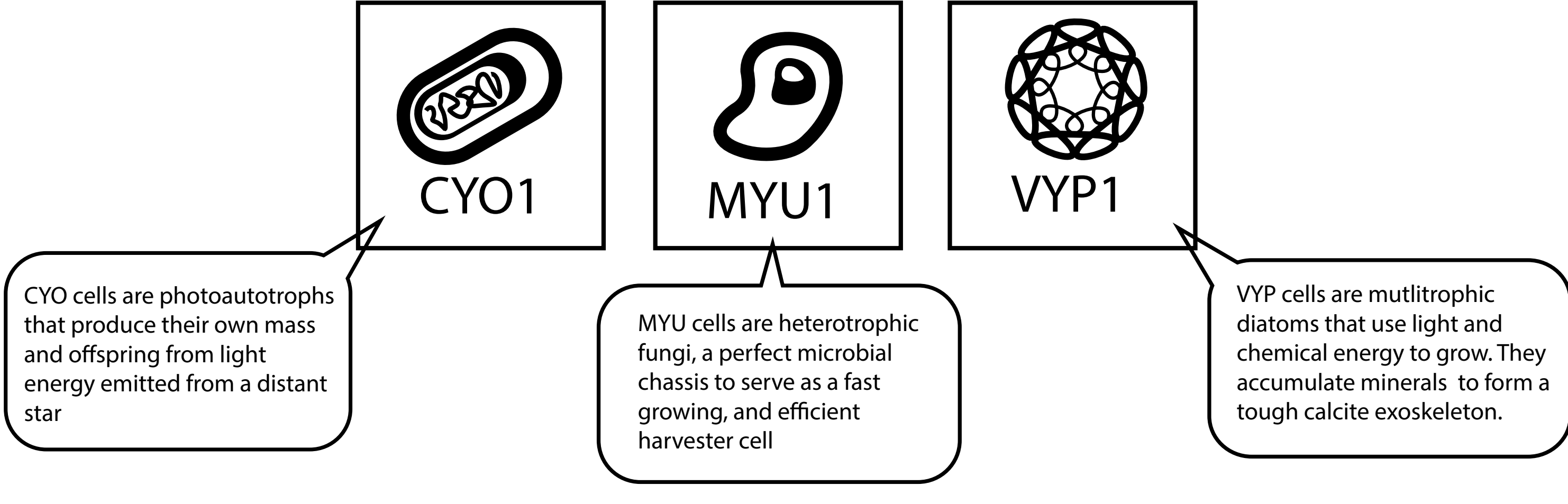
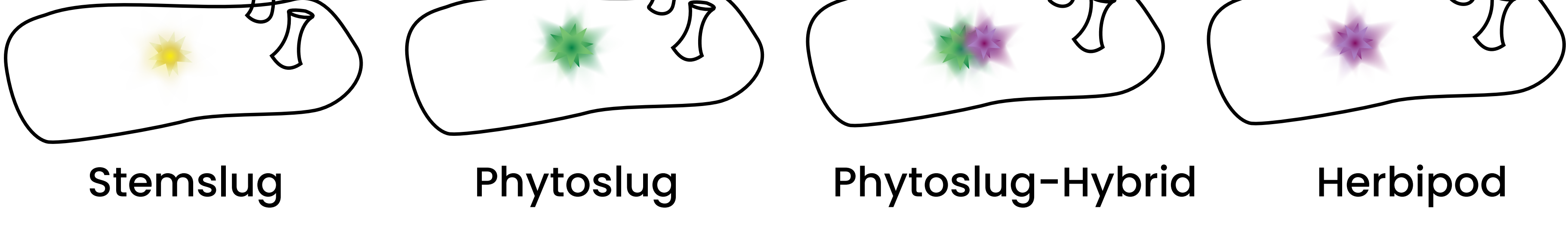


