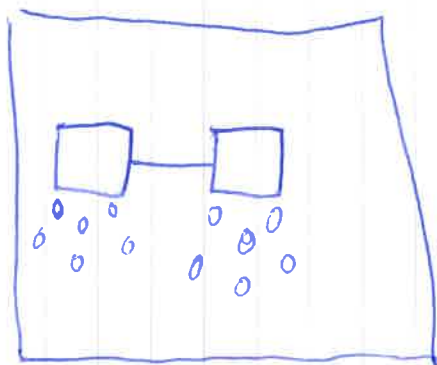
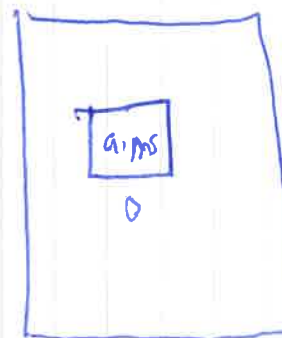


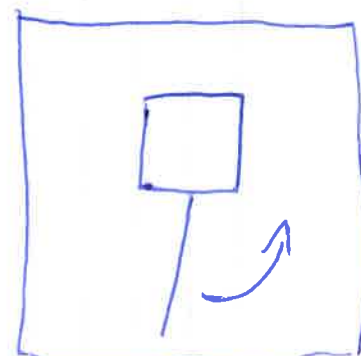
Moves side to side and shoots single shots as it moves down the screen normal rate



Moves down the screen at normal rate has two points where it attacks and shoots in an arcing pattern out of each of them.



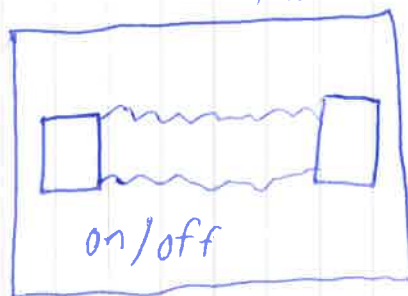
Moves down the screen at a normal rate, and aims at the player before firing a single shot



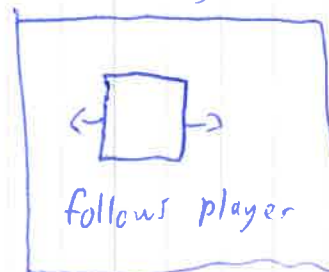
Moves down the screen at a normal rate. Has an extended stick which damages enemies when they collide with it, and it rotates.



Has large health and moves down the screen quickly.



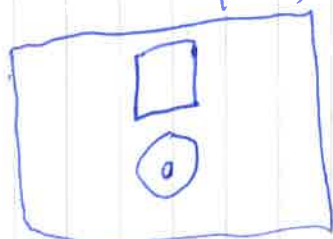
Indestructable. Produces a beam between the blocks that damage player. The beam turns on and off at interval times.



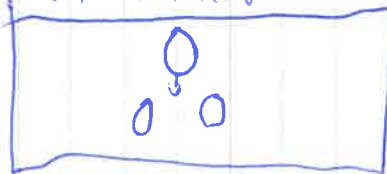
Indestructable. Moves down screen normal rate. Follows player y axis movement with delay.



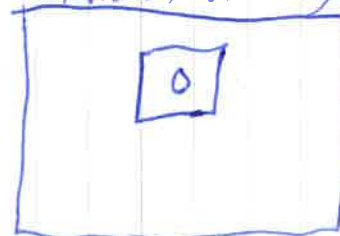
Moves in Zig Zag. Shoots triple shot.



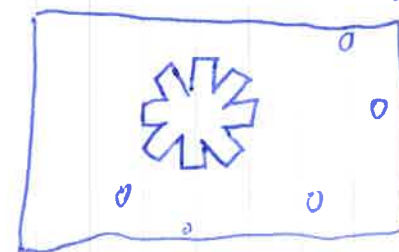
Drops slow shots that do massive damage.



Enemy splits in two when shot.



Enemy blows up when shot sending a wave of shots in all directions



Shoots in a spiral fashion. Moves at normal rate.



