**References**

**Textures**

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* clay512x512-01b.png – By: aqaraza on OpenGameArt.org
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* clay512x512-01d.png – By: aqaraza on OpenGameArt.org
* ExposedPiping.png – From <http://www.bengetronic.com/img/pipes.jpg>
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* BlackMetal.jpg – From <http://wallpoper.com/images/00/24/09/44/metal-textures_00240944.jpg>
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* Beam texture –Edit of <http://vortex-x.deviantart.com/art/Metal-Beam-118995632>
* Lvl1 BGM – Technoir, by Perturbator
* Lvl2 BGM – Humans are Such Easy Prey, by Pertubator
* Lvl3 BGM – Turbo killer, by Carpenter Brut