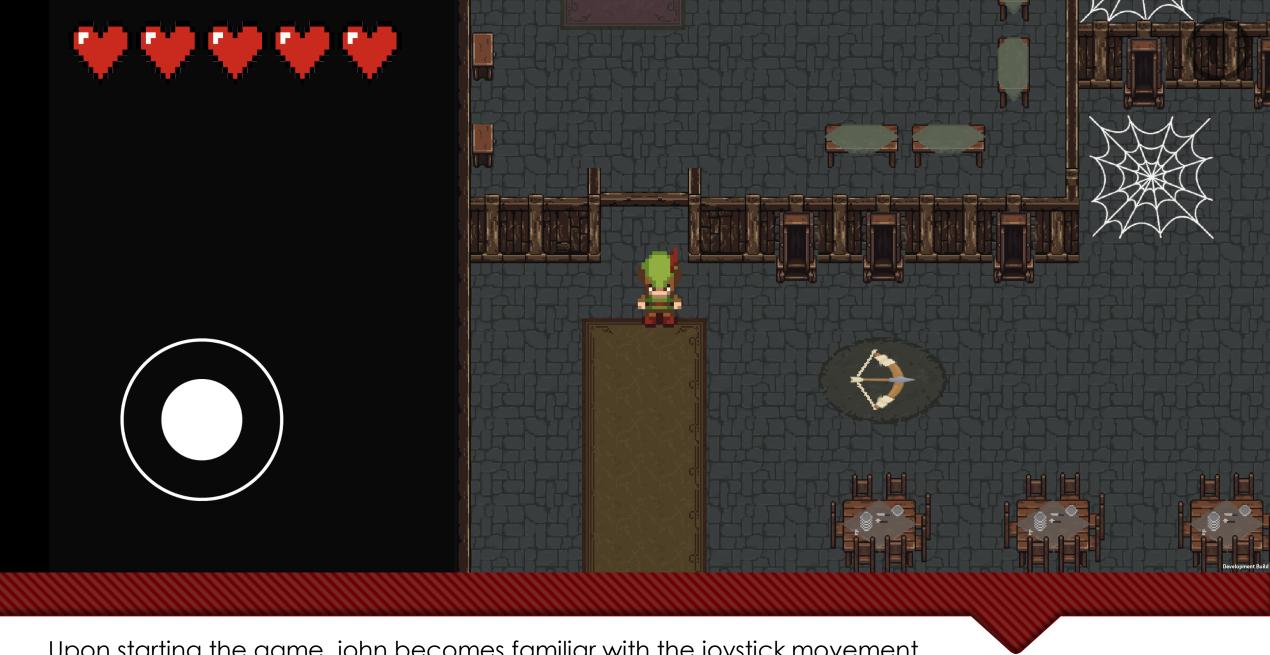
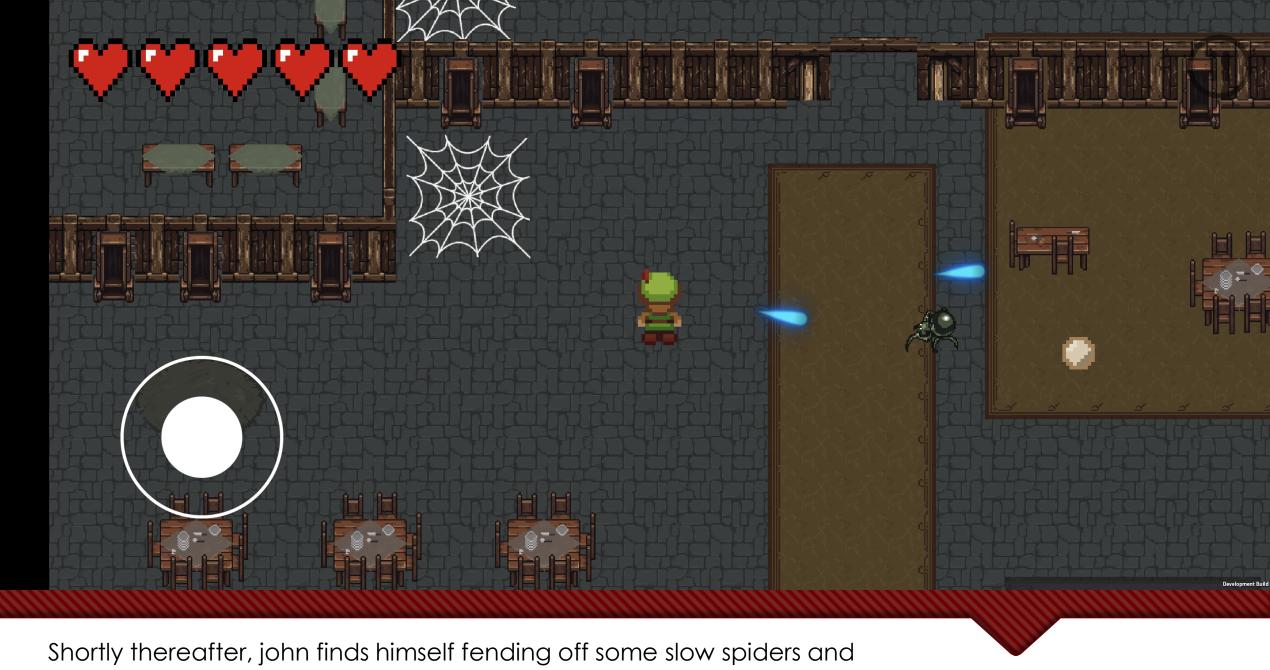