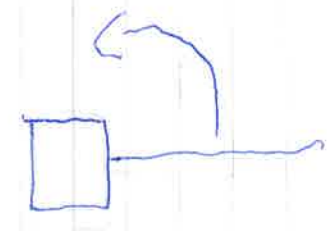
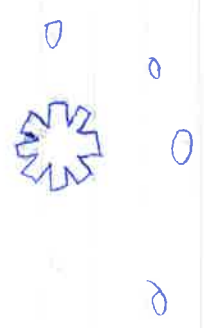
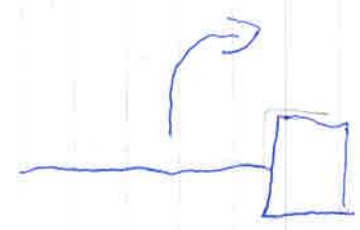
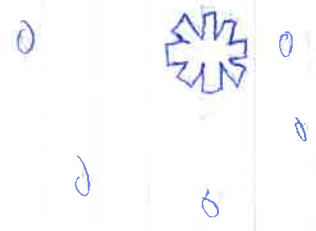
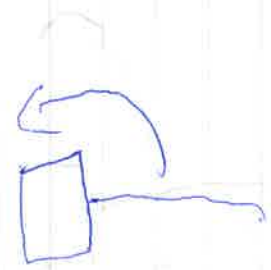
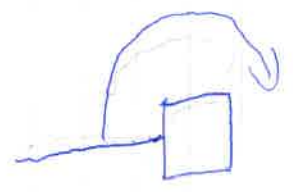
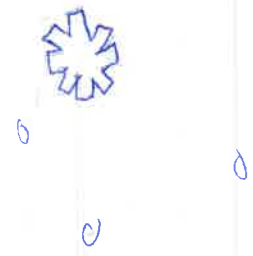
← Just moves
← Just moves
← Just moves

Shoot
Left

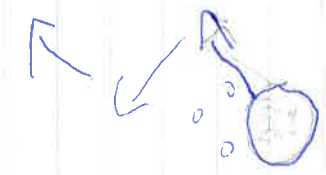
↑
Shoot
left
x 6

↖
Shoots
left
x 6

↙
Shoots
left
x 6

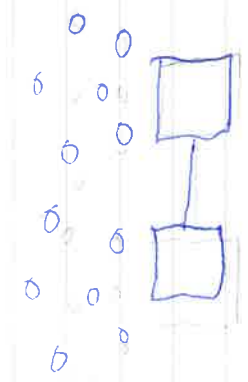
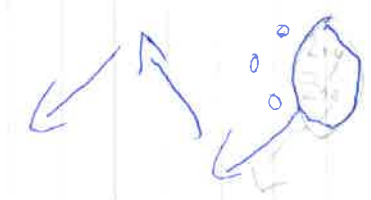


