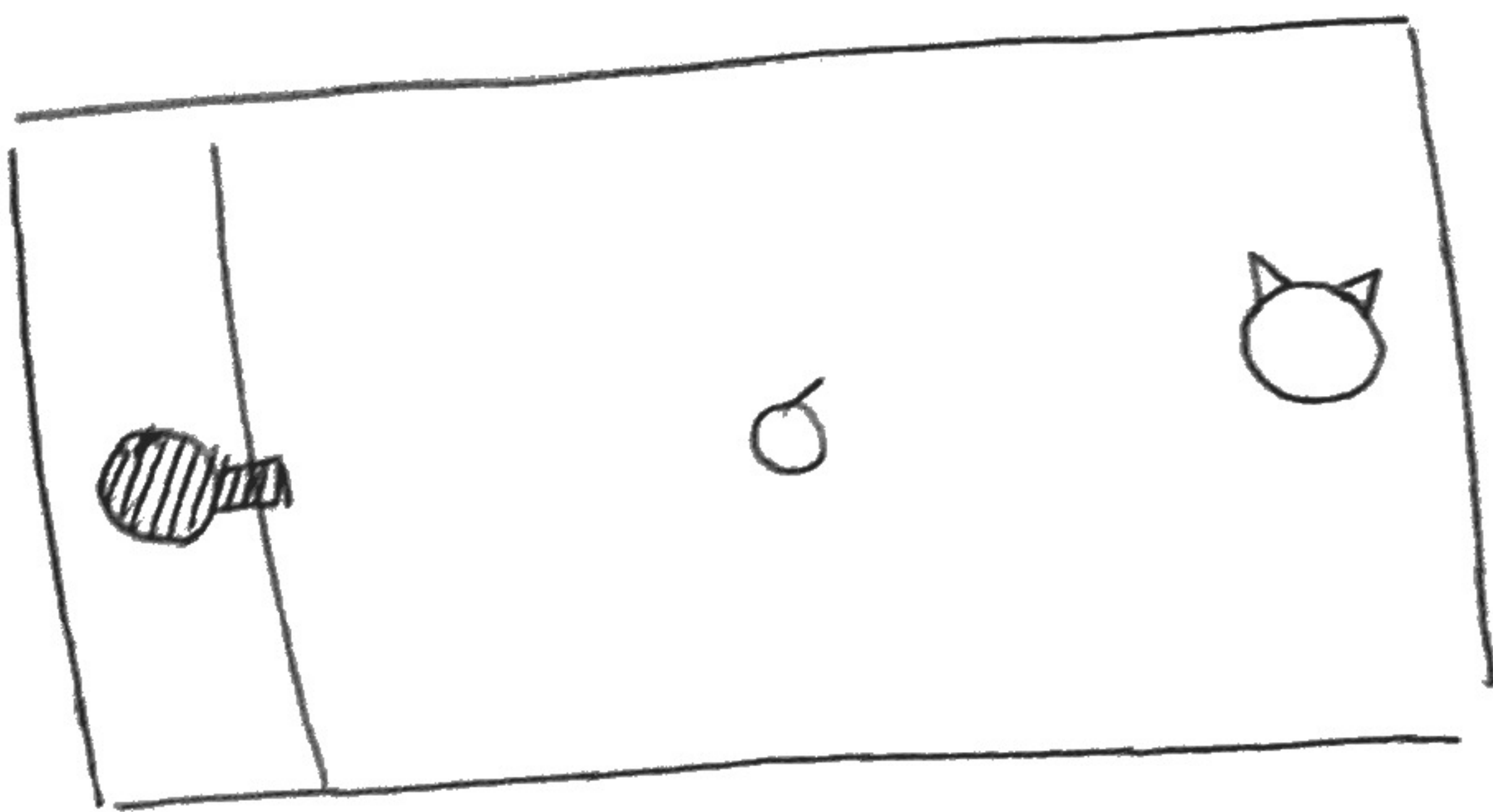
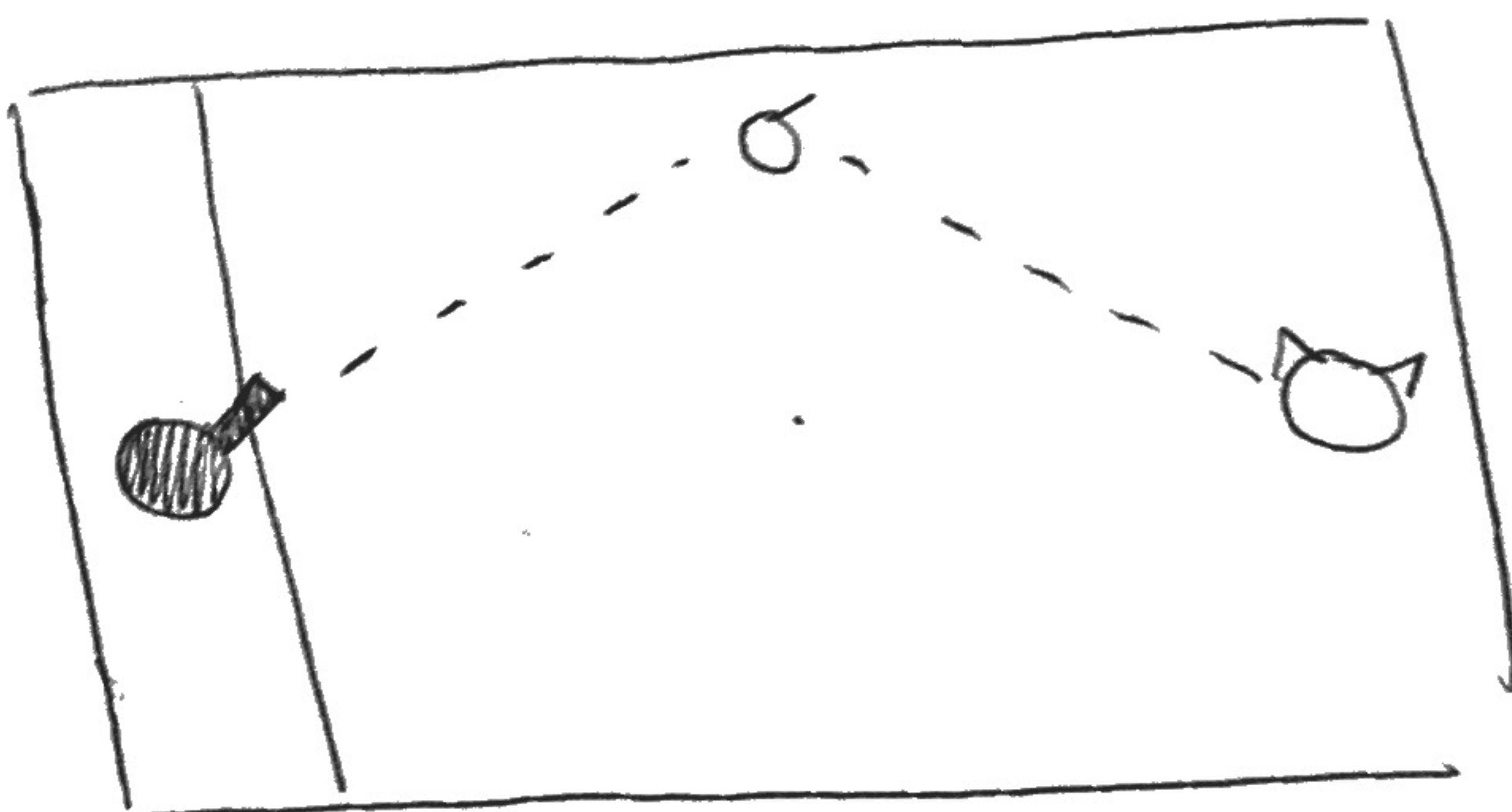


Level 1  
(shoot)



Level 2  
(rotate)



Level 3  
(move)