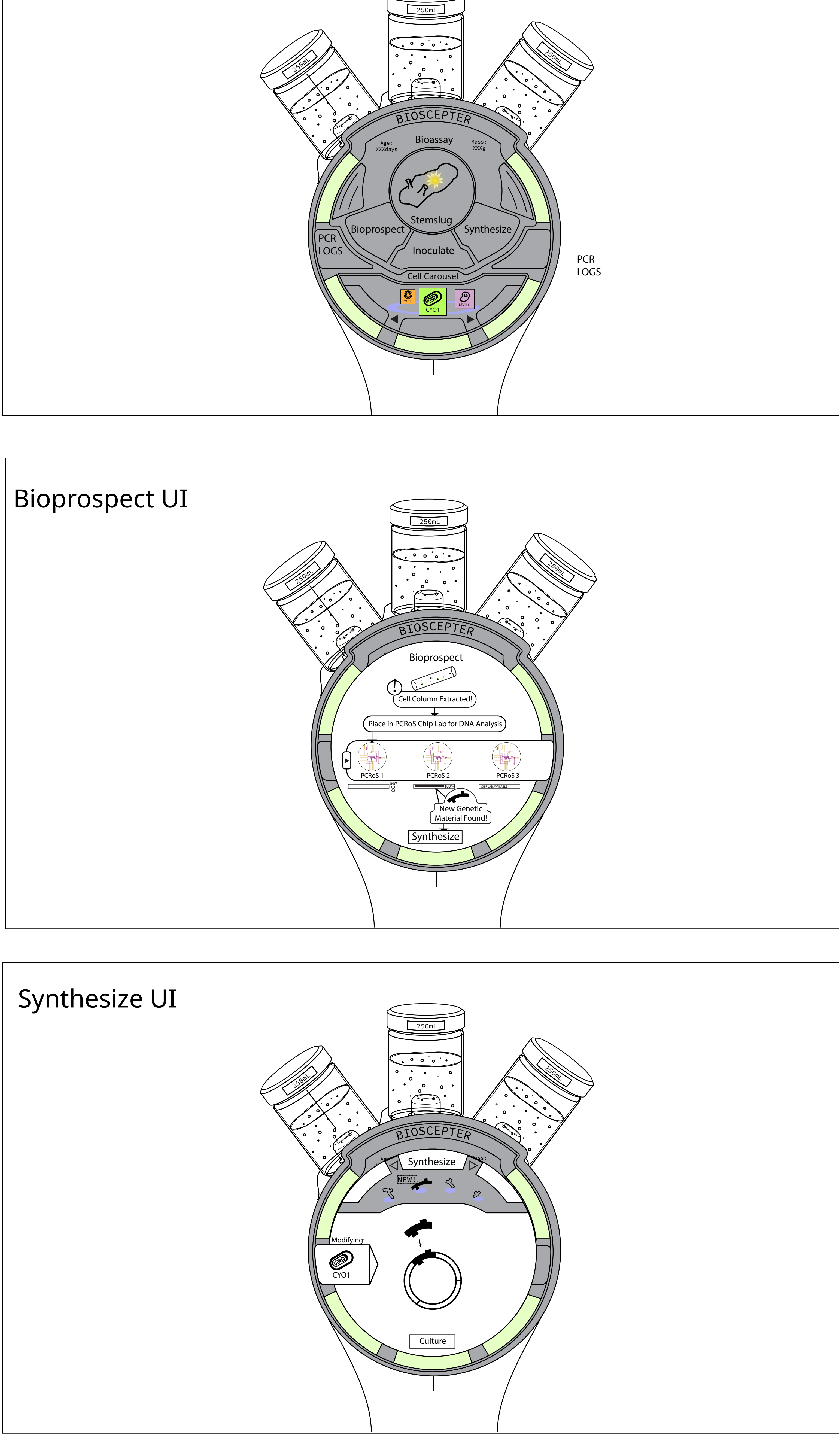
CELL TYPES



SLUG TYPES & CORRESPONDING LUMINESCENT COLOR INDICATORS



BIOSCEPTER UI OVERLAY CONCEPT



PLAYER UPSTART GAMEPLAY SEQUENCE