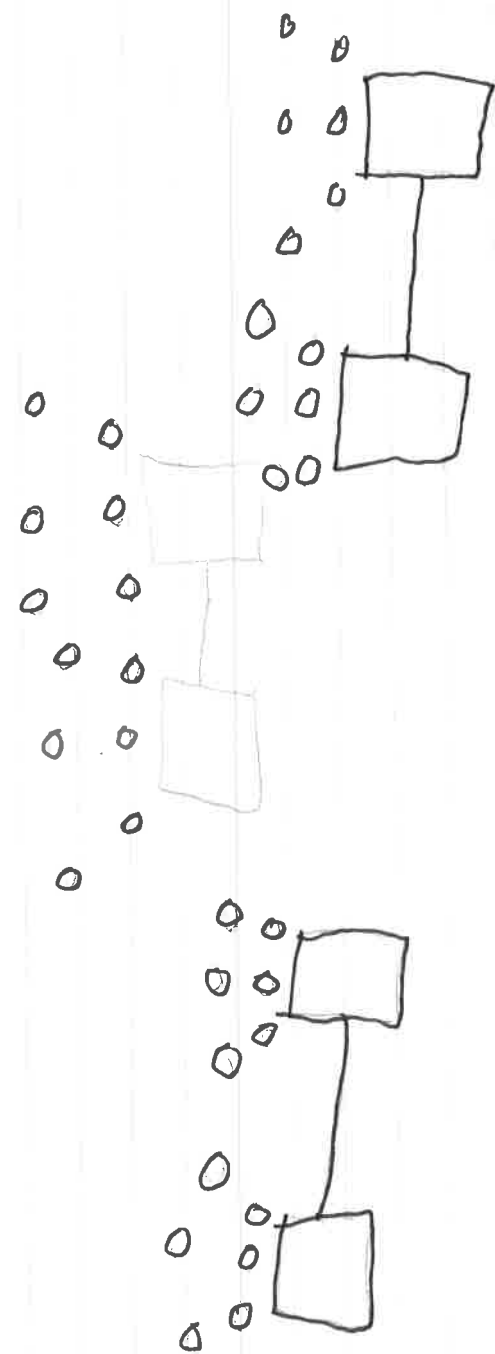
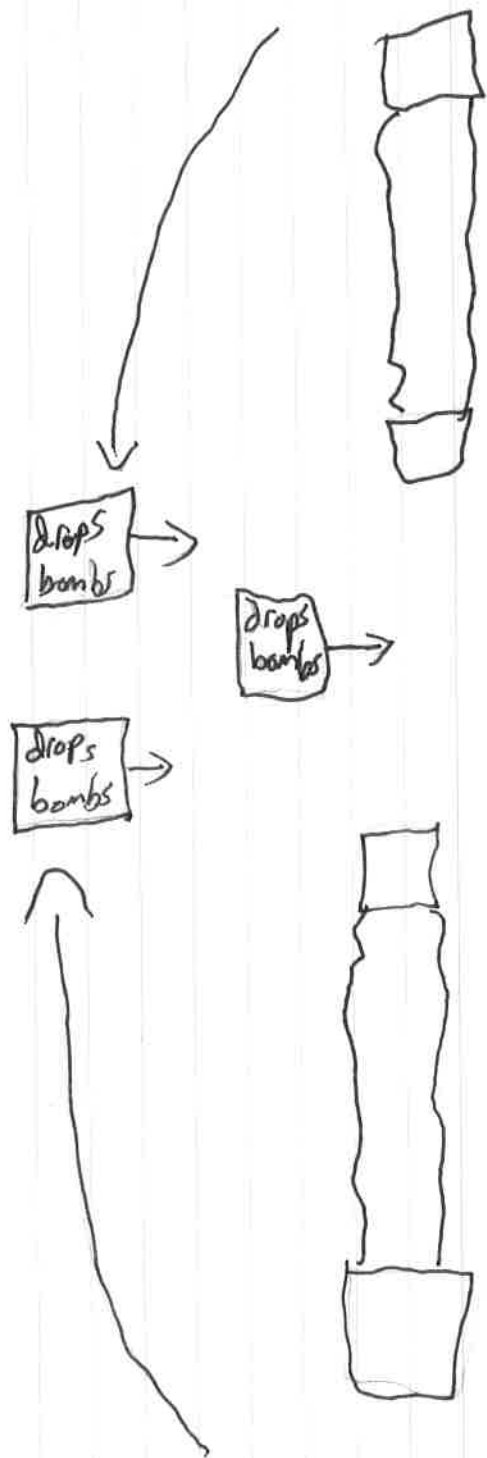
follows
player

