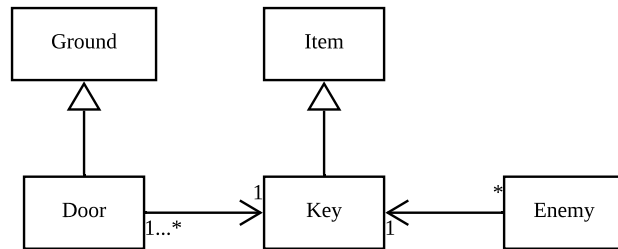
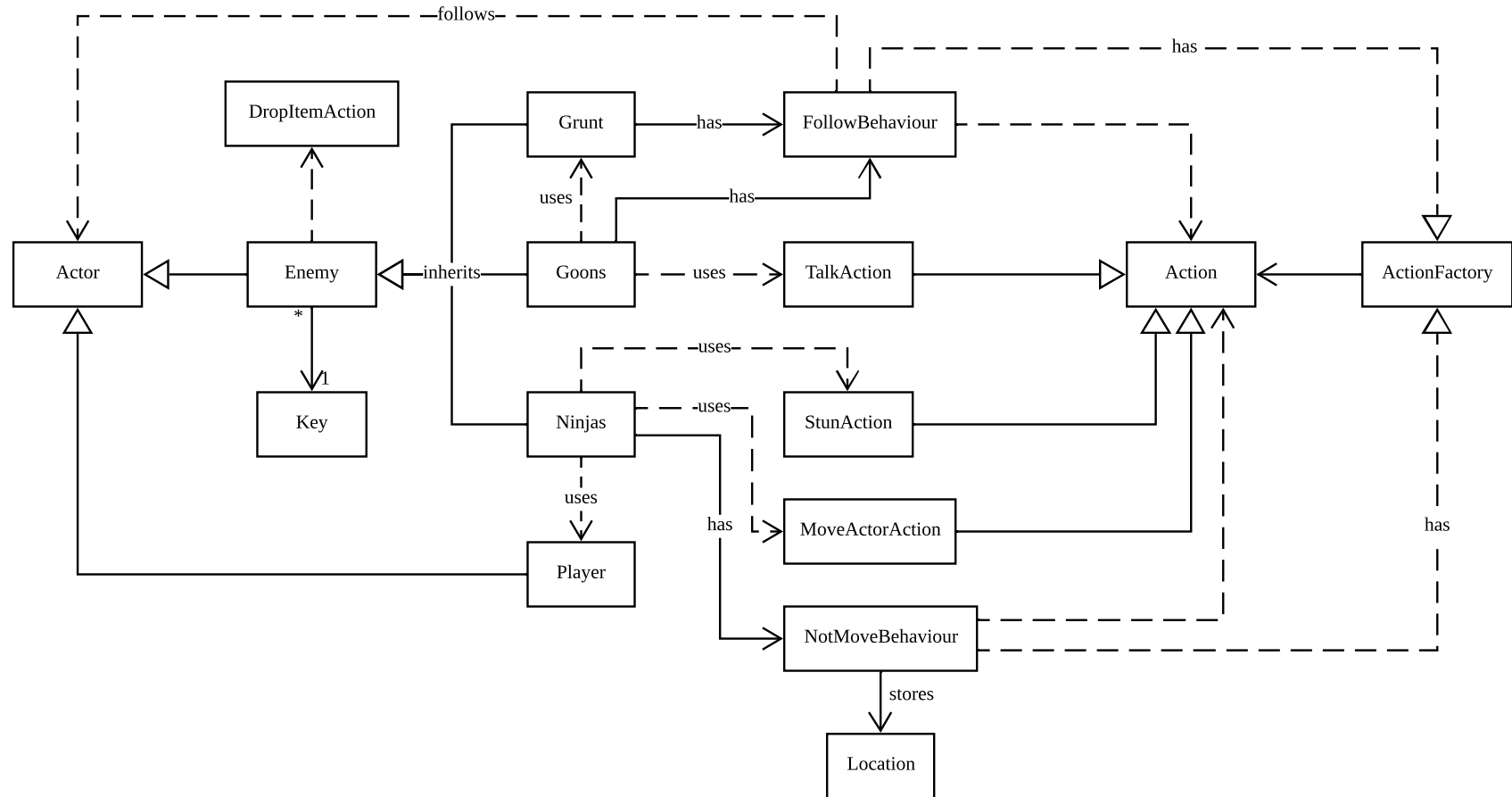


