

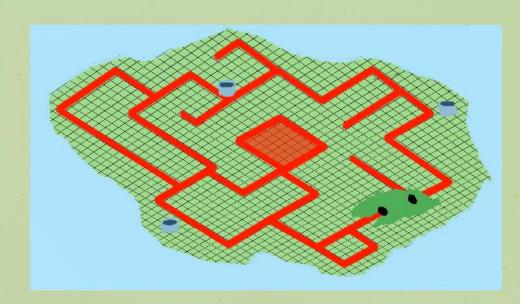




LEVEL DESIGN



TIME RUN OUT TELEPORTING BACK TO SAFE ZONE





TUTORIAL