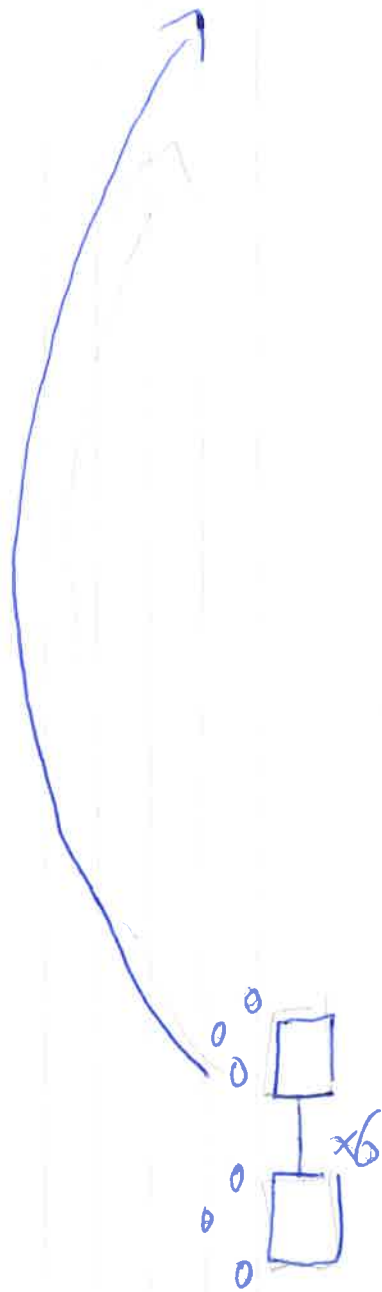
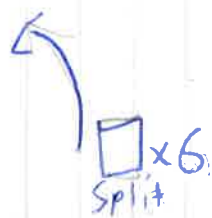
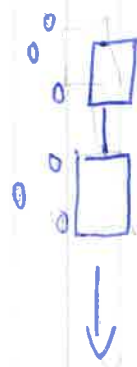
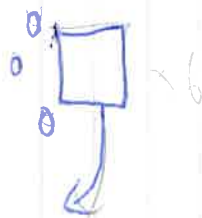
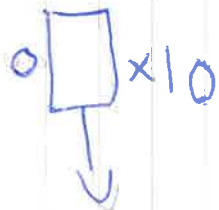
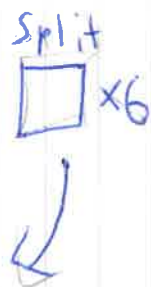
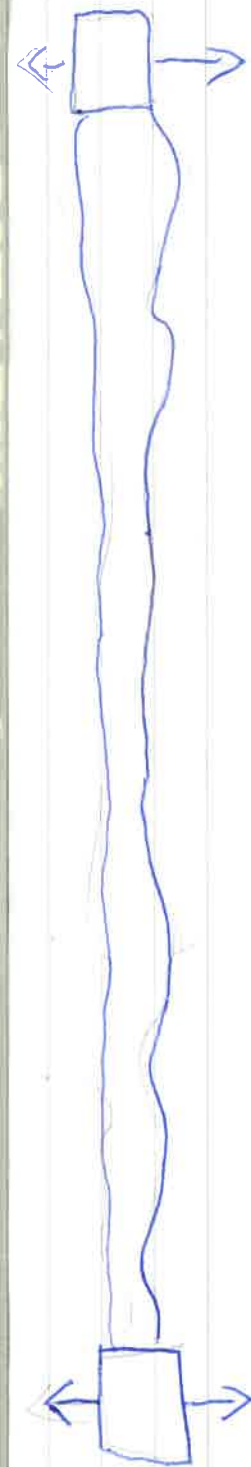


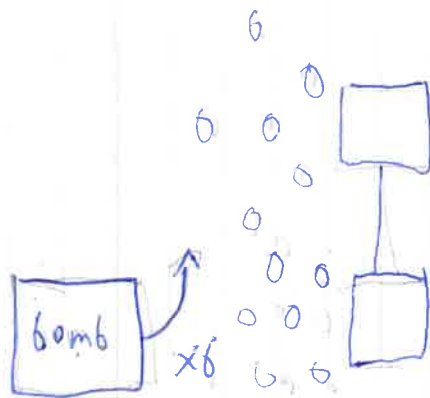
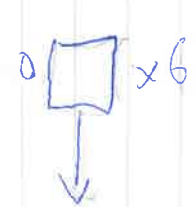
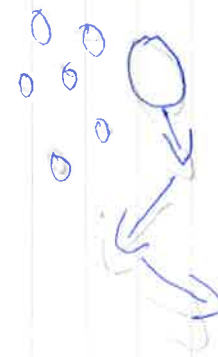
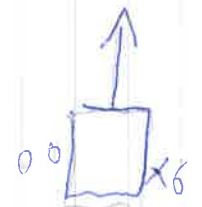
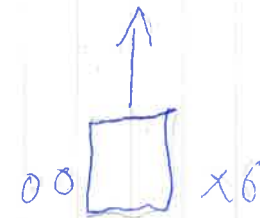
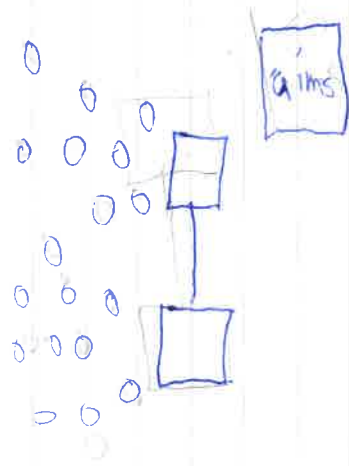
aims