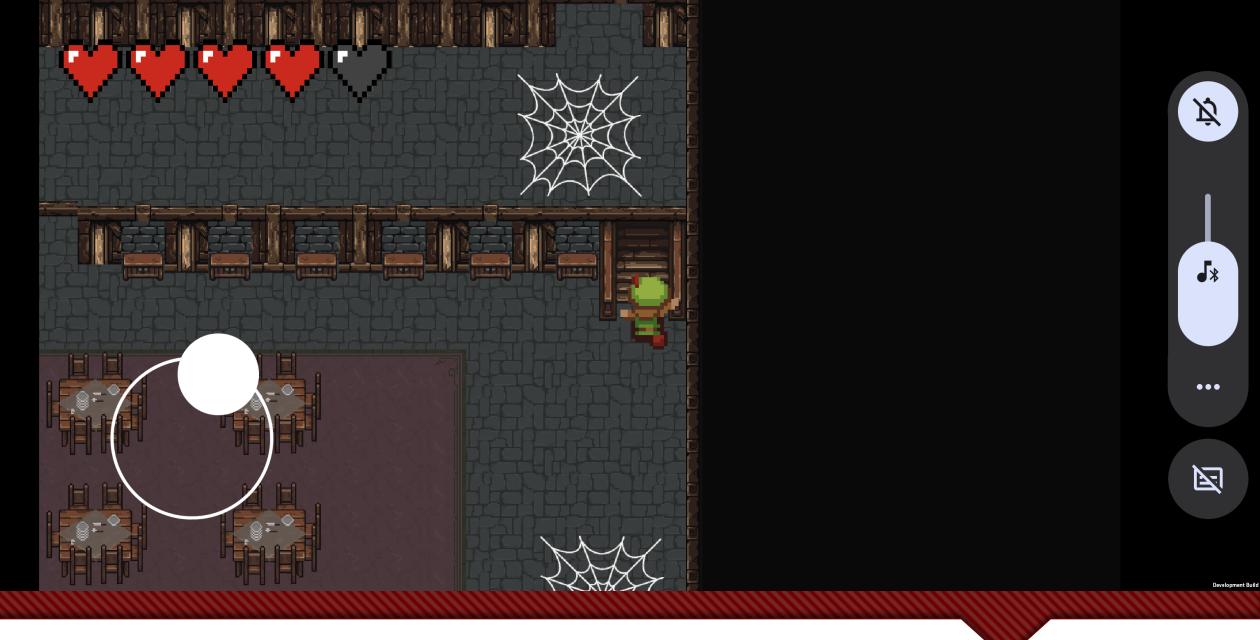
Prior to beginning, john notices that the background music is a bit loud so he checks the settings to turn the volume down and select easy mode.



