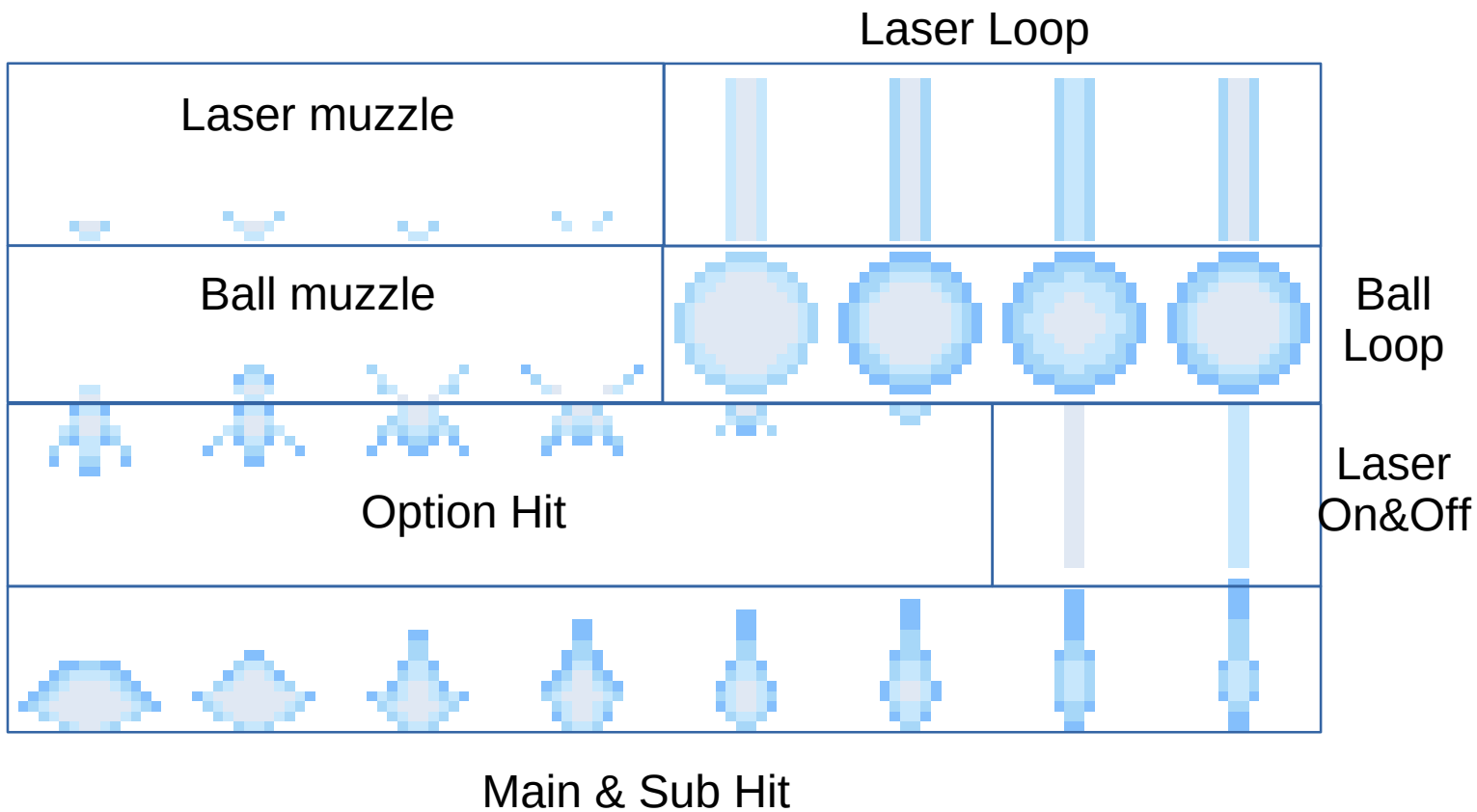
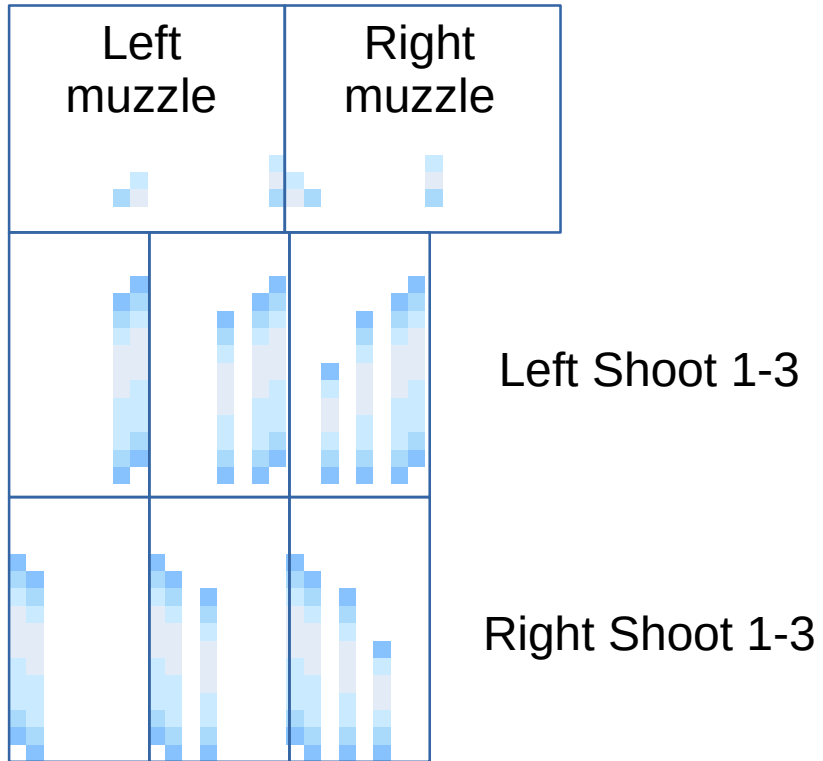


option\_atack\_hit\_16x16  
Animation Sprit

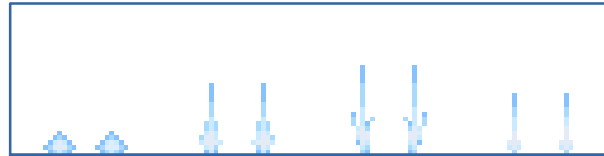


# shoot\_sub\_8x16 Animation Sprit

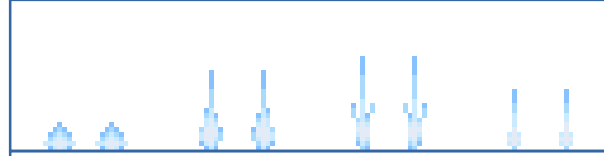


# shoot\_main\_32x32 Animation Sprit

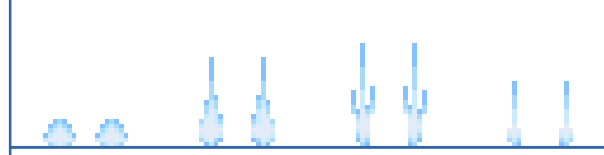
Main Mazzle 1



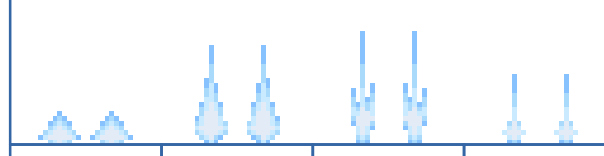
Main Mazzle 2



Main Mazzle 3



Main Mazzle 4



Main shoot 1-4