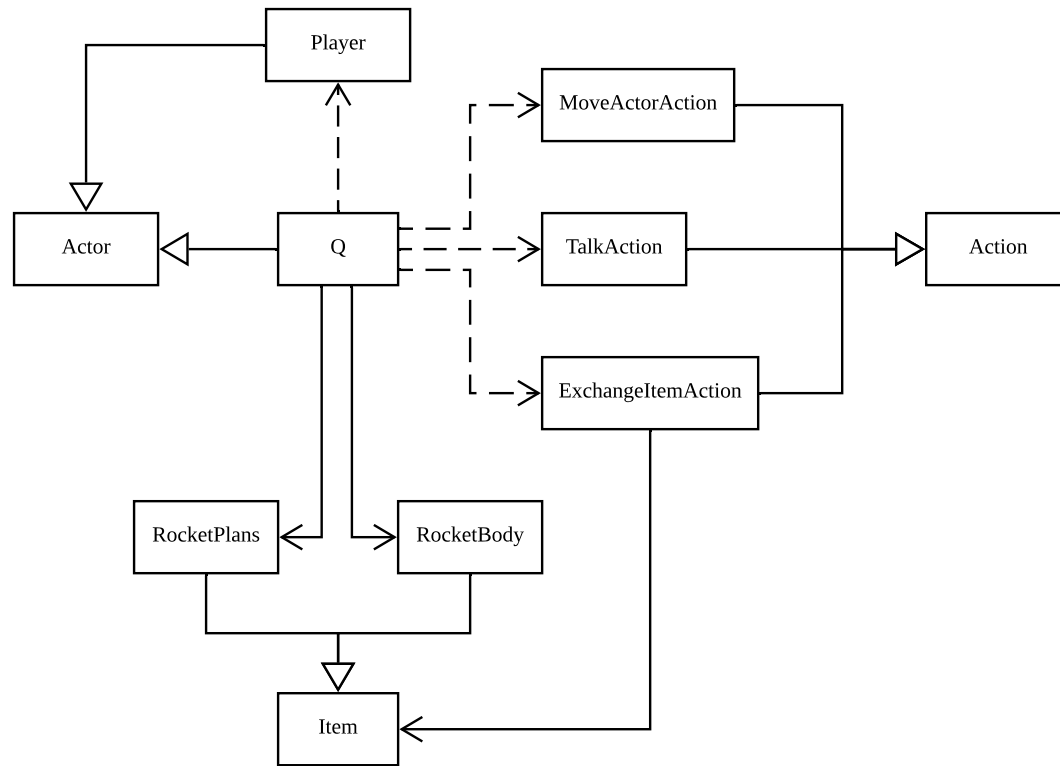
# Doors and Keys



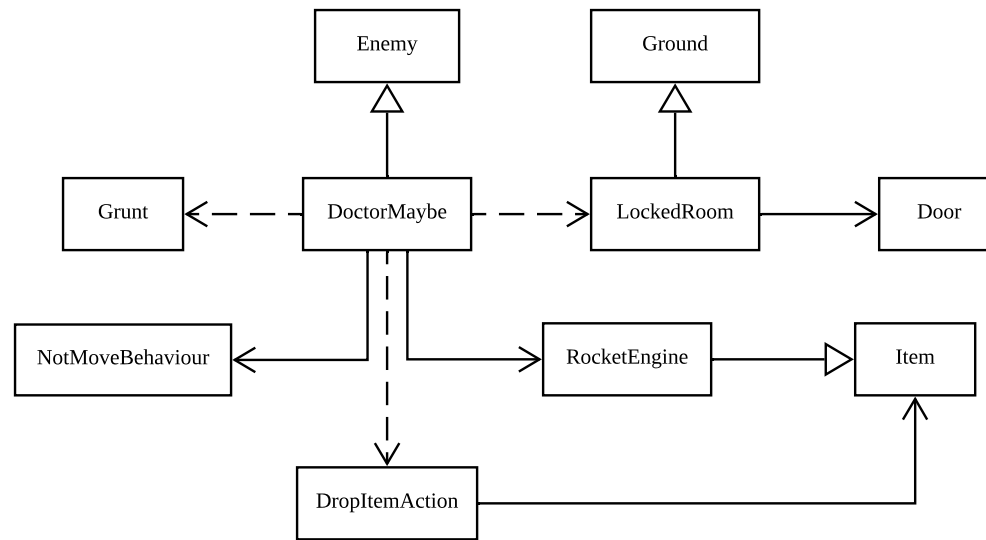
## New type of Enemy



## NPC : Q



## Miniboss (Enemy) : DoctorMaybe



# Rocket Building