Upon starting the game, john becomes familiar with the joystick movement and walks through the bow to pick up the weapon.



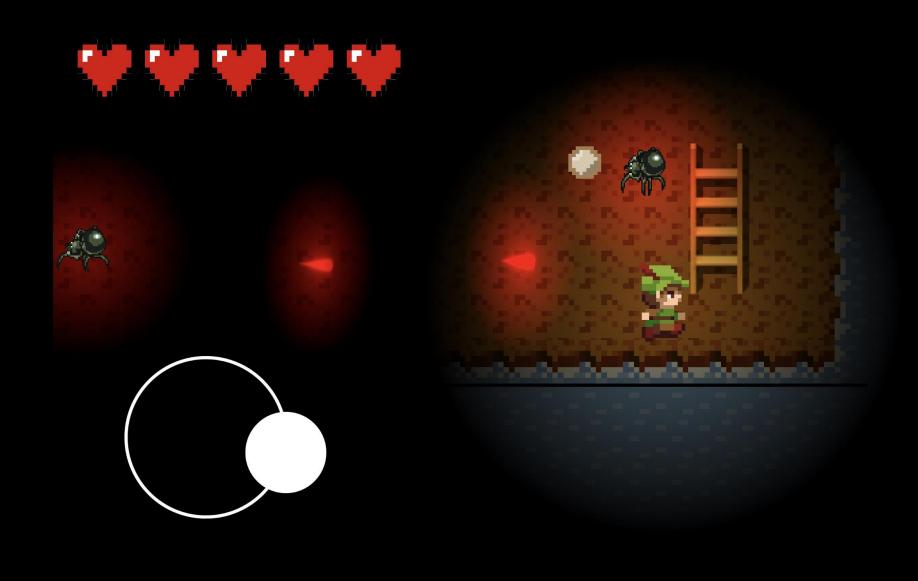
destroying their eggs.



After exploring the rooms, john finds the staircase to exit the room.



In the next level, John finds himself with low visibility in what appears to be a cave. The spiders are shooting back at John now and he must avoid their attacks while fending them off.



After a close call, John finds his way through the dark maze and climbs up the ladder to the next level.



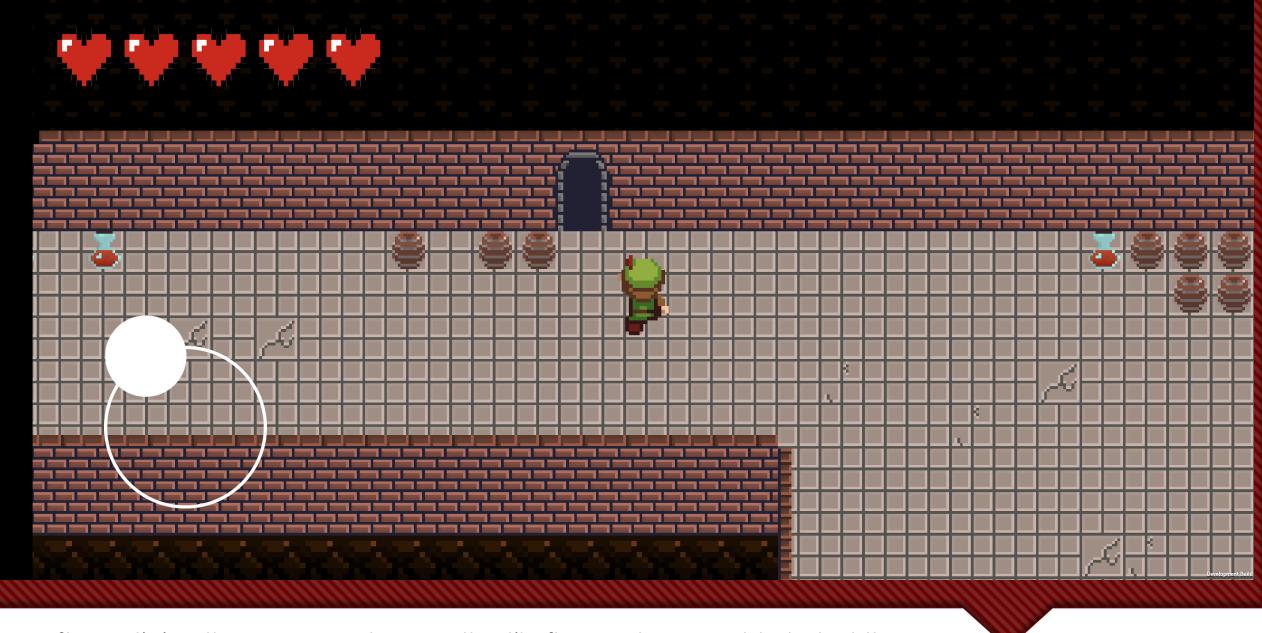
Unsure of which door to take, John decides to test the door on the left.



