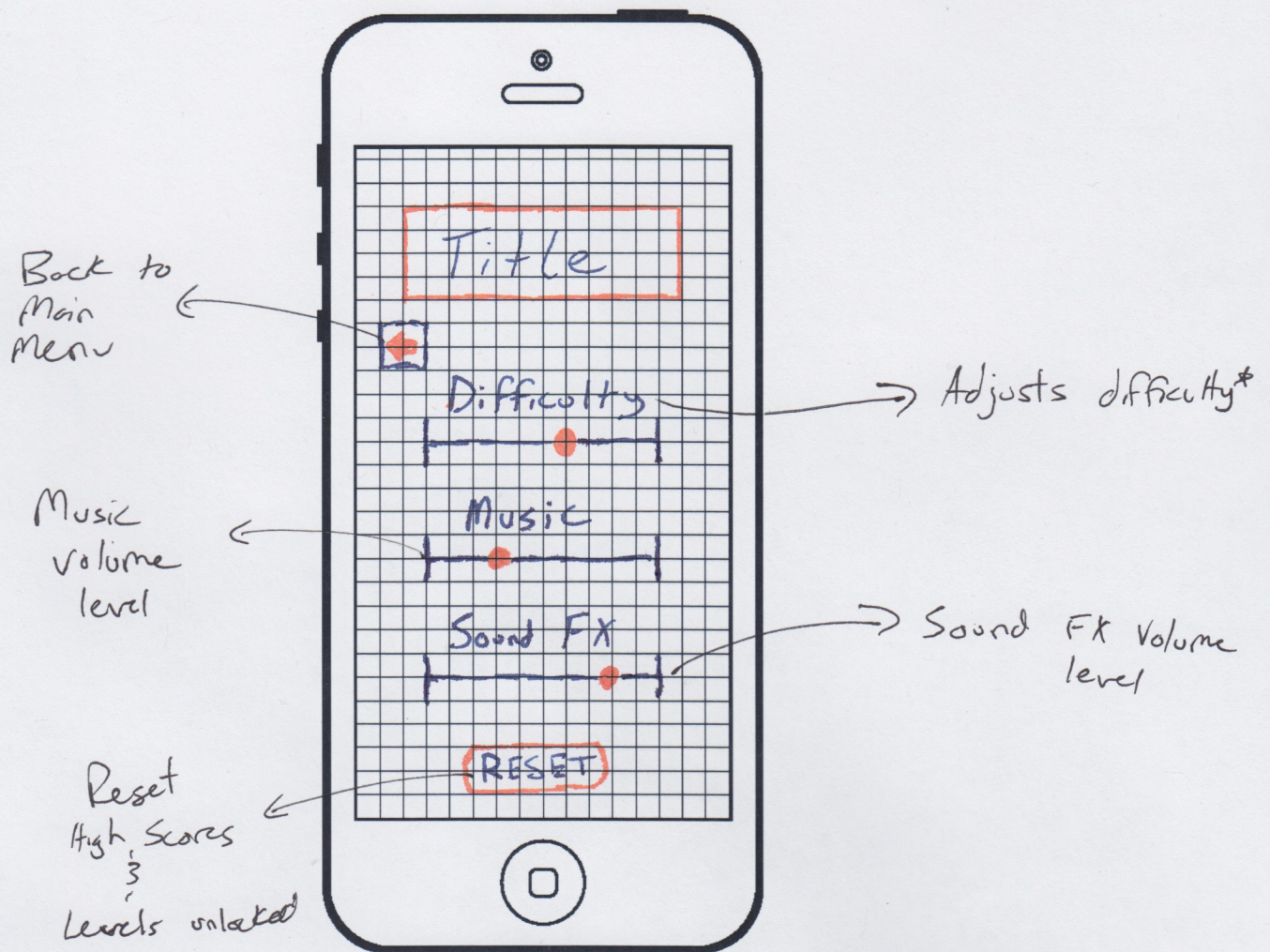


Options Menu



Notes:

* Difficulty applies to endless only. Forcing harder levels to be created, with more, bigger obstacles