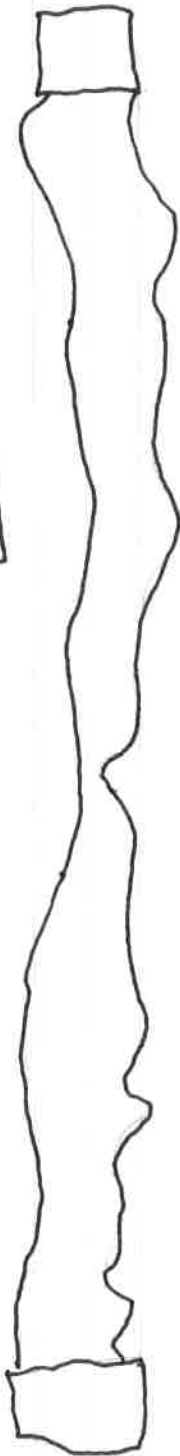
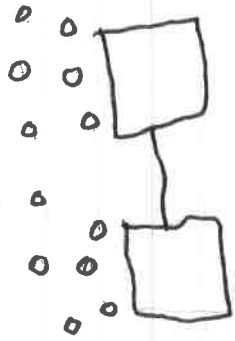
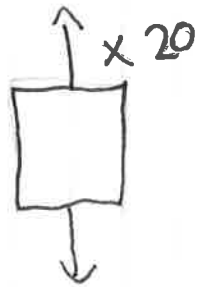
aims











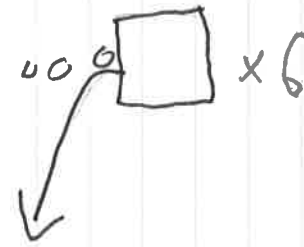
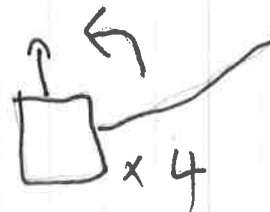
split

split

split

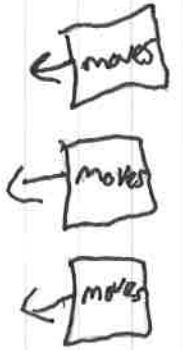
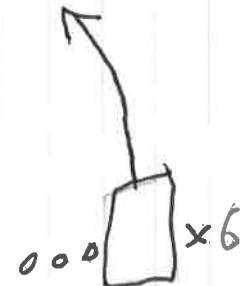
split