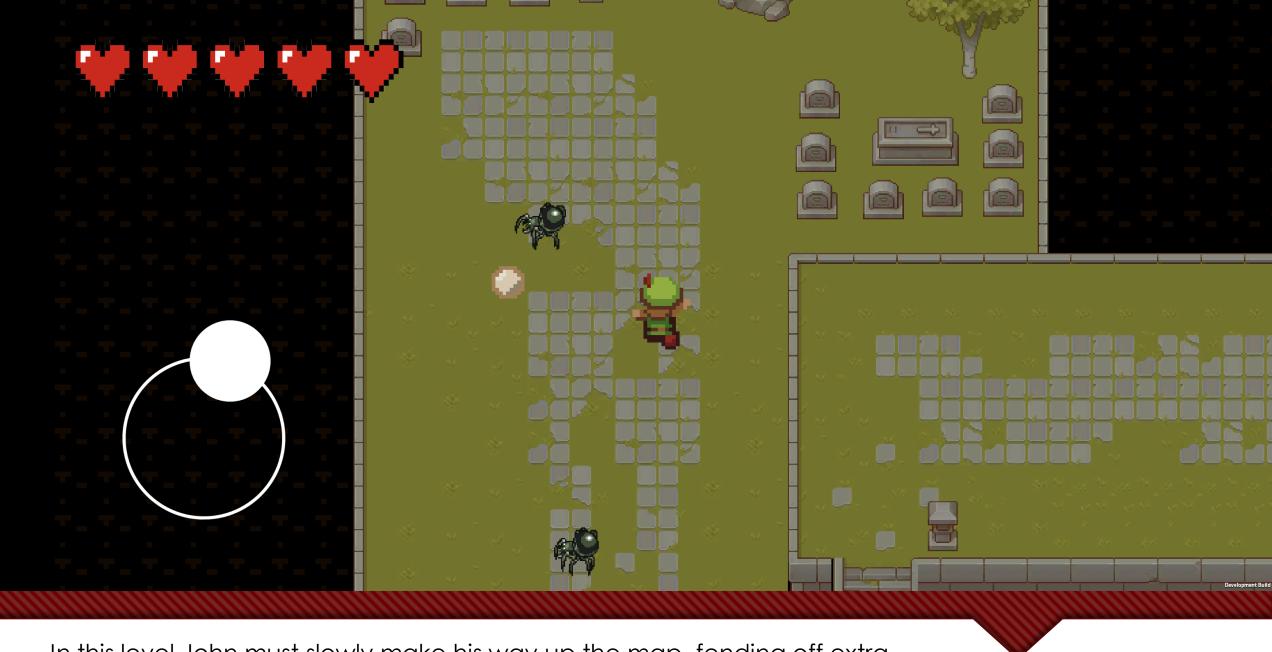
Arriving in a new room with yet another option between doors, John decides to stick with his luck and choose left again.



John recognizes this room as the first room he had gone through, somehow he had been sent back!



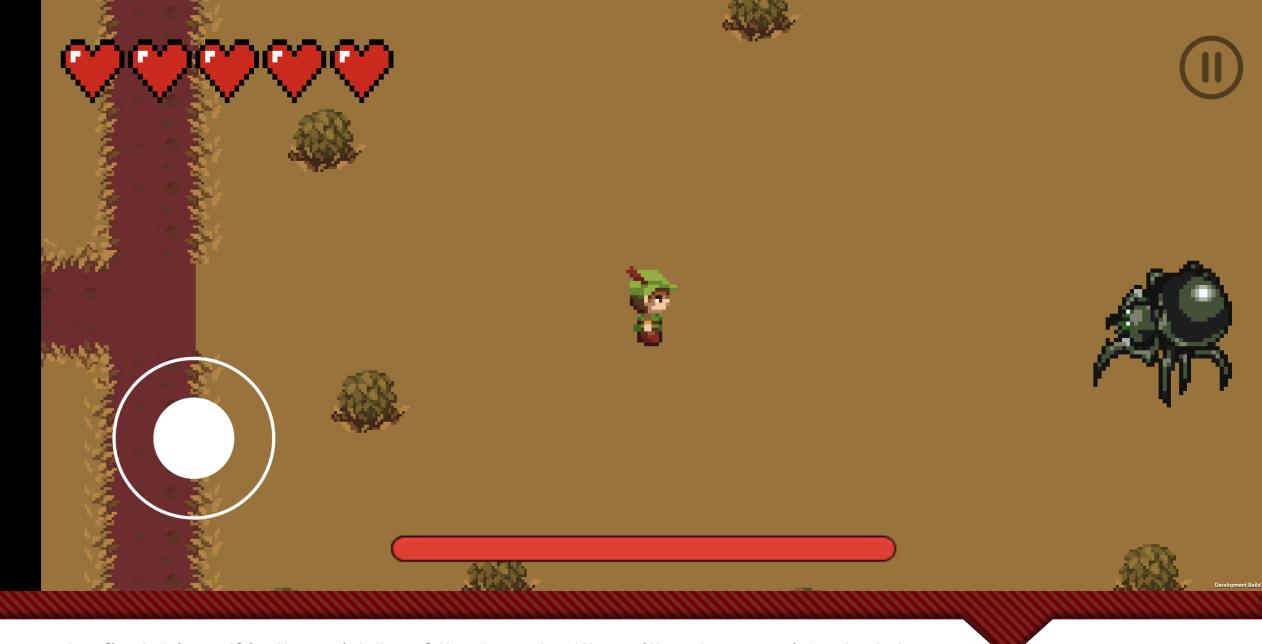
After noticing the room numbers on the tile floor, John was able to test the sequence of doors until arriving at the final door.



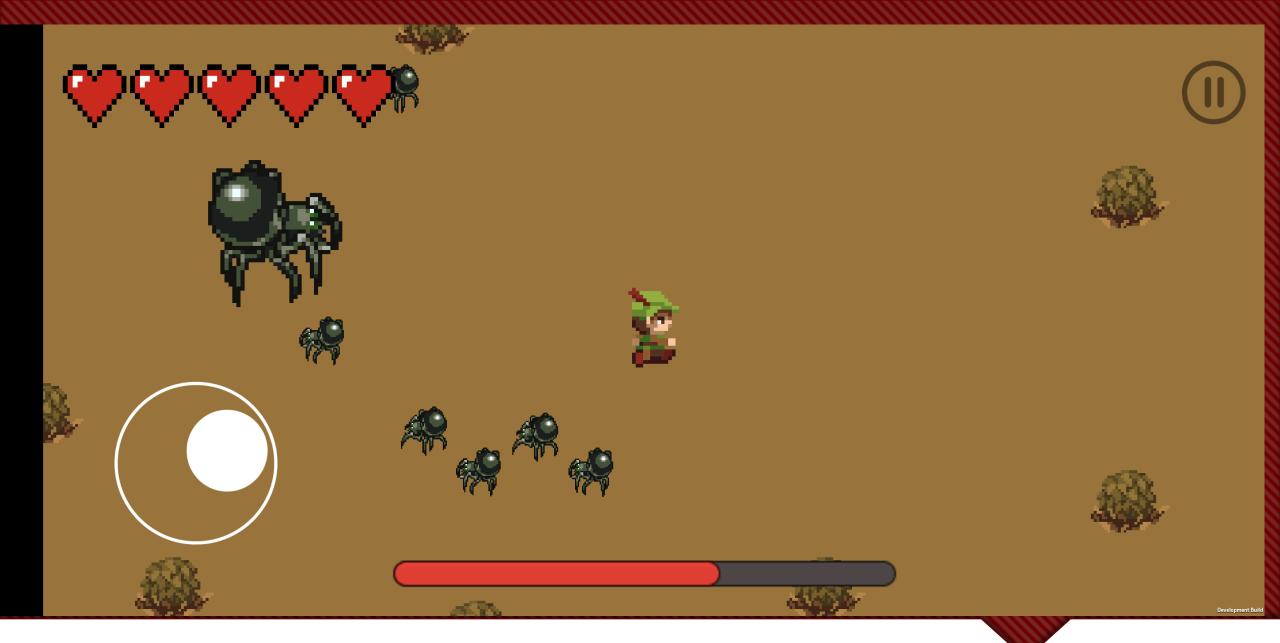
In this level John must slowly make his way up the map, fending off extra speedy spiders that are spawning out of eggs.



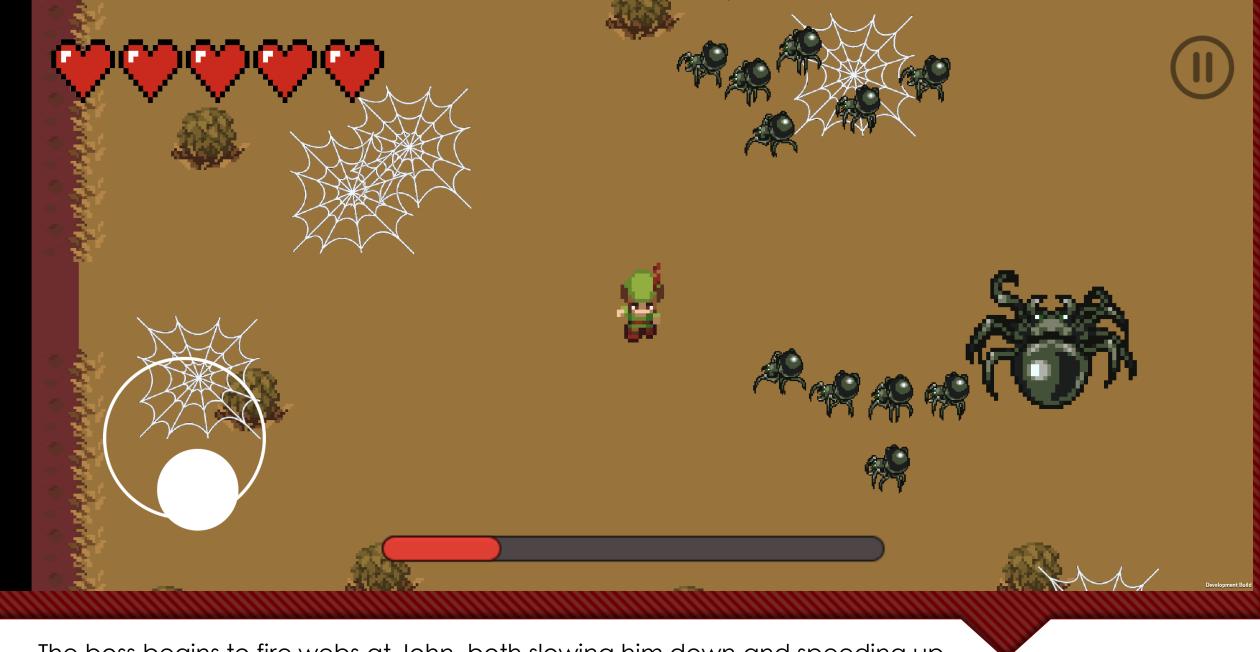
Near the end, John kills the last few spiders and advances through the door.



John finds himself in the middle of the boss battle, with a large spider to take care of.



The fast spiders catch John off guard and he must avoid them while still attacking the boss



The boss begins to fire webs at John, both slowing him down and speeding up the other spiders.

