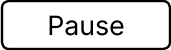

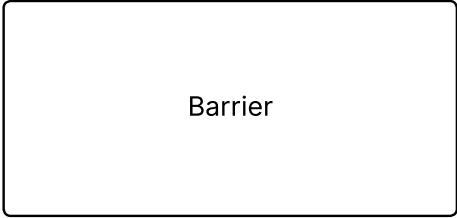


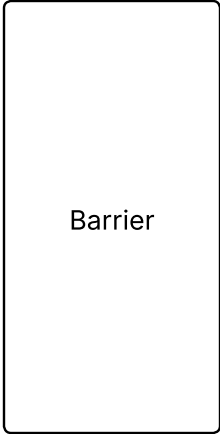
Lives:     

Score: 


Pause 

Enemy 


Barrier 


Barrier 

Reward 

Player 

Barrier 

Hazard 

Enemy 

Reward 