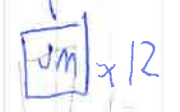
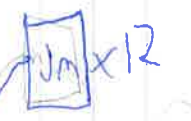
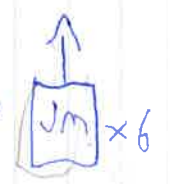
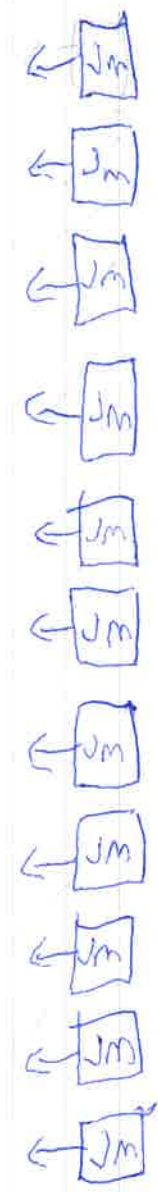
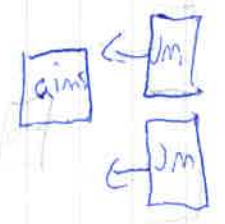
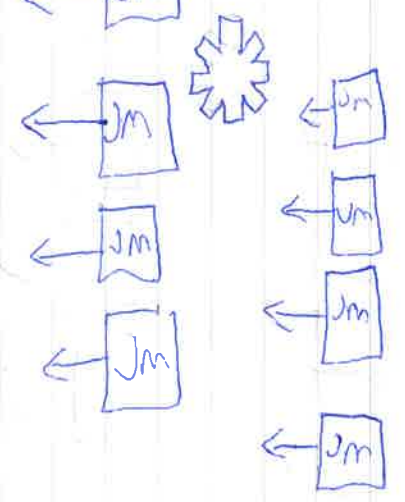
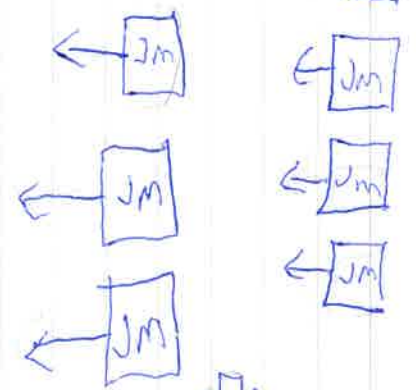
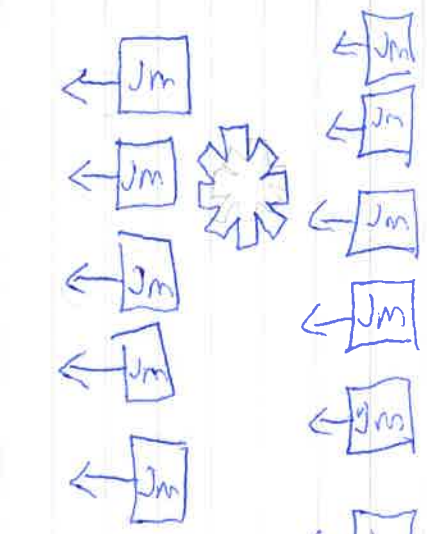
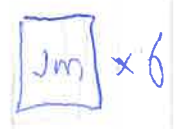
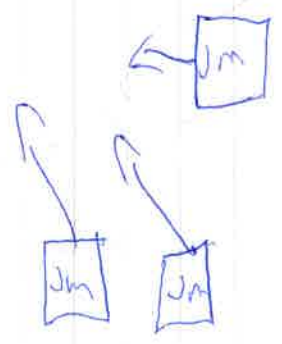
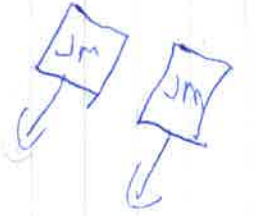
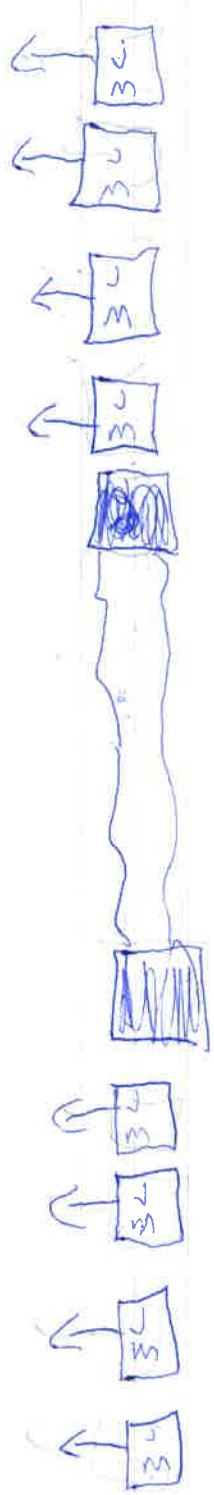
split



split

split





Leaves opening

Jm = Just moves