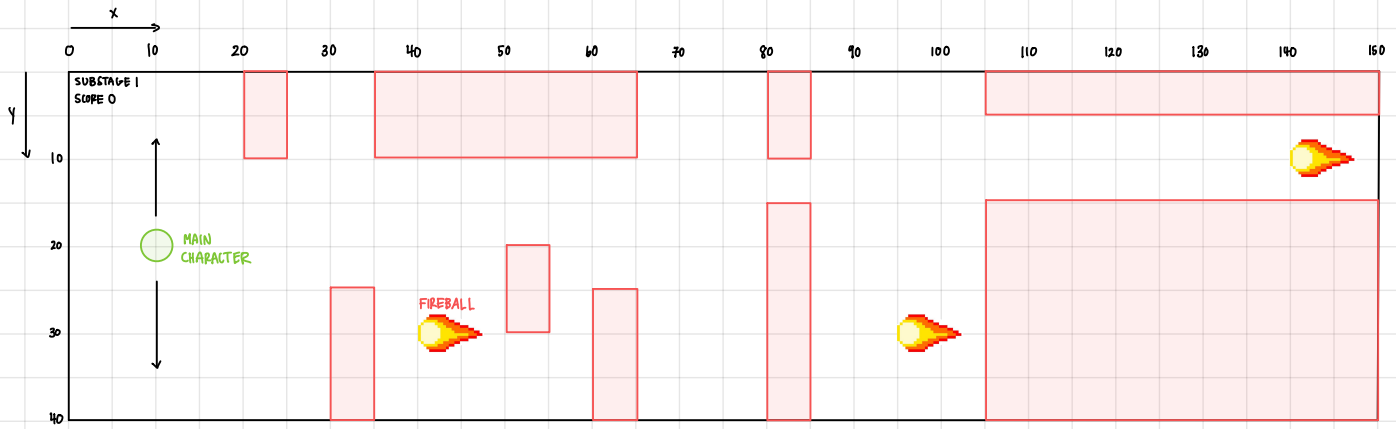
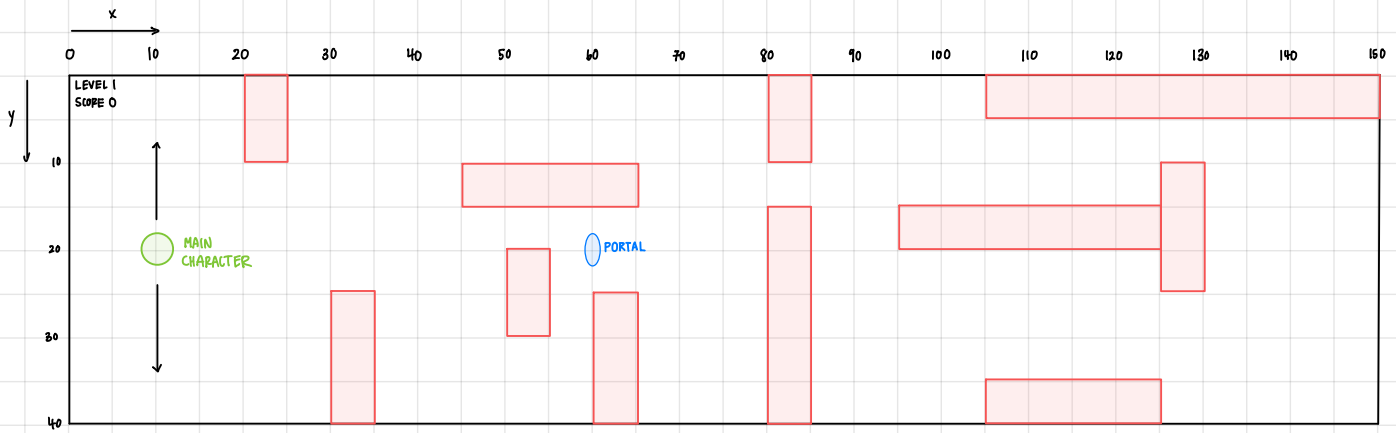
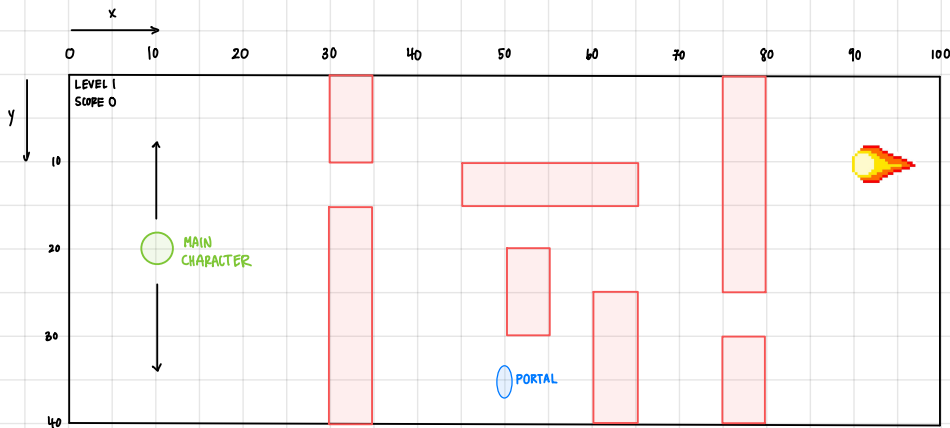


EXAMPLE OUTPUT



TEST OUTPUT



- score increases by 50 every 5 units travelled
- level has speed 2
- substage has speed 2
- fireball has speed 